

ULTRAMODERN 5

OGL/SRD (I.O)

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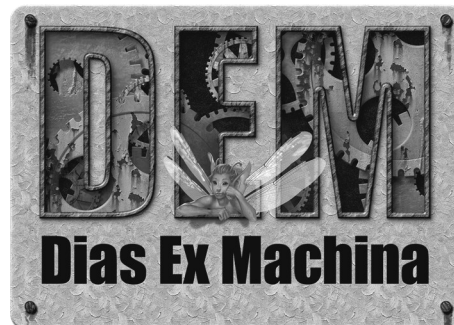
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CHAPTER ONE

WHAT IS ULTRAMODERN5

In 2008, Dias Ex Machina released their first product, *Amethyst*—a techno-fantasy introducing modern rules into traditional fantasy. These rules were later separated and expanded into *Ultramodern4*, offering players the chance to insert technology in any type of 4th Edition game.

In 2016, after a successful Kickstarter campaign, *Amethyst* transitioned into 5th Edition, and *Ultramodern5* is the natural evolution of that project. Our goal at (DEM) is to push beyond the accepted assumptions of 5th Edition rules and to allow unlimited freedom to create whatever setting anyone can imagine.

Ultramodern5—or U5—is a supplement designed to offer classes, backgrounds, feats, skills and equipment, and opponents for settings outside of traditional ones involving dragons and dungeons, though still employing 5th Edition rules. This book is an expansion of the core 5E rules and thus does not reprint material from core books required for play.

Ultramodern5 utilizes the 5th edition (5E) of the first fantasy roleplaying game, the defining RPG of the last, current, and most likely next generation. The core books of that edition are required. This book was crafted utilizing those core 5E books and no others, as to not make the required list longer than needed.

Although numerous rules are referenced from these core books, only a few are reprinted or redefined. A few rules (specifically referencing firearms) are expanded upon, but the original 5E rules are not altered. This book creates original material within the same rules structure while also attempting to honor the original game's philosophy.

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MODERN / SCIENCE FICTION

The mission of U5 is to present 5th Edition rules for use in non-fantasy settings. These include pre-modern settings, contemporary settings, and those that are far-flung, fantastic and futuristic. U5 is designed to be suited for any modern or future campaign, such as cyberpunk, espionage, modern warfare space opera, techno-fantasy, urban fantasy, and wild west (with or without aliens).

U5 has no default setting including, allowing you to explore the rules in whatever context you wish. The rules are offered in a general way, not assuming any one time period.

DIAS EX MACHINA SETTINGS

These are the following compatible settings published by DEM at the time of U5's release.

AMETHYST

Amethyst is the name of DEM's first product—a techno-fantasy set in a post-apocalyptic distant future where magic return to the world disrupts technology's capacity to function.

What would happen if a true-to-book fantasy setting was forced upon the real world? People read and watch stories speculating how society would react if that were to occur—and most of the time, society takes it rather well. In truth, there wouldn't be such a smooth transition, as fantasy tropes affront modern society. There would be immediate repercussions, including social, political, religious, and philosophical.

The future presented in *Amethyst* emerges from the real world—a world where books and movies written about fantasy exist. Those that live in this new age see firsthand what they had previously thought to be fiction. Some rush to embrace this new world, only to be devoured by the harsh realism that awaits them. They are not the architects of their own dreams. Nothing matches expectations. Even major religions have difficulty adapting to such massive shocks to their dogma.

On top of this social dilemma comes the issue of disruption. Magic is a chaotic system that overwrites itself on reality, disrupting many of the normal rules of the universe that technology requires to operate. Although this interference doesn't directly destroy life, it does retard the progress of civilization, preventing technology from operating beyond simple mechanisms like windmills and bicycles. Where magic is prohibited, normality returns and technological advancement can continue. Those creatures born from magic have little choice on the matter, but those consequential to evolution can still choose which world to live in.

What remains of mankind's previous society and its technology survive in cities resembling those of memory, though walled in against the encroaching magic around it. Inside are cars, central heating, refrigerators, and all the other conveniences of modern life.

Meanwhile, outside of these bastions of technology

is a complex mythology with its own conflict, where the fantasy world is divided between two opposing forces. Magic is not a singular energy but a complex power emerging from two metaphysically contrasting sources, the white star of Attricana and the black gate of Ixindar. The main axis between evil and good is not one where the law-abiding, civilized nations of good battle against the destructive force of chaos, but where the chaotic tendencies of life clash with the controlled and methodical might of syntropy. The conflict sets anarchy against order, uniformity against unpredictability, and determinism against free-will. Where life needs a level of uncertainty to blossom, homogeneity leads only to death. The fantasy world is not some singular entity, but a complicated multi-layered world of warring nations, political strife, and monsters clever and powerful, as well as dumb and many.

Ultramodern5 is built from the skeleton of *Amethyst*. From a presentation perspective, U5 and *Amethyst* are very different, but their similarities cannot be denied. Both games feature identical rules regarding firearms, power armor, explosives and vehicles. U5 is more complicated, and there are additional rules not present in *Amethyst*.

Amethyst also features considerable setting detail not found here. Where *Amethyst* assumes a mix of fantasy elements, *Ultramodern5* makes no such presumption. There are mechanics in U5 not available in canon *Amethyst*, though game masters are welcome to insert them in whatever hybrid game they envision.

Unlike *NeuroSpasta* described below, *Amethyst* does not require *Ultramodern5* to function

NEUROSPASTA

NeuroSpasta is a DEM setting designed to work with *Ultramodern5*. It is a cyberpunk/espionage campaign inspired by the recent generation of books and films on the genre (*Appleseed*, *Chrysalis*, *Cypher*, *Ghost in the Shell*, *Natural City*, *Renaissance*, etc).

The setting is centered on the fictional autonomous city-state of Archon, built as the future headquarters of the United Nations. In the years since its founding, the city has become a powder keg of political tension and controversy. Characters would either take on the role of radicals or peacekeepers, their attention focused solely upon this city.

The setting book not only contains the campaign background but advanced rules unique to the setting. GMs can also use in their homebrew games. These include the full-sized manipulator class—our variation on the hacker. *NeuroSpasta* also offers hacking feats, an expanded Computer Use skill, cybernetics, new races (built around the melding of machine and man, not actual races), robots, and new opponents.

Unlike *Amethyst*, *NeuroSpasta* requires *Ultramodern5* to play.

NEW RULES SUMMARY

Here is a general list of what to expect in *Ultramodern5*:

AUTOFIRE

Many of the firearms in *Ultramodern5* are able to fire multiple rounds of ammunition in a single attack. Said weapons feature the auto or auto-heavy property, with the former firing five rounds of ammunition with each attack roll and the latter firing ten rounds of ammunition with each attack roll. This is separate from the burst fire property that all auto and auto-heavy weapons also possess. Burst fire always fires ten rounds of ammunition. Where normal autofire is a direct attack, burst fire sprays a 10-foot-cube area within normal range, with targets opposing a Dexterity saving throw (15 or 8 + your Dexterity modifier + your proficiency bonus if proficient).

Normally, an autofire attack only increases the damage dice of a weapon (see Equipment), though some classes can increase the capacity of this type of attack (like grounders). When wielding a weapon with auto or auto-heavy property, state if you are making an autofire attack and use the appropriate ammunition.

SKILLS & PROFICIENCIES

INTELLIGENCE (COMPUTER USE)

Knowing where the "on" switch is and understanding a point/click interface is a common skill expected of everyone. Computer Use specifically covers more advanced concepts like hardware modification, upgrade, and maintenance. Computer Use is also employed in the researching of online materials. You can attempt the repair or modification of a computer, circumvent security, create programs, or use it to replace Intelligence (Investigation) when researching a subject.

INTELLIGENCE (DEMOLITIONS)

If proficient in demolitions, you can set and disarm explosives. This includes the planting of all manners of mechanical and electronic detonators. A successful check lets you place explosives to best effect and set or disarm detonators. Failure means that the explosive fails to go off as planned. The explosives are not lost. Failure by 10 or more means the explosive might go off (if it is an explosive that can) as the detonator is being installed. A failure with wiring explosives together means the extra wired explosives will not go off with the primary (See Equipment).

INTELLIGENCE (ENGINEERING)

This is the broad skill dealing with all applications of technology, allowing you to craft, modify, and repair devices. These include electronics, general machines, exo-armor, techan armor, techan weapons, and vehicles.

Crafting: Crafting technology deviates slightly from crafting mundane items. Not only are you required to be proficient in Intelligence (Engineering), but you also must possess the appropriate Engineering kit. If so, then you can expend 5uc in widgets each day until you reach the market value of the item (this is called a build schedule). You must have widgets or parts on hand. Alternately, you can attempt to make an Intelligence (Engineering) check—the result is how much in uc you progress instead of taking the normal 5uc each day. This value can increase with the use of engineering kits.

The tech level of your engineering kit affects the speed of your build, being a multiplier affecting the number of uc you can invest per day of use. A TL1 kit thus cannot affect your build time, while a TL5 kit allows you to spend 5 times more uc than normally for a day's work. You cannot build other kits or medical injections.

Disarm Electronic Locks: When attempting to disarm a trap or break through a lock using an Engineering tool kit, you can use Intelligence (Engineering) granted you have a tool kit of at least equal tech level of the device you are trying to affect.

Recover Hit Points: You can take a day of downtime and make an Intelligence (Engineering) to recover the hit points of damaged items or vehicles. The number of hit points recovered is equal to the result of your skill check -10.

This value can be adjusted with an appropriate engineering kit. If the kit is more advanced than the item being repairs, add the difference to the hit points recovered. If the other way around, the recovered hit points is reduced (if repairing a TL2 item with a TL4 kit, you gain a +2 bonus to the hit points recovered—if reversed, it becomes a -2 penalty).

The repair cost in widgets for each day is equal the number of hit points recovered x 5.

Reverse Engineer: You can use the Intelligence (Engineering) skill to convert technology into widgets to be used in the creation of other technology. Each attempt to reverse engineer an item takes six hours. Reverse engineering destroys the item being selected. The end result is you acquire one-fifth of the item's value in widgets.

Sabotage: You can use Intelligence (Engineering)

skill to sabotage devices and vehicles. With this technique, you can inflict effects instantly or when certain conditions occur.

You can only attempt sabotage against a target which you can incapacitate logically. The GM can refuse a sabotage attempt if you have no way of accessing vital components in the target. The GM may also require you to spend time gaining access to said components.

There are hundreds of different effects you can accomplish with sabotage. Effects last until the effect is repaired unless stated otherwise. Effects can be repaired by a contested Intelligence (Engineering) check or with specific solutions to each problem (breaking open a door instead of fixing the sabotage).

INTELLIGENCE (SCIENCES)

This is the general study of the applications of the unaltered rules that govern the real world. It deals with broad studies like Biology, Astronomy, and Geography and into further specific fields of expertise like Biochemistry and Astrophysics. Given enough dedication, you could earn grants and degrees, specializing in a field of study to better your species and the natural world. Being a top mind of the profession could enable you to unravel a genome or to design and build your own superconducting supercollider.

You do not have to specify a field of expertise. This skill refers to a general knowledge of science. You use this skill for general scientific observations.

VEHICLE PROFICIENCY

If proficient with a vehicle, you know how to drive or pilot said vehicle and any situation. There are five types of vehicle proficiency—light ground, heavy ground, super-heavy ground, and aircraft, and watercraft. If possessing one, you know how to control all vehicles of that type. So if you ride one bike, you can ride them all. Although not entirely accurate given the broad range of technology seen across the world, this is a compromise to prevent clutter.

Routine tasks such as ordinary driving don't require a check. You only make a check when experiencing unusual circumstances (such as stormy weather or a slippery surface), performing a stunt, driving at high speeds, or if trying to operate a vehicle while being attacked or attacking.

If you fail a Dexterity check with a vehicle, you must suffer the consequences. This can include a second change to recover, a slide, or a crash. Some stunts are easy, and they neither require a skill check nor have consequences.

If you are crashing, you often lose control of your vehicle and cannot perform any checks involving your

vehicle until the crash is resolved. In most crashes, you continue your remaining movement in the direction you were previously pointed. In others (like catastrophic jumps), you immediately stop your movement.

See **Vehicle Rules** in the **Equipment** chapter for detailed rules on vehicles and how they are controlled.

Vehicles used to be a skill, but I decided to make them an item proficiency. Although one would expect me to follow suite with medicine requiring a medical kit, but Wisdom (Medicine) has already been established

NEW FEATS

Ultramodern5 also presents a handful of new feats.

EXO-ARMOR PROFICIENCY

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with exo-armor.

CROSSFIRE

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- Any ability you have requiring an ally within 5-feet of an enemy is now extended to any ally with a firearm within 20 feet of an enemy.

FIDGETY FINGERS

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- When crafting technology, the \$ you can expend per day (or longer with a mismatched engineering kit) is doubled.

FIREARM EXPERTISE

- Increase your ranged attack ability score by 1, to a maximum of 20.
- You can reload one clip, magazine, or cell using fifteen feet of unspent movement.
- Before making a ranged attack with a firearm that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

CHARACTER CREATION

Characters are created using the same process as the core 5th Edition games. You determine ability scores, establish dominant modifiers, and select race just as you would in a fantasy game. All race selections are assumed human unless the GM permits otherwise (see official 5E licensed products for rules on humans). The first point where character creation alters from the established rules is with the inclusion of the ladders.

RACE

Many of the games set in a semi-modern, modern, or futuristic setting will assume all player characters are human. This does remove one level of choice from character generation. The human race entry has therefore been expanded with optional rules to allow more customization. These include adding in genetic traits and natural skills distinguish one character from the rest.

LIFEPATH

Backgrounds have been heavily revised. Though you are welcome to select any background from any officially licensed product, you can also take your chances with the lifepath system where virtually every facet of a character's life can be determined. Instead of selecting a single background and rolling on a handful of tables for personality and motivations, there are now dozens of tables to work from, including ones where windfall or tragedy are only a dice roll away.

LADDERS

In traditional 5th Edition rules, classes represent defined fantasy archetypes. The type of story that *Ultramodern5* seeks to emulate calls for characters with more complexity. Therefore, a character's capabilities are derived from two sources: a ladder that determines their general traits, outlook and disposition, and a class that determines their vocational abilities.

You choose a ladder at character generation, gaining an initial level 1 ability. You can neither change your ladder nor multi-class into another ladder. There are no prerequisites for ladders, but having high values in the ladder's key abilities will certainly help. When you reach a level where you can select either an ability score improvement or a feat, you can gain an ability from your ladder instead.

Unlike classes, which fill specific roles, ladders are based on what you are and how you live your life. These include various mental and physical disciplines as well as natural talents. Although some classes and ladders obviously complement each other, any ladder can be combined with any class. Ladders are generic in their benefits.

BORN LEADER

You possess a genuine charisma, always taking center stage. People naturally gravitate towards you. As result, Charisma is your primary ability with Intelligence as your secondary.

JUGGERNAUT

You're big. You were the tallest in school, excelled in sports, and were groomed for a career where you wouldn't have to speak so much. Constitution and Strength are equally important to you.

RUNNER

You are healthy, lithe, and fast. Your mind and body are one as you focus your energy into evasion and pursuit. Dexterity is the obvious primary, but Intelligence or Wisdom are important secondary abilities.

SAVANT

You are compelled know as much as your brain can comprehend. You enjoy reading, understanding, and resolving problems. Intelligence is an automatic priority but smarts is useless without Wisdom.

SURVIVOR

No matter the situation, you always appear to make it out alive. You can endure any hardship, from hostile weather to hostile locals. Constitution is your primary ability with Wisdom a close second.

VETERAN

You are grizzled and seasoned. You have become hardened to the traumas of the world through practical experience. Wisdom is your primary attribute with Charisma not far behind.

WARRIOR

You're a fighter in any situation, whether that is in a ring, in an alley, or in a warzone. You can wield a blade, a bow, a pistol, or a tank. Sometimes all you need are your fists. Dexterity and Strength are both vital.

ATTACK / DAMAGE MODIFIER

Almost every ladder allows you to alter the ability score required for attack rolls and damage rolls. Some of these entries list specific conditions that must be met in order for you to swap your primary ability (only one-handed small arms, for example).

BEYOND ULTRAMODERN

Ladders are fully compatible with all 5th Edition-compatible products. You can marry them to any 5E game (if you want to include druids, fighters, or wizards, for example). Some of the ability swap features listed for several ladders don't appear to offer much variety unless you integrate them into classes not listed here.

CLASSES

There are ten classes presented in *Ultramodern5*, and although similar in build to those in official 5th Edition licensed products, readers will notice a few notable exceptions.

Firstly, all U5 classes have martial archetype options, and unlike their fantasy counterparts, offer these options at the same levels. Archetypes are no longer bound to specific classes, meaning you can feasibly match any class to any archetype.

There are also classes that are not combat-based—their power is not in how much damage they inflict, but how they can alter the course of a story. The ten classes are as follows.

FACE

You use words and a smile to succeed in areas where bullets would fail. Your abilities confound and seduce. Combine with the runner and know when to run when words fail. Combine with warrior so you can throw a punch under those same circumstances.

GUNSLINGER

You wield pistols like they're an extension of your body. It could be one firearm or two. You can fire one bullet or unleash volleys. Pair this with runner and dash through combat like an action hero. Opt for veteran and be the stone-faced marshal of a classic western.

GROUNDER

You're the tried and trained soldier, able to use any weapon in any situation. Unlike the heavy class, you wield firearms against specific opponents, most likely the greatest threat on the battlefield. Select a born leader to be a front line leader that has earned authority through shared combat, or opt for warrior and be full time militant.

HEAVY

You often wield the largest, most devastating weapons. Your powers involve raining down large area effects on multiple opponents, hindering their movements and preventing them from gaining advantage. Pair this with juggernaut to create an unstoppable force of fire and thunder. Select veteran and be the largest gun that has survived the most battles.

INFILTRATOR

You're an assassin trained to operate independently from others. You move in by stealth and inflict massive damage on single foes. You go about this using either a firearm or a blade. Select the survivor ladder and be the singular killer that journey's for weeks to dispatch your enemy. Select runner and make haste your escape after you succeed.

MARSHAL

You use strategy and tactics to control the battle theater. Your limit enemy movement, hindering their effectiveness. Inflicting damage comes via placing enemies in harm's way. You can pair this with born leader and affect both allies and enemies. Select veteran and be a trained commander of a unit. Be a warrior and stand on the front line with your brothers.

MARTIAL ARTIST

You disdain the efficiency of firearms in favor of straight melee fighting. The martial artist covers nearly every style, whether it is using fists or swords. Although you would think a warrior would be the obvious choice, nearly every ladder has something to offer. Be a juggernaut to ram through opponents or be a savant to use your mind as well as your fists.

SNIPER

You don't offer yourself as a target. You take out enemies from as far away as possible. You target single opponents and inflict devastating conditions, a talent you can employ with every attack. Pair with survivor and be a guerilla or select savant and brandish your weapon openly while you surgically remove enemies from the battlefield.

MEDIC

You are a doctor, pure and simple. Because of the nature of the class and the game, you are encouraged to be a healer. Although a savant would be an obvious ladder, any combat-based ladder will supply some much needed offensive abilities.

TECHIE

You sabotage enemy technology while modifying your own to boost its performance. Abilities are based around improving the capacity of your weapon. Pair your class with warrior or juggernaut to be a combat engineer. Alternately, you could select savant and be a general geek.

as well.

CHAPTER TWO

BIRTH & LIFE

HUMANS

There are thousands of variations of the human species, many races biologically compatible with very little genetic differentiation. Game books would claim they fall under the umbrella of a single race, but ignoring stereotypes of color or ethnicity, there can be variations between even family members more extreme than two individuals on opposite sides of the globe.

Ultramodern5 does not present a canon setting, thus it cannot list any races outside of the default human found in officially licensed products. This canon option is still available, or you can choose the Genetic Diversity option. You can still select this option even if there are other races available.

ETHNICITY

It would be a disservice to the human race to list all the creeds and colors in summation here. If set in the modern world, you are invited to be specific about your character's life, including details about country and culture. The lifepath section does offer a lot of detail, but it avoids specifics relating to race and ethnicity.

It would be near impossible to create a table cataloging all the variations of humanity, and even then, it would only be for a default modern setting and not necessarily the setting being played. In this case, you are invited to be creative.

GENETIC DIVERSITY

Despite humans being biological compatible with one another and sharing 99.9% of their genetic data, there is a universe of possibilities in that final decimal point. Deviating no more than 5% of that chromosomal data begets apes and chimpanzees. So it's no shock that a microscopic variation in the genetic code can change someone from short to tall, or make them prefer art over sports. There are no doubt people exhibiting certain physical or mental advantages that are superior over others. It's a simple fact of life. Someone can be born with numerous disadvantages over the norm. However, in real life, people do not have a disembodied puppeteer controlling every aspect of their creation...at least not one that roll dice and paints miniatures.

The Genetic Diversity table allows you to select an additional benefit to your character, or more at the cost of an ability score increase. Since most people can't choose their biological parents, you can roll randomly instead of selecting (rolling twice and taking the preferred bonus).

COMMON 99.9% BASE HUMAN TRAITS

These are traits all humans share:

Ability Score Increase. Your ability scores each increase by 1. You can forego one of these increases for one additional roll on the Genetic Benefit table.

Age. Humans reach adulthood in their late teens and live between 80 and 110 years depending on the level of technology in the setting.

Alignment. Humans don't naturally adhere to any alignment, or even to the concept of alignment.

Size. Humans vary widely in height and build. Nutrition, genetics, and gender all play factors. The average height for men is 5'5" while women is 5'2", and anything between 5 feet and 6'5" can be considered within the median.

Speed. Humans have a vast variety of walking speeds, based on both height and physical fitness...but this is a game, so they all have a speed of 30 feet.

Languages. You can speak, read, and write in your native language and one extra language of your choice. While the current 'common tongue' of our planet is English, who is to say what it will be in the future? Humans typically learn the languages of other peoples they deal with, including obscure dialects.

Genetic Benefit. Select or roll for one genetic benefit below. You can gain additional benefits by either forgoing one of your +1 ability score increases, or by incurring a penalty by selecting a shortcoming. The GM may choose to limit the number of benefits you can gain - generally no more than two or three. The GM may also require you to roll for both benefits and shortcomings instead of choose, to enforce the randomness of the genetic lottery.

GENETIC BENEFIT

Roll or
Choose

Benefit

- | | |
|---|---|
| 1 | Skill / Tool Proficiency: You are adept at one thing since birth, a calling. You gain proficiency in one skill or tool of your choice. |
| 2 | Enhanced Secondary Senses: A connoisseur, you have advantage with any Wisdom (Perception) checks regarding taste or smell. |
| 3 | Night Eyes: You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. |
| 4 | Disciplined Lungs: You've always had the capacity to hold your breath longer than others. You can go without oxygen for as many minutes as twice your Constitution modifier. |

5	Extreme Fortitude. You gain 2 additional hit points at 1 st level, plus 1 additional hit point every additional level.
6	Light Sleeper. It's been a positive and a negative, but you cannot be surprised by sleeping. Alas, it can also be difficult to get a proper night's sleep.
7	Short Sleeper. You don't need much. You only require 3 hours of sleep per night to function, and a good night's sleep is only 4 hours.
8	Eidetic Memory. You remember nearly everything. You automatically pass any Intelligence checks to recall any information you have been exposed to.
9	Empathy. You've always been able to understand someone's emotional state, allowing for sympathy or manipulation. You gain a +2 bonus to Wisdom (Insight).
10	Extra Fatigue. You've always been running. You can ignore level 1 and 2 exhaustion effects.
11	Fashion Sense. You look good in anything, from haute couture to dollar store rejects. You have a +1 bonus to all Charisma ability checks.
12	Quick Healer. Very useful when you were a child—you regain 1 additional spent Hit Die when you take a long rest.
13	High Pain Threshold. You can take a punch. When reduced to zero hit points, you do not fall unconscious until you fail your first death save.
14	Disease Immunity. You rarely get sick. You have advantage on saving throws against disease.
15	Poison Immunity. Tastes minty. You have advantage on saving throws against poison.
16	Speed Boost. Limber. You gain a +5 foot bonus to speed.
17	Strong Will. Not easy to stare down. You have advantage with Wisdom saving throws; you also have proficiency with Wisdom (Intimidation).
18	Toughness. Each time you suffer damage from a piercing or slashing weapon, you suffer 2 fewer points of damage.
19	Nimbleness: You can move through the space of any creature that is of a size larger than yours.
20	Ornery: When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

SHORTCOMINGS

1-2	Bad Eyes. It happens to everyone. You need glasses. Without them, you have disadvantage with Wisdom (Perception) checks when using your eyes.
3-4	Long Sleeper: You get...headaches. You need to have at least 8 hours of sleep a night to qualify for having a long rest.
5-6	Bad Hearing: I said, you need hearing aids. Without them, you have disadvantage with Wisdom (Perception) checks with them.
7-8	Hairless: You have no hair. Anywhere. You have disadvantage with Charisma (Persuasion) checks.
9-10	Dwarfism: The accepted term is "little person"—and while rumors of short people having big tempers aren't necessarily true, people should think twice before testing it with you. You choose whether you are size Medium or Small, but your speed is reduced by 5 feet either way.
11-12	Fat: It's not big boned, you've accepted that. You are not slightly overweight. Your speed is reduced by 5 feet.
13-14	Frail Frame: You do not handle pain very well. Each time you suffer damage, you lose 1 additional hit point.
15-16	Albino: You suffer from a condition resulting in a complete lack of melanin. When in direct sunlight, you have disadvantage with Wisdom (Perception) checks when using your eyes.
17-18	Dyslexia: You have disadvantage on checks that involve reading or research unless you take double the usual time to perform them.
19-20	Shyness: You don't like being in public spaces. You have disadvantage with all Charisma ability checks.

LIFEPATH

It may not be about where you are, but where you came from. Even then, you are not as easily categorized by a single word, title, or background. Your life, until this moment, cannot be summarized with a single sentence. Two people, born from the same walks of life, can live very different lives. These following pages allow that individuality.

In order to encourage unique character development, backgrounds in *Ultramodern5* are presented thinly, offering little content outside of one's primary origin, which is then used as a springboard into a customizable lifepath. You are encouraged to piece together the oftentimes random elements of a life into a story of one character. Although on the surface certain combinations may not make sense, this should encourage creativity...or the GM can simply allow you to re-roll.

With *Ultramodern5*'s lifepath, after a player selects a background / origin, which establishes a dominant aspect of one's life, the lifepath continues, determining family status, siblings, friends, enemies, romantic conquests, and various other important events.

With exception of Life Moments, which should be rolled, every other element can be chosen. A life built this way is still only a skeleton on which to create fleshed-out moments that integrate into the setting in question. The GM should alter these following pages, and the roll results, if they don't mesh well in the established setting.

Players are also welcome to ignore the following pages. If wishing to adhere to the standard rules regarding backgrounds, it should be noted the ones presented here offer considerably less than those listed in official license products. The player should discuss a selection with the GM in order to make a background balanced.

BACKGROUND / ORIGIN

These following backgrounds denote where you came from, usually detailing the first few years of your life. It may not determine your current status, only that which was given to you upon your birth. You can start wealthy and lose it all or be born into poverty, only to find wealth through actions rather than luck. It should be noted that several backgrounds can be integrated together, but you can only gain the benefits of one. Avoid the instinct to select the one background most connected to your class or ladder. People change a lot through their lives, and it may be more interesting to see a rollercoaster of life-changing events rather than a straight line.

AFFLUENT

You were born into privilege. Regardless if yours is the first generation with such wealth or the latest tracking back hundreds of years, your early years were not one in poverty. If you wanted something, you generally could get it, regardless of cost or difficulty. This does not assume an arrogance or ignorance in the difficulty of achieving wealth—you are simply one that had always gotten what you wanted. Said fortune can remain with you, or an event later could take it all away, just after you had gotten used to money's presence.

Skill Proficiencies: Deception or Persuasion

Tool Proficiencies: One musical instrument.

Languages: Two languages of your choice.

Equipment: A set of fine clothes, \$200 in a fine leather wallet.

BRUISER

12

This is not a record of your physical capacity. You may not be strong or even agile. You simply won't back down from a fight, and have been known to provoke one on occasion. You can be a flat-out bully, or someone always willing to stand up for themselves or other against any form of oppression. You have been called scrappy, not always open to instigate an attack but always open to ending one, usually after a bout of physical violence. Unlike other backgrounds, this mentality started early in school and probably remained with you for the rest of your life.

Skill Proficiencies: Athletics or Acrobatics

Languages: One language of your choice.

Equipment: A trophy from a fight (official or informal), \$20 in loose bills, common clothes.

DELINQUENT

You dabbled in some form of criminal activity, as little as petty theft or as severe as organized crime. This is not assuming you enjoy it or whether or not you were even caught. Perhaps you had embraced the life of a

career criminal, only for said life to bite you back via a double-cross or jail time. Ignoring such presumption, you could have just been an irresponsible youth lacking proper education or parenting that fell in with the wrong crowd...unless you were the ringleader that tempts others. Children make mistakes—it's part of growth. What you do now is what matters.

Skill Proficiencies: Sleight of Hand or Deception

Tool Proficiencies: Thieves' tools

Languages: One language of your choice.

Equipment: Common clothes, \$15 of stuff you stole.

DISCIPLE

A large chunk of your early life was spent in prayer, surrounded by others that validated your devoutness. Companions could have been family members or unrelated followers. Maybe you escaped a cult; maybe you are still a loyal member of a massive society. Were you raised in loving family or the victim of fanaticism? Perhaps you were given to a monastery where you learned a variety of skills from martial arts or wine making. Your opinion on faith or religion is unrelated to the selection of this background, though you would be required to select a faith, real or not.

Skill Proficiencies: Religion or Nature

Languages: One of your choice.

Equipment: Holy items (if said faith endorses them) including books and symbols, a set of common clothes.

DRIFTER

By force or by choice, you have moved from location to location, following friends or family as they struggled for income. Regardless of your education level, you acquired more from your time on the streets than anything learned from books. Drifting doesn't always equate to being homeless—perhaps you lived out of a vehicle or a small apartment, huddling with others for warmth. Perhaps you have no connections at all, and live your life one day at a time. You may be a runaway or an orphan, why has yet to be determined.

Skill Proficiencies: Deception or Survival

Languages: Two languages of your choice

Equipment: A set of common clothes, backpack, bedroll, blanket, \$5 in coins.

INTELLECTUAL

It's not a matter of how smart you are but more your choice to never stifle your curiosity about the world. You always asked questions. If parents didn't satisfy, you pestered teachers, and when they failed, you took matters in your own hands and embraced books or online sources. Regardless of your capacity to solve problems or retain complex theories, you refused to accept an explanation without evidence. This may act in opposition to your upbringing or the environment in which you live, where ignorance and blind faith can be the norm. This may not lead into a life of science, but simply one that embraces change.

Skill Proficiencies: Engineering or Science

Languages: Two languages or your choice.

Equipment: A set of common clothes, a handful of textbooks, \$15 in a wallet.

LABORER

You've always appreciated the value of a day's work. You can't handle sitting in a cubicle. To you, a life is not worth leading unless you get your hands dirty. There's a decent probability you were raised on a farm,

or idolized a parent or sibling following blue-collar work, a pursuit in mining, manufacturing, or construction. Perhaps they were a firefighter or paramedic. Despite a possible lingering fascination with creative arts, a need has been instilled to contribute to society in a physical way. You don't have to be strong, just committed.

Skill Proficiencies: Animal Handling or Athletics.
Tool Proficiencies: One set of artisan tools
Languages: One language of your choice.
Equipment: One set of artisan tools, \$50 in well-earned money.

PRODIGY

To the detriment of other aspects of your life, you excel overwhelmingly in one talent. It could be something abstract. It could be a sport. It could be a musical instrument. You picked up a fascination early in life and thought of nothing else. Thankfully, there was a support structure in place allowing you to follow your dream. Someone put the instrument in your hand, dropped you in front of a computer, or paid for your classes. This obsession could drive you to exclude most other desires, even to such an extreme as to develop psychological complications. You may even suffer from some form of neurodevelopmental disorder, but probably not one to make you non-functional in society, but even this is not outright prohibited.

Skill Proficiencies: Athletics or Performance
Tool Proficiencies: One musical instrument or one artisans tool kit
Languages: One language
Equipment: One musical instrument or artisan tool kit, a trophy, \$15 in a wallet.

RECLUSE

You're an introvert, requiring solitude from time to time. You may not hate people; you just can't handle groups for long periods of time. As such, your default stance is to dive into books or in front of a computer. It may go further, forcing you to live life as a hermit in a hut or as a hobo pining his days in a van down by the river. This is unlikely as you are required to be functional in some way among other people. This concept could encompass a monastic order, or you could be geek. You are not required to create an extravagant reason why you avoid people—you could just be a nerd. You excel when allowed to act by yourself.

Skill Proficiencies: Computer Use or Investigation
Languages: Two languages of your choice
Equipment: A set of common clothes, a personal computer, \$20 in game cards, \$10 in your wallet.

REGULAR JOE

You don't consider yourself special—you don't excel in any one thing. And yet, you are still a unique and interesting snowflake. The combination of skills and strengths, despite nothing marking you as the best in the world, still distinguishes you to the world...it's just the world will probably never know. You don't consider yourself average, but you are aware you have never been recognized for much in your life. You are the one society depends on to be reliable. You lack any debilitating psychological traits, but you are also not gifted to be outclass those around you. This does not assume you will never achieve anything—it just says you were never expected to.

Skill Proficiencies: Any one skill of your choice.
Tool Proficiencies: Any one tool or vehicle of your

choice.
Languages: One language of your choice
Equipment: \$50 in a wallet—always good to have change.

SMOOTH TALKER

As a mirror to the recluse, you find interacting with people thrilling. They invigorate you, and you find confidence and motivation when surrounded by those paying attention. You are often the leader in a situation, or you desire to be said leader. In school, you quickly found that words and actions would gather the interest of others, encouraging you to continue the practice. You can't stand remaining still in front of a computer, or in isolation. You have to get out.

Skill Proficiencies: Persuasion or Intimidation
Tool Proficiencies: One gaming set
Languages: One language of your choice
Equipment: One gaming set, a set of fine clothes, \$50 in a wallet you always try to keep on hand.

ORIGIN

These tables detail your birth, your parents, your general family, and the events which punctuate your life. The good and bad. The loves and the tragedies. The following pages comprise a loose flowchart in which to build a life, creating the significant events that will hopefully pop up during a campaign.

Start with parenting (A1), and then move onto siblings (B1), then onto life events (C1). Several tables are referred to several times.

AI—PARENTING

What happened to one or both of your parents?
 Choose or roll 1d20

1-11	Both parents are alive. (Go to A2-Status)
12-14	Orphan – Your parents are dead. (Go to A3-Casualty, then go to A5-Surrogate)
15-17	Abandoned – Your parents are gone, but unlikely dead. (Go to A4, then go to A5-Surrogate)
18-20	One parent is absent. (1-10: Mother; 11-20: Father) (1-10: Got to A3-Casualty; 11-20: Go to A4-Separation) (Also go to A2-Status)

A2—STATUS

Both parents are alive, but what standing are they and the family in?

Choose or roll or roll 1d20

1-8	Your family has had its highs and lows, but you've got nothing to complain about.
9	A bad business deal bankrupted the estate—you've got nothing.
10	A parent or parents were abusive; you hated them.
11	Your family got swept up in a cult.
12	Parents doted on either you or a sibling hand and foot at the expense of others. There might be resentment.
13	Unpredictable employment moved your family from town to town, never establishing roots.
14	You lived a bucolic life (on a farm, off the grid).
15	Your family is a cog in a well-oiled corporate or government machine.
16	Your family sold you into slavery—whether out of selfishness or extreme need, makes no difference to you.
17	Trauma tore the family apart and you've never fully recovered.
18	The family would be better off without you. You are damaged.
19	Your parents are criminals, and that's the source of some stress. You don't need to follow in their footsteps.
20	Your family is embroiled in a rebellion. It's respectable, but also dangerous.

A3—CASUALTY

Someone close to you died. What happened?

Choose or roll or roll 1d20

1-2	Murdered in a targeted attack (it was not random violence).
3-4	Murdered by gang violence.
5-6	Assassinated by a corporation/organization.
7-8	Assassinated by the government/kingdom.
9-10	Killed in a terrorist strike—he/she was not a target, but the location was.
11-12	Died by natural causes. (cancer, diabetes, etc.).
13-14	Died in a viral outbreak.
15-16	Suicide—you could deny it, but it's the truth.
17-18	Killed in an accident (fire, vehicle crash, drowning, etc.).
19-20	Civilians casualty of armed conflict.

A4—SEPARATION

Someone close to you is no longer around. Why?

Choose or roll or roll 1d20

1-3	Amnesia—the memories of you are gone.
4-6	In hiding, probably to protect you.
7-9	Confinement (jail, concentration camp).
10-12	Vanished, just like that.
13-15	Kidnapped, you're certain of it.
16-18	Separation, for your safety or someone else's.
19-20	There were psychological problems in place. Maybe they were committed.

A5—SURROGATE

Someone raised you other than your parents.

Choose or roll or roll 1d20

1-4	You were raised by relatives. (go to A1-Parenting again)
5-6	You bounced through foster homes.
7-8	You were reared on the streets (gang).
9-10	You joined a cult or monastery.
11-12	You were raised in an orphanage.
13-14	You were adopted. (go to A1-Parenting again)
15-16	An inheritance paid for a private school.
17-18	You joined a military organization.
19-20	Your family is atypical (animals, aliens, machines, etc.).

B1—SIBLINGS

Did you have brothers and / or sisters? If so, how many?

Choose or roll or roll 1d20

1-6	You are an only child.
7-11	You have 1 sibling.
12-15	You have 2 siblings.
16-17	You have 3 siblings.
18-19	You have 4 siblings.
20	You have 5 siblings.

After determine the number of siblings, go to B2

B2—SIBLING INDIVIDUALITY

Is your sibling older or younger, and by how much?

Choose or roll 1d20 for each sibling

1-2	Baby Sister
3-5	Slightly younger sister
6	Twin sister
7-9	Slightly older sister
10	Matriarch sister
11-12	Baby brother
13-15	Slightly younger brother
16	Twin brother
17-19	Slightly older brother
20	Patriarch brother

B3—SIBLING VIEWPOINT

What does your sibling think of you?

Choose or roll 1d20 for each sibling

1-6	The sibling is a sibling, love and rivalry will always be there.
7-9	Your sibling is also your best friend.
10-12	The sibling loves you but you don't see eye to eye.
13-14	The sibling worships the very ground you walk on. You respect that.
15-16	The sibling has issues with you, which may or may not be justified.
17-18	The sibling and you don't talk. They may hate you; you may hate them.
19	Feelings are moot—your sibling is dead (go to A3-Causality).
20	Feelings are moot—your sibling is no longer around (go to A4-Separation).

LIFE EVENTS

This is the one section you cannot choose, where you must gamble the events of your life. After selecting your current age, roll 1d6+4 or select a value between 5 and 10: the final result is the number of life changing events which occurred in your past, in the order in which they are determined. You can spread the events around as much as you'd like, and they can even be swapped around if it best suits the backstory the GM is approving.

You can assume each event marks one year of your life. If older, each event could occur each few years. If younger, the events could occur over a matter of a few months (once a year is default). Roll on the Life Episodes table (C1) for each event.

Optional Rule: Each time Tragedy is rolled, it cannot be rolled again before a windfall is selected, and vice-versa.

C1—LIFE EPISODES

Roll 1d20

1-4	Tragedy (go to C2-Tragedy)
5-8	Friendship (go to D1-Friendship)
9-12	Enemy (go to E1-Enemy)
13-15	Romance (go to F1-Romance)
16-20	Windfall (go to C3-Windfall)

C2—TRAGEDY

Roll 1d20

1-2	Injury: You suffer a crippling wound. This could be from (1-10) an accident, or (11-20) in a battle. Roll 1d20 to determine the extent of the injury. 1-10: Most of the damage is internal or psychological; most people don't notice. 11-12: You have scars or burns across your body, but most can be covered by clothes. <i>If a critical hit is scored on you, you are stunned until the end of your next turn.</i> 13-14: You suffered facial scars or burns. <i>You have disadvantage with Charisma (Persuasion) checks.</i> 15-16: You developed hearing problems. <i>You have disadvantage with any ability check that requires hearing. If you also have the Bad Hearing shortcoming, you are completely deaf instead.</i> 17: You developed a limp. It's noticeable and may require a cane. <i>Your speed is reduced by 5 feet.</i> 18: You lost a hand. Unless cybernetics have advanced far enough, your functionality is severely reduced. <i>You lose the function of one hand.</i> 19: An internal injury never fully healed. It's not visible, but it affects you. <i>Your hit points are reduced by 2 at 1st level, and you gain 1 hit point less every additional level gained.</i> 20: You lost an eye, replaced with a false eye or patch. Advances in cybernetics may mitigate this penalty—otherwise, <i>you cannot score a critical hit.</i>
3-4	Addiction: You developed a substance addiction. You can try to kick the habit in game (you may kick it later in life habits), but it shouldn't be easy. <i>If separated from your fix for more than a day, you are poisoned until your addiction is satisfied.</i> Roll 1d20 to determine the addiction. 1-6: Caffeine 7-11: Alcohol 12-14: Cannabis 15-16: Tobacco 17-18: Prescription drugs 19: Amphetamines 20: Opioids
5-6	Psychological Trauma: You suffered an ordeal which left permanent emotional scars or even a behavioral addiction. Roll 1d20 to determine the trauma. 1-10: You wake up every morning suddenly. You are slightly moody. You sweat on occasion in stressful situations. These are minor manifestations that don't affect you greatly, but friends notice.

11-12: You're an alcoholic. *If separated from alcohol for more than a day, you are poisoned until your addiction is satisfied.*

13-14: You developed a stutter, and have issues with public speaking. *You have disadvantage with both Charisma (Persuasion) and Charisma (Intimidation) checks.*

15-16: You suffer from nightmares. Even if no one notices, it affects you. *After you wake from unconscious, you have disadvantage to ability checks and attack rolls for five minutes.*

17-18: You suffer from migraines. *You have disadvantage with Intelligence ability checks.*

19-20: You love gambling, but this is not necessarily limited to games; you may place yourself at risk in order to achieve the same stimulus.

7-8 **Lover, friend, or relative killed:** Which one dies can be up to you or the GM, but it should be a lover or friend established through life events or a relative from your immediate family.
(Go to A3-Casualty)

9-10 **Pursued by Criminals:** You have crossed some very dangerous people and are now being hunted. This may continue to the present, or be resolved in the same event or a later event. Roll 1d20 to determine who hunts you.

1-6: You crossed a small gang, forcing you to avoid certain areas.

7-11: A small crime organization put a mark on you.

12-15: You crossed a prominent crime family.

16-18: You ticked off a major crime syndicate with connections across the land.

19-20: Turns out, you cut the finger of a massive criminal body with shell corporations and influence over governments.

11-12 **Illness:** You either contract a major illness or a hereditary disease rears its ugly head. You spend a time suffering from it. Pick a specific condition. Roll 1d20 to determine the affliction.

1-10: Level 0—You contract an infectious disease and for a while the prognosis looked grim. Thankfully, you pulled through with only minor aftereffects.

11-14: Level 1—You cannot fully recover from your condition and must manage it with medication. *If properly dosed, no one notices your situation. If you are denied your pill, injection, or treatment, you do not recover any Hit Dice after a long rest.*

15-17: Level 2—Despite regular medication, everyone that knows you is aware you'll never be 100%. *You suffer from the Level 1 impairment, and you also have disadvantage with Constitution ability checks.*

18-19: Level 3—Your condition is apparent to most everyone. Friends worry; strangers often keep their distance. *You suffer from the Level 1 and Level 2 impairments, and at the start of every morning, you suffer hit point loss equal to 10% of your total hit points. This can be healed through any available means.*

20: Level 4—It's honestly a miracle you're still alive. There's no doubt that your lifespan has been reduced from an affliction that you suffer from daily. *You suffer from the Level 1, Level 2, and Level 3 impairments, and your hit points are reduced by 2 at 1st level, and you gain 1 hit point less every additional level gained.*

13-14 **Pursued by the Law:** From tax evasion to premeditated murder, an arrest was issued with your face and name. You and/or the GM can decide if the accusation was legitimate or not. Perhaps you were framed. That aspect is up to choice (and should be assumed for the major crimes). The severity of the crime and the lengths people will go to your capture is not. Roll 1d20 to determine who pursues you.

1-6: You honestly don't know the big deal, but obviously someone does. Outside of a few police officer that know you, most others won't even bother chasing you.

7-11: It's a relatively minor offense (petty theft, drug use) in a small town, though still warranting jail time.

12-15: It's a major crime (grand theft, drug dealing), though you are relatively safe if you avoid the big cities.

16-18: The state or local militia have posted rewards for information leading to your capture. This sort of crime (individual murder, organized crime, serial robbery, sex crimes) is considered severe.

19-20: A national police force is dedicated to your capture. Information regarding you has spread to every corner of the globe. This crime is nothing less than terrorism, spree killings, or serial murder.

15-16 **Debt:** What you owe can be financial or personal. It could be to a government or to one person. Roll 1d20 to determine to what extent you owe.

1-6: Someone, somewhere, did you favor, something you needed at the time. This is not entirely financial, but they can call on you anytime for help.

7-11: You were saddled with incredible amounts of debt, which thankfully you have resolved in your later life. However, the stigma of that liability lingers, preventing you from taking chances financially or even getting approval for credit.

12-16: Your debt derives from some very bad decisions, decisions that you are still paying for. Your debt is \$1d6x100. When paid by a later event or in game, your debt is fulfilled.

17-18: There is not legal recourse; this is bad. You owe some powerful people a lot of money. You better appease them or make installments; otherwise you might find a price on your head. Your debt is \$1d6x1000. When paid by a later event or in game, your debt is fulfilled.

19-20: In cash or blood, you must repay this obligation. In lieu of a very dangerous mission, your debt is massive. Your debt is \$1d6x10000. When paid by a later event or in game, your debt is fulfilled.

17-18 **Imprisonment:** You've been either kidnapped or sent to prison. Whether or not it's warranted or how you get out at the end is up to you or the GM. Roll 1d20 to determine the number of months served.

19-20 **Failure:** Your career has faltered. Something you have been working on for a very long time has failed miserably. You may need to reconsider your goals, perhaps even your direction in life. Roll 1d20 to determine how bad you screwed up.

1-7: The failure cost you financially. You lose \$3d6x10 from starting money.

8-12: You lose your current status at your employment. If you had a rank, you are demoted. If it was a corporate job, you were banished to a lower floor.

13-17: You were fired outright or placed on leave. If in the military, you are busted down to private.

18-20: You lose everything, your position, your rank, and any hope of following that career again. What did you do? It might have been unethical. Was it warranted, or were you framed?

C3—WINDFALL

Roll 1d20

1-2

Earned Favor: Someone appreciates your actions. You might have saved a life or offered critical advice at the right time. A debt is owed that you can call on. How you can call on this favor and how often you can be determined below. A favor can supply equipment, transportation, access, money, or even military support. Roll 1d20 for frequency and influence.

Frequency

1-7: The debtor is limited to what she can accomplish by herself.

8-13: You can call of them for a single favor a level, or one big favor that will resolve the obligation.

14-18: You can call on them, big or small, but you are limited to six favors total.

19-20: You can call on them, big or small, but are limited to two favors per level.

Influence

1-6: The debt is owed by a single person who can or will only supply oneself.

7-11: The debtor can bring in a small group, like a gang, retinue, or a few employees.

12-15: The debtor will bring in dozens of people if necessary, calling on the right people for the right job.

16-18: The debtor has power and influence across hundreds, and can call on favors as well.

19-20: The debtor will move heaven and earth to appease you and may be able to do so. You want an army?

Identity

1-5: A relative nobody but who obviously has connections you don't know about.

6-9: The military or police commander.

10-12: A lord, small-town mayor, or the president of small company.

13-15: The patriarch or matriarch of a major crime family.

16-17: The president of a corporation. In medieval times, a duke or baron.

18-19: Royalty or the president of a multinational corporation.

20: This person runs a country.

3-4

Informant: Differentiated from favor, this is a connection that supplies information or their skill when called upon. This is probably someone you helped or a friend in a position of access. An informant has one dominant skill, rolled with a +8 bonus—this check has advantage. You can call on an informant once a week. The informant will never put oneself at risk and won't have access to anything outside of what's around.

Roll 1d20 for identity and skill.
1-2: Professor. Intelligence (History)
3-4: Scientist. Intelligence (Nature / Sciences)
5-6: Doctor. Wisdom (Medicine)
7-8: Hacker. Intelligence (Computer Use)
9-10: Engineer. Intelligence (Engineering)
11-12: Priest. Intelligence (Religion)
13-14: Entertainer. Charisma (Performance)
15-16: Charlatan. Charisma (Deception)
17-18: Private Investigator. Intelligence (Investigation)
19-20: Survivalist. Wisdom (Survival)

5-6 **Wealth:** What a stroke of luck, you've come into some money. Don't spend it all at once. Roll 1d20 for amount.

1-7: It wasn't much, a tax refund probably. You gain \$3d6x10.

8-13: You received a bonus, a commission, or a bank error in your favor. You gain \$6d6x10.

14-18: You've had a good night gambling, or finished a long-term project. Maybe you won a contest. You gain \$1d4x1000.

19-20: This is nothing short of a lottery win, inheritance, or a bank heist. However, the money is put aside for a rainy day. You gain the following bonuses when achieving the listed level: 1st level - \$500; 5th level - 2,500; 10th level - \$10,000; 15th level - \$55,000.

7-8 **Combat Training:** You gain admittance in a self-defense Class or find a martial-arts / weapons teacher. You spend an extended time specializing in a craft apart from your usual training. Each time you gain this windfall, you learn an additional tier.

Tier 1: You gain 1d4 weapon proficiencies.

Tier 2: You gain a +2 bonus to initiative.

Tier 3: Your speed increases by +5 feet.

Tier 4: You gain 1 feat.

9-10 **Education Grant:** People believe you're smart and throw money your way in order to develop your skills further. Each time you gain an education grant, you gain proficiency in one skill or tool of your choice as well as one additional language.

11-12 **Recognition:** You have been bestowed a well-deserved award, perhaps a gilded trophy. Maybe a medal. This doesn't assume a contest. If in the military, you receive medals; you don't win them. If in academia, you receive acknowledgement for a peer-reviewed paper which has advanced your field. *You have advantage on Charisma (Persuasion) checks with other people in in the same field that know of your achievements.*

13-14 **Positive Side Effect:** Well, that was unexpected. You have been subjected to a medical experiment, a yet untested treatment to a condition you suffer from, or something latent hidden for many years has finally manifested itself. *Roll on the Genetic Benefit Table*

15-16 **Reputation / Rank:** If in the military, you achieve a promotion. If on contract, you are able to raise your prices based on reputation alone. You are given more authority, influence over underlings or employees. This may have reaching aftereffects in the game. *You have advantage on Charisma (Intimidation) checks with other people under you command or influence.*

17-18 **Recovery:** You recover from one effect from the Tragedy table you are suffering from (chosen by you or the GM).

19-20 **Personal Treasure:** You discovered, was bequeathed, or were given something of value, something you treasure more than most other things, something you neither should sell or even want to (not that you would get anything, as selling it would only net you 1/10 its original value. Select one item worth \$5,000 or less as your item.

DI—FRIENDSHIP

You found a friend. Good for you. Roll 1d20 to determine how you met. Gender and race are up to you. Friends are different than earned favors or informants. Friends can be there for you in a pinch, help you out, but they should not be taken advantage of. They can be at home waiting for a phone call, or side-by-side with you in the neck of battle (as an NPC).

Roll 1d20

1-2 You reconnect with a relative (cousin, uncle, lost sibling, etc.)

3-4 A previous romantic interest. Either your separated prior and reconnected later, or the relationship didn't work and you remained as friends.

5-6 An old childhood friend, either that you've never lost contact with or one you bumped into and realized no time had really passed.

7-8 A co-worker, which could mean a tedious day job or a comrade you shared basic training with.

9-10 You owed this person a favor, or they owed you. Turns out you two both like the same things. The debt has long since been paid.

11-12	This person had known your family or mutual friends for years and you always considered him/her as a big brother / big sister. Alternatively, you've known this person through his/her family or mutual friends for years and you always considered him/her as a kid brother / kid sister.
13-14	It started as a teacher or mentor relationship, but after the classes were concluded, you two stayed in touch.
15-16	An old enemy, if you have one, and it makes sense. You two came to an understanding.
17-18	You two met through common interests or mutual friends. Consider it boring but it's also common.
19-20	He or she was more like a foster-parent, or rather the closest one you had to one, or the one you wished you had.

E1—ENEMY

Yikes. You really got someone's hackles up. Decide on who the person is, what caused it, and what the other will do when encountered. Gender and age are up to you. If a combination doesn't work, the GM is more than welcome to order a re-roll.

Roll 1d20

1-2	Alas, not all friendships end well. A friend you picked up becomes an enemy.
3-4	A relationship you are currently in ends very badly. Or else someone you used to date comes back with an aim to destroy your life.
5-6	Regardless of blood, some lines still cannot be crossed. A relative is no longer a friend.
7-8	Either someone that bullied you or someone you bullied in your youth returns.
9-10	A coworker in a higher position wants to keep you down. As long as he/she is above you, you'll never advance.
11-12	Someone under your authority wants to bring you down to his/her level.
13-14	Someone you work with (a co-worker on equal footing) has it in for you.
15-16	A criminal is out for you.
17-18	Someone with a lot of weaponry (like someone in military or law enforcement) really doesn't like you.
19-20	Make sure you filed your taxes, because even the slightest slip could bring down the wrath from this government official with a lot of bureaucratic clout.

E2—THE CAUSE

Why is there such a divide between you two?

Roll 1D20

1-2	Either you or the enemy caused the other to lose face (not literal) or position.
3-4	You caused your enemy a physical disability. 1-4: Facial scars or burns 5-8: Developed hearing problems 9-12: Developed a limp 13-16: Lost a hand 17-20: Lost an eye
5-6	You or your enemy caused the enemy to lose a loved one.
7-8	You or your enemy exposed a dark secret of the other that upset the other's life (but did not involve criminal proceedings).
9-10	You or your enemy was humiliated. Sometimes, that's enough.
11-12	There was a betrayal or abandonment.
13-14	You or your enemy was responsible for jail time. 1-10: You went to jail; 11-20: Your enemy went to jail. Roll 1d20 to determine the number of months served.
15-16	You or your enemy just hates the other's stupid, stupid face.
17-18	You or your enemy cost the other a job or a lucrative deal.
19-20	You or your enemy foiled the other's cunning plan.

E3—WHO TICKED OFF WHO

Maybe you hate him/her; maybe it's the other way around; maybe it's mutual.

Roll 1d20

1-6	Your enemy is ticked off with you. You don't fully get it, and probably think it's being really overinflated. Someone needs a hug.
7-12	Your enemy is your enemy. It doesn't matter that he or she doesn't hold a grudge; you do.
13-20	It's totally mutual.

Astute and aged players may recognize similarities between these tables and those found in another role playing game from nearly thirty years ago (well, about twenty-six years ago). Regardless of rules used or setting employed, my campaigns nearly always employed those tables in the creation of characters. I never forced it, but every player given the option always preferred leaving their lifepath up to random chance, always willing to let the chips fall where they may. That being said, as a GM, I did throw out rolls I didn't agree with. It's about constructing a backstory, a sensible backstory—sometimes events don't make sense. I'm honestly surprised it took me this long to create my own set of tables.

E4—WHO DOES WHAT

How angry are either of you? One of you can take this really personally. Choose logically who is the more cross (or if both sides are equally irate), then roll below.
Roll 1d20

1-4	The crossed individual (or both) will try to kill the other when given the chance, no remorse. Is that going too far?
5-8	The crossed individual (or both) wants to beat the living snot out of the other. Maybe it's something you both need to get out of your system.
9-12	The crossed individual (or both) wants to destroy the other's life, to suffer for years and years.
13-16	The crossed individual (or both) have been prepping some choice zingers to fling at the other at the first opportunity.
17-20	It's just best you just avoid each other.

E5—WHAT CAN BE THROWN

The influence of your enemy—what he or she can throw at you, assuming there's motivation for doing so.
Roll 1d20

1-6	Despite any authority, your enemy will only handle matters personally.
7-11	Your enemy can bring in a small group, like a gang, retinue, or a few employees. A line is drawn about bringing in more.
12-15	Your enemy will bring in dozens of people if necessary, calling on the right people for the right job.
16-18	Your enemy has power and influence across hundreds, and can call on favors as well.
19-20	Your enemy will move heaven and earth to appease you and may be able to do so. You want an army?

F1—ROMANCE

Aww...Sweet. You found someone important in your life. It might have been a quick fling, or a much longer affair. Roll for the type of relationship unless it's a continuation of a prior relationship, its current status, and it's potential for joy or misery.

1-6	You met someone, dated for a spell, but ultimately it didn't work out after only a few weeks or months. The break up might not have been mutual, but these things happen all the time.
7-11	You met, are still together, but you can't see it lasting. (go to F4—Feelings)
12-15	You met and are still together. This may be the one.
16-18	You met someone, but from the beginning, there were complications. (go to F2—Issues)
19-20	Tragic Love Why? WHY? (go to F3—Misfortune)

NEW RELATIONSHIP

Roll 1d20

PREVIOUS RELATIONSHIP

You are currently in a relationship. Roll to see if you two are still together, and how things are coming along.
Roll 1d20

1-4	It's going very well. If it wasn't before, it is now. If it was before, congratulations.
5-8	The relationship is as before. Nothing has changed.
9-12	This is the one. You get married.
13-15	You have a child. Roll 1-10: boy; 11-20: girl.
16-18	It has started to go downhill because of complications. (Move to F2—Issues)
19-20	Something bad happened. (Move to F3—Misfortune)

F2—ISSUES

Your relationship encountered several complications. After rolling in F2-Issues, roll again in F4-Feelings.

Roll 1d20

1-2	Your family and/or friends hate your romantic interest.
3-4	Your romantic interest's family and/or friends hate you.
5-6	There is a romantic rival involved trying to divide you to. Who the rival is interested in can be chosen or randomized.
7-8	You fight constantly.
9-10	You are professional rivals.
11-12	There is a lot of jealousy between you to.
13-14	One of you two had an affair and the other found out.
15-16	The both of you come from different walks of life, and it puts pressure on the relationship. There may not be internal pressures, but there may be external ones.
17-18	The two of you differ in ethnicity or race. There may not be internal pressures, but there may be external ones.
19-20	There are money problems; aren't there always money problems?

F3—MISFORTUNE

Something bad happened in the relationship, including a simple break-up, which can feel like the end of world sometimes.

Roll 1d20

1-4	Sometimes bad things happen, but the relationship survives it.
5-8	You break up. It just was never going to work out—the separation is mutual.
9-12	You dumped your romantic interest.
14-16	Your romantic interest dumped you.
17-18	You two are separated. (go to A4-Separation)
19-20	Your romantic interest has died. (go to A3-Casualty)

F4—FEELINGS

Your relationship has complications, but how do you two feel about each other?

Roll 1d20

1-4	Despite everything (and there are a lot), you still love each other.
5-6	Your romantic interest appears to have issues, but won't leave you. Why?
7-8	You have issues, but you won't leave your romantic interest. Why?
9-10	You both have issues—the relationship should have ended, but it doesn't. Something is holding you together.
11-12	Your romantic interest still loves you; you're not so certain.
13-14	You still love your romantic interest. You are worried it is no longer reciprocated.
15-16	You're drifting apart from mutual apathy.
17-18	You'll always be friends, but you fear the spark has faded.
19-20	Screw it. It's over.

CHAPTER THREE

LADDERS

At 1st level, you can select a ladder. You gain the ladder's 1st-level feature, and can choose to gain its additional features instead of choosing an ability score increase or a feat at 4th, 8th, 12th, 16th, and 19th levels. In essence, ladders are a collection of similarly themed feats with an additional benefit when selected at 1st level.

You do not have to select the ladder's additional features at their listed levels if you would rather gain the normal ability score increase or a different feat. However, all ladder features must be taken in order: you can't skip a feature if you want a later one, and not choosing all the features prevents you from being able to achieve the apex of the ladder. Most ladder features include an ability score increase, so there is little incentive not to take them.

Unlike classes, which fill specific roles, ladders are based on what you are and how you live your life. These include various mental and physical disciplines as well as natural talents. Although some classes and ladders obviously complement each other, any ladder can be combined with any class.

Ladders are an optional system. The GM may choose to use them or not. If they are included, however, all players should choose one to avoid imbalance.

LADDER GAINS

At 5th, 11th, and 17th level, each ladder offers an additional benefit. This accounts for the lack of magic in most non-fantasy settings. Although weapons and armor may offer additional properties, almost none in *Ultramodern5* offer significant bonuses to attack or damage, and since modern games don't always feature incrementally better gear over the course of a campaign, it is entirely possible for you to carry the same equipment for the entirety of your character's life.

If your campaign features magic items or sudden jumps in technological advancement, ladder gains should be ignored. If you choose to use them anyway, treat each bonus as an attuned magic item, which must be relinquished (and later reattuned if you want it back) in order to benefit from a comparable item bonus.

BORN LEADER

You have always displayed confidence in the way you talk and present yourself. You were the captain of a sports team, the head of a technical department, the supervisor for a menial commission retail job, or the squad commander in an army. You could also have been a used car salesman or actor. You don't even need to be all that physically attractive; you simply project a presence that encourages followers. Thankfully, beyond the simple aura of your charisma, you're also clever enough to know what to say at the right times to have the greatest effect. You know that how you speak means more than the words themselves. Even if you're not the leader of the group, you often do most of the talking when the need arrives. In your spare time, you socialize with others.

Key Abilities: Charisma, Intelligence

BRAINS AND GOOD LOOKS

Beginning when you choose this ladder at 1st level, you can always choose to use Intelligence instead of Wisdom for the Insight and Perception skills.

Additionally, after taking a long rest, if you wear no armor and wield no weapons, you gain a +2 bonus to Charisma or Intelligence (select one) until you make an attack roll or cast a spell. Select either Charisma or Intelligence as your primary born leader ability.

COMPELLING DIRECTIVE

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, after you finish a long rest, roll a d20 and put the result aside. You can swap out any roll you or an ally that can communicate with you makes for that result. You should always have a d20 result put aside this way, but after swapping two die rolls, you cannot swap another until you finish a short or long rest. After you finish a long rest, you always roll a new d20.

SOCIAL SCIENCES

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, your *compelling directive* ability improves—you can swap out four die rolls between short and long rests.



PRESENCE OF LEADERSHIP

At 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, after taking a long rest, if you wear no armor and wield no weapons, you have advantage with either Charisma or Intelligence skill checks (select one) until you make an attack roll or cast a spell.

EARNED LOYALTY

At 16th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, you are able to turn a short rest into a long rest without an extension of time. This affects you and all allies you can see. After you use this ability, you cannot use it again until you have completed three additional long rests.

JUST STOP

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, you are able to take a moment to focus and gather your wits, as well as the wits of your allies. Use an action, and you and all allies able to communicate with you gain the benefit of a short rest. This takes no time other than the action on your turn. After you use this ability, you cannot use it again until you finish a long rest.

LADDER GAINS

The born leader gains the following additional benefits at 5th, 11th, and 17th level:

5th Level: You gain a +2 bonus to any Charisma or Intelligence skill of your choice.

11th Level: You gain a +1 bonus to AC.

17th Level: You gain a +1 bonus to attack and damage rolls.

JUGGERNAUT

The juggernaut is a beast. Blessed with amazing stamina and brutal strength, you base your reputation upon the build you were gifted with and train daily to maintain. You may have worked in a gym, a farm, or a military base. You were self-taught, trained by a coach, or beaten down by a drill instructor. You might have earned a name in a ring or on the combat field. You could be an imposing behemoth or a gentle giant, only raising your hand when necessary. Regardless of what kind of pitiful body you were born with, you have worked up to nothing less than the physique of Greek legends. In your spare time, you work to maintain your physical perfection.

Key Abilities: Constitution, Strength

FULL TORQUE

Beginning when you choose this ladder at 1st level, you can use Strength in place of Dexterity for all attack and damage rolls with ranged weapons. You cannot use this ability with thrown explosives. Alternately, when wielding two-handed small arms, heavy weapons, or super heavy weapons, you can use Constitution in place of Dexterity for all attack and damage rolls. Select either Constitution or Strength as your primary juggernaut ability.

GOOD CARDIO

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, your speed is not reduced when moving through difficult terrain, and you gain a bonus to your hit points this level equal to twice your primary juggernaut ability modifier (meaning triple if you selected Constitution).

UNSTOPPABLE

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, you also gain 1 additional Hit Die at this level, and you maximize your hits points gained from both this Hit Die and the normal one you receive at this level.

BUILT LIKE A TRUCK

At 12th level, you can increase one ability score of your choice by 1, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, you gain a bonus to your hit points this level equal to your primary juggernaut ability modifier (meaning double if you selected Constitution), and you gain a damage bonus with melee attacks against incapacitated targets or immovable objects equal to your primary juggernaut ability modifier. You also have advantage on saving throws against being poisoned or stunned.

HULKING SMASH

At 16th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, you can also use an action to activate your "hulking" ability. After you use this ability, you cannot use it again until you finish a long rest. When hulking, the following occurs.

- You gain temporary hit points equal to twice your level + twice your primary juggernaut ability modifier.
- As long as you have temporary hit points, you gain a bonus to damage rolls with melee attacks equal to your primary juggernaut ability.
- You suffer disadvantage on all skill checks, ability checks, and attack rolls utilizing Intelligence, Wisdom, or Charisma for one hour.

IN YOUR PRIME

At 19th level, you can increase one ability score of your choice by 2. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, you have resistance to non-magical slashing, bludgeoning, and piercing damage.

LADDER GAINS

24 The juggernaut gains the following additional benefits at 5th, 11th, and 17th level:

5th Level: You recover 1 hit point every hour, provided that you have at least 1 hit point.

11th Level: You regain 1d4 additional lost Hit Dice when you take a long rest.

17th Level: Your regeneration increases to 2 hit points per hour.

RUNNER

With unmatched physical discipline, you have perfected a body designed for raw speed and agility. You are not a born soldier. If you served time in the military, your talents were as a scout, lightly armored and light on your feet. You may have grown up with an eye for sports. You broke records in the dash and ran for hours in marathons while others fell exhausted by the roadside. This was still not enough and you soon began finding more challenging ways to get from point A to point B.

Climbing walls, jumping across roofs, sliding under cars--nothing stood in your way. It's not enough just to be athletic: you have to keep your eyes and mind sharp, to gauge distances, crawlspaces, and the shortest possible route even if it involves some death-defying feat of acrobatic skill. You can keep an entire landscape in mind, analyzing paths and routes of escape, even when everyone else just sees walls. This may not be raw brainpower but a natural instinct of the surrounding environment. In your spare time, you run.

Key Abilities: Dexterity, Intelligence

POWER TO WEIGHT RATIO

Beginning when you choose this ladder at 1st level, you can always choose to use Dexterity instead of Strength for the Athletics skill, and Intelligence instead of Wisdom for the Perception skill. You can also use Dexterity in place of Strength for attack or damage rolls with all weapons without the heavy property, and you have proficiency with Dexterity (Acrobatics). Select either Dexterity or Intelligence as your primary runner ability.

CAT BALANCE

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, your speed also increases by +5 feet.

Additionally, if you move at least 10 feet while moving towards a wall, your remaining movement becomes a climb speed until the end of your turn. This movement can be any direction as long as it follows a vertical surface.

SAUTÉ DE PRECISION

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, if you use the Dash action, your movement increases by 1.5 times your speed (round down). You also add both your Dexterity and your Intelligence modifier to all Dexterity (Acrobatics) checks.

NATURAL ATHLETE

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, as an action, you can set your next Dexterity check or saving throw to your Dexterity score without rolling. You can do this as many times as your Intelligence modifier, and regain all spent uses after you finish a long rest.

Additionally, you also don't suffer half damage from an effect that inflicts half damage on a successful Dexterity saving throw.

ALL ABOUT THE FLIPPING

At 16th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, when wearing medium armor, your max Dex modifier is increased to 3. If wearing light armor, you gain a +1 bonus to AC. Also, if you take an action to analyze your path before making any movement on your turn, until the beginning of your next turn, you gain a bonus to your AC equal to your Intelligence modifier.

PARKOUR MASTER

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, you gain a pool of additional actions equal to your primary runner ability modifier. You can only use one additional action per turn, and only to take the Dash, Disengage, or Use an Object actions. Your action pool refills when you finish a long rest.

LADDER GAINS

The runner gains the following additional benefits at 5th, 11th, and 17th level:

5th Level: You gain a +1 bonus to AC when not wearing heavy or exo-armor.

11th Level: Your bonus to AC increases to +2

17th Level: Your bonus to AC increases to +3.

SAVANT

Your strengths are not in your endurance, speed, or ability to shoot something with pinpoint accuracy. You use a part of the body most of your comrades seem to let necrotize, your brain. You're the one with all the answers, an encyclopedia of knowledge. You went to school; you have degrees and awards of merit. You took those credentials and either went underground to use your expertise in nefarious ways or accepted a position with a school or corporation where they reined you with stock options and complimentary cars. You understand that you may be on the border between genius and madness, but all the great minds of the world balance that knife-edge. In your spare time, you read.

Key Abilities: Intelligence, Wisdom

TRAINING BEATS EXPERIENCE

Beginning when you choose this ladder at 1st level, you can use Intelligence in place of Dexterity for attack and damage rolls with one-handed and two-handed small arms. You can also use Intelligence or Wisdom as your modifier to AC instead of Dexterity, and as your spell-casting ability (if you cast spells). Select either Intelligence or Wisdom as your primary savant ability.

NOT STUPID

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Additionally, you gain the insight to discover if something is simply... stupid. You can ask the GM if a course of action (either yours or an ally's you know about) is just plain dumb, or the GM can volunteer this information. If the action is borderline, the GM's answer may be cryptic, otherwise it should be straightforward. You can ask as many times as your primary savant ability modifier before you finish a long rest.

TRAINING BEATS EXPERIENCE

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Additionally, you also are proficient in all skills of your primary savant ability (if not already) and use your primary savant ability instead of Dexterity for your bonus to initiative.

TOOOO SMART

At 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Also, if you use any skill tied to your primary savant ability to practice a profession during downtime activities, you can maintain a Wealthy lifestyle without having to pay per day. You also do not have to pay for research, and training costs 1/4 the usual time and money.

EIDETIC MEMORY

At 16th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Additionally, if you have advantage on any roll (including attack rolls and saving throws) and both results would succeed, you can set one aside. At any point in the next five minutes, you can choose not to make a d20 roll and instead use the saved die. You can only set aside one result at a time, and if not used within 5 minutes, it is lost.

OPUS

At 19th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Additionally, anytime you roll an ability check, skill check, or saving throw with your primary savant ability, you can set your die roll to your primary savant ability score.

LADDER GAINS

The savant gains the following additional benefits at 5th, 11th, and 17th level:

5th Level: You gain a +1 bonus to AC.

11th Level: You are immune to being charmed.

17th Level: You are immune to being frightened.

SURVIVOR

Regardless of how you have lived or where you were raised, you have always found a kinship with nature. You find salvation where others find death. While others starve, you prosper. No matter the environment, from bitter cold to scorching heat, you know the secrets to best stay alive. You can identify which foods will kill you or which animals will attack you. This is not knowledge gleaned from books but practical experience you may have earned the hard way. You may embark on weekend expeditions in the wilderness or elect to spend your entire life isolated from industry and population. You refuse to depend on technology. If the world were to fall into ruin, you would still survive. In your spare time, you prepare yourself for the next day.

Key Abilities: Constitution, Wisdom

HUNTER

Beginning when you choose this ladder at 1st level, you can use Wisdom in place of Dexterity for attack and damage rolls with ranged attacks. You can use Constitution in place of Dexterity when determining your modifier to AC. Select either Constitution or Wisdom as your primary survivor ability.

NATURAL EQUILIBRIUM

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary survivor ability, which has a maximum value of 22.

Additionally, you can also use an action and make a DC15 Constitution ability check to reduce your exhaustion level by 1. Each time you attempt this save, the DC increases by 5. When you finish a long rest and have a chance to eat and drink something, the DC resets to 15.

Additionally, you also have proficiency in Wisdom (Survival) or Wisdom (Animal Handling) (pick one).

TOUGH IT OUT

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary survivor ability, which has a maximum value of 22.

Additionally, you can also increase your exhaustion level by 1 and select one of the bonuses below. Once you use one of the following abilities, you cannot use that same one again until you finish a long rest (though you can select the others, each time increasing your exhaustion level).

Hit Points: As an action, you gain temporary hit points equal to your primary survivor modifier + your level.

Critical Hit: As part of an Attack action, you can

turn a hit into a critical hit and inflict additional damage equal to twice your level.

AC Bonus: As an action, you gain a +1 bonus to AC for 1 minute (10 rounds).

Combat: As an action, you gain a +1 bonus to Attack rolls for 1 minute (10 rounds).

DEAD MAN WALKING

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary survivor ability, which has a maximum value of 22.

Additionally, you can be reduced to less than 0 hit points (counted as being negative hit points) but remain conscious and standing at the cost of your minimum exhaustion level. If you already have levels of exhaustion, they increase accordingly. Though you can remove additional levels, the minimum cannot be removed until your hit points are raised back above 0.

- If your hit points are reduced to 0 hit points but more than -10, your minimum exhaustion level is 1
- Between -11 and -20 hit points, your minimum exhaustion level is 2.
- Between -21 and -30 hit points, your minimum exhaustion level is 3.
- Between -31 and -40 hit points, your minimum exhaustion level is 4.
- Between -41 and -50 hit points, your minimum exhaustion level is 5.

You can voluntarily fall unconscious and not compound exhaustion levels; additionally, after -50 hit points, your minimum exhaustion level increases to 6, and you die.

Although 5th Edition rules remove negative hit points, this specific feature puts them back.

ELITE

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary survivor ability, which has a maximum value of 22.

Additionally, you automatically pass Wisdom (Survival) checks with a DC of 20 or less unless you have disadvantage on the check.

UNNATURAL SURVIVAL

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary survivor

ability, which has a maximum value of 22.

Additionally, when you finish a long rest and ingest some food and drink, you reduce your exhaustion level by 2.

LADDER GAINS

The survivor gains the following additional benefits at 5th, 11th, and 17th level:

5th Level: You have resistance to cold damage.

11th Level: You gain a +1 bonus to AC.

17th Level: You have resistance to fire damage.

VETERAN

Beyond any strength you may have in muscle or willpower, your survival through life could still be counted as luck. Your instincts have proven to be your greatest ally. You never ignore the lessons learned when events in your life turn desperate. You have seen or read enough to gauge where to be and when, what to say and how to say it. It isn't as much about avoiding injury as it is avoiding the escalation of a disagreement. You can see the symptoms of conflict before most others. You impart advice when needed; act first when events are unavoidable. You may not be the leader but you're certainly the one everyone turns to for advice. You may not know all the answers, but most everyone trusts your gut over what a computer might say. When situations are at their worst, you're at your best, staying cool and calm while others flee. You don't have to be grizzled and old to be wise. The world has a tendency to not care how old you are when it puts you through hell. In your spare time, you reminisce.

Key Abilities: Charisma, Wisdom

CALM REFLEXES

Beginning when you choose this ladder at 1st level, you can use Wisdom for all attack and damage rolls with ranged attacks, unarmed attacks and attacks with melee weapons without the heavy property. Select one Charisma-based skill to be proficient in. You can also use Wisdom or Charisma for spells. Select either Wisdom or Charisma as your primary veteran ability.

GOOD GUESS

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary veteran ability, which has a maximum value of 22.

Additionally, you gain a pool of rerolls for any roll you might make equal to your primary veteran ability modifier. This occurs as part of the same action (or reaction); if you suffer from advantage or disadvantage, you gain the re-roll after taking the final result—you can then select whichever roll you want. Once you use *good guess*, you cannot use it again until the beginning of your next turn. You regain all your *good guess* re-roll

dice when you finish a long rest.

EXPECTING TROUBLE

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary veteran ability, which has a maximum value of 22.

Additionally, the number of uses you gain for *good guess* increases by 3. You also regain a *good guess* die roll if that roll results in a 1 or a 2.

You also can make an Intelligence (History) check as a Wisdom (History) check—effectively a gut instinct of what is probably true—or as a Charisma (History) check—where you are making something up that might be true.

STONE-FACED

At 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary veteran ability, which has a maximum value of 22.

You are also immune to fear and being charmed.

INSTINCT WITH TIME

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary veteran ability, which has a maximum value of 22.

Additionally, the number of uses you gain for *good guess* increases by 2. Also, you can move 5 feet before making any saving throw: if this movement would take you out of the area of the effect that requires a save, you don't have to make one.

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AT ANY COST

At 19th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary veteran ability, which has a maximum value of 22.

Additionally, the number of uses you gain for *good guess* increases by 2. You are also able to more easily overcome foes if you have dealt with them (or something similar) previously. If you fight a similar foe in the future, you have advantage on attack rolls until the first time you hit, and your first hit is also a critical hit. 'Similar' is defined as having the same basic creature stat block (with allowances for minor customizations the GM may have made to a particular creature): for instance, if you previously defeated a space gnome security guard, you would have a bonus against other space gnome security guards, but not against space gnome

mercenaries or space elf security guards.

LADDER GAINS

The veteran gains the following additional benefits at 5th, 11th, and 17th level:

5th Level: You gain a +1 bonus to AC

11th Level: You gain a +1 bonus to attack and damage rolls.

17th Level: Your bonus to AC increases to +2.

WARRIOR

Your life is defined by your path, not how you walk it. You have trained from an early age by choice or by inheritance to take the role of a combatant. Your natural gifts were discovered and focused into a lifelong dedication. This is not to assume you're a warmonger, as such training comes with the responsibility to know restraint. For many, having the skills is a means for self-discovery. This can apply in the application of hand-to-hand combat, the use of melee weapons, or in the proficiency of small-arms. You might have lived on a farm, on a military base, or in a temple. You might have devoted your life to the implement of one craft or to the broad use of many. Your power comes from commitment. Your victory is due to training. A true warrior knows when to fight and what to learn when a defeat occurs. In your spare time, you meditate and contemplate.

Key Abilities: Dexterity, Strength

STRENGTH OVER AGILITY

Beginning when you choose this ladder at 1st level, you can use Strength in place of Dexterity for all attack and damage rolls when wielding two-handed small arms, heavy weapons, or super heavy weapons. When wearing medium armor, your max Dex modifier is increased to 3. When wearing heavy armor, you gain a max Dex bonus of 1. Select either Strength or Dexterity as your warrior ability.

POWER UP

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary warrior ability, which has a maximum value of 22.

Additionally, you can power up as an action. You gain a power rank, starting at 1 and increasing to a maximum of 5 with successive power ups. Each rank has an associated power up ability which you can choose to apply to one attack (each ability also includes all lower ranks). You lose your power ranks when you use the ability, or when you roll for initiative, suffer any damage, or finish a short or long rest.

Power Rank 1: You have advantage on your next attack; if you hit, the damage die of any weapon you wield increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12).

Power Rank 2: Regardless of your next attack roll, it automatically hits; the damage die of any weapon you wield increases by an additional step.

Power Rank 3: Regardless of your attack roll, your next attack is a critical hit.

Power Rank 4: Re-roll all 1s and 2s on your damage dice of your next hit. Each time you roll the maximum result on a damage die, roll that die again and add the result to your damage. If you roll the maximum result on a reroll, keep rolling and adding until you get a different result.¹

Power Rank 5: With your next hit, double all damage dice—this stacks with your critical hit.

ULTRA SUPER

At 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary warrior ability, which has a maximum value of 22.

Additionally, you can also increase your power rank by 1 with a bonus action—once you use this ability, you cannot use it again until you finish a short or long rest. You can also spend 1 Hit Die as a reaction to suffering damage—you regain no hit points but you do not lose your current power rank.

CONVERT ENERGY

At 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary warrior ability, which has a maximum value of 22.

Additionally, if you don't move from your spot starting on your turn, at the beginning of your next turn, you gain a power rank—once you use this ability, you cannot use it again until you finish a short or long rest. Also, after you roll for initiative, you start your first turn at power rank 1.

VIGOROUS SURGE

At 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary warrior ability, which has a maximum value of 22.

Additionally, you don't lose your power rank if you suffer damage.

LOSES PATIENCE, FINDS ANGER

At 19th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary warrior ability, which has a maximum value of 22.

Additionally, when you suffer a critical hit or are reduced to below half hit points, roll a d4 and you start your next turn set to a power rank equal to your die roll result.

LADDER GAINS

The warrior gains the following additional benefits at 5th, 11th, and 17th level:

5th Level: You gain a +1 bonus to attack and damage rolls.

11th Level: You gain a +1 bonus to AC

17th Level: Your bonus to attack and damage rolls increase to +2.

CHAPTER FOUR

CLASSES

Modern classes are cut from a different cloth than traditional fantasy ones. In a dungeon crawl, it's important to have each character contribute to the acquisition of treasure and the survival as a whole. There can be no fat, leaving a lean fantasy party only permitting specific classes within their ranks.

It is expected, but not required, that characters in a modern campaign encompass a broad mix of roles, entirely dependent on the needs said campaign. It is entirely possible to create a character with little to no combat abilities. A strength of personality can sometimes be more important than one's capacity to aim a gun.

There are no suggested party compositions here; this would fall entirely on the specifics of the game being run. If the GM is running a setting based entirely in a post-apocalyptic wasteland, then grounders, medics, and techies would be more important than faces. Likewise, a team of assassins may not require an engineer, but an infiltrator or two would be vital. This book does not endorse any one party composition, not even for the assumed top-end combat classes like grounder and heavy. All that matters is that players and the GM work together to ensure that not only does everyone has fun, but contributes in their own and often as possible.

Modern characters are also largely dependent on technology, which comes in two forms—current tech and future tech, although these terms are relative to the technology base of the campaign. While the 5th Edition rules have reduced the traditional reliance on magical items to make the combat math work, the default game still presumes that characters will change and upgrade their equipment over the course of a campaign. In U5, weapons can possess certain properties, but even the most advanced weapon lacks any incremental bonuses to attack or damage (these bonuses being supplied through Ladder Gains instead). *Ultramodern5* characters could therefore conceivably carry the same equipment through the entirety of the campaign (possibly becoming attached to their personal gear), or change their loadouts for a particular mission.

However, in a game with scaling technology (such as *Amethyst*, where bastions sport different levels of technology), or advanced alien technology, tech can be treated the same as magic items, with incremental bonuses assigned as normal. In this case, ladder gains should be ignored or treated as filled attunement slots, as detailed in Chapter Two. The GM should indicate at the start of the campaign which tech rules apply.

It's important when making a character that not only you, but everyone else at the table (including the GM) understands the strengths and weaknesses of your class.

QUICK BUILDS

Something worth doing well requires patience and effort. There are no quick-build instructions offered in these pages. *Ultramodern5* encourages you to take the

time and put heart into your character. U5 assumes you are not constructing disposable people ready for the recyclotron.

FACE

You are all talk. Thankfully, your strengths depend on that. Some call you empathic while others claim you just have good instincts. You may have cut your teeth as a psychologist or a confidence artist. You can spot a liar by their puckering lips and lazy eyes. You sense the heat of attraction and the searing loathing of those obsessed with violence. Your words have been known to disarm, sooth, or enrage. When shooting is not the solution, you're the only that can save the situation. You're the smooth talker, the negotiator, and the haggler. When a gun is pointed at your head or when dangling off a cliff, your first response is "can't we discuss this?"

PLAYING A FACE

You're at your best when bullets are not flying. Though you are not as skilled in ways of warfare, this doesn't mean you sit back when combat starts. Certain abilities allow you to literally "psych out" enemies by imitating commands over the radio, causing diversions, and imposing your presence to cause hesitation. You have even been known to negotiate the release of prisoners and convince an enemy to run instead of fight. However, these abilities are limited in their effectiveness.

CLASS FEATURES

As a face, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per face level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per face level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: All simple weapons and one-handed small arms

Tools: Disguise kit, all ground vehicles and aircraft

Saving Throws: Intelligence, Wisdom, Charisma

Skills: Perception, Insight, and four skills from Computer Use, Engineering, History, Intimidation, Investigation, Performance, Persuasion, Sciences, and Stealth

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- a one-handed small arm costing \$300 or less
- a set of light armor \$300 or less
- a ground vehicle with a value of \$30,000 or less
- a disguise kit
- \$200 in additional gear.

BULLETPROOF EGO

Starting at 1st level, as long as you wear light or no armor, you gain a bonus to AC equal to half your proficiency bonus (rounded down).

DOUBLE YOUR EFFORTS

You are not a fighter. You're a... well... everything that's not a fighter. Starting at 1st level, you can make a DC15 Wisdom (Perception) check as a bonus action; if you pass, you can take an additional action on top of your regular action. You cannot use the Attack action with this extra action.

LIFE INSURANCE

You're not expecting to be in a fight, so best to use your resources in a more constructive fashion. Starting at 1st level, instead of using your Hit Dice to recover hit points during a short rest, you can expend them to gain an edge when required. Spend a Hit Die on your turn, and you gain the following benefits:

- You automatically pass the *Double Your Efforts* skill check in order to gain the additional action.
- You have advantage on all attack rolls, ability checks, and skill checks until the beginning of your next turn.
- Any Charisma saving throws you force a target to make before the end of your next turn gains a +5 bonus to the DC.

WAY OF PROTAGONIST

You know, deep in your heart, you're a hero, regardless if you're actually a sociopath. Starting at 1st level, you begin developing skills enabling you to manipulate people through force of will, a winning smile, and the right sequence of words. You gain two *Protagonist Traits* at 1st level, gaining an additional trait at 5th, 10th, 15th, and 20th level.

Several traits require the use of a Charisma saving throw. The DC to resist your...well...behavior is 8 + your Charisma modifier + your proficiency bonus.

Biting Taunt

You are able to scream an obscenity that is shockingly personal and vile to your opponent. As an action, you can target an enemy that can hear and understand you. It makes a Charisma saving throw. If the target fails, it has disadvantage on attack rolls and ability checks until the beginning of your next turn. A target that succeeds on the DC has advantage on additional saving throws against this effect until you finish a long rest.

Cognitive Empathy

The truth is written in their faces. Through interpreting microexpressions, body language, and other aspects of applied psychology, you are able to read the thoughts of certain individuals. As an action, you can focus your mind on any one creature that you can see within 30 feet of you and that has an Intelligence of 4 or higher. It makes a Charisma saving throw.

If it fails, you learn the surface thoughts of the creature—what it is most likely to do in the immediate future and what could possibly be on its mind. You also gain insight into its reasoning (if any) and/or its emotional state. This effect lasts until the end of your next turn or until you break line of sight.

Faceman

It's all about the personality. Select one Intelligence, Wisdom, or Charisma skill or one item proficiency. As an action, double your proficiency bonus with the next

check made with that skill or item. You can select *faceman* a second time and select another skill or item.

Fascination

You are, in fact, the most interesting person in the world...at least to your target. As an action, you can attempt to charm a target. It must be able to hear and understand you. It makes a Charisma saving throw. If it fails, the creature is not only charmed by you but by all your allies the target can see. The charmed effect ends if the target suffers damage or five minutes have passed. When you use this feature, you cannot use it again until you finish a long rest. If the target makes the saving throw, you recover the use of *fascination* but cannot use it against the same target until you finish a long rest. You can select *fascination* a second time and gain a second use before finishing a long rest.

Ice man

If you suffer a critical hit, you regain 1 lost Hit Die.

Know the Signs

You have advantage against any Charisma and Wisdom saving throws.

Mind Twist

More so than insulting a target, you say something so bizarre (or perhaps amazingly insightful), the target is forced to take time to think it over. As an action, you can target an enemy that can hear and understand you. It makes a Charisma saving throw. If the target fails, it is stunned until the beginning of your next turn. When you use this feature, you cannot use it again until you finish a long rest. If the target makes the saving throw, you recover the use of *mind twist* but cannot use it against the same target until you finish a long rest. You can select *mind twist* a second time and gain a second use before finishing a long rest.

Poker Face

You are immune to being frightened or charmed. Additionally, all allies that can see you have advantage against being frightened or charmed as well.

Polyglot

You learn three additional languages. You also gain one additional language every three levels from now on.

Possible Sociopath

You have resistance to psychic damage, as well as having advantage on saving throws against any effect that would sense your emotions or read your thoughts.

Veneer

A disguise kit is only the beginning; outside of clothing and make-up, you can now alter your voice and mannerisms. You can also mimic specific people. If attempting a generic person, the disguise is near flawless (you have advantage on the disguise kit). Regardless if you are mimicking a specific or generic person, if your ability check to create a visual disguise is less than your Charisma saving throw DC, you can use that instead.

Winning Smile

Before making a skill check for a skill you are proficient with, you can instead set your roll to your ability score. When you use *winning smile*, you cannot use it again until you finish a long rest. You can select *winning smile* a second time and gain a second use before finishing a long rest.

Level	Proficiency Bonus	Protagonist Traits	Special
1	+2	2	Bulletproof Ego, Double Your Efforts, Life Insurance, Way of Protagonist (x2)
2	+2	2	Hustle Pool
3	+2	2	Archetype feature
4	+2	2	Ability Score Improvement
5	+3	3	Way of Protagonist
6	+3	3	Automatic Improvisation
7	+3	3	Archetype feature
8	+3	3	Ability Score Improvement
9	+4	3	Way of Protagonist
10	+4	4	Double Your Efforts
11	+4	4	Archetype feature
12	+4	4	Ability Score Improvement
13	+5	4	Make Them Flinch
14	+5	4	Way of Protagonist
15	+5	5	Archetype feature
16	+5	5	Ability Score Improvement
17	+6	5	Way of Protagonist
18	+6	5	Archetype feature
19	+6	5	Ability Score Improvement
20	+6	6	Automatic Improvisation

HUSTLE POOL

You are a born talker and love to debate, regardless if it's versus friends, enemies, or entities. Starting at 2nd level, you can alter the natural result of any d20 roll you make. You gain a pool equal to double your Charisma modifier, and can pull from said pool to alter the result of a d20 roll you just made. Your hustle pool refills after you finish a long rest.

ARCHETYPE

At 3rd level, you choose an archetype from the archetype chapter. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Additionally, you can forego your archetype selection at 3rd level and gain an additional *Way of Protagonist* trait at each of the above levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

MAKE THEM FLINCH

Starting at 13th level, you can force a creature that made a Charisma saving throw you imposed to re-roll. When you use this feature, you cannot use it again until you finish a long rest. If the target still succeeds on the saving throw, you recover the use of *make them flinch* but cannot use it against the same target until you finish a long rest.

AUTOMATIC IMPROVISATION

You are really good at giving the illusion that you know what you are doing. At 6th level, you can spend a Hit Die as a bonus action to gain proficiency with a tool for one minute (including musical instruments). At 20th level, this improves, and you have proficiency with all

tools.

GRUNDER

You're the front line attacker, the one your opponents are most likely to see, the one that carries the flag and takes the ground. You're the first deployed and the last to leave. Whether you consider yourself another ground pounder or an elite member of a special team, your general talents at warfare have made you a reliable ally in combat. You are a multi-talented, general purpose soldier, able to pick up and master nearly every weapon you can find. Your skills with firearms have few equals.

PLAYING A GRUNDER

A grunder has two main build options, employing rapid autofire attacks or more accurate single-shot strikes. Because of generalized training, you can employ pistols like a gunslinger, more powerful small arms like a heavy, or

even long-range precision weapons like a sniper. There really is nothing you can't do.

Generally you gain purpose from the others around you, joining a team because of loyalty and friendship, not because a commander issued an order. Even when the goal is a paycheck, you would never commit to this job without others to have your back.

Creating a grunder requires the use of firearms, either in single-shot or autofire modes. Your combat abilities are focused mostly on high damage attacks upon single targets while also aiding allies in their own duties.

CLASS FEATURES

As a grunder, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per grunder level

Hit Points at 1st level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per grunder level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, one-handed and two-handed small arms, heavy weapons, super heavy weapons.

Tools: All ground vehicles and aircraft

Saving Throws: Strength, Dexterity

Skills: Select two skills from Acrobatics, Athletics, History, Insight, Intimidation, and Perception.

EQUIPMENT

As a grunder, you receive the following equipment at 1st level.

- three small arms, each \$300 or less
- two Concussion Grenades
- a set of armor \$300 or less
- \$100 in additional gear

FIRE SUPPORT

Starting at 1st level, you can select a *fire support* discipline. There are two to choose from: *assault* or *precision*.

By pursuing assault, you favor automatic weapons that fire multiple rounds, increasing damage at the risk of accuracy. By selecting precision, you keep your weapon firing single rounds, ensuring a hit without wasting ammunition.

Each time a discipline is selected, it increases its tier. You select additional disciplines at 5th, 9th, 13th, and 17th level.

FIRE SUPPORT PATHS

Assault

Tier 1: Whenever you make an autofire attack, you inflict additional damage equal to the amount you beat the enemy's AC by, up to a maximum of 5 (for an auto weapon) or 10 (for an auto-heavy weapon).

Tier 2: If you hit, you can increase your final attack roll for purposes of this path (up to a maximum value based on your type of weapon from tier 1).

Auto: +2 to your attack roll after you hit.

Auto-heavy: +4 to your attack roll after you hit.

Tier 3: If you hit, you can increase your final attack roll for purposes of this path (up to a maximum value based on your type of weapon from tier 1). This replaces the values from Tier 2.

Auto: +4 to your attack roll after you hit.

Auto-heavy: +8 to your attack roll after you hit.

Tier 4: The maximum upper limit on damage with this path doubles (10 (for an auto weapon) or 20 (for an auto-heavy weapon)).

Tier 5: If you hit, you can increase your final attack roll for purposes of this path (up to a maximum value based on your type of weapon from tier 1). This replaces the values from Tier 3.

Auto: +8 to your attack roll after you hit.

Auto-heavy: +16 to your attack roll after you hit.

Precision

Tier 1: You gain a +1 bonus to all non-autofire attack rolls.

Tier 2: If you score a critical hit with a non-autofire attack, roll all damage dice three times instead of twice.

Tier 3: Set aside a natural 20. Replace one missed attack roll you make with a non-autofire weapons with that natural 20. Once you do, you cannot set aside another natural 20 until you finish a short or long rest.

Tier 3: If you roll a natural 2 or 3 on a non-autofire attack, you can re-roll.

Tier 5: You have advantage on non-autofire attack rolls.

BROTHERHOOD

At 1st level you select one of the following brotherhood abilities. These abilities complement the group you are in, rewarding teamwork over selfish ambitions.

You select additional abilities at 4th, 7th, 10th, 13th, 16th, and 19th level.

Action Star

If you score a hit on a creature 20 feet or closer, you can elect to piss said creature off. It now suffers disadvantage on all attack rolls that don't include you as a target. The effect ends if you move out of range or out of line of sight (like behind total cover), or don't attack the same target before the end of your next turn (you don't need to hit, just attack).

Cauterize

You can use your action to heal an injured ally. The target recovers hit points equal to 1d6 per your level. When you use this feature, you cannot use it again until you finish a short or long rest.

Combat Ineffective

If an allied character in line of sight is reduced to 0 hit points or less, you have advantage on attack rolls against the creature that hit the ally until the creature is destroyed or until the felled ally recovers hit points.

Comrades In Arms

If an ally within 10 feet of you suffers a critical hit, you have advantage on attack rolls against the creature that made that attack until the end of your next turn.

Solid Frame

When wielding a two-handed small arm, you do not suffer the -2 penalty to firing while moving.

Covering Fire

Before making an Attack action, you can suffer disadvantage on all attack rolls for that action; all allies in line of sight gain a +1 bonus to AC and advantage on all saving throws against any target you attack until the beginning of your next turn.

Front Line Deployment

Select one ally within 10 feet as a bonus action. Until the beginning of your next turn, the targeted ally gains a +1 bonus to AC.

For The Common Honor

If an ally within 5 feet of you suffers a hit from an enemy, as a reaction, you can swap locations with the ally and suffer the hit and all effects instead.

Jump In Front

If you and at least one ally are struck by an area effect no bigger than 60 feet across, as a reaction, you can push your allies out of the target area. However, you are then targeted by the effect a number of times equal to the number of allies you pushed. When you use this feature, you cannot use it again until you finish a short or long rest.

Man Down

If you occupy the same space as a dead, prone, or unconscious ally, the ally cannot be targeted by any ranged or melee attacks and automatically passes all Dexterity saving throws. The effect ends if the target stands, if you leave the target's area, or if the target makes any kind of attack.

Member Of A Team

You can spend 30 feet of movement and select an ally within 5 feet. That ally can use the Disengage action without using her action on her next turn.

Slow Is Smooth

When you move, you can reduce your speed by 10 feet and pull one ally within 5 feet with you. If you use the

Level	Proficiency Bonus	Fire Support	Brotherhood	Special
1	+2	1	1	Fire Support, Brotherhood
2	+2	1	1	Take A Knee
3	+2	1	1	Archetype feature
4	+2	1	2	Ability Score Improvement
5	+3	2	2	—
6	+3	2	2	Double Tap
7	+3	2	3	Archetype feature
8	+3	2	3	Ability Score Improvement
9	+4	3	3	Triple Tap
10	+4	3	4	Meat Shield
11	+4	3	4	Archetype feature
12	+4	3	4	Ability Score Improvement
13	+5	4	5	—
14	+5	4	5	Quadruple Tap
15	+5	4	5	Archetype feature
16	+5	4	6	Ability Score Improvement
17	+6	5	6	—
18	+6	5	6	Archetype feature
19	+6	5	7	Ability Score Improvement
20	+6	5	7	All In

Disengage action, the ally also disengages.

Snap Out Of It

Use your action to remove one of the following conditions an ally suffers from, unless you suffer from the same condition: charmed, frightened, stunned, or unconscious (unless dying). When you use this feature, you cannot use it again until you finish a short or long rest.

Spotter

Target an enemy in light of sight with your action; one ally within 5 feet of you has advantage on his next attack roll against said target.

Toss Magazine

You can spend 30 feet of movement and reload an ally's weapon. The ally must be within 10 feet and you must have the proper ammunition or cell.

TAKE A KNEE

Starting at 2nd level, you are able to crouch quickly and brace your elbow against your knee for a secured firing position. Spend 30 feet of movement and make an additional ranged attack as part of an Attack action this turn. You cannot use this feature if you are within reach of an enemy or an enemy is in reach of you.

ARCHETYPE

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and select either an additional fire support path or a Brotherhood ability at each of the above levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DOUBLE/TRIPLE/QUADRUPLE TAP

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. This increases to three attacks at 9th level in this class and four attacks at 14th level in this class.

MEAT SHIELD

An enemy is more useful to you when it's dead. Starting at 10th level, as a reaction—or part of your action if on your turn—when a creature within 5 feet is killed or otherwise reduced to below 0 hit points, you grab it; it now grants you half-cover until you move. If using a two-handed small arm, you suffer a -1 penalty to attack rolls while holding the target. You cannot

use a heavy or super heavy weapon with *meat shield*. You also cannot use *meat shield* with *take a knee*.

ALL IN

At 20th level, if you hit an enemy, you can empty a full magazine to ensure a messy kill. Double the number of attacks you make with an Attack action against a single target. When you use this feature, you cannot use it again until you finish a short or long rest. That weapon is also out of ammunition.

GUNSLINGER

On the battlefield, you specialize in infiltrating behind enemy lines before sowing confusion in the ranks, dancing acrobatically around the field dealing out point-blank death and disrupting the foe's cohesion.

Unlike other classes like grounder and heavy, you are mobile and agile. It would be unlikely that you would wield a pistol with a full functioning rifle on their backs. You walk light, often near the front lines or scouting far ahead of a unit. You are not required to carry a shovel or plant explosives. Their purpose is singular, if not slightly selfish.

PLAYING A GUNSLINGER

Decide on the number of weapons you'll be wielding in combat. It will not only set your play style, but your potential personality as well. There is admittedly some theatrics involved, regardless of the choice, a talent picked up outside of standard military training channels.

No doubt, you probably picked up a few tricks through specialized trainers and even practice. You might have possessed a background in law enforcement or been a crime lord's hired thug. There was a reason why you never held a rifle—it was either never given to you, or the details of your profession precluded its use.

Level	Proficiency Bonus	Kata Points	Kata Exploits	Special
1	+2	4	2	Cinematic Style, Converging Fire, Kata
2	+2	5	3	—
3	+2	5	3	Archetype feature
4	+2	5	3	Ability Score Improvement
5	+3	6	4	Gun-Fu
6	+3	6	4	Cinematic Style
7	+3	6	4	Archetype feature
8	+3	7	4	Ability Score Improvement
9	+4	7	5	Reflex Shot
10	+4	7	5	Kata Improvement
11	+4	8	5	Archetype feature
12	+4	8	5	Ability Score Improvement
13	+5	8	6	Gun-Fu
14	+5	9	6	Heroic Bloodshed
15	+5	9	6	Archetype feature
16	+5	9	6	Ability Score Improvement
17	+6	10	7	Gun-Fu
18	+6	10	7	Archetype feature
19	+6	10	7	Ability Score Improvement
20	+6	11	7	Endorphin Response

You may be required to be agile, sometimes clandestine. You have no problem intimidating people with your appearance and demeanor and don't require some phallic compensation to aid in that. You can admit being somewhat of a cliché—the question is, do you embrace it? And if so, which one—the ancient American west or the later cinematic bullet ballet artist. Oddly enough, both roles have been embraced in this new world.

CLASS FEATURES

As a gunslinger, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per gunslinger level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per gunslinger level after 1st

PROFICIENCIES

Armor: Light and medium armor

Weapons: Simple weapons, one-handed and two-handed small arms

Tools: All ground vehicles and aircraft

Saving Throws: Dexterity, Wisdom

Skills: Select three skills from Acrobatics, Athletics, History, Insight, Intimidation, Perception, and Performance, and sleight of hand.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- two one-handed small arms, \$300 or less
- a set of armor \$300 or less
- \$100 in additional gear

CINEMATIC STYLE

Starting at 1st level, choose whether you fight with either one firearm or two.

Two Weapons

Wielding two one-handed small arms is the same as wielding two light melee weapons for the purposes of two-weapon fighting. As such, you can use a bonus action to attack with your second small arm. You don't add your ability modifier to the damage of the bonus attack, unless the modifier is a negative. At 6th level, you no longer have this limitation, and can add your ability modifier to the damage of the bonus attack.

One Weapon

If wielding only one one-handed small arm, you gain a +3 bonus to damage rolls with that weapon. This increases to +6 at 6th level.

CONVERGING FIRE

Starting at 1st level, when attacking a creature 5 feet or closer with one or two one-handed small arms, you gain a +1 bonus to attack rolls and a +2 bonus to AC.

KATA

Starting at 1st level, you are able to use kata exploits fueled by kata points. You have 4 kata points at 1st level, gaining 1 additional point every third level beginning at 2nd level. You regain all spent kata points when you finish a short or long rest.

At 1st level, you select two kata exploits, gaining one additional exploit at 2nd, 5th, 9th, 13th, and 17th level. Each time you are able to select a new exploit, you can replace one you know with a different one.

All exploits require the use of one-handed small arms. Certain kata exploits also cost more than one point.

At 1st level, you can only use one exploit per turn. This increases to two at 10th level.

Abnormally Fast

Kata Cost: 1

Spend 1 kata as part of your movement to double your speed until the end of your turn. If you are hit with an attack before the beginning of your next turn, you gain 1 kata.

Between The Eyes

Kata Cost: 1

Spend 1 kata before making a ranged attack roll to have advantage on that attack roll. If both attack rolls hit, double your attribute modifier damage. If both miss, you regain 1 kata.

Blood In The Eyes

Kata Cost: 1

Spend 1 kata as a reaction if an enemy scores a critical hit on you to make a ranged attack against the triggering enemy. If you hit, your attack is also a critical hit. If you miss by 5 or more, you regain 1 kata.

Boundary Threshold

Kata Cost: 1

If you are within 5 feet of at least two enemies, you can spend 1 kata along with 30 feet of movement to make one ranged attack to one of those enemies.

Classic Tumble

Kata Cost: 1

Spend 1 kata as a reaction when hit with an attack or if you fail a Dexterity saving throw. You take only ¼ damage.

Equilibrium

Kata Cost: 1

Spend 1 kata as part of a reaction when an enemy misses with a ranged attack—you make a ranged attack. If you score a critical hit with said attack, you recover 1 kata.

Hydrostatic Shot

Kata Cost: 1

Spend 1 kata after hitting a target; you inflict additional damage equal to your level, and if the creature is your size or smaller and moves or attacks before the start of your next turn, you can knock the enemy prone as a reaction.

Just One Bullet

Kata Cost: 1

Spend 1 kata before an attack action to add your Wisdom modifier to all damage rolls until the end of your turn. If any attack rolls you make on your turn score a critical hit, you gain 1 kata (max 1).

Kinesics

Kata Cost: 1

Spend 1 kata on your turn: your movement is not reduced through difficult terrain, you don't provoke opportunity attacks, and all attacks against you have disadvantage until the beginning of your next turn. If you suffer more than one hit while *kinesics* is in effect, you regain 1 kata.

Limber Up

Kata Cost: 1

Spend 1 kata at the beginning of your turn to have advantage on Dexterity and Strength ability checks, skill checks, and saving throws until the end of your next turn.

Rapid Kill

Kata Cost: 2

Spend 2 kata after hitting a creature to turn that hit into a critical hit.

Way Of The Gun

Kata Cost: 1

If you hit a creature at least 20 feet away, spend 1 kata to gain an additional attack against one additional enemy within 5 feet of the first target.

Weak Spot

Kata Cost: 4

Spend 4 kata after hitting a target; you gain a damage bonus to every subsequent hit on that specific target equal to your Wisdom bonus until the target is killed.

ARCHETYPE

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and gain a kata exploit and 1 kata point at each of the above levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

GUN-FU

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. This increases to three attacks at 13th level in this class and four attacks at 17th level in this class.

Additionally, at 5th level, if all ranged attacks you make with an Attack action are directed at the same target, you can make one additional ranged attack against that target. This increases to two additional attacks at 17th level in this class.

REFLEX SHOT

Starting at 9th level, when wielding a one-handed small arm, you can use a ranged attack as an opportunity attack.

HEROIC BLOODSHED

At 14th level, you become a staple of action films. If wielding two one-handed small arms, you double the number of ranged attacks you make with your Attack action, your Bonus action and any Reactions until the beginning of your next turn. If wielding one one-handed small arm, until the beginning of your next turn, if you hit with an attack roll, that attack is automatically a critical hit and you double all dice rolled. Once you use this feature, you cannot use it again until you finish a short or long rest.

ENDORPHIN RESPONSE

At 20th level, instead of using your Hit Dice to recover hit points during a short rest, you can expend them on your turn as a bonus action and gain 4 points of kata.

HEAVY

You are most likely the scariest opponent on the entire battlefield. You're the one the enemy must kill in order to take the field. You cut massive swaths of devastation across whole landscapes, bringing down trees and buildings. You strike fear into opponents, sending entire armies to their grave. Though limited in speed, where you step, you secure ground. Reverse or retreat does not come easily to your lips. You specialize in the heaviest of weapons, from rocket launchers and grenades to machine cannons and howitzers.

When bullets fly, you plant your feet and begin hailing down ammunition upon your foes, suppressing their movement or making them dive for cover. You eradicate obstacles and assist your allies by denying your enemies the opportunity to advance. You might be strong but this is not a requirement, though it helps, especially when carrying the biggest guns.

PLAYING A HEAVY

Size does matter—let's just get that out of the way. Although not as common as a grounder, you fill a similar role and are the second most common found in the gen-

Level	Proficiency Bonus	Special
1	+2	Artillery Talent (x4)
2	+2	Artillery Talent
3	+2	Archetype feature
4	+2	Ability Score Improvement
5	+3	Artillery Talent
6	+3	Too Close
7	+3	Archetype feature
8	+3	Ability Score Improvement
9	+4	Artillery Talent
10	+4	Strongpoint
11	+4	Archetype feature
12	+4	Ability Score Improvement
13	+5	Artillery Talent
14	+5	Strongpoint
15	+5	Archetype feature
16	+5	Ability Score Improvement
17	+6	Artillery Talent
18	+6	Archetype feature
19	+6	Ability Score Improvement
20	+6	Artillery Talent

eral military population.

You rarely walk into a situation with only one gun. Like those avatars in famous video games, you probably carry a few, more than most people think you need. Pistol? Check. Machine gun? Check. Flamethrower? Check. Rocket Launcher? Why not. You have a solution for any problem, at least those problems requiring weapons to solve...and in your eyes, most problems usually can be solved that way.

This is the best class of all since you wield the biggest guns, the heaviest armors, and are the class most resembling a character from a first person shooter.

CLASS FEATURES

As a heavy, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per heavy level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per heavy level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, one-handed and two-handed small arms, heavy weapons, super heavy weapons.

Tools: All ground vehicles and aircraft

Saving Throws: Strength, Constitution

Skills: Select two skills from Acrobatics, Athletics, History, Insight, Intimidation, and Perception

EQUIPMENT

You start with the following equipment in addition to

the equipment granted by your background:

- any three small arms, each \$300 or less
- a set of armor \$300 or less
- \$100 in additional gear

ARTILLERY TALENT

At first level, you gain artillery talents. You gain four talents at first level. You gain an additional talent at 2nd, 5th, 9th, 13th, 17th and 20th level. Several talents can be selected multiple times, increasing their talent rank, though you cannot achieve more than rank 2 at 1st level.

Several talents require the use of a Dexterity saving throw. The DC to resist your attack is 8 + your attack ability modifier + your proficiency bonus + any weapon bonus.

Attack of Necessity

As an action, while you are wielding an auto or auto-heavy weapon, each creature in a 10-foot cone (or 15-foot for auto-heavy) centered on you must make a Dexterity saving throw. A target takes your weapon damage on a failed save, or half as much damage on a successful one. You expend ammunition with each saving throw attempted.

Rank 2: The cone increases by 5 feet (15 and 20 feet respectively).

Rank 3: Targets your size or smaller are knocked prone if they fail their saves.

Rank 4: The cone increases by 5 feet (20 and 25 feet respectively).

Rapid Fire

As an action, while you are wielding an auto or auto-heavy weapon, each creature in a 10-foot cube (20-foot with auto-heavy) within normal weapon range must make a Dexterity saving throw. A target takes your weapon damage on a failed save, or half as much damage on a successful one. You expend ammunition with each saving throw attempted. You can also attempt rapid fire between a weapon's normal range and maximum range, but the save DC suffers a -5 penalty.

Rank 2: The cube's area increases by 10 feet (20 and 30 feet respectively).

Rank 3: All targets in the cube have their speed halved until the beginning of your next turn.

Rank 4: The cube's area increases by 10 feet (30 and 40 feet respectively).

Easy Target

When attacking a Large or larger creature with a weapon using the auto or auto-heavy property, you gain a bonus to damage against the target for every size above Medium the creature is. You gain this damage bonus with both autofire and area-effect attacks using auto and auto-heavy weapons.

Auto: Large +2, Huge +3, Gargantuan +4.

Auto-Heavy: Large +3, Huge +4, Gargantuan +5.

Rank 2: The damage bonus improves.

Auto: Large +3, Huge +4, Gargantuan +5.

Auto-Heavy: Large +4, Huge +5, Gargantuan +6.

Rank 3: The damage bonus improves.

Auto: Large +4, Huge +5, Gargantuan +6.

Auto-Heavy: Large +5, Huge +6, Gargantuan +7.

Rank 4: The damage bonus improves.

Auto: Large +5, Huge +6, Gargantuan +7.
Auto-Heavy: Large +6, Huge +7, Gargantuan +8.

Gaming Avatar

As an action, make a single autofire attack. If you hit, you impose one or more effects on the enemy depending on how much you beat the target's AC by (to a maximum of 5 for an auto weapon or 10 for an auto-heavy weapon). All effects are cumulative:

2 or more—The target is pushed 5 feet.

6 or more—The target is pushed 5 feet (10 total).

Rank 2: You gain two additional effects.

3 or more—The target has disadvantage on ranged attack rolls against you until the beginning of your next turn.

8 or more—The target has disadvantage on all ranged attack rolls until the beginning of your next turn.

Rank 3: You gain two additional effects.

5 or more—The target's speed is reduced to zero until the beginning of your next turn.

10—The target loses its action on its next turn. It still can take reactions and bonus actions.

Rank 4: You have advantage with this attack.

Imposing Frame

You can spend 30 feet of movement and gain a +1 bonus to AC and provide half cover for all allies within 5 feet until the beginning of your next turn. You also have advantage against being moved against your will until the beginning of your next turn.

Rank 2: Allies now gain three-quarters cover.

Rank 3: The bonus to AC increases to +2.

Rank 4: Imposing Frame now only costs 20 feet of movement.

Overwatch

You are able to target large areas in the battlefield and impede enemy advancement. While wielding an auto or auto-heavy weapon, spend 30 feet of movement on your turn and select a 10-foot cube (20-foot with auto-heavy) within your weapon's range. Until the beginning of your next turn, the area is considered difficult terrain to any enemy targets attempting to move through it. As a reaction, you can force an enemy that enters the area to make a Dexterity saving throw. A target takes your weapon damage on a failed save, or half as much damage on a successful one. You expend ammunition with each saving throw attempted.

Rank 2: The cube's area increases by 10 feet (20 and 30 feet respectively).

Rank 3: *Overwatch* now costs only 20 feet of movement to use.

Rank 4: The cube's area increases by 10 feet (30 and 40 feet respectively).

Rank 5: You can use your action as well as spending movement with *Overwatch* and double its area of effect.

Rank 6: If you used *Overwatch* on your previous turn, you can continue sustaining it on this turn, costing only 10 feet of movement to do so. You cannot shift its location.

Precision Fire

When making a non-autofire attack, you can re-roll any damage die roll of 1 until the result is other than 1. If you roll the maximum result, add +1 damage.

Rank 2: If you score a critical hit, roll all damage dice twice and take the higher values.

Rank 3: If you roll the maximum result of a damage die, add +2 damage (instead of +1).

Rank 4: If you roll the maximum result of a damage die, instead of adding +2 damage, roll 1d6 instead (this die and any subsequent dice can also benefit from *precision fire*).

Shrapnel

When you hit a creature with a ranged attack using the auto or auto-heavy property, one creature within 5 feet of the first target (10 feet with auto-heavy) takes damage equal to your Dexterity or Strength modifier.

Rank 2: Increase the range by 10 feet (15 and 20 feet respectively).

Rank 3: Double the damage the second target suffers.

Sure-Footed

You treat heavy weapons as two-handed small arms for the purposes of attack penalties while moving. This does not apply to super heavy weapons.

ARCHETYPE

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and gain an additional artillery talent at each of the above levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

TOO CLOSE

At 6th level, if you are hit by an opportunity attack, you can make a single melee attack, using your weapon as a club, as part of that same action.

STRONGPOINT

When you reach 10th level, you can take one additional action on your turn if both this and your normal action are used to employ artillery talents. When you use this feature, you cannot use it again until you finish a short or long rest.

At 14th level, you gain one additional use of *Strongpoint* before you finish a short or long rest. You can also expend a Hit Die as a bonus action, not recover any hit points and gain an additional use of *Strongpoint*, though you cannot gain more than 1 additional action per turn.

Level	Proficiency Bonus	Special
1	+2	Procedural Memory, Leet, Intended Target
2	+2	Pacification
3	+2	Archetype feature
4	+2	Ability Score Improvement
5	+3	Ghost
6	+3	Efficient Killer
7	+3	Archetype feature
8	+3	Ability Score Improvement
9	+4	Most Dangerous Prey
10	+4	Crippling Effect
11	+4	Archetype feature
12	+4	Ability Score Improvement
13	+5	Efficient Killer
14	+5	Ability Score Improvement
15	+5	Archetype feature
16	+5	Ability Score Improvement
17	+6	Enhanced Camouflage
18	+6	Archetype feature
19	+6	Ability Score Improvement
20	+6	System Shock

INFILTRATOR

You go where no one else can, deep behind enemy lines, avoiding eyes, ears, and sensors. You're an intelligence operative with specialties in counter-terrorism, espionage, and assassination. Your strengths lie in your ability to avoid either capture or the crosshairs of enemy weapons. After making a killing blow, you're able to break off and vanish into the shadows. Even your kills can go without notice.

You don't consider yourself a thief. You're an elite operative, often working alone well ahead of allies and their noisy footfalls. Your expertise is vital as you relay important information back to your superiors and dispatch dangerous foes before they get the opportunity to be a threat.

PLAYING AN INFILTRATOR

The key to success for an infiltrator is the need to gain advantage to your foe. Infiltrators are able to gain additional benefits from cover and concealment, and can even create diversions in order to slip away without notice. This permits you to maneuver into positions to gain advantage while others would be instantly spotted. You're near worthless when exposed.

CLASS FEATURES

As an infiltrator, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per infiltrator level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per infiltrator level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, one-handed small arms, any two melee martial weapons of your choice

Tools: Disguise kit or Poisoner's Kit (select one), all ground vehicles and aircraft

Saving Throws: Dexterity, Wisdom

Skills: Stealth plus three from Acrobatics, Athletics, Deception, Computer Use, Engineering, History, Insight, Intimidation, Perception, Persuasion, and Sleight of Hand.

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- a one-handed small arm worth \$300 or less
- a one-handed melee weapon worth \$50 or less
- a set of TL0 synthetic weave or TL0 ballistics armor
- \$100 in additional gear

PROCEDURAL MEMORY

You have acquired a very particular set of skills over a very long career. Said skills are essential to be steadfast in your craft, and should never be up to chance. Starting at 1st level, you can re-roll undesirable d20 results you make. You gain as many uses of procedural memory as your Wisdom modifier + your proficiency bonus. You recover spent uses after you finish a short or long rest.

You can re-roll as many times as you wish in response to a bad roll until you accept a result or run out of uses of *procedural memory*.

When you use procedural memory, that roll (whether it be a skill check, ability check, saving throw, or attack roll) is also counted as having advantage. You cannot use *procedural memory* if you have disadvantage. If you already have advantage, you still only get to re-roll one die result.

LEET

Starting at 1st level, anytime you have advantage on an attack roll, the target of your attack has disadvantage on attack rolls against you until the beginning of your next turn.

INTENDED TARGET

Starting at 1st level, you are able to dispatch enemies with extreme prejudice. Once per turn, if you hit on an attack you have advantage with, you can turn that attack into a critical hit. The target must be within 20 feet of you.

PACIFICATION

Starting at 2nd level, you can concentrate all your energy into ensuring a clean kill, even to the risk of your own personal safety. Instead of using your Hit Dice to recover hit points, you can expend them during an action to turn an unfavorable attack roll to a natural 20. This attack roll is counted as having advantage.

ARCHETYPE

At 3rd level, you choose an archetype from the archetype chapter. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Additionally, you can forego your archetype selection at 3rd level and gain an additional use of procedural memory.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

GHOST

Starting at 5th level, you have advantage on initiative. If you act first after rolling initiative, you have two actions on your first turn instead of one, and have advantage on attack rolls until the end of that turn.

MOST DANGEROUS PREY

At 9th level, if using a one-handed small arm or melee weapon, you improve the damage of the weapon by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12) when benefitting from cover, when attacking a surprised target, or if your attack roll had advantage.

CRIPPLING EFFECT

Starting at 10th level, with one-handed melee weapons and one-handed small arms, you score a critical hit on a roll of 19 or 20.

EFFICIENT KILLER

Once you have located your target, under no circumstances can it be allowed to survive. Alas, occasionally a single strike isn't enough, and you are forced to act more brutally. At 6th level, if you hit your target with a melee weapon or a ranged weapon at 20 feet or closer, you can repeat the same attack against the same target as part of the same action. This attack is counted separately from the previous, so any benefits do not carry over. If the additional attack hits, you can make a third attack as part of the same action.

At 13th level, *Efficient Killer* improves, and you can make up to five additional attacks on the same target as part of the same action as long as each previous attack hits.

ENHANCED CAMOUFLAGE

Starting at 17th level, when benefitting from half cover, it is treated as three-quarters cover. When benefitting from three-quarters cover, it is treated as total cover.

SYSTEM SHOCK

Starting at 20th level, you can inflict a crippling injury on an opponent. After scoring a critical hit on a creature, the target is also stunned until the end of your next turn. When you use this feature, you cannot use it again until you finish a short or long rest.

MARSHAL

As a marshal, you often begin your career in the same way as rank-and-file soldiers, but move into a command position either by accident in the field when the former commanding officer falls to enemy attack, or more often by taking classes on how to be someone responsible for a team. Perhaps you have a natural talent for leadership despite being a soldier like the rest.

You have the same battle training as a front-line fighter, can use all the same weapons, but generally will favor lighter arms and armor for greater maneuverability, flexibility and visibility to the team. In a pinch, the ability to convey orders with hand signals and facial expressions may mean life or death. A marshal must

also be persuasive, and above all, brave, for nobody is going to risk life or limb for a coward.

You are considered the leader in most parties. It will be assumed by outsiders, even if the assumption is inaccurate. You coordinate other members of the party, plots out strategies before a battle, and alters them tactically as the need arrives.

PLAYING A MARSHAL

Your personality will greatly affect your decision whether or not to select a marshal class, and if so, how you play one. A marshal is generally assumed to lead a party, so if you are not, the question is why. You, not just your marshal character, have to exhibit at least some compelling traits, a reason why those under your command would continue to follow you. In strict military channels, discipline can be enforced. Regardless, the other players should want to follow your instructions. You should know what you are talking about.

So when creating a marshal, be aware that at points during the game, other players will be consulting you, asking for instructions, and seeking advice. If the sniper is in charge of the group instead of you, the GM may inquire as to the reason. This is not saying that the most charismatic personality in the party must select the marshal class, but some justification should be established as to why the marshal is not commanding the party.

Perhaps you are an introverted genius—able to enact brilliant tactical decisions when required but unable to carry a casual conversation. You must acknowledge your capacity as a person when selecting the marshal. Don't assume the GM will hand you the reigns of a party just because you select this class.

CLASS FEATURES

As a marshal, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per marshal level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per marshal level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, one-handed and two-handed small arms, heavy weapons

Tools: All ground vehicles and aircraft

Saving Throws: Intelligence, Charisma

Skills: Select four skills from Computer Use, History, Investigation, Insight, Medicine, Perception, Survival, Deception, Intimidation, and Persuasion

EQUIPMENT

As a marshal, you receive the following equipment at 1st level.

- two small arms, worth \$300 or less
- a set of armor \$300 or less
- \$200 in additional gear

COMMAND PRESENCE

Starting at 1st level, your words and actions generate a presence that can motivate or generally boost those you deem your allies. Each command presence can also be temporarily boosted, after which you cannot boost it again until you finish a long rest. Unless otherwise stat-

Level	Proficiency Bonus	Command Presence	Team Power	Special
1	+2	1	1	Command Presence, Team Powers, Team Presence, For the Good of the Team
2	+2	2	1	—
3	+2	2	1	Archetype feature
4	+2	2	1	Ability Score Improvement
5	+3	2	2	—
6	+3	3	2	Double Tap
7	+3	3	2	Archetype feature
8	+3	3	2	Ability Score Improvement
9	+4	3	3	Triple Tap
10	+4	4	3	—
11	+4	4	3	Archetype feature
12	+4	4	3	Ability Score Improvement
13	+5	4	4	—
14	+5	5	4	Quadruple Tap
15	+5	5	4	Archetype feature
16	+5	5	4	Ability Score Improvement
17	+6	5	5	—
18	+6	6	5	Archetype feature
19	+6	6	5	Ability Score Improvement
20	+6	6	5	Manifestation of Greatness

ed, you gain no benefit from your own command presence.

At 2nd level, and again at 6th, 10th, 14th, and 18th level, you can either select another command presence or increase the potential of a presence you already possess.

By Example

You don't keep back and order from a distance; you stand shoulder to shoulder with those you lead. Allies that can see and hear you have advantage on Constitution, Wisdom and Charisma saving throws.

Exemplary Example (boost): As an action, for the next minute (10 rounds), all allies gain a +1 bonus to AC.

Tier 2: Allies also gain advantage on Intelligence and Strength saving throws as well; the bonus from *exemplary example* increases to +2.

FIELD ADVICE

Using only your words, you call your comrades back from the most harmful of afflictions. Allies that can see and hear you double any effect that removes fatigue. Finishing a long rest reduces an ally's fatigue level by 2, provided that the ally has also ingested some food and drink.

Profound Advice (boost): Use an action to give a rousing speech, and all allies that can see and hear you suppress all effects of fatigue for one hour.

Tier 2: You gain a number of Hit Dice equal to your level that you can distribute to allies that can see and hear you when you and they finish a long rest. These additional Hit Dice must be used immediately or are lost. Additionally, when you use *profound advice*, each ally recovers hit points equal to a quarter of your current hit points.

INTIMIDATING MUG

Opponents take one look at you and begin to rethink their approach. All enemies within 10 feet of you treat the area as difficult terrain.

Menacing Mug (boost): As an action, you double the range of *intimidating mug* for one minute (10 rounds).

Tier 2: Increase the range to 20 feet, and you can use *menacing mug* twice before needing to finish a long rest.

Mask Of Authority

Your friends believe themselves better knowing you are around. All allies that can see and hear you can re-roll all 1s on their damage rolls.

Personification of Authority (boost): Use an

action, and for one minute (10 rounds), all allies that can see and hear you gain a +2 bonus to damage rolls.

Tier 2: Allies re-roll all 1s and 2s on damage rolls; *personification of authority* improves to a +3 bonus to damage rolls.

Stand As One

As long as you stand, no one falls. All allies that can see and hear you reduce all damage inflicted on them by 1 (3 at 10th level).

Brotherhood (boost): As an action, you advise your allies on the best way to avoid damage. Select an energy type (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder)—for one minute (10 rounds), all allies that can see you gain resistance to that energy type.

Tier 2: All allies in range reduce all damage inflicted on them by 2 (6 at 10th level).

Strategic Precision

You lead the attack, drawing allied fire to your target. If you hit a creature, pick one ally that can see or hear you—the targeted ally gains a +2 bonus to her next attack roll.

Strategic Superiority (boost): As an action, you convey an attack plan—for one minute (10 rounds), all allies that can see and hear you gain a +1 bonus to attack rolls against the last target you hit until the beginning of your next turn. Your selected ally still only gains a +2 bonus.

Tier 2: Instead of a +2 bonus, the selected ally gains advantage.

FOR THE GOOD OF THE TEAM

Starting at 1st level, as an action, you can allow one ally within line of sight to take any action normally available to her as a reaction to you or as an additional action on her next turn. Additionally, you can swap your initia-

tive order with another ally once per round.

TEAM POWER

Starting at 1st level, and every fourth level after, you can select one *team power*. Several powers are only available to choose after level 5.

Autocratic

If an ally suffers a critical hit from a creature, you can use your reaction to give another ally a single attack against the creature that inflicted the critical hit.

Big Picture

As an action, select one ally able to see and hear you. If the ally hits with an attack before the beginning of your next turn, that hit gains a damage bonus equal to your Wisdom modifier + your level.

Boar's Head

Spend 10 feet of movement to give an ally a 5-foot bonus to her speed until the beginning of your next turn. You can use *boar's head* multiple times on your turn, but each ally cannot gain more than 5 feet of movement this way.

Control The Battle Theatre

When rolling for initiative, you and each ally that can see or hear you has advantage on his or her initiative roll.

Face Slap

(Level 5)

Use an action to wake up one adjacent unconscious creature. If the target was unconscious from being reduced to fewer than 0 hit points, she is healed to 1 hit point. When you use this feature, you cannot use it again until you finish a long rest.

Focus Target

(Level 5)

As a bonus action, you can grant an ally within 5 feet of you a single ranged attack against the same creature you hit with a ranged attack this same turn.

Improvisation Is The Best Plan

Use a bonus action to gain 1 additional reaction before the beginning of your next turn.

Mark Of The Puppeteer

Any time an ally hits with an attack, you can use a reaction to shove that creature 5 feet as long as the target is not moved into hazardous terrain (like fire or a pit).

No One Hits The Chief

(Level 5)

If a creature hits you with a critical hit, all allies that can see or hear you have advantage on attack rolls until the beginning of your next turn against the creature that scored the hit.

Pat On The Back

When the party takes a short rest, you can award any of your Hit Dice to an ally. Allies cannot have more Hit Dice than their level.

Plan of Attack

You can spend 10 feet of movement to move another ally 5 feet. This movement does not provoke opportunity attacks.

Pure Leader

If you hit an enemy with a ranged attack, you can inflict

half damage and one ally can disengage from the same enemy and move up to half his speed.

Quick Patch

You can use your action to administer aid to an ally—the target regains a number of hit points equal to 1d6 / your level. When you use this feature, you cannot use it again until you take a short or long rest.

You can select this trait multiple times, increasing the damage cured by 1d6 each time and gaining an additional use of quick patch between long rests.

Reading Body Language

You have advantage on Wisdom (Insight), Wisdom (Survival), Charisma (Deception), Charisma (Intimidation), Charisma (Performance), or Charisma (Persuasion) checks (select one). You can select this trait multiple times, selecting a different skill each time.

Snap Out Of It

If an ally within 5 feet of you is charmed, frightened, or stunned, you can use your reaction to inflict 2d4 damage on that ally and remove the effect.

Unnecessary Abuse

(Level 5)

If an ally within 5 feet of you misses on an attack roll, you can use your reaction to inflict 1d4 damage on that ally and have them re-roll.

ARCHETYPE

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and select an additional team power at each of the above levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DOUBLE/TRIPLE/QUADRUPLE TAP

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. This increases to three attacks at 9th level in this class and four attacks at 14th level in this class.

MANIFESTATION OF GREATNESS

Starting at 20th level, you gain a pool of 1d4 natural 20s when you finish a long rest, which you can use to replace any ally's d20 roll as a reaction.

MARTIAL ARTIST

The martial artist is specialized in the application of a craft that some people consider primitive. Despite any ranged combat skills you may possess, you prefer to make things personal. You have practiced day and night in the perfection of your craft. There may be countless reasons why you prefer close combat over firearms, but the primary one is usually self-empowerment.

Level	Proficiency Bonus	Martial Exploits	Special
1	+2	1	Fighting Form, Combo Chain, Martial Exploit
2	+2	2	—
3	+2	2	Archetype feature
4	+2	2	Ability Score Improvement
5	+3	3	—
6	+3	3	Extra Attack
7	+3	3	Archetype feature
8	+3	4	Ability Score Improvement
9	+4	4	Combo Chain
10	+4	4	Extra Attack
11	+4	5	Archetype feature
12	+4	5	Ability Score Improvement
13	+5	5	Combo Chain
14	+5	6	—
15	+5	6	Archetype feature
16	+5	6	Ability Score Improvement
17	+6	7	—
18	+6	7	Archetype feature
19	+6	7	Ability Score Improvement
20	+6	8	Extra Attack

As a martial artist, your strength relies on your lethality in every situation. You require no augmentation, no steel or explosives to articulate your skill. The martial artist's weapons cannot be removed. There is no scanner or sensor to identify one as a threat. You can suppress opponents without causing harm; remove a threat without making a sound. Firearms are a final, violent solution and most times a restrained hand is needed.

PLAYING A MARTIAL ARTIST

As a martial artist, you are a non-magical alternative to the more clichéd official monk. You follow similar ideas, but there is less an emphasis on up magical effects in exchange for attacks that blur the lines. There is also a reduction on the spiritual and religious allusions. Everything that defines a martial artist is a talent that could have been taught in either a lifetime in a monastery or weeknights at the gym.

Your origin as a martial artist is partially based on your skills, feats, and archetype (if you choose to follow one). It is very possible that you have never held a firearm in your life, and such a proficiency can be ignored.

And you know kung-fu.

The playing of a martial artist relies on the stringing of subsequent hits, called a combo-string. There is a risk-reward system in place, where carrying a longer string of successful hits can allow a more powerful finishing move. All other class features aid in this combat style.

CLASS FEATURES

As a martial artist, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per martial artist level

Hit Points at 1st level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per martial artist level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: All simple melee weapons, all one-handed small arms, and select four martial melee weapons.

Tools: All ground vehicles and aircraft

Saving Throws: Strength, Dexterity

Skills: Select three skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- a simple melee weapon for close encounters
- a one-handed small arm \$300 or less
- a set of armor \$300 or less
- \$100 in additional gear

FIGHTING FORM

At 1st level, select either Dexterity or Strength as your ability for attack and damage rolls.

Dexterity

If you use Dexterity as your attack/damage ability, you gain the following abilities:

- When reaching combo-chain tier 2, you gain a +1 bonus to melee attack rolls.
- You add half your Dexterity modifier (round down) to your normal Dexterity modifier when determining your AC with light armor (effectively x1.5 your modifier to AC—a +4 Dex bonus becomes a +6).
- You can use Dexterity (Acrobatics) instead of Strength (Athletics) to make or sustain grapple checks.

Strength

If you use Strength as your attack/damage ability, you gain the following abilities:

- You can re-roll any damage die roll of 1 until the result is other than 1. If you roll the maximum result, add +1 damage.
- You gain proficiency with all medium and heavy armor.
- You have advantage when attempting to shove a target. A shoved creature is pushed 10 feet away instead of 5 feet.

COMBO CHAIN

Starting at 1st level, you gain the ability to string fighting maneuvers together in order to unleash more powerful attacks. You always begin a battle on tier 1, inflicting 1d6 damage with unarmed attacks.

After you hit an enemy and inflict damage, you escalate to the next tier, where your damage dice increases for the next attack. Alternately, on tiers 2, 3, 4, or 5, after hitting a target, you can perform a finishing move. If you don't perform a finishing move, the combo chain can continue, escalating to the next tier (if there is one). When you perform a finishing move, miss on an attack roll, or fail to make an attack before the end of your next turn, you restart the combo chain at tier 1.

You must decide to perform a finishing move after a successful attack, and on the same turn as one. When you reach the maximum tier allowed by your level, you can sustain the chain and your damage dice for as long

as possible, but remember, the chain ends—reducing you back to tier 1—if you miss on an attack roll or don't make one until the end of your next turn.

At 1st level, you can only string a combo chain to tier 3. This increases to tier 4 at 9th level, and tier 5 at 13th level.

Note: You can use melee weapons with combo chain but utilize the table's damage die instead of the weapon's. If you have an ability which increases the damage of your unarmed attack, your damage dice may change, but your tier does not.

Tier	Unarmed Damage	Finishing Moves
1	1d6	None
2	1d8	Bone Breaker, Circular Attack, Ground & Pound, Surging Punch
3	1d10	Counter, Soul Fist, Spinning Attack, Ranbu
4	1d12	The Zone, Touch of Death, Drop Hammer, Xian
5	2d6	Ultra, Falcon Punch, Sun-Goku-Satsu, Limit Break

TIER 2 FINISHING MOVES

Bone Breaker: You exert pressure on a limb and hear a crack. Double both your damage dice and ability modifier to your last hit

Circular Attack: You spin your leg around to catch another opponent. After resolving damage for your last hit, make a single additional melee attack (at the same tier) against one other creature in reach (different than the one that escalated the combo chain) as part of the same action as the last hit. If you score a hit, you gain an additional identical attack this turn against a new creature different than the first and second.

Ground & Pound: After resolving damage for your last hit, you use your agility and strength to knock the target prone (the creature must be your size or smaller). You can then either use a Disengage action or have advantage on your next attack against the target.

Surging Punch: You channel your willpower, focus your energy, and let out a roar. After resolving damage for your last hit, the target is pushed 5 feet and has disadvantage on skill checks and attack rolls against you until the end of its next turn (the creature must be your size or smaller).

TIER 3 FINISHING MOVES

Counter: You assume a defensive stance. After resolving damage for your last hit, you gain a +2 bonus to AC for one minute (ten rounds) or until you move. If a creature hits you, you can use a reaction to make a melee attack against the triggering enemy.

Soul Fist: Your enemy doesn't know it yet, but it's about to have a real bad day. After resolving your last hit, you can disengage from the target. Additionally, the target you hit last hit suffers additional damage equal to your attack ability score at the beginning of its next turn.

Spinning Attack: Like a hurricane, either you spin in the air or your enemy does—either way, someone's getting hurt. After resolving damage for your last hit, make a melee attack at this tier to each enemy within ten feet of you. If you miss, the creature still suffers

your ability modifier damage; if hit, the target is knocked prone.

Ranbu: Double your last hit's regular damage dice, and make additional melee attacks at this tier against the same creature until you miss twice or hit four times.

TIER 4 FINISHING MOVES

The Zone: After resolving damage for your last hit, your damage die remains at this tier regardless of your combo chain tier for one minute (ten rounds).

Touch of Death: After resolving damage for your last hit, until the target is killed or five minutes have passed, the target's speed is halved and it takes damage equal to half your level at the beginning of its turn. This damage value does not increase if you inflict this finisher on the same target more than once.

Drop Hammer: If you are grabbing the last creature you hit (it must be your size or smaller), after resolving damage, you maneuver yourself to force your enemy into the ground. Make a Strength (Athletics) check with advantage and leap into the air. You inflict additional damage equal to your roll as you crash back down, possibly creating an impact crater, with cracks in the ground.

Xian: You achieve perfect clarity for a short while. After resolving damage for your last hit, all enemies in reach are pushed ten feet. You cannot be shoved and are resistant to all damage types for one minute (ten rounds).

TIER 5 FINISHING MOVES

Spirit Bomb: One incredible strike—triple your attribute damage to your last hit, and the creature is incapacitated for five minutes or until the target suffers damage.

Falcon Punch: Your last attack is a critical hit, you inflict max damage, and a creature your size or smaller is shoved 30 feet. If the target hits an obstruction, it suffers additional damage equal to the remaining distance. The target may still pass through the obstruction.

Shun-Goku-Satsu: You perform an incredibly powerful sequence of attacks. After resolving damage for your last hit, make eight additional melee attacks against any number of enemies within ten feet of you (each target can only be attacked a maximum of three times). Additionally, all attacks on you miss until the beginning of your next turn.

Limit Break: You're about to drop, but you know you cannot afford to lose. After resolving damage for your last hit, you inflict additional damage equal to the hit points you are currently down from your total (maximum 50 hit points).

MARTIAL EXPLOIT

At 1st you can select one martial exploit from the list below. You gain additional exploits at 2nd level, 5th level, 8th level, and 11th level, 14th level, 17th level, and 20th level.

C-C-C-Combo Breaker

You treat one-handed small arms as melee weapons when attacking targets at 5 feet or closer. Additionally, all ranged attacks with one-handed small arms made against targets 5 feet or closer can be considered melee attacks.

Calisthenics

You gain a +2 damage bonus to melee damage rolls. You can select this exploit a second time and increase the damage bonus to +4, and select it a third time and increase the damage bonus to +6.

Gun-Something-Something

You treat one-handed small arms as melee weapons when attacking targets at 5 feet or closer.

Maintain Chain

Instead of using your Hit Dice to recover hit points during a short rest, you can expend them to prevent a break in your combo chain. If you miss (but don't roll a natural 1), spend a Hit Die as part of your attack to turn that miss into a non-critical hit. There is no limit of how many Hit Dice you can expend this way per turn.

Marker

When you hit an enemy that is in reach of you with a melee attack, it has disadvantage on any attacks that don't include you as a target until the end of your next turn. The effect ends if you are reduced to 0 hit points, you move out of reach of that enemy, but not if the enemy moves out of reach of you.

Newaza

You are a master at ground fighting. You gain the following benefits:

- If a creature breaks from your grapple, you can use your reaction to attempt a grapple check on the same target.
- You have a +2 bonus to AC against any creature you are grappling.
- You do not have disadvantage on melee attacks while prone. Enemies do not have advantage on you with non-reach melee attacks if you are prone.

Pound For Pound

You are a superior fighter in all respects. You gain the following benefits:

- If a creature moves away from you, even with the disengage action, you can use your reaction to move up to your speed with it.

Redirection Of Energy

When an enemy scores a critical hit on you with a melee attack, you gain temporary hit points equal to the amount of damage dealt. When you use this exploit, you cannot use it again until you finish a long rest.

Additionally, any time a creature scores a critical hit on you with a melee attack, you have advantage on melee attacks against that creature until the end of your next turn.

Rhythm String

After performing a finishing move, the tier of said finishing move is a bonus you receive on your next melee attack at tier 1 (for example, if you perform a tier 5 finishing move, your next attack at tier 1 receives a +5 bonus).

Tag Team

If an ally hits an enemy within 5-feet of you with a melee attack, you can deal additional damage to that hit equal to your Strength or Dexterity modifier as a reaction. This does not count towards your combo-chain.

Ultra

After hitting a creature, increase your combo chain tier by one and perform a finishing move. You must have access to the higher tier, and after using ultra, you can't use it again until you finish a long rest.

Unarmed Expanded Profile

Spend 30 feet of movement, and your unarmed attacks have reach until the beginning of your next turn. If you use this exploit, you cannot voluntarily move until the beginning of your next turn.

Vicious Hook

Prerequisite: 10th Level

Your melee attacks score a critical hit on a natural roll of 19 or 20.

Wrestler

You're a classic brawler. You gain the following benefits:

- If you are grappling a target, you have half cover from attacks from other targets. Additionally, any attack that misses you by 5 or less hits your grappled target instead.
- When moving a grabbed creature your size or smaller, your speed is not reduced.

ARCHETYPE

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and gain an additional martial exploit at each of the above levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 10th level in this class and to four when you reach 20th level in this class.

MEDIC

The medic's job is to keep people alive, usually after they've been shot, stabbed, trampled, gored, poisoned, infected with a unknown disease, or some combination of the above. For those operating in the field, this requires an extensive knowledge of biology, chemistry, and pharmacology.

As a medic, you are not some faith healer or medicine man. You don't rattle chicken bones or blow moon dust over open wounds. You don't ignore the basics of your profession—splints and braces—but you also don't ignore the benefits of the scientific process and the by-products of thousands of years of trial and error. These are modern practitioners of an evolving and every advancing science.

That still being said, this medic is not a doctor that punches a clock and flirts with nurses. This one risks life and limb in order to save the lives of others. Flirting with nurses is still an option, however.

PLAYING A MEDIC

You're a vital member of any group where the lives of

Level	Proficiency Bonus	Special	Medical Applications	1st	2nd	3rd	4th
1	+2	Medical Exploits, Target Avoidance, Primary Target	2	2	—	—	—
2	+2	Target Avoidance	2	3	—	—	—
3	+2	Archetype feature	2	3	—	—	—
4	+2	Ability Score Improvement	2	3	—	—	—
5	+3	Primary Target	3	4	1	—	—
6	+3	Fight or Flight	3	4	2	—	—
7	+3	Archetype feature	3	4	2	—	—
8	+3	Ability Score Improvement	3	4	3	—	—
9	+4	Fight or Flight	4	4	3	1	—
10	+4	Intelligent Resistance	4	4	3	2	—
11	+4	Archetype feature	4	4	3	2	—
12	+4	Ability Score Improvement	4	4	3	3	—
13	+5	Risk An Aneurism	5	4	4	3	1
14	+5	Fight or Flight	5	4	4	3	2
15	+5	Archetype feature	5	4	4	3	2
16	+5	Ability Score Improvement	5	4	4	3	3
17	+6	Expanded Knowledge	6	4	4	4	3
18	+6	Archetype feature	6	4	4	4	3
19	+6	Ability Score Improvement	6	4	4	4	3
20	+6	Good Thing You Have Friends	6	4	4	4	3

its members are at risk, where intelligence in tight situations are required. You are also scientist, a side-effect of being a doctor.

Your class is defined by medical applications that can be used at all times, and with spell-like medical exploits themselves available with limited uses. You have access to combat skills, but these are entirely optional. You can flee in the face of violence, preferring to using one's mind to conquer problems, or you can stand side-by-side with allies in their encounters with opponents.

This is not a variation on the fantasy cleric where you can channel your faith through medieval melee weapons. You have no smiting abilities—medical exploits rarely assist in you in combat outside of hit avoidance. This is a support class. You can occasionally improve the effectiveness of allies, and even cripple your enemy under specific conditions, but damage output is not your speciality.

CLASS FEATURES

As a medic, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per medic level

Hit Points at 1st level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per medic level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, one-handed small arms

Tools: Poisoner's kit, all ground vehicles and aircraft

Saving Throws: Intelligence, Wisdom

Skills: Medicine; select six skills from Computer Use, Deception, Demolitions, Engineering, History, Insight, Investigation, Nature, Perception, Persuasion, and Sciences

EQUIPMENT

As a medic, you receive the following equipment at 1st level.

- a one small arm \$300 or less.
- a medical kit and a drug kit.
- a set of armor \$300 or less.
- \$200 in additional non-military gear (no weapons, weapon-accessories, bullets, or armor)

MEDICAL EXPLOITS

As a medic, you gain exploits you can use to aid allies or hinder enemies. Mechanically, these are identical to spells. Exploits require both the use of your hands and appropriate materials to perform. Unlike spells, medical exploits require neither contemplation nor studying each morning; you regain the use of them each day automatically. You do not need to choose which exploits to prepare ahead of time: you can employ any exploit on the list of a level that you can use.

At 1st level, you also know two medical applications of your choice from the medical application list. These are at-will abilities you can use as long as you have the requisite materials and action to perform them. You learn additional applications of your choice at higher levels, as shown in the medical applications column of the medic table.

The medic table shows how many slots you have to use your exploits of 1st level and higher. To enact one of these exploits, you must expend a slot of the exploit's level or higher. You regain all expended exploit slots when you finish a long rest.

When you become a medic, select either your Wisdom or Intelligence as your medic ability. It is used when setting the saving throw DC for a medical application you use and when making an attack roll with one. If selecting Intelligence, the Wisdom (Medicine) skill can be replaced with Intelligence (Medicine).

Exploit save DC = 8 + your proficiency bonus + your Wisdom or Intelligence modifier

Exploit attack modifier = your proficiency bonus + your Wisdom or Intelligence modifier

Kits

Many exploits and applications require the use of either a medical kit or a drug kit. A medical kit has enough supplies for 50 actions, while the drug kit has enough for 10 actions. This is regardless of how many targets are affected by said action.

TARGET AVOIDANCE

Starting at 1st level, as a bonus action, you can take a Dash action. At 2nd level, as a bonus action, you can instead take a Disengage action.

PRIMARY TARGET

Starting at 1st level, if you don't make an Attack action on your turn, you gain a +2 bonus to AC until the start of your next turn. At 5th level, this bonus increases to +3.

ARCHETYPE

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and gain one additional medical application at each of the above levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

FIGHT OR FLIGHT

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. This increases to three attacks at 9th level in this class and four attacks at 14th level in this class. Additionally, if you make an Attack action, for each attack roll you don't make, you gain a +1 bonus to AC until the beginning of your next turn.

INTELLIGENT RESISTANCE

Starting at 10th level, double your proficiency bonus with all Intelligence and Wisdom saving throws.

RISK AN ANEURYSM

Starting at 13th level, instead of using your Hit Dice to recover hit points during a short rest, you can expend them on your turn to recover a medical exploit of any level you can use. You must employ that exploit within 1 minute or it is lost. You regain one level of exploit slot for each Hit Die sacrificed, but you can only recover one slot per turn. For example, if you spend 4 Hit Dice, you can recover a 4th-level slot.

EXPANDED KNOWLEDGE

At 17th level, select two more skills from your class list to have proficiency in.

GOOD THING YOU

HAVE FRIENDS

At 20th level, you gain the ability to use allies for cover. For each ally within 5 feet of you, you can increase the level of cover you have: One ally—half cover; two allies—three-quarters cover; three allies—full cover. If you are still hit with an attack, you can transfer all damage to any single adjacent ally regardless if the original attack roll can hit the ally or not. If the attack targets you and the ally, the ally takes both damage values, taking your damage second. The ally does not have to be willing.

MEDICAL APPLICATIONS

Defilade

Activation Time: 1 reaction

Range: Self

Components: None

Duration: Instantaneous

If a creature scores a critical hit against you, each ally that can see both you and the triggering enemy has advantage on attack rolls against the target until the start of its next turn.

Diagnose And Cure

Activation Time: 1 action

Range: Touch

Components: Medical kit

Duration: Until employed or 1 minute

You use your Medical kit on a willing creature. The target gains a bonus on its next Constitution, Strength, Wisdom, or Intelligence saving throw equal to your proficiency bonus.

Do Science To It

Activation Time: 1 bonus action

Range: Self

Components: None

Duration: Instantaneous

Before attempting a Wisdom (Medicine) or Intelligence (Sciences) check, double your proficiency bonus with the roll.

Evasive Overdrive

Activation Time: 1 bonus action

Range: Self

Components: None

Duration: 1 round

You're able to do everything in your power to avoid getting hit. You gain a +1 bonus to AC against one creature you can see, and you don't provoke opportunity attacks from the target until the beginning of your next turn.

Field Shot

Activation Time: No action

Range: Self

Components: Firearm

Duration: Instantaneous

If you use a medical exploit as your action, you can make a single ranged attack as your bonus action this same turn. You only inflict half damage on a hit with this attack.

Imperative Escape

Activation Time: 1 reaction

Range: Self

Components: None

Duration: Instantaneous

If you are below half hit points and an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Live, Damn You

Activation Time: 1 action
Range: Touch
Components: Medical kit
Duration: Instantaneous

You use your Medical kit on a willing creature and spend a Hit Die. If the target has been reduced to 0 hit points and is making death saving throws, the target gains 1 hit point. If above 0 hit points, the target recovers hit points equal to your proficiency bonus + 1d6. This increases to 2d6 at 10th level.

Medical Expertise

Activation Time: 1 reaction
Range: One ally that can hear you.
Components: None
Duration: Instantaneous

You are able to aid allies in pinpointing weak spots in enemies based on your own medical knowledge. You can add your Intelligence or Wisdom modifier as extra damage to a successful attack made by an ally that can hear you.

Medical Knowledge

Activation Time: 1 bonus action
Range: Self
Components: Firearm
Duration: Instantaneous

Use after hitting a target with a firearm. Make an exploit attack against the same target. On a hit, the target has disadvantage on attack rolls until the beginning of your next turn.

Modern Master

Activation Time: 1 bonus action
Range: Self
Components: Medical kit
Duration: Instantaneous

Use after attempting an exploit that recovers a target's hit points. The target recovers 1d4 additional hit points. This increases to 2d4 at 10th level.

Outthink & Outwit

Activation Time: 1 action
Range: 30 feet
Components: None
Duration: Instantaneous

You are able to quickly ascertain your enemy's eye movements and body language and determine the best course of action. Make a ranged attack against the target. You can use Intelligence or Wisdom instead of Dexterity as your modifier for attack and damage.

Weak Spot

Activation Time: 1 bonus action
Range: Self
Components: None
Duration: Instantaneous

Use after you score a hit. The target's speed is reduced by half until the beginning of your next turn.

1st LEVEL EXPLOITS

Anatomy Expert

Activation Time: 1 bonus action
Range: Self
Components: Firearm
Duration: Instantaneous

Target one creature you scored a critical hit on this turn—double the amount of dice rolled for damage.

Clamp The Artery

Activation Time: 1 action
Range: Touch
Components: Medical kit
Duration: Instantaneous

Target one living creature. The target is healed of any damage incurred by the last hit it received since the end of your previous turn.

Cortical Reinforcement Injection

Activation Time: 1 action
Range: Touch
Components: Drug kit
Duration: 24 hours

Target one living creature. The target is immune to being blinded.

Advanced: At 10th level, you can target two creatures, though each one requires an action: you can sacrifice the action on your next turn in order to administer both injections this turn.

Diagnose And Cure

Activation Time: 1 minute
Range: Touch
Components: Medical kit
Duration: 24 hours

Target one living creature suffering from disease or poison. The target has advantage on any saving throws to recover from disease or poison.

Emergency Patch

Activation Time: 1 action
Range: Touch
Components: Medical kit
Duration: Instantaneous

Target one living creature. The target regains hit points equal to your proficiency bonus + your Wisdom modifier + your level.

Advanced: At 10th level, you can either increase hit points recovered to triple your Wisdom bonus or you can target two creatures instead of one.

Stanozolol Injection

Activation Time: 1 action
Range: Touch
Components: Drug kit
Duration: 1 hour

Target one living creature. For one hour, the target has advantage on Dexterity skill checks and saving throws, and +10 feet bonus to speed.

Advancement: At 10th level, you can target up to 2 creatures, but each requires an action: you can sacrifice the action on your next turn in order to administer both injections this turn.

2nd LEVEL EXPLOITS

Adrenaline Injection

Activation Time: 1 bonus action
Range: Touch
Components: Drug kit
Duration: Instantaneous

Target one living creature to gain one additional action on its next turn and on its following turn. This is in addition to any actions the target already has, including bonus actions.

Advancement: At 15th level, you can target up to 2 creatures, but each requires either an action or a bonus action (on the same turn).

Advantageous Scleroderma Injection

Activation Time: 1 action
Range: Touch
Components: Drug kit
Duration: Five minutes

Target one living creature to gain a +2 bonus to AC. This bonus increases to +3 at 14th level.

Advancement: At 15th level, you can target up to 2 creatures, but each requires an action: you can sacrifice your action on your next turn in order to administer both injections this turn.

Angel Of Death

Activation Time: 1 action
Range: Touch
Components: Medical kit
Duration: Instantaneous

Target one living creature reduced to 0 hit points or less in the previous round. You gain 5 + your level temporary hit points.

Medical Master

Activation Time: 1 action
Range: Touch
Components: Medical kit
Duration: Five minutes

Target you and one living creature OR two living creatures. The target regains hit points equal to your proficiency bonus + your Wisdom attribute modifier + your level. The target also has advantage on Constitution ability checks and saving throws for five minutes.

Advancement: At 15th level, you can target up to 4 creatures, but every two targets require an action: you can sacrifice the action on your next turn in order to affect all targets this turn.

Natural Healer

Activation Time: 1 action
Range: Touch
Components: Medical kit
Duration: Instantaneous

Target you or one living creature. The target regains hit points equal to double your proficiency bonus + double your Wisdom attribute modifier + your level.

Advancement: At 15th level, increase to triple your proficiency bonus and attribute modifier.

Quick Recovery

Activation Time: 1 bonus action
Range: Self
Components: Medical kit
Duration: 1 round

Double your proficiency bonus to your next Intelligence or Wisdom skill check. If the check still fails, you have advantage on all saving throws until the end of your next turn.

Synthetic Steroid

Activation Time: 1 action
Range: Touch
Components: Drug kit
Duration: 1 hour

Target one living creature. The target has advantage on Strength ability and skill checks as well as a +1 bonus to Strength-based attack rolls.

Advancement: At 10th level, you can target up to 2 creatures, but each requires an action: you can sacrifice your action on your next turn in order to affect both targets this turn.

Treat Patient

Activation Time: 1 minute
Range: Touch
Components: Medical kit
Duration: Instantaneous

One creature recovers as many Hit Dice as twice your proficiency bonus.

Xanthine Injection

Activation Time: 1 action
Range: Touch
Components: Drug kit
Duration: 1 hour

Target one living creature. For one hour, the target has advantage on Constitution ability checks and saving throws. The target also gains temporary hit points equal to double your proficiency bonus + double your Wisdom bonus.

Advancement: At 10th level, you can target up to 2 creatures, but each requires an action: you can sacrifice the action on your next turn in order to administer both injections this turn.

3rd LEVEL EXPLOITS

Analeptic Injection

Activation Time: 1 action
Range: Touch
Components: Drug kit
Duration: Instantaneous/Special

Target one unconscious living creature. The target wakes up. If at 0 hit points, the target is brought to 1 hit point, wakes up, and can expend up to 2d4 hit dice to recover hit points. The target is also immune to sleep effects until you finish a long rest.

Advancement: At 15th level, you can target up to 2 creatures, but each requires an action: you can sacrifice your next turn in order to administer both injections this turn.

Aversion Therapy

Activation Time: 1 bonus action
Range: Self
Components: Firearm
Duration: Until saved or 1 minute

Target one creature you hit with a ranged weapon this turn. The target suffers a -2 penalty to AC and its speed is halved until it makes a Constitution saving throw.

Ephedrine Psychotropic Injection

Activation Time: 1 action
Range: Touch
Components: Drug kit
Duration: Five minutes

Target one living creature. For five minutes, the target automatically succeeds at all Wisdom and Intelligence saving throws. The target also gains resistance to all physical damage.

Delay Condition

Activation Time: 1 action
Range: Touch
Components: Medical kit
Duration: Instantaneous

Target one living creature. Its fatigue level is reduced by 4.

Advancement: At 15th level, you can target up to 2 creatures, but each requires an action: you can sacrifice the action on your next turn in order to administer both injections this turn.

Minor Medical Miracle

Activation Time: 1 minute
Range: Touch
Components: Medical kit
Duration: Instantaneous

Target one creature that has been reduced to 0 hit points or killed in the past five minutes. The target regains hit points equal to double your proficiency bonus + double your Wisdom attribute modifier. The target can also expend up to 2d6 Hit Dice to recover additional hit points.

Unhealthy Psychostimulant Injection

Activation Time: 1 action
Range: Touch
Components: Drug kit
Duration: 1 minute

Target one living creature. When making an attack action, the target may make one extra attack with any weapon it is holding. This is in addition on to any attacks it already has and those gained by a bonus action.

Advancement: At 15th level, you can target up to 2 creatures, but each requires an action: you can sacrifice the action on your next turn in order to administer both injections this turn.

4th LEVEL EXPLOITS

Exotic Concoction

Activation Time: 5 minutes
Range: Touch
Components: Drug kit
Duration: Instantaneous

Target up to 6 creatures (which can include you). Each target gains temporary hit points equal to double your proficiency bonus + double your Wisdom attribute modifier.

Advancement: At 20th level, target gains +3d4 additional temporary hit points.

Field Experience

Activation Time: 1 action
Range: 30 feet
Components: None
Duration: Five minutes

Target up to 6 creatures (which can include you). For 5 minutes, the target's weapon attacks score a critical hit on a roll of 19 or 20. If the target already can score a critical hit on a roll of 19 or 20, it increases to 18, 19, or 20.

I Can Hear Bells Ringing

Activation Time: 1 reaction
Range: Self
Components: None
Duration: Instantaneous

If you are targeted by an area effect, you are moved to the nearest unoccupied space outside the area (suffering no damage). You also gain a +5 bonus to AC and have advantage on Dexterity ability checks and saving throws until the end of your next turn.

Major Medical Miracle

Activation Time: 1 minute
Range: Touch
Components: Medical kit
Duration: Instantaneous

Target one living creature. The target recovers from all of the following conditions: blinded, charmed, deafened, diseased, paralyzed, poisoned, and stunned. Its fatigue level is reduced to 0 and it recovers hit points equal to double your proficiency bonus + double your Wisdom attribute modifier + double your level.

Playing God

Activation Time: 5 minutes
Range: Touch
Components: Medical kit
Duration: Instantaneous

Target one ally killed in the past 30 minutes. The target returns to life with 20 hit points, and they awaken.

SNIPER

As a sniper, your job is to find a vantage point with a good field of fire and then sit there as motionless and as invisibly as possible until the intended target comes into your sights, and then remove that target from the world.

It is not an exciting job: it calls for more patience than most saints can manage, not to mention a head for complex mathematics and meteorology. You must be able to compensate for wind, light levels, the curvature of the Earth, gravity, angle to the target, your own breathing, and even minute variability in his equipment, and do all of this in a split second, as the target doesn't usually sit still and wait to be shot.

It requires intense training, and it isn't a profession one should enter if he or she plans to make friends, for everyone is slightly afraid of a sniper even when on their side. You tend to be the most stealthy fighter in any unit, as your efficacy is seriously reduced if the enemy knows you are there. Many are hunters in their off-time, honing their skill at moving unseen against creatures with much keener senses and instincts.

You are defined by single moments. In an instant, you turn the table, changes the course of history, and ends conflicts. You are patient and invisible until receiving the signal. In many ways, the sniper is the worst kind of romantic—one that never makes the first move. When a threat emerges, you respond. With the job completed, you vanish until required again. In open combat, with proper flash suppression, you surgically remove the biggest threats, crippling foes and sending enemy formations into disarray, all from the safety of cover with few aware of your position.

PLAYING A SNIPER

Why should you present yourself as a target? Why should you let your allies come to harm? Simply take out your enemies from a distance and those you count as friends will remain safe. You may be tasked to take a life that never knew its life was in danger. That goes along with the profession. The ultimate question is if the target was a threat. When hunting animals, such a dilemma never presents itself. Can you make the distinction?

A sniper is a ranged assassin, and as such is more about agility and stealth that direct one-on-one combat abilities. As one, your abilities are based on maintaining your distance. If you are being targeted by an enemy attack, something has gone wrong. When striking, you have the option to either impose status effects or deliver heavy damage in hopes of dropping foes.

CLASS FEATURES

As a sniper, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per heavy level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 4) + your Constitution modifier per sniper level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, one-handed small arms, two-handed small arms, and all weapons with the sniper property.

Tools: All ground vehicles and aircraft

Saving Throws: Dexterity, Wisdom

Skills: Stealth plus two from Acrobatics, Athletics, History, Insight, Perception, and Sleight of Hand

EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background:

- a one-handed small arm \$300 or less
- a basic sniper rifle
- a set of armor \$300 or less.
- \$100 in additional gear

MARKSMAN'S TALENT

Starting at 1st level, if you hit a target 25 feet away or further with a sniper weapon, you can spend marksman points to employ one or more of the talents on the following list.

At 1st level, you start with marksman points equal to 2 + your Wisdom modifier, gaining an additional point at 2nd level and every two levels after. When you take a short or long rest, you recover any spent marksman points. Additionally, if you kill a target with a sniper weapon, you gain 2 marksman points.

The number of points you can spend per attack depends on your level, and each talent can only be used once per attack.

1st Level: You can spend 2 points per attack.

5th Level: You can spend up to 3 points per attack.

10th Level: You can spend up to 4 points per attack.

17th Level: You can spend up to 5 points per attack.

20th Level: You can spend up to 6 points per attack.

Academic Kill

Marksman Cost: 1

Use when you hit with an attack to inflict additional 1d6 damage. This increases to 2d6 at 5th level, 3d6 at 9th level, 4d6 at 13th level, and 5d6 at 17th level. You can spend 2 marksman points to double the number of additional dice damage.

Assassin Psychology

Marksman Cost: 1

Use when you roll a natural 18, or 19 on an attack roll to make the hit a critical hit.

BOOM! Head Shot

Marksman Cost: 2

Use when you drop a creature: all Medium-sized enemies in a 5-foot radius around the target have disadvantage on attack rolls until the start of your next turn. Each enemy can only be affected once per long rest.

Dum-Dum

Marksman Cost: 1

Use when you hit with an attack: the target also suffers disadvantage on saving throws and ability checks until the beginning of your next turn.

Level	Proficiency Bonus	Marksman Points	Battle Condition	Special
1	+2	2	1	Marksman Talent
2	+2	3	2	
3	+2	3	2	Archetype feature
4	+2	4	2	Ability Score Improvement
5	+3	4	2	Marksman Talent Improvement
6	+3	5	3	—
7	+3	5	3	Archetype feature
8	+3	6	3	Ability Score Improvement
9	+4	6	3	Mad Minute
10	+4	7	4	Marksman Talent Improvement
11	+4	7	4	Archetype feature
12	+4	8	4	Ability Score Improvement
13	+5	8	4	Mad Minute
14	+5	9	5	—
15	+5	9	5	Archetype feature
16	+5	10	5	Ability Score Improvement
17	+6	10	6	Marksman Talent Improvement
18	+6	11	6	Archetype feature
19	+6	11	6	Ability Score Improvement
20	+6	12	7	Marksman Talent Improvement

Hollow point

Marksman Cost: 1

Use when you score a critical hit: you roll three times the damage dice instead of two.

Magic Bullet

Marksman Cost: 1

Use after dropping a creature to 0 hit points with a sniper weapon: you can make a single ranged attack against one creature within 20 feet of the original target. You use no additional ammunition. You can repeat this process until you fail to drop a creature to 0 hit points, you run out of enemies in range, or you hit three creatures.

Pinpoint Accuracy

Marksman Cost: 4

Use when you score a critical hit: the target is stunned until the beginning of your next turn.

Systemic Inflammation

Marksman Cost: 3

Use when you hit a living creature: the target is poisoned for one minute (ten rounds) or until it passes a Constitution saving throw. The DC for the saving throw is 8 + your proficiency bonus + your Wisdom or Dexterity modifier (your choice).

Twitchy Fingers

Marksman Cost: 1

Use after scoring a critical hit: make 1 additional attack with the same weapon as part of the same action against the same target.

Weak Spot

Marksman Cost: 2

Use when you hit with an attack: until the beginning of your next turn, all your subsequent attacks on the target have advantage.

BATTLE CONDITION

There are many disciplines when pursuing the path of a sniper. Starting at 1st level, you gain one of the following special traits. You may select another condition at 2nd, 9th, 13th, and 20th level.

Army Crawl

While prone, you don't have disadvantage on ranged attack rolls made with sniper weapons.

Ballistics Expertise

Spend 10 feet of movement: you either switch to a one-handed small arm from a sniper weapon OR switch to a sniper weapon from a one-handed small arm.

Covert Operation

Spend 20 feet of movement: you have advantage on Dexterity (Stealth) checks until the end of your turn.

Dead Eye

If a creature 25 feet or closer scores a critical hit on you, you automatically switch to your pistol and make a ranged attack against the target.

Low Profile

While prone, you gain the benefit of half cover. If already behind half-cover while prone, it counts as three-quarters cover. If behind three-quarters cover while prone, it counts as full cover.

Failure Is Not An Option

If you roll a natural 1 on an attack roll with a sniper weapon, you can re-roll. You cannot use this feature if you have disadvantage.

Snap Shot

You can now use Marksman Talent against targets 10 feet away or further with a sniper weapon.

Lead The Target

You slow your breathing and hold the weapon steady. You have all the time in the world to make the perfect shot. Target a creature in line of sight to become your focus. You gain a +1 bonus to attack rolls with sniper weapons against your focus. After you select a focus, you cannot select another until you finish a short or long rest.

Penetration Shot

When making a ranged attack roll with a sniper weapon against a target with cover, you treat total cover as three-quarters, three-quarters cover as half cover, and you ignore half-cover.

Perfect Tracker

You are quick to aim under any circumstances. You can move up to half your speed and maintain your sniper bonus.

Sharpshooter

As an action, you have advantage on your next attack roll with a sniper weapon. This benefit remains until you make an attack roll or move.

Shock & Awe

If you miss with an attack roll with a sniper weapon, the creature you attacked has disadvantage on attack rolls against you until the beginning of your next turn.

Smooth As Glass

You add 2 additional marksman points to your total. You can select this battle condition three times.

Zero Your Weapon

Spend a bonus action to double both the normal and long ranges of any sniper weapon you wield until the beginning of your next turn.

ARCHETYPE

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and gain one additional battle condition at each of the above levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

MAD MINUTE

Starting at 9th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. If you hit with your first attack, you can sacrifice your second attack, gain 1 marksman point, and apply it immediately to your hit.

At 13th level, you can attack three times whenever you take the Attack action on your turn. If you hit with your first or second attack, you can sacrifice an additional attack, gain 1 marksman point, and apply it immediately to your hit (max 2 points).

TECHIE

Machines are your servants, and the local electronics dealer is your church. You believe in the progress of civilization through the perfection of technology. You are not one to live off the land, acquiring skills necessary for an unlikely apocalypse. You've had your head in machines since the moment you constructed your first radio controlled vehicle. Since then, it has been about making things go faster, fly higher, be tougher or act smarter. People and other biological bags of water and carbon are unreliable mechanisms at best. They never speak the truth and are prone to failure even with regular maintenance. Machines never lie, they never cheat, and if properly cared for, will never betray you or die unexpectedly. With only a few basic modifications or tweaks, you can even push a machine to be better than what it was designed for, whether it be a robot, a car, or even a gun.

PLAYING A TECHIE

You can think of yourself as a field engineer, fixing and destroying technology you come across. Because you never leave anything alone, you're constantly looking for new ways to improve every device you can get a hold of. Given enough time, you can make any ma-

chine work better. This is reflected in your abilities, allowing you to improve the capacity of your weapons. You can temporarily improve other machines, making cars faster or armor tougher. The group can consider you a medic for machines, as you keep any technology from breaking down when reliability equates survivability.

CLASS FEATURES

As a techie, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per techie level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per techie level after 1st

PROFICIENCIES

Armor: Light and medium armor

Weapons: Simple weapons, one-handed small arms

Tools: Tinker's tools, All ground vehicles and aircraft

Saving Throws: Intelligence, Wisdom

Skills: Engineering; select six skills from Computer Use, Demolitions, History, Insight, Investigation, Medicine, Nature, Perception, Performance and Sciences

EQUIPMENT

As a techie, you receive the following equipment at 1st level.

- a TL0 engineering kit
- a small arm \$300 or less.
- a set of armor \$300 or less.
- \$300 in additional non-military gear (no weapons, weapon-accessories, bullets, or armor)

TECH POINTS

At 1st level you get tech points (TP) which can be used to boost abilities and perform exploits representative of your training. At 1st level, you start with 3 points, which increases by 1 every additional level. You also gain a bonus to your tech points equal to your Intelligence modifier. Your available tech points reset after you finish a long rest.

SHINY RED BUTTON

At 1st level, you can put a button on your firearm. You only need eight hours of work to put the button on a new firearm but only you can press it without breaking the weapon. The button's function is determined by your choices from the options that follow. You can add as many functions into your button as you have available tech points, but each modification can only be added once per configuration unless stated otherwise. If you don't alter the function outside of a battle, your last configuration is used (if you have the available points).

Pressing the button takes no action. When you press the button, you spend the tech points corresponding with each of the functions added. If you don't have enough tech points when you press the button, the entire configuration does not function. Once pressed, its effects last five minutes.

You can own multiple weapons with different configurations, as the points are not spent unless the button is pushed, though pushing multiple buttons during a single battle would be rather wasteful. Changing a configuration takes five minutes, though you can attempt to change a configuration as an action with a DC15 Intelligence (Engineering) check (you cannot change a configuration while one is in effect without voiding the

Level	Proficiency Bonus	Tech Points	Special
1	+2	3	Shiny Red Button, Widget Bag, Tech Points, Tech Savant
2	+2	4	Tech Savant
3	+2	5	Archetype feature
4	+2	6	Ability Score Improvement
5	+3	7	Tech Savant
6	+3	8	Pioneer
7	+3	9	Archetype feature
8	+3	10	Ability Score Improvement
9	+4	11	Tech Savant
10	+4	12	McGuy Something
11	+4	13	Archetype feature
12	+4	14	Ability Score Improvement
13	+5	15	Tech Savant
14	+5	16	Pioneer
15	+5	17	Archetype feature
16	+5	18	Ability Score Improvement
17	+6	19	Tech Savant
18	+6	20	Archetype feature
19	+6	21	Ability Score Improvement
20	+6	22	Tech Savant

invested tech points of the previous configuration).

Additionally, you can attempt to regain a lost tech point with a DC5 Intelligence (Engineering) check. Each check takes 1 minute, and successive checks increase the DC by 5 (DC10, DC15, etc). The DC increases regardless if you succeed in recovering the point or not, and the check reverts back to DC5 when you take a long rest.

Charge Shot

Cost: 1 point

Each time you hit a target your size or smaller, you shove it 5 feet. If the target cannot be shoved, it takes 1d6 additional damage. You can add this modification twice to push the target 10 feet and increase the damage to 2d6.

Explosive Round

Cost: 1 point

When you score a critical hit, you roll all damage dice thrice instead of twice.

Floating Reticle

Cost: 2 points

You gain a +1 bonus to attack rolls.

Hydroshock

Cost: 2 points

You deal additional damage with a hit equal to the difference between your attack roll and the target's AC. Add this modification a second time to inflict 1d6 additional damage. This increases to 2d6 at 9th level, 3d6 at 13th level, and 4d6 at 17th level.

Increased Caliber

Cost: 2 points

Your weapon's damage die increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). This stacks with any other effects that increases damage die size. You can add this modification twice.

Increased Rate Of Fire

Cost: 2 points

You double the rate of fire of your weapon (10 for auto, 20 for auto-heavy). When using burst fire, you add double your proficiency bonus to the save DC and you always use the upscaled damage dice. If targeting single creatures, your weapon's damage die increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). This stacks with any other effect that increases damage die size.

Increased Round Velocity

Cost: 1 point

When you roll a 1 or 2 on a damage die, you can reroll. You must accept the new roll, even if it is a 1 or a 2.

Muzzle Flash / Bang

Cost: 2 points

Any creature you hit within 20 feet of you has disadvantage on attack rolls against you until the beginning of your next turn.

Pop-Up Eyepiece

Cost: 1 point

If you roll a 2 or 3 on your attack roll, you can re-roll. You must accept the second result.

Rapid Loader

Cost: 4 points

You gain one additional attack whenever you take the Attack action on your turn. You can add this modification up to two times. This stacks with Pioneer.

Smart Tracking

Cost: 6 points

You have advantage on attack rolls.

Target Scanning

Cost: 3 points

Your weapon scores a critical hit on a natural roll of 19 or 20.

TECH SAVANT

Starting at 1st level, you gain one of the following traits that reflect the uniqueness of your talents. Some require the spending of tech points. You gain additional tech savant traits at 2nd level, 5th level, 10th level, 13th level, 17th level, and 20th level.

Economical Plating

You gain a +1 bonus to AC. Additionally, you can temporarily increase your armor's potential, spending one tech point as an action to increase your AC an additional +1 for five minutes.

Like Machines

Your maximum tech points increase by 2. You can select this trait up to four times.

Priorities

Instead of using your Hit Dice to recover hit points during a short rest, you can use expend them to regain tech points. For each Hit Die spent, you recover 2 tech points. You cannot have more tech points than your maximum.

Friggin' Love Science

Spend a tech point and you have advantage on Intelligence (Science) or Intelligence (Engineer) checks until the end of your next turn.

If you select this trait a second time, you can spend one tech point to set your next d20 roll Intelligence (Science) or Intelligence (Engineer) check to a natural 20.

Immediacy

Spend one tech point to gain an additional action on this turn. This action can be used to take any action except an Attack action.

Scientist, Not A Soldier

When you use the Disengage action, you can also make a single ranged attack as part of the same action. You inflict half damage on a hit.

Midas Touch

While you are wielding a firearm, its damage die increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). You can select this trait twice, and its effects stack with others that increase damage die size.

Failsafe

If someone other than you attempts to use your weapon with a *shiny red button* on it (regardless if they press it), the weapon explodes, inflicting a critical hit of weapon damage on the unlucky handler and stunning them until the beginning of your next turn. The weapon is now broken (but can be fixed normally).

Shrapnel Modification

You can now spend tech points in combat for an immediate boost to the weapon with your *shiny red button* while it is active. Spend 1 tech point after you hit, and the target is vulnerable to ally attacks until the beginning of your next turn.

WIDGET BAG

Starting at 1st level, you gain a widget bag. It contains random spare parts, useful materials, and salvage worth \$200. During a short or long rest, you can scavenge for components: in most areas you will be able to recover \$10 worth during a short rest and \$20 worth during a long rest, but the GM may award more or less (or none at all) at her discretion.

ARCHETYPE

At 3rd level, you choose an archetype. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and gain one additional tech savant exploit at each of the above levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

PIONEER

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. This increases to three attacks at 14th level in this class.

McGUY SOMETHING

Starting at 12th level, you are able to construct useful items or tools to accomplish something generally not allowed given the available resources available. Either the GM can supply a random assortment of items you can use to create a tool or you can make a case for common items one is likely to find in order to solve an immediate crisis. This may involve searching an area or assuming certain items are available; if your widget bag currently contains at least \$20 worth of parts, you can always be assumed to have a variety of small useful items such as screws, nails, paper clips, duct tape, and chewing gum. If the GM is convinced by your argument, make an Engineering skill check to see if the improvised gadget or solution works. When you use this trait, you cannot use it again until you finish a long rest.

CHAPTER FIVE

ARCHETYPES

Unlike fantasy classes, all *Ultramodern5* classes have the same set levels for archetypes, at 3rd, 7th, 11th, 15th, and 18th level. Any character who meets an archetype's requirements can choose that archetype (although some classes will synergize better than others, as noted with the archetype). Once you select an archetype, you cannot change it.

Unlike fantasy archetypes, several *Ultramodern5* archetypes offer additional proficiencies upon selection. You gain these when you choosing the archetype at 3rd level.

Additionally, if you multiclass, you cannot choose the same archetype again for your second class.

ANTI-HERO

You are no one's friend. You have momentary alliances that suit you when the time is right. It's not that you are evil—you just prefer not to make any ties that would upset your cold demeanor. You have a reputation to uphold. You are a mercenary, a calculating killer that just happens to work hopefully for the winning side. But when push comes to shove, you answer to no one, and generally only select a course of action that benefits you. If allies benefit, so much the better, but you still consider that a happy coincidence. You may be a member of a party, but in the end, your fate lies only in your hands.

SYNERGY

This archetype works best with the face, infiltrator, grounder, and sniper classes.

PROFICIENCIES

You have proficiency with simple melee weapons and one-handed small arms

DEAD POOL

Beginning when you choose this archetype at 3rd level, you gain a reservoir of death you can tap to inflict additional damage upon opponents. You can add any amount from your dead pool to any target 20 feet or closer you hit. When you finish a long rest, your dead pool reduces to zero. You gain points to your dead pool from the following.

- If you reduce a creature 15 feet away or closer to zero hit points, you gain 5 points; additionally, any additional damage you inflicted beyond zero with

the killing hit is added to your pool.

- Any time you roll the maximum value of a damage die to a target 20 feet or closer, add half that value onto your dead pool.
- If an enemy scores a critical hit on you, you gain 10 points.

Your dead pool's size is 10 at 3rd level, 20 at 7th level, 30 at 11th level, 40 at 15th level, and 50 at 18th level.

FOURTH WALL

Starting at 7th level, if any ally within 50 feet of you suffers any damage, your dead pool is filled by the same value. Once you use this ability, you cannot use it again until you finish a short or long rest.

CHEAT

Make it look inconspicuous. Starting at 11th level When you finish a long rest, set a d20 roll to 20 and put it aside. You can replace any attack roll, saving throw, or ability check made by you with that die (at which point, it is used up). You can do so before or after a roll, but not after determining the results of that roll. An unused die is lost when you finish a long rest.

Alternately, if you don't have a second d20, you could always just accidentally shift one die result to any other result.

THE LESS INTERESTING 15th LEVEL ABILITY

Starting at 15th level, as a bonus action, you can use any amount from your dead pool to recover your hit points.

THE BENEFIT OF FRIENDS

Starting at 18th level, if an ally is reduced to 0 hit points or lower, you gain 20 points to your dead pool.

AUTHORITY

You are the best in your field. Among the esteemed elite, you consider yourself an equal. You're a leading scientist, the world expert, or a head doctor. Regardless of your path, the money should be good.

SYNERGY

This archetype works best with the face, marshal, medic, and techie classes.

PROFICIENCIES

You have proficiency with one of the following skills: Intelligence (Demolitions), Intelligence (Engineering), Intelligence (History), or Intelligence (Sciences).

PHD

Beginning when you choose this archetype at 3rd level, select one Intelligence skill of your choice. You can set your d20 roll to 20 when you really need a roll to succeed. When you use this ability, you cannot use it again until you finish a long rest.

RESIDENT EXPERT

Starting at 7th level, instead of using your Hit Dice to recover hit points during a short rest, you can use expend them to gain a +10 bonus to any failed Intelligence skill check. If you still fail the skill check, you regain the Hit Die.

SECOND NATURE

Starting at 11th level, when attempting any Intelligence skill, it only takes a bonus action instead of an action. Additionally, if you roll less than 10 for an Intelligence check, increase the result to 10.

SHERLOCK

Starting at 15th level, you can use the Search action as a bonus action. You also gain half your proficiency bonus (round down) to every Intelligence skill you are not already proficient in.

STRAIGHT DOPE

Starting at 18th level, your selected skill with *PHD* improves—unless you have disadvantage with the check, it always results in a natural 20.

BANNER HEAD

You are not a pretty individual. You are not one for arts and crafts. You have no hobbies. You have one job. You shoot people twice in the chest and once in the head. You do it for no other reason than the objective you have been asked to carry out. Your loyalty runs only to the men and women next to you. To them, you're the champion hero. To your foes, you are the one target they need to take down. You want them to think that. What good is war if there is no one to shoot at?

SYNERGY

This archetype works best with the grounder, gunslinger, er, heavy, and marshal classes.

PROFICIENCIES

You gain proficiency in any two ranged weapons of your choice.

FLEETING ADVERSARY

Beginning when you choose this archetype at 3rd level, select one creature within 50 feet and line of sight to you after rolling initiative. The target is your fleeting adversary. You gain a +1 bonus to attack your fleeting adversary, and your fleeting adversary suffers disadvantage on attack rolls that don't include you as a target. This effect ends if you drop to 0 hit points, the creature drops to 0 hit points, you move beyond 50 feet, or line of sight is broken between you and your target. Once you select a fleeting adversary, you cannot select another until you roll for initiative again.

THE WAR POSE

Starting at 7th level, you can take a -1 penalty to attack rolls for each weapon you wield to wield a two-handed small arm with one hand. The weapon only counts as a one-handed small arms for purposes of how many hands you use to wield it, and for abilities and feats.

ADVERSARIAL RAGE

Starting at 11th level, you deal +2 damage against your fleeting adversary (+4 at 15th level, +8 at 18th level): this bonus ends if the target is no longer your fleeting adversary. Once you use this feature, you cannot select another until you finish a long rest.

REMEMBER ME?

Starting at 15th level, a few well-placed shots can bring an enemy's attention back around to you. If your fleeting adversary attacks an ally, you can make a single ranged attack against it as a reaction.

UNEXPECTED RESPONSE

Starting at 18th level, level, until your fleeting adversary is reduced to 0 hit points, each time it hits you, you gain a +1 bonus to attack rolls against it. This bonus is cumulative up to +3 but is lost if you attack any creature other than your fleeting adversary or you score a hit.

BRAWLER

You're a thug...pure and simple. You may not be the biggest or the strongest, but you are certainly scrappy. You might have been a bouncer—you might still be one. Your talents are less about martial discipline and more about using brute strength to manhandle opponents. You generally prefer avoiding weapons outside of those attached to you.

You fight—it clears your head, defines who you are. It's not about art or some Zen state. It's something you are good and it enjoy rush of being in a fight. It helps that you win most engagements you find yourself in.

SYNERGY

This archetype works best with the gunslinger, marshal, and martial artist classes.

PROFICIENCIES

You have proficiency with all simple melee weapons and with unarmed strikes.

HAM HANDS

Beginning when you choose this archetype at 3rd level, you can use both hands when grappling a target your size or smaller to have advantage on all rolls related to the grapple.

HEAD-BUTT

Starting at 7th level, while grappling a creature your size or smaller, you can inflict 1d6 damage per level on the target as a bonus action. Once you use this feature, you cannot use it again until you take a short rest or long rest.

HEAD SLAM

Starting at 11th level, if you have one grappled creature in each hand, you can use a bonus action and make an unarmed melee attack against each target. A hit deals 2d6 + your Strength modifier damage to each target.

BEAR HUG

Starting at 15th level, when grappling a target your size or smaller with two hands, you may attempt a bear hug. Make an unarmed strike as your action (or one of your attacks). A hit inflicts 2d6 + your Strength modifier damage.

NECK SNAP

Starting at 18th level, if you make an unarmed strike against a target you are grappling, you score a critical hit on a natural roll of 19 or 20.

BROTHER OF BLOOD

On the battlefield, every ally is a brother. You are a member of a team and you've all worked together long enough to understand each other's patterns. You know when one is hurt, regardless of where on the battlefield. You would never take risks that will endanger another brother's life. You would never step out of formation; never leave a brother's side. They must depend on you as you depend on them. If one of your own falls, nothing short of god's finger on the battlefield will stop you from carrying your injured out of combat.

SYNERGY

This archetype works best with the grounder, marshal, medic, and sniper classes.

PROFICIENCIES

You are proficient with one weapon and one armor (except exo-armor) another brother in blood is proficient in. If you both choose this archetype at the same time, you can both choose new items, as long as you

both choose the same items.

MORE LIKE FAMILY

Beginning when you choose this archetype at 3rd level, if a creature scores a critical hit on an allied brother of blood, you can make a single ranged attack against the attacker as a reaction.

ALLIED SUPPORT

Starting at 7th level, you can use a bonus action and target one allied brother of blood in line of sight. The targeted brother of blood gains an action that must be used before the end of your turn. This does not count as a reaction for the ally. Each brother of blood can benefit from Allied Support only once per round. Once you use this feature, you cannot use it again until you finish a short or long rest. You gain one additional use of Allied Support at 11th, 15th level, and 18th level.

ARMY OF TWO

Starting at 11th level, you grant a +3 bonus to damage rolls to each brother of blood within 10 feet of you (cumulative up to +6). Remember that they will be granting you this same bonus.

BETTER REFLEXES

Starting at 15th level, you can use the Help action on another allied brother of blood as a bonus action.

TEAM EFFORT

All members of the team synchronize their actions to operate as one organism. Starting at 18th level, after rolling for initiative, you and all allied brothers of blood act on the highest initiative among you. You all can decide which order you act in.

CLEANER

Someone hands you an image, an address, or just a name. You move in quickly and quietly, eliminating defenses that lay in your path. You dispatch the enemy efficiently and vanish into the shadows, leaving onlookers wondering who ordered the hit and why.

You are a silent, cold, calculating assassin. Your skills involve intimate kills, forcing to be close to your enemy. You rise from nowhere and eliminate opponents before others can notice or respond. Pistols and knives, even when they're most quiet, still make a noise you would prefer to avoid.

SYNERGY

This archetype works best with the face, gunslinger infiltrator, and martial artist classes.

PROFICIENCIES

You have proficiency with all with simple melee weap-

ons and one-handed small arms.

ONCE IN THE HEAD

Beginning when you choose this archetype at 3rd level, if you score a hit on a target 20 feet away or closer with a melee weapon or a one-handed small arm, you inflict additional damage equal to four times your level. Once you use this feature, you cannot use it again until you take a short or long rest. If you kill the target, you regain the use of this feature (though only one additional time).

TWICE IN THE CHEST

Starting at 7th level, if wielding a melee weapon or a one-handed small arm, as an action, you can make three attacks on a single target 20 feet away or closer. All attacks have advantage. If you kill the target, you regain the use of this feature (though only one additional time).

QUICK SUCCESSION

Starting at 11th level, if you use Once In The Head but fail to hit the target, make one additional identical attack. This attack automatically hits and you inflict additional damage equal to four times your level (including the additional damage with Once In the Head). Once you use this feature, you cannot use it again until you take a long rest.

OUT OF THE BLUE

Starting at 15th level, you gain a +10 bonus to attack rolls against targets that are surprised.

DESPERATE SOLUTION

Starting at 18th level, as an action, add up all the enemies you can see—you then gain a number of attacks equal to double that number as part of that same action (Max 20). You can distribute the attack anyway you see fit. Once you use this feature, you cannot use it again until you take a long rest.

COUNTRY GUNMAN

You keep your weapon holstered until the last second. You prefer to stare down opponents than use your firearm. However, when drawn, you make it quick and final—single shots, single kills.

SYNERGY

This archetype works best with the face, grounder, gunslinger, and marshal classes.

PROFICIENCIES

You have proficiency with all one-handed small arms.

IMPROVED REACTION TIME

Beginning when you choose this archetype at 3rd level,

each time you roll initiative roll 2d6 and add this value to your initiative.

PRECISE SHOT

Starting at 7th level, if you act first before any enemies can act, you have advantage with all attack rolls made with one-handed small arms until the end of your first turn.

QUICK AND THE DEAD

Starting at 11th level, after establishing initiative order, if you have the highest initiative value, said value is a damage bonus to your first hit with a one-handed small arm.

REPUTATION

Starting at 15th level, If you have the highest initiative than anyone (including allies), you gain one additional action on your first turn.

12 O'CLOCK

Starting at 18th level, when you ready an attack action with a one-handed small arm, you have advantage with the attack, and if you hit the target, the attack becomes a critical hit.

DIPLOMAT

You're the one brought in when weapons cannot be used, when even the brandishing of firearms is considered a total failure. You cannot give the appearance of aggression, not even when the situation goes out of control. You're the wave of the future, where words will solve disputes, not bullets.

SYNERGY

This archetype works best with the face, marshal, medic, and techic classes.

PROFICIENCIES

You have proficiency with two Charisma skills of your choice.

VOLUME AND PRESENCE

Your opponent's argument is invalid and ridiculous and your tolerance for their ignorance is over. Beginning when you choose this archetype at 3rd level, as an action, you can select one target your size within 25 feet that can understand you. The target makes a Wisdom save against your psychological attack. The save DC = 8 + your proficiency bonus + your Wisdom/Charisma modifier. If the target fails, either you have advantage on all contested Wisdom or Charisma ability checks and skill checks until the end of your next turn, or the target is frightened of you until the beginning of your next turn. If you target the same creature on your next turn, the DC increases by +2 (consecutively to +6). This ability does not work on a target that has suffered damage from

you or any ally in the past minute.

THE ART OF THE COMPROMISE

Starting at 7th level, select one Charisma skill. You double your proficiency bonus with this skill. At 11th level and 18th level, you may select an additional Charisma skill.

CONFIDENCE COMES WITH THE POSITION

Starting at 11th level, you never have disadvantage with any Charisma skills checks, ability checks, or saving throws.

I THINK WE GOT OFF ON THE WRONG FOOT

Starting at 15th level, instead of using your Hit Dice to recover hit points, you can expend them as a bonus action to set your next Charisma or Wisdom skill check to a natural 20 before making the roll.

EVERYTHING YOU GOT

Your arguments are so compelling, your opponent is having a difficult time concentrating. Starting at 18th level, as an action, you can select one target within 25 feet that can understand you. The target makes a Wisdom save against your psychological attack. The save DC = 8 + your proficiency bonus + your Wisdom/Charisma modifier. If the target fails, it is stunned until the start of your next turn. This ability does not work on a target that has suffered damage from you or any ally in the past minute.

DRIVER

You love your car. You wash her; you change the oil; you maintain every part. You service her regularly, changing the plugs, adding washer fluid. Every week, she gets a fresh coat of wax and on Sunday afternoon, you take her for a cruise. You don't have a problem with this.

SYNERGY

This archetype works best with the face, infiltrator, marshal, and techie classes.

PROFICIENCIES

You are proficient with ground vehicles and aircraft.

STUNT MASTER

Starting at 3rd level, you are able to learn vehicle stunts. Select one stunt from the list below. You can select one additional stunt at 7th, 11th, 15th, and 18th level. Many of these stunts require a vehicle attack. Your attack bonus equals your Dexterity modifier + your proficiency bo-

nus. If you hit, you inflict 1d8 per vehicle size category your vehicle has on the target. Your vehicle suffers ¼ of the same value.

INSIDE AND OUT

Starting at 7th level, select one specific vehicle (make, model, and year). With your selected vehicle, you have advantage on Dexterity (Vehicle Operation) checks.

FLAT OUT

At 11th level, you gain +5 feet to the acceleration of any vehicle you control.

JAGGED EDGE

Starting at 15th level, you gain a +2 bonus with attack rolls with vehicles.

RACING RECORD

Starting at 18th level, when you inflict damage with your vehicle, roll twice for all damage rolls and take the higher values.

STUNTS

Love Tap

As an action, you can make a ram attack against another vehicle or creature with your vehicle. (see **Ram**). If you hit, add one damage die (the car is counted as moving faster). Your vehicles suffers ¼ of the same value.

Signature Move

As a bonus action, gain a +3 bonus with Dexterity (Vehicle Operation) check until the end of your turn.

Counter Maneuver

If a vehicle or creature hits your vehicle while it is moving with a physical attack (ram or a melee attack), you can make ram attack against the target as a reaction (see **Ram**). If you hit, add one damage die (the car is counted as moving faster). Your vehicles suffers ¼ of the same value.

Drop The Hammer

As a bonus action, you gain a +5 bonus to speed until the end of your turn.

Defensive Driving

As a bonus action, you gain a +2 bonus to your vehicle's AC until the beginning of your next turn.

Damage Avoidance

As a bonus action, you half all side effect damage from using your vehicle as a weapon until the beginning of your next turn.

Hole Shot

As an action, you can make a ram against another vehi-

cle or creature with your vehicle. If you hit, add two damage dice (the car is counted as moving faster). Your vehicles suffers ¼ of the same value. A hit target also suffers disadvantage on all ability checks and attack rolls until the beginning of your next turn. If you hit with this attack, you cannot use it again until you finish a long rest.

Thread The Needle

You can set a Dexterity (Vehicle Operation) check you made to a natural 20. Once you use this ability, you cannot use it again until you finish a long rest. You can select this stunt up to two additional times.

FIELD MACHINIST

You are a troubleshooter. Without you, the others don't amount to much more than a bunch of poorly equipped primitives with clubs. You improvise when needed, solving most mechanical problems when they arise. You are the master of jury-rigging solutions when others consider a problem hopeless. You are resourceful, intelligent, but generally non-violent. You possess a background in physical sciences. Basically, you are a walking, talking Swiss army knife.

SYNERGY

This archetype works best with the face, medic, and techie classes.

PROFICIENCIES

You gain proficiency with Intelligence (Engineering).

ARTISAN OF GEARS

Beginning when you choose this archetype at 3rd level, you gain a bonus to your Intelligence (Engineering) skill equal to half your proficiency bonus. At 15th level, you instead add double your proficiency bonus to your Intelligence (Engineering) checks.

KIT MASTERY

Starting at 7th level, you treat all tool kits as one tech level higher.

FRANTIC REPAIR

Starting at 11th level, you can attempt to repair broken items as an action. Additionally, your progress in crafting any technology is doubled.

COVERED IN GREASE

Starting at 15th level, all technology you build costs 15% less (and thus takes 15% less time, round down).

PURE ENGINEER

Starting at 18th level, you can set an Intelligence (Engineering) check you made to a natural 20. Once you use this feature, you cannot use it again until you

finish a long rest. Additionally, if you roll a natural 1, re-roll until the result is anything except a natural 1.

FIELD MEDIC

You specialize in the treatment of the injured during combat situations. You know when to keep your head low, but more importantly, when to rise in defiance to protect those under your care. You might have been a doctor back home and found a calling out in the wilderness. If so, your allies probably wonder why you've chosen this path.

SYNERGY

This archetype works best with the marshal, martial artist, medic and techie classes.

PROFICIENCIES

You have proficiency with Wisdom (Medicine).

A TRUE HEALER

Beginning when you choose this archetype at 3rd level, you gain a bonus to your Wisdom (Medicine) skill equal to half your proficiency bonus. At 11th level, you instead add double your proficiency bonus to your Wisdom (Medicine) checks.

PHYSICIAN HEAL THYSELF

Starting at 7th level, once per turn, you can use a bonus action to recover hit points equal to your Wisdom modifier + your level. Once you have used this feature three times, you must complete a short or a long rest before you can use it again.

RACE TO THE FALLEN

Starting at 11th level, you can use the Disengage action without taking an action if you move at least 10 feet directly towards an ally on that same turn.

IN THE PRESENCE

Starting at 15th level, every ally within 5 feet of you can take a bonus action to recover as many hit points as your proficiency bonus. You can use your action to double this hit point recovery until the beginning of your next turn.

NO LONGER CIVILIZED

If an ally succumbs to his or her injuries, you can no longer be a healer. You must be a protector. Starting at 18th level, if an ally in line of sight is reduced to 0 hit points, you have advantage on attack rolls until you hit, and gain a bonus to damage with your next hit equal to your Wisdom score until the ally is at 1 hit point or higher.

GRANDMASTER

This path does not encourage violence. Instead, it is designed for self-control and mental clarity. Some practitioners refuse to apply their discipline in a violent fashion, believing to do so would be a failure of their philosophy. For others, to commit this practice to violence is a logical progression. Some take this to an extreme, using it only to benefit themselves. Others are considered heroes, fighting for noble causes and refusing to stand idle while the innocent suffer.

These adventurers love sparring and often duel aggressively with allies to test their mettle and skill. Though not a requirement for friendship, it goes a long way to match a grandmaster in combat. Even enemies matching their skills in a fair duel will garner respect.

SYNERGY

This archetype works best with the grounder, gunslinger, and martial artist classes.

PROFICIENCIES

You have proficiency with all simple melee weapons.

MARTIAL ART DISCIPLINE

Beginning when you choose this archetype at 3rd level, you can select a specific martial art discipline. A discipline can be activated on your turn as a bonus action. Once activated, you gain the benefits of this discipline for five minutes. Once you use a martial art discipline, you cannot use it again until you finish a long rest.

At 7th, 11th, 15th, and 18th level, you can either select a new discipline or gain one additional use of a prior selected discipline before the need of a long rest. If you select the same discipline three times (they need not be at successive levels), you unlock an additional benefit. You can only have one discipline in effect at a time.

62 Capoeira

Resembling a dance more than a martial art, those specialized in capoeira are constantly in motion, attempting to find an opening in an opponent in whichever way possible. After activating, you gain the following bonuses:

- You can use the Disengage action as a bonus action.
- You gain a +5 bonus to speed.
- You have advantage on all Dexterity saving throws.
- After you select this discipline a third time, your bonus to speed increases to +10.

Drunken Boxing

In your enemy's eyes, you just appear to stumble around, luring your enemies in a false hope of an easy victory. The more chaotic you look, the deadlier you are. You must be inebriated to activate this discipline,

and after doing so, gain the following bonuses:

- You gain temporary hit points equal to twice your level.
- You do not inflict double dice damage when scoring a critical hit. Instead, you gain two additional unarmed melee attacks as part of the same action. There is no limit on the number of additional attacks you can gain this way in a turn.
- Each time a creature misses, your AC increases by +1 (max +3); if a creature misses you at your max AC bonus, this bonus reverts to 0 and you gain an unarmed melee attack as a reaction against the triggering target.
- After you select this discipline a third time, you gain three additional unarmed attacks instead of a critical hit instead of two.

Eagle Claw

You know how to find weak spots in your enemy. You are often seen as being patient, waiting for a moment for a decisive strike. After activating, you gain the following bonuses:

- If you hit a creature, you can instead inflict half damage and grapple the target.
- At the beginning of your turn, any enemy you are grappling suffers damage equal to your Strength or Dexterity modifier.
- Any time you inflict a critical hit on a creature, the target suffers half your hit damage at the beginning of its turn.
- After you select this discipline a third time, any enemy you are grappling at the beginning of your turn suffers damage equal to your Strength modifier plus your Dexterity modifier.

Karate

Your strength comes from your empty hand—the origin of the word. This discipline is extremely popular given the simplicity of its foundation. After activating, you gain the following bonuses:

- Use an action to focus your discipline: until the end of your next turn, you have advantage on unarmed attack rolls.
- You can spend 30 feet of movement to gain a +1 bonus to AC until the beginning of your next turn.
- Use an action to make a single kick attack. This is an unarmed attack that inflicts 1d10 + Strength modifier damage. You gain a +7 damage bonus for each additional attack you would normally make with an Attack action.
- After you select this discipline a third time, your kick attack inflicts 2d6 damage instead of 1d10, and your AC bonus increases to +2.

Iron Palm

You stopped splitting boards and bricks and moved up to bones. Your opponents will fear your strikes. After activating, you gain the following bonuses:

- Double your attribute modifier to damage.
- If you roll a critical hit with an unarmed attack, you maximize one of your damage dice.
- If you attempt to damage obstacles like doors or tables, double all damage dice.
- After you select this discipline a third time, maximize all damage dice with a critical hit, and your triple all damage dice against obstacles.

Iron Shirt

The only way to survive some encounters is to not worry about how many times you are hurt. After activating, you gain the following bonuses:

- You have resistance to all slashing and bludgeoning damage.
- You can spend Hit Dice to recover hit points as if taking a short rest while in the middle of a fight. You can use any number of Hit Dice up to half your level as an action.
- If you suffer 1/5 or more your total hit points in damage before the beginning of your turn, you have advantage on your next attack roll.
- After you select this discipline a third time, you gain resistance to piercing damage as well.

Long Fist

An aggressive style, you push forward to your enemy, hoping a strong offense will discourage counter attacks. After activating, you gain the following bonuses:

- Double your attribute modifier to damage.
- Your unarmed attacks and attacks with a light melee weapon gain the Reach property.
- If you hit a creature with an opportunity attack, you disengage from all other creatures and move within 5 feet of that target.
- After you select this discipline a third time, your reach increases to 10 feet for the purposes of opportunity attacks.

Monkey Kung-Fu

Your bizarre acrobatic maneuvers involve grabs, tumbles, and attacks, which more disorientate your opponents than damage them. After activating, you gain the following bonuses:

- Each time you hit a creature with an unarmed attack, you gain a +1 bonus to AC; this effect is cumulative up to +4 with each successive hit, but is lost if you miss the target, do not attack the target by the end of your next turn, or attack another creature.
- When you activate this discipline, set aside four “monkey points”. You can use a monkey point to (a) knock a target prone as a reaction to it missing on a melee attack against you; (b) automatically pass a Dexterity saving throw; (c) take only half damage from an enemy attack, or (d) double your proficiency bonus and gain advantage on your next Strength (Athletics) or Dexterity (Acrobatics)

check. Unused points are lost when the discipline expires.

- After you select this discipline a third time, you gain four additional monkey points.

Muay Thai

A variation of kickboxing, there is not a limb you possess that is not used in direct physical attacks. You are a stand-up fighter with a huge repertoire of attacks. After activating, you gain the following bonuses:

- Instead of a simple unarmed attack, you must select which attacks you wish to make. The damage dice listed cannot be adjusted by any other abilities.

Punch: Damage—1d2; make two punch attacks in place of one normal attack you would normally make (max 2 uses per Attack action); you must hit with both attacks to increase your Martial Artist chain bonus tier.

Elbow: Damage—1d8; if you use an elbow once as part of an Attack action, roll damage dice twice and take the higher value.

Jump Kick: Damage—1d10; you must move at least 10 feet towards your target before making this attack.

Roundhouse Kick: Damage—2d8; you suffer a –3 penalty to your attack roll.

Knee: Damage—1d6; and you can shove the target 5 feet. If the target hits an obstacle, it takes +2 damage.

- After you select this discipline a third time, if you hit a creature three times or more with an Attack action, the target has disadvantage on attacks against you until the beginning of your next turn.

Praying Mantis

You carry a powerful stance, and emphasize your aggression through rapid and coordinated hand movements that both distract the enemy while delivering powerful blows which cripple one’s enemy. After activating, you gain the following bonuses:

- You gain a +1 bonus to AC.
- If an enemy misses on a melee attack against you, you can make a single melee attack against that target as a reaction—on a hit, you inflict half damage. If you score a critical hit, the target has disadvantage on its next melee attack against you.
- You have advantage against attempts to move you against your will.
- After you select this discipline a third time, your AC bonus increases to +2.

Snake Style

Your strikes are light, but rapid, connecting numerous times and at numerous places against your opponent. Simultaneously, your fluid movements make you a difficult target. After activating, you gain the following bonuses:

- At the beginning of your turn, select one creature

you can see to gain a +1 bonus to AC against until the beginning of your next turn.

- Once per turn, if you roll a 1 on any of your damage die, you gain an additional melee attack against the same target as part of that action. If you roll multiple damage dice with a hit, all dice must roll a 1.
- While you are prone, creatures don't have advantage on you while and you don't have disadvantage on them.
- After you select this discipline a third time, your AC bonus increases to +2.

Tai Chi

You are able to direct enemy aggression into a weakness. The angrier the opponent, the more energy you can direct back. After activating, you gain the following bonuses:

- If a creature's melee attack roll against you misses, the difference between the attack result and your AC becomes a damage bonus on your next melee attack. This attack must be made on your next turn against the target that missed you, and if you miss, the damage bonus is lost.
- If a creature's melee attack roll against you is a natural 1, you can knock the target prone and make a melee attack as a reaction.
- After you select this discipline a third time, you knock the target prone and make a melee attack as a reaction if your enemy rolls a natural 1 or 2.

Taekwondo

More defined by its powerful leg movements rather than hand strikes, your opponents should always keep their eyes on your feet. After activating, you gain the following bonuses:

- If you are not grappled or your legs otherwise restrained, your unarmed attacks increase their damage die by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). These are kick attacks. This does not affect your martial artist combo chain tier.
- If you move at least 20 feet towards a creature and make an unarmed (kick) attack as your Attack action, you have advantage on the attack.
- Once per discipline activation, if you score a critical hit against a target your size or smaller, you inflict maximum damage.
- After you select this discipline a third time, you can inflict maximum damage with a critical hit twice per activation.

Tiger Claw

You adore getting close, real close. Getting within your enemy's reach, you hope to prevent a strong counterattack. And you kick too. After activating, you gain the following bonuses:

- You gain a +5 bonus to speed.
- You can spend 20 feet of movement and move to occupy the same space as your opponent—you no

longer occupy a space around said opponent and allies can attack through you. Any target occupying your space cannot use the Disengage action.

- If you hit a target with an unarmed attack, you can use a bonus action to inflict additional claw (slashing) damage equal to your attack modifier. This damage is not part of the same attack action and thus is not multiplied with a critical hit.
- After you select this discipline a third time, your bonus to speed increases to +10.

GUN DANCER

There is no formal academy or dojo where one acquires the title: it is acquired through the school of hard knocks, its warriors emerging with a prowess exceeding the others—a natural grasp of the skills, as if never needing to be taught.

You have been given such a moniker. You are able to examine a target in an eye blink and determine the perfect point at which to inflict the greatest harm. In addition, you have developed a harmony with the area around you, always analyzing your surroundings for the best cover and field of fire. This allows you to avoid hits while still maintaining your concentration on the target. You rarely remain still in combat, constantly moving from cover to cover, always with a vital enemy weakness firmly locked in your crosshairs.

SYNERGY

This archetype works best with the gunslinger, infiltrator, martial artist, and techie classes.

PROFICIENCIES

You have proficiency with one-handed small arms.

SPASTIC SHOT

Beginning when you choose this archetype at 3rd level, if you use your attack action to make ranged attacks with one-handed small arms, before the end of your action, roll a d20: on a roll of 16, 17 or 18, you gain one extra ranged attack as a part of the same action using a one-handed small arm, and on a roll of 19 or 20, you gain two extra ranged attacks.

FASTER THAN EYES CAN SEE

At 7th level, you can reload a single one-handed small arm taking no action. Once you use this feature, you cannot use it again until you take a short rest or long rest. You also gain a +2 bonus to initiative.

COWBOY KEMBO

Starting at 11th level, if you score a critical hit with a ranged attack gained from spastic shot, you one extra attack (max 4 extra attacks).

MAYHEM SONATA

At 15th level, you are able to perform a ballet of destruction. Your spastic shot range increases to 14-17 for one extra attack, and 18-20 for two extra attacks.

GUN WALTZ

At 18th level, if you gain at least two additional attacks with spastic shot, you also gain a +1 bonus to AC and +5 foot bonus to your speed until the end of your next turn (not cumulative).

INFANTRY

SUPPORT SPECIALIST

You are not placed on this world to lead. You support those that have earned your loyalty. You are an infantry support specialist. You carry the largest weapons and know how to employ them effectively without endangering the lives of your allies.

Your only weakness is your speed. Being the heaviest hitter has also often made you the slowest. Your abilities are based upon lying down heavy fire and to prevent the approach of invading forces.

SYNERGY

This archetype works best with the grounder, heavy, marshal, and techie classes.

PROFICIENCIES

You have proficiency with simple melee weapons, all small arms, heavy weapons, and super heavy weapons.

WEAPONS PLATFORM

Beginning when you choose this archetype at 3rd level, if you don't move on your turn, you can plant your feet to stabilize your position. You cannot use your speed to move until the beginning of your next turn. Until the beginning of your next turn, you gain a +1 bonus to attack rolls with auto or auto-heavy weapons. Saving throw DCs against your auto or auto-heavy weapon attacks also increase by 1.

FOCUSED BARRAGE

Starting at 7th level, if using an auto or auto-heavy weapon, at the end of your turn, you can make a single ranged attack against one target you have already hit that same turn.

LAWNMOWER BARRAGE

Starting at 11th level, you can move 5 feet without incurring attack penalties with two-handed small arms and heavy weapons (but not super heavy weapons). At 11th level, you can plant a super heavy weapon as a bonus action.

THE MEAN ONE

Starting at 15th level, all opponents within 20 feet of you suffer disadvantage on any attack that doesn't include you, and you gain a +5 bonus to damage rolls with ranged weapons against them.

LET'S ROCK!

Starting at 18th level, you can use an action to make a single ranged attack against each enemy in range you can see. Once you use this feature, you cannot use it again until you finish a short or long rest. If no targets are hit by this action, you regain the use of this feature.

MACHINE OF WAR

There are some that accuse you of being a warmonger. This may be true but the fact is that there will always be a war somewhere. Your nation or your pocket-book will always be threatened. You have found a niche and fill it well. You may even acknowledge that this journey is only taken on by someone psychotic. Most heroes are insane anyway. At least you're aware of how close you are to losing it. If there was no war, you would be the type picking fights in bars, eventually committing suicide with the very weapon you used to dispatch your foes.

It's a great time to be alive. In this world, there is always a war, always an evil, always an opponent. You spend your life hunting and destroying monsters that obsess over leaving a scar upon planet and people as proof they existed. Medals are for the weak. All you require is a reliable weapon, an enemy, and finger to point the way. Morality and motivation are only convenient crutches you're happy to use when the need arises. You sometimes wonder if you're a good person or just thankfully on the right side. You take the actions you do as proof of your ethics. Save the innocent or kill the bad guy. Regardless of your response, your allies are thankful you're on their side.

SYNERGY

This archetype works best with the grounder, gunslinger, martial artist classes.

ADRENALINE RUSH

Beginning when you choose this archetype at 3rd level, each time you make an attack against a creature within 30 feet of you, you regain 1 hit point of damage. For every ten hit points recovered this way, you gain one additional attack with your next Attack action.

GLAZED LOOK

Starting at 7th level, if you are reduced to 0 hit points by a non-critical hit, you automatically use and roll a Hit Die as a reaction, but only regain half the result (round up).

YOU WANT SOME OF THIS?

Starting at 11th level, you can allow enemies to have advantage on you until the beginning of your next turn. Until the beginning of your next turn, you have advantage on attack rolls and regain 2 hit points instead of 1 with *Adrenaline Rush*.

RISKY MANEUVER

Starting at 15th level, if you have less than 15 hit points, double your proficiency bonus on attack rolls.

ULTIMATE BADASS

Starting at 18th level, when your hit points are reduced to half your total hit point value or less, you gain a bonus to damage equal to half your Constitution bonus. When your hit points are reduced to one-quarter your total hit value or less, this bonus increases to your full Constitution bonus.

MAN-AT-ARMS

You are a professional soldier. You've been so since the moment you picked up a weapon. The only thing you can depend on is your firearm. By the end of the day, it is the most reliable friend you have. Having ventured into this wasteland these outsiders call home, you dedicate most of your time to ensuring your weapon does not break or jam. War is all you know, and you're good at it.

SYNERGY

This archetype works best with the grounder, gunslinger, heavy, and sniper classes.

PROFICIENCIES

You have proficiency with all armor (except exo-armor), small arms, heavy weapons, and super heavy weapons.

THIS IS MY RIFLE

Beginning when you choose this archetype at 3rd level, select one specific firearm: you gain a +1 bonus to attack rolls and also do not suffer disadvantage on attack rolls when prone with your chosen weapon. This is your chosen weapon for all man-at-arms abilities. When reaching a new level, you may select a different weapon.

MY WEAPON IS MY BEST FRIEND

Starting at 7th level, you can change a clip, magazine, or a cell on your chosen weapon without taking an action. Once you use this feature, you cannot use it again until you finish a short or long rest.

FIRE MY WEAPON TRUE

At 11th level, once per turn if you have advantage on

your ranged attack roll with your chosen weapon and both rolls hit, you are considered to have hit twice (using additional ammunition accordingly).

WE ARE MASTERS OF OUR ENEMY

Starting at 15th level, once per turn if you drop a creature to 0 hit points using a firearm, you can make a single ranged attack as part of the same action.

INSEPARABLE APPENDAGE

At 18th level, your chosen weapon becomes as much a part of you as an arm. You can re-roll one natural 1 on an attack roll with that weapon—once you use this feature, you cannot use it again until you finish a short or long rest. Additionally, your chosen weapon cannot be targeted or destroyed, you cannot be disarmed of it, and you can stow your chosen weapon and draw a one-handed small arm without taking an action.

MILITARIST

You have probably graduated from a command school or officer college. You emerged as a trained, disciplined leader, ready to rally the uncontrolled masses. You are not some desk jockey trained from books. You possess natural, applicable talents, earning the respect that goes along with them.

SYNERGY

This archetype works best with the grounder, marshal, medic, and sniper classes.

COORDINATION

Beginning when you choose this archetype at 3rd level, you receive Tactical Points (TPs) each time something unfortunate happens to you or an ally. As these points compound, you are able to counter with positive effects. Points are lost when you take a short rest or long rest or when you roll for initiative. Spending points usually takes either a bonus action or a reaction.

You receive 1 point when each of the following occurs.

- An ally you can see or communicate with rolls a natural 1 on an attack roll.
- An ally suffers a critical hit.
- An ally is reduced past half hit points.
- An ally is reduced to zero hit points.
- Three or more allies suffer damage from an area effect.

You can then spend acquired TPs the followings ways.

Elevate Strategy (3+ points)

As a bonus action, select one ally per 3 points spent; the

targeted ally immediately gains an action and can either move or take a bonus action. Targeted ally still gets her turn when it comes up.

Eyes Around

(2-6 points)

As a bonus action, select one ally per 2 points spent (maximum 3 allies); the targeted ally makes a single attack.

Intelligent Defense

(1 point)

One ally gains a +3 bonus to AC until the beginning of your next turn: if you move before then, the bonus is lost.

Opportune Weakness

(2 points)

As a reaction, one ally's hit becomes a critical hit.

Outmaneuver

(1 point)

Spend 1 point and 30 feet of movement to move a creature within 30 feet of you that is your size or smaller up to 5 feet (it cannot be moved into hazardous terrain). The target suffers disadvantage on attack rolls until the beginning of your next turn.

Shift Battle Theater

(1-3 points)

As a bonus action, select one ally per 1 point spent (maximum 3 allies); the targeted ally can either make Disengage action for free on her turn or can move immediately up to 20 feet.

Reverse Course Of Action

(10 points)

As an action, all enemies you can see are stunned until the beginning of your next turn.

REEVALUATE STRATEGY

Starting at 7th level, instead of using your Hit Dice to recover hit points during a short rest, you can use them to gain TP points. For each Hit Die spent this way using a bonus action, you gain 1d4 TP.

TIDE OF WAR

Starting at 11th level, you gain 1d4 each time you meet a Coordination condition instead of 1.

BATTLE INSTINCT

Starting at 15th level, if enemies gain a surprise action, you gain 5 TP. If a creature hits you, you gain 1 TP.

BATTLE LEADER

Starting at 18th level, if you are reduced to zero hit points, you gain 10 TP and can use as many Coordina-

tion abilities as you want and can afford as a reaction.

PATHFINDER

You move in darkness behind enemy lines. You sneak under heavy cover into prohibited areas. You know how to avoid cameras, dogs, and roaming guards. You sneak through the shadows or stroll in broad daylight, given the proper circumstances.

SYNERGY

This archetype works best with the face, infiltrator, martial artist, and sniper.

PROFICIENCIES

You have proficiency with Dexterity (Stealth).

DUST

Beginning when you choose this archetype at 3rd level, you gain the ability to slip into the shadows. If no opponents can see you (utilizing cover, creating a distraction, or simply passing between objects to break line of sight—even for a split second), you can use your dust pool to teleport a distance away to an area out of sight of any opponent.

Although by the rules this is a teleport, you have to be able to feasibly reach the new area (i.e., you can't pass through bars). Climbing and crawling can be considered part of the move. Your dust pool is emptied when you finish a short rest, long rest, or when you roll for initiative. You dust movement replaces your normal movement—it does not add to your existing movement made during a turn.

For every 10 feet you don't move on your turn, you fill your dust pool by 5 feet. Your dust pool maximum is listed below.

3rd Level: 20 feet

7th Level: 25 feet

11th Level: 30 feet

15th Level: 35 feet

18th Level: 40 feet

BACK OF YOUR HEAD

Starting at 7th level, if you roll 5 or less on any Dexterity (Stealth) checks, you can re-roll.

LIKE A HAWK

Starting at 11th level, if you use at least 10 feet from your dust pool on your turn, your speed can increase by 10 feet on that same turn.

UNDER ANY SHADOW

Starting at 15th level, if benefiting from cover at the beginning of your turn, you can maintain that same cover until the beginning of your next turn, regardless of

where you move.

COMPLETE COVERTNESS

Starting at 18th level, if you use at least 20 feet from your dust pool on your turn, your speed can increase by 20 feet on that same turn. (20 feet total with *like a hawk*).

PISTOLERO

You believe your abilities to be naturally canny skills developed over years of hard training and discipline. You possess the capacity to be in the right place at the right time in close combat to place a perfect shot. You prefer to present yourself in close quarters, preventing enemies from striking from a distance. You maneuver to get close, maximizing your firing potential while reducing the capacity to be hit in return. It is not unheard to jump in the midst of an enemy squad, take every one down at point blank range, and walk away without a scratch.

To do that, you must get close, study your targets, and make every shot count. You study a scene in seconds and know exactly where to stand and in what position to offer the greatest level of defense while making your weapons lethal with a single shot.

SYNERGY

This archetype works best with the gunslinger, medic, and techie classes.

PROFICIENCIES

You have proficiency with all one-handed small arms.

POINT SHOT

Starting at 3rd level, as an action, you can make a single ranged attack with a non-auto one-handed small arm against a creature 20 feet or closer. You inflict an additional 1d6 damage on a hit, increasing this damage by one step at 7th, 11th, 15th, and 18th level (1d6 > 2d6 > 3d6 > 4d6 > 5d6 > 6d6 > 7d6 > 8d6 > etc.). Any additional effects which increase damage this way, including other pistolero abilities, are compounded.

WEAVER STANCE

Starting at 7th level, you can wield a single one-handed small arm with two hands. If so, you suffer a 20-foot penalty to speed at the beginning of your turn that lasts until the beginning of your next turn; you also increase Point Shot damage by 1 step for that same time.

KILL SHOT

Starting at 11th level, you make sure each opponent is dead before moving on. If your Point Shot attack reduces a creature to fewer hit points than your level, as a bonus action, you use one additional round of ammunition to kill the target.

KINETIC SHOT

Starting at 15th level, if you act before an enemy after rolling initiative, you can increase your Point Shot damage against that enemy by two steps until the enemy acts.

ONLY NEED ONE

Starting at 18th level, if you score a critical hit with a Point Shot attack, increase your damage by two steps.

RECON INTELLIGENCE

You dig yourself in and become one with the terrain. You ignore wind, rain, or even wandering monsters. Nothing distracts you. An entire army could pass without noticing. Even your attack is as silent as a mosquito to bite, though far deadlier.

You approach your target and wait for the perfect moment. You adjust for every possible condition, from gravity to wind. When finally squeezing the trigger, only God could stop that round from finding its target. You never miss, as your purpose is to never give a foe the benefit of a reload. When you take out your target, your single goal, you slither away to your next objective. Your foes can dissect the terrain looking for you, but you were never where they thought. As they hunt you down, you aim for your next victim.

SYNERGY

This archetype works best with the face, medic, techie, and sniper classes.

PROFICIENCIES

You have proficiency with light armor, ghillie/yowie suits, and sniper weapons. You also have proficiency with Dexterity (Stealth) checks.

FLAWLESS REPUTATION

Beginning when you choose this archetype at 3rd level, when you make a Dexterity (Stealth) check against a target's Wisdom (Perception), roll 1d10 and put it aside—this is your reputation die. You can use that result to affect the natural result of any d20 roll made for an attack or a Dexterity (Stealth) check, including the one you just made. You can only set aside 1 die at a time, and can replace one with a better result if it comes up. You lose any acquired reputation die when you finish a long rest.

YOWIE SPECIALIZATION

Starting at 7th level, if you use a ghillie/yowie suit in its proper environment, use an action to become invisible until you move or make an attack.

BRILLIANT SHADOW

Starting at 11th level, roll all acquired reputation dice twice and set aside the higher value.

PSYCHOLOGICAL WARFARE

Starting at 15th level, if you drop a creature 25 feet away or further to 0 hit points, you gain one additional reputation die—in addition to any already acquired.

SPECTER

Starting at 18th level, you can have two reputation dice at once, (three if one is acquired from Psychological Warfare).

RING FIGHTER

You have the belt. You've claimed the trophy. Few others boast the record you have. You fought hard and trained hard for the respect and it is well earned. In the realm of physical training, there is no better.

SYNERGY

This archetype works best with the grounder, gunslinger, marshal, and martial artist classes.

PROFICIENCIES

You have proficiency with simple melee weapons.

GRAPPLE DISCIPLINE

Beginning when you choose this archetype at 3rd level, you are able to gain the upper hand in almost any close combat situation. You have advantage on all rolls related to grappling.

GUARD CONTROL

Starting at 7th level, while grappling a creature, you gain a +1 bonus to AC.

TOLERANCE THRESHOLD

Starting at 11th level, if you are grappling a creature, you have resistance to any piercing, bludgeoning, or slashing damage from the target.

CHOKE / LOCK

Starting at 15th level, each turn you sustain a grapple on a creature, you inflict damage equal to your Strength or Dexterity modifier on the target. This does not count as an action.

MOUNTED ATTACK

At 18th level, you gain complete control over every opponent. While grappling a creature, it suffers disadvantage on escape attempts.

SAPPER

Combat engineers have a long and respected history.

You can be a bridge builder and a bridge destroyer. You approach bombs while others turn and run. With seconds on the clock, others give up while you take it as incentive.

SYNERGY

This archetype works best with the marshal, medic and techie classes.

PROFICIENCIES

You have proficiency with Intelligence (Demolitions).

THE LONG WALK

Beginning when you choose this archetype at 3rd level, you have advantage on Intelligence (Demolitions) checks. Additionally, when an opponent makes a saving throw against your explosive attack (via a thrown grenade, planted explosive, or a weapon with the “exp” property), your attack receives a damage bonus equal to the amount the target failed the saving throw + your level.

RENDER SAFE PROCEDURES

Starting at 7th level, if forced to make a Dexterity saving throw, you can move 5 feet as a reaction but before needing to roll (possibly escaping the area of effect).

SLIGHT CHEMICAL IMPROVEMENT

Starting at 11th level, with an explosive attack (via a thrown grenade, planted explosive, or a weapon with the “exp” property) with a blast radius of 10 feet or more, you increase the blast radius by another 5 feet.

PROPER APPLICATION

Starting at 15th level, when determining the saving throw DC for explosives you set, double your Intelligence modifier. Additionally, if a target fails a saving throw against your explosives attack (via a thrown grenade, planted explosive, or a weapon with the “exp” property), increase the damage dice by two.

SCORCHED EARTH

Starting at 18th level, your explosives tend to set off chain reactions. After you detonate an explosive, a lingering fire breaks out until the start of your next turn, dealing your Intelligence modifier + your level in fire damage to any targets entering or starting their turn in the affected area. The fire lasts for 1 minute.

SELFLESS PROTECTOR

From the traditions of the most respected security forces on the planet, you possess a natural instinct to protect those assigned to you. You may never have taken a bullet but likely neither has your target. You can spot threats from miles away and can act to move your ward

to a better position if that threat gets too close.

SYNERGY

This archetype works best with the face, grounder, heavy, and martial artist classes.

TAKE A BULLET

Beginning when you choose this archetype at 3rd level, you can select one creature within 5 feet of you to be your focus. As long your focus remains in reach of you, he can use your AC if it is higher than his. If your focus is hit by an attack or fails a Dexterity saving throw, you can take any damage and/or effects instead. When you move, you can pull your focus with you. Once you select your focus, you cannot select another until after your take a short rest. If your focus moves out of reach, it no longer benefits from *selfless protector* until he or you returns.

LICENSED RESPONSE

Starting at 7th level, if your focus is hit with an attack, regardless if it suffers any damage, you can make an attack against the attacker as a reaction. If your focus suffers damage, you have advantage with this attack.

JOB WELL DONE

Starting at 11th level, as long as you are actively protecting your focus, you gain a +1 bonus to AC. Additionally, when you take a short rest, if you previously selected focus had suffered no damage, you regain double your Hit Dice.

EVASIVE TECHNIQUES

Starting at 15th level, if your focus is within reach and is caught by an area effect, as a reaction, you throw your focus up to 15 feet away before the effect activates.

KEEP IT TOGETHER

Starting at 18th level, each time you regain hit points, you can give your focus any amount of the hit points instead.

SKIRMISHER

Not all snipers are made alike. For you, your specialty is not in individual assassination, but in the disrupting of enemy lines by surgically removing officers and other threats. As a force of chaos, you cause disarray and fear in your enemies.

SYNERGY

This archetype works best with the grounder, infiltrator, medic, and sniper classes.

PROFICIENCIES

You gain proficiency with all sniper weapons.

AUTOMATIC REFLEXES

Beginning when you choose this archetype at 3rd level, after you hit a creature 25 feet away or farther on your turn with a ranged weapon, you can make a single ranged attack as part of the same action against any other target in range. If you hit a target with this attack, you cannot use automatic reflexes again until you take a short or long rest.

You gain an additional use at 7th, 11th, 15th, and 18th level before needing to take a short or long rest.

WASTE OF SKILL

Starting at 7th level, if you score a critical hit, you may choose inflict normal damage and instead make single ranged attack against any target in range as part of the same action. You cannot score a critical hit with this additional attack. You can only use this feature once per turn.

THE SECOND SHOOTER

Starting at 11th level, after making a ranged attack against a creature 50 feet away or farther, you can move up to 15 feet of your speed and not be counted as having moved.

SPLINTERING SHRAPNEL

Starting at 15th level, if you drop a creature 25 feet away or farther to 0 hit points, each creature within 5 feet of the target takes damage equal to your attack ability modifier.

PERFECT SHOT PLACEMENT

Starting at 18th level, you are able to make multiple shots without a significant reduction in accuracy. If you drop a creature 50 feet away or farther to 0 hit points, you can make another single ranged attack with the same weapon as part of the same action. You can only use this feature once per turn.

SUAVE

You are debonair and charming, using your natural gifts to get you into areas keys never could. You talk, walk, and sway your way with a talent you've perfected years before ever holding a firearm.

SYNERGY

This archetype works best with the face, marshal, martial artist, and medic classes.

PROFICIENCIES

You have proficiency with Charisma (Deception), Wisdom (Insight), Wisdom (Perception), and Charisma (Persuasion).

IT'S THE CLOTHES

Beginning when you choose this archetype at 3rd level, if wearing no armor, you double your proficiency bonus with Charisma (Deception) and Charisma (Persuasion) checks. You also gain a +1 bonus to attack rolls.

SHAKEN, NOT STIRRED

Starting at 7th level, while wearing no armor, you have advantage on all saving throws.

SPILLED DRINK

Starting at 11th level, if you fail any skill or tool check, you have advantage on attack rolls until the end of your next turn.

SURREPTITIOUS WALK

Starting at 15th level, select one creature you can see; you can spend your action to have advantage on your next Wisdom or Charisma skill check against the target.

MESMER STARE

Starting at 18th level, you can triple your proficiency bonus to your next Charisma skill check. Once you use this ability, you cannot use it again until you finish a long rest. You also regain *Mesmer Stare* if your skill check fails.

CHAPTER SIX

EQUIPMENT

TECH LEVEL

An item's Tech Level is an indicator of how advanced its technology is. Most items have a Tech Level (TL) of 0, meaning they have no considerable advantage over other items. Higher levels involve lasers, magnetics, powered armor, and plasma weapons, which are not available in most modern settings. Equipment is listed having a TL of 1, 2, 3, 4, or 5. If an item doesn't have an indicated TL, it is 0.

Modifications for Tech Level: If setting a game at TL1 or higher, the cost of gear at that level and all lower levels (except TL0) is reduced by 50%. While the cost of equipment of a higher TL than the campaign standard should not increase, the availability of such equipment should be strictly controlled. The assumed 'default' TL for most U5 games is TL2 (present day-near future).

Cost: If setting a game at TL1 or higher, the cost of gear at that level and lower levels (except TL0) is reduced by 50%.

TECH LEVEL 0

This level covers the entirety of civilized history until the early industrial era, stopping before the harnessing of electric power: everything from the discovery of the wheel to its use in manufacturing.

Vehicles: Gliders or basic aero-forms. Both ground and aircraft are limited to archaic steam power.

Weapons: All weapons rely on chemical propellant with simple loading mechanisms. The blunderbuss and musket are examples.

Medical: Natural healing. TL0 benefits more from rediscovered human knowledge about biology than the tools that were developed consequently. Surgery can cure most wounds, but recovery can last a while.

Similarity: Up to mid-18th century.

TECH LEVEL I

72 At this level, machines come into their own. Internal combustion and steam power have been perfected. Electric power and road vehicles are changing the way cities are built.

Vehicles: Ground vehicles are run off internal combustion and basic electrical systems. The fact they are mass produced is the real achievement. Aircraft are flown by manual controls and receive propulsion from propellers.

Weapons: Bolt action rifles and revolvers. Cartridge-fed firearms are becoming more common.

Medical: The implementation of the scientific method, and laboratory research has resulted in vaccines and the basics of genetic engineering. Drugs have become commonplace.

Similarity: 19th to early 20th Century.

TECH LEVEL 2

At this level, almost every form of technology has integrated electronics and advanced computer control. Electrification is now commonplace, though computers have yet to dominate civilization.

Vehicles: Ground vehicles now sport electronics; some even have climate control and electronic stability. Aircraft now have fly-by-wire, vectored thrust and vertical-take-off capacity.

Weapons: Computer tracking and targeting. Infrared and thermal imaging is available, but not standard. Firearms haven't changed but have grown more complicated with advanced reloading and higher firing rates. Advances in construction make them lighter with larger calibers.

Medical: Computer diagnostic beds, MRIs, and X-Rays.

Similarity: Mid 20th century to the not too distant future.

TECH LEVEL 3

Refinements in the manipulation of magnetic fields and energy levels characterize this stage. Computers now control most of civilization and link all its citizens together.

Vehicles: Vertical take-off fan craft and wingless jets keep aircraft aloft, are much more stable, and can fly rings around more primitive craft. Aircraft designs are no longer dominated by their massive aero-forms. Ground vehicles still use wheels but now mass transit magnetic vehicles appear as an alternative.

Weapons: There will always be bullets, but the rise of both railcannons and self-propelled projectiles offer alternatives. Laser weaponry in its infancy. Advanced magnetics. Prototype exo-armor appears.

Medical: Most known diseases are curable. Healing time cut to one-third with medical attention. Nanotech healing isolated in the laboratory.

Similarity: This tech level would appear to be ultra-high-tech to a 21st century observer, but still vaguely familiar.

TECH LEVEL 4

At this level, energy is almost as freely manipulable as matter and nanotechnology is ubiquitous.

Vehicles: Robots appear beyond the role of "dumb tool." Exo-armor is mass-produced. Wheeled traffic virtually nonexistent or, if it exists, can traverse any terrain. Ramjets shrink and provide massive thrust in small packages, revolutionizing transportation outside of magnetic-traffic.

Weapons: Laser weapons "tunable." Plasma weaponry. Bolt weapons are outdated.

Medical: Nanotechnology can heal any wounds and even regenerate limbs.

TECH LEVEL 5

Any sufficiently advanced technology would be indistinguishable from magic...if magic didn't break sufficiently advanced technology.

Vehicles: Common antigravity replaces all previous transportation.

Weapons: Disruptors, vapor rifles, disintegrator weaponry.

Medical: Complete body reconstruction.

APPLICATION OF TECH LEVELS

The tech level can affect the difficulty and cost of the crafting, repairing and modifying of technology. It can also affect its rarity.

TL 0 and TL 1: Common. All items with no listed TL are TL0.

TL 2: Uncommon

TL 3: Rare

TL 4: Very Rare

TL 5: Legendary

If setting a game at a higher TL, you can shift the rarity down to make items more common. Certain items (like exo-armor) may be rarer than their listed tech level. They may also count as multiple items. Tech levels can also apply in other ways depending on the device in question: see the item descriptions for details.

BATTERY CELLS

Many of the objects in the following sections require batteries. A required battery is included in the item's purchase price (two with weapons). You cannot replace one type of battery for another type under ANY circumstances.

If a weapon's ammunition capacity or an item's consumption capacity is listed alongside a "B", "M", or "H", then that item uses a battery cell.

BATTERY CELLS

The three different types of battery cells are as follows:

Basic (B): These cells are for smaller items and cost \$2 each. Ten cells weigh 1 lb.

Medium (M): These cells power many weapons, smaller vehicles, and larger equipment. They cost \$10 each. One cell weighs 0.25 lb.

High (H): These cells are large, powerful, and usually reserved for huge weapons and massive energy equipment. They cost \$40 each. One cell weighs 2 lbs.

WEAPONS

WEAPON GROUPS

The weapons covered here are grouped into the following categories based on their general utility. They do not fall into the normal categories of simple or martial weapons.

HEAVY WEAPONS

These large weapon systems require a tripod, a base, a platform, or any other stable point from which to fire.

Properties: Heavy weapons use the same general rules as ranged weapons, except as follows:

- Because of their cumbersome nature, if you move or are moved any distance you have disadvantage on attack rolls with heavy weapons until the beginning of your next turn.
- Unless mounted, heavy weapons require at least Strength 13 to use.

These weapons may be purchased for a Large user (e.g. exo-armor). If so, the heavy weapons counts as a two-handed weapon. It can no longer be used by Medium-sized users.

SMALL ARMS, ONE-HANDED

These single-handed firearms are renowned for their ease of use and compact style, making them an easy choice for those preferring stealth.

Properties: One-handed small arms use the same general rules as ranged weapons, except as follows:

- You do not have disadvantage on attack rolls if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.
- One-handed small arms cannot be wielded by Large or larger creatures (e.g., exo-armor).
- You do not suffer disadvantage on ranged attack rolls if you are prone and proficient with the weapon you are using.
- If your Strength is 13 or higher, one-handed small arms without the Light property gain the property.

SMALL ARMS, TWO-HANDED

These are larger, slightly clumsier weapons usually preferred for longer ranges and high stopping power. With the development of technology, the latter became less a factor, but two-handed arms have the capacity for larger magazine capacities, greater accuracy, and the option of fast automatic fire.

Properties: Two-handed small arms use the same general rules as ranged weapons, except as follows:

- Because of their cumbersome nature, if you move or are moved more than 5 feet, you suffer a -2 penalty to attack rolls with two-handed small arms until the beginning of your next turn.

These weapons may be purchased for a Large user (e.g. exo-armor). If so, a two-handed small arms counts as a one-handed small arm. It can no longer be used by Medium-sized users.

SUPER HEAVY WEAPONS

These are weapons with the potential of incredible damage but balance that with a cumbersome design. These large weapon systems require a tripod, a base, a platform, or any other stable point from which to fire.

Properties: Super heavy weapons use the same general rules as ranged weapons, except as follows:

- Super heavy weapons come equipped with a tripod (unless mounted on a vehicle or exo-armor).
- You must use an action to plant a super heavy weapon in the ground. Once planted, it cannot be moved unless you use an action to uproot it. If you fire a non-planted super heavy weapon, you suffer disadvantage on attack rolls with the weapon. If your Strength is less than 18, immediately after the

attack is resolved, you are pushed 5 feet and knocked prone.

These weapons may be purchased for a Large user (e.g. exo-armor). If so, a super heavy weapon counts as a heavy weapon. It can no longer be used by Medium-sized users.

MELEE WEAPONS

Close combat is not the focus of the modern high-tech military. Though a knife will always be standard equipment, it is more often used as a utility item rather than a weapon, at least until the pistol runs out of bullets. As expected, the concepts of laser swords and monomolecular whips are constructs of pure science fiction, and are considered neither possible nor practical for a modern military.

Size: Like firearms, melee weapons can be enlarged for Large users (exo-armor). If one is purchased this way, it can no longer be used by Medium-sized users.

Power: Like firearms, you only use a charge when you make an attack with a melee weapon that has an energy cell. Using the weapon for intimidation does not expend energy (unless you want it to).

NEW WEAPON PROPERTIES

AP (Armor Piercing)

This weapon ignores a target's resistance to the weapon's damage type (e.g.: a piercing weapon ignores resistance to piercing). If the target has fantasy damage resistances, the weapon also counts as magical, silver, and adamantine.

If an opponent has immunity to the weapon's damage type and the weapon has the AP property, the opponent has only resistance to that weapon instead of immunity.

Augment

An augment weapon uses your unarmed strike damage dice. An unarmed strike can only benefit from one augment weapon per hit. By using an augment weapon, you are still counted as being unarmed.

Auto / Auto-Heavy

Auto weapons have the capacity of firing several rounds with each attack. This is used with area effects and when increasing damage against specific targets. A weapon with an auto property need not employ that property, though some abilities require it. Auto weapons are broken up into two subcategories, auto and auto-heavy.

Auto weapons can fire in single-shot mode or in 5-round bursts (called an autofire attack). Auto-Heavy can fire in single-shot mode or in aggressive 10-round bursts (also called an autofire attack). In single-shot mode, the weapon uses its normal damage die. In autofire mode, use the alternate damage value listed on the table.

All auto or auto-heavy weapons also have the burst fire property (thus it is not listed on the table). When making a burst fire attack with a weapon with the auto property, you use ten rounds of ammunition, but do not use the improved damage die. With the heavy-auto property, you use ten rounds of ammunition *and* the improved damage die.

Burst Fire

Burst fire allows the use of a burst fire attack. A burst fire weapon will always have either the auto or auto-heavy property (and as such the burst fire property is not listed on the table). A burst fire attack sprays a 10-foot-cube area within normal range with ten rounds of ammunition. Each creature in the area must succeed on a Dexterity saving throw or take the weapon's normal damage. The DC of burst fire attacks is either 15 or is equal to 8 + your Dexterity modifier + your proficiency bonus if proficient.

Direct

Only certain weapons with the exp property have this property. Instead of targeting an area, this weapon can make a direct attack on a creature. Make a ranged attack: if successful, the target is automatically ground zero of the explosive attack and does not make a saving throw. It also has the potential to suffer a critical hit: otherwise, proceed with the explosive attack as normal, with the target's position as the intended point. Additionally, if you hit the intended target with an explosive attack, roll all damage dice twice and take the higher values. Creatures in the area of effect still make a Dexterity saving throw. If you miss the intended target, the point of impact becomes a random location within a 15-foot radius of the target (which can still suffer from the area of effect blast).

Electronic Stacked Projectiles (ESP)

No longer are bullets loaded from an external magazine and launched via a firing pin. Now they are loaded directly into the barrel, separated only by propellant. The concept dates back to traditional fireworks except the stacked projectile weapon does not need to fire its entire payload when ignited. Electrical pulses launch the bullets in the proper order. Misfires are pushed out by the next round, preventing backfire. This removes the need for a magazine, a firing pin, or for that matter, any moving parts at all. The greatest advantage of this technology is a phenomenal firing rate, capable of discharging rounds literally as a stream of bullets.

ESP weapons have both the auto and auto-heavy property. You can only have one in effect at a time, and can switch between them as a bonus action.

EXP

Explosives have an area of effect at the point of impact of 5 feet or more. Additionally, if an explosive's area of effect is impeded by indestructible terrain (like in a dungeon corridor), the explosion carries over to unaffected areas. For every 5 feet impeded by indestructible terrain, the area of effect shifts over to occupy the same area. If both sides of an explosion are occupied by indestructible terrain (like a narrow corridor), the blast carries up and down the corridor. This rule doesn't go into effect if the explosion can damage the obstructing terrain. The number listed next the "Exp" entry indicates the size of the radius in feet. Unless otherwise stated, explosive attacks inflict bludgeoning damage, and also deal extra damage to creatures vulnerable to fire as if they dealt that damage type.

Attacking with Explosives: When using any weapon with an area of effect, you don't make a ranged attack but rather establish a Dexterity saving throw DC that affected creatures must beat. The DC for the Dexterity saving throw equals 8 + your Dexterity modifier + your proficiency bonus (if proficient in the weapon you are using).

Feed

This property pertains to a weapon with neither a clip nor a magazine. It is either a weapon with a single-shot charge or it is a firearm that can only be loaded one round at a time. With an action and/or a bonus action (the character's choice), one shot is reloaded in the weapon. Like magazine/clip-based weapons, there is a maximum number of shots you can load. If a character has additional actions in a turn, these can be used to load as well.

Grenade

Grenades use their own form of attack depending on the specific grenade.

Guided

These weapons assist in aiming after being fired and can even make a secondary attack if the first one misses.

As many times a day as the weapon's TL +2, you can either have advantage on the attack roll or reroll a missed attack and take the second result. If you choose to reroll a missed attack, it does not take effect until the end of the target's next turn.

Laser

Any condensed, well-defined beam of light or heat can be considered a laser. In history, the initial weapons concentrated radiation to a focal point, burning the target with intense heat: such beams were usually invisible, which is useful for stealth but less so for accuracy. Later developments increased the size, damage potential, and visibility of these beams. Often, lasers are confused with pulse plasma weapons. The largest difference is that lasers cut while plasma splashes. Laser weapons give away their firer's position but deliver devastating damage few can resist. They can also track targets easier with subsequent damage. There are laser pistols, rifles, and thumper cannons.

Laser weapons deal fire damage. If you hit with a laser, you gain a +1 bonus to your next attack roll against the same target. This is lost if you don't fire at the same target or if you miss. If you attack an obstruction or inanimate object, you inflict additional damage equal to twice your tech level.

Goggles Do Nothing: If you roll a critical hit, the target is blinded until the beginning of your next turn.

Magnetic

The specific process of accelerating metal shells using magnetism is complicated, with coil-based and rail-based technology launching shells using different means.

If you roll a critical hit with a magnetic weapon, you inflict additional damage equal to twice the weapon's tech level. If you kill a creature, the shell continues on a straight path from the weapon, making a single free attack on one creature in direct line of effect within the weapon's range.

Power: Magnetic weapons have a magazine but require power from a power cell to operate the magnetic acceleration (H for heavy and super-heavy weapons, M for all others). One is included with the weapon.

Mastercraft

A mastercraft item is simply a more refined, better variation of an already existing design. These are a notch above despite sharing all other qualities with a mundane design.

A mastercraft weapon deals +1 damage if any of its damage dice result in a maximum result. This is in addition to any other effects that occur when the maximum result is rolled.

Nuclear

These are directed energy weapons similar to plasma and laser guns. Where a laser inflicts condensed radiation and plasma inflicts severe heat, weapons with the nuclear property inflict damage via a high-energy beam of atoms. Upon impact, they disrupt the molecular structure of the target. Tissue damage from radiation is an often side effect. This technology has been dubbed a "dirty solution", as it emerges frequently before the advancement of high-powered lasers and plasma weapons. In other circles, these devices have been called particle accelerators.

Nuclear weapons inflict force damage, and also deal additional damage to creatures vulnerable to necrotic as if they dealt that damage type. If you hit with a nuclear weapon, every subsequent hit on the same target gains a +1 bonus to damage. This is cumulative up to the weapon's tech level and is lost if you don't hit that same target before the end of your next turn. If you roll a critical hit, the target is poisoned until the beginning of your next turn.

Pincher

These weapons deliver an electromagnetic pulse that disrupts any item that requires a battery or an electric current to operate.

Pincher weapons inflict lightning damage. If you roll a critical hit on the attack roll and the target is not immune or resistant to lightning damage, the target takes additional damage equal to twice the weapon's tech level, and the target has disadvantage on ability checks and attack rolls until the beginning of your next turn.

Disruption: All functions of battery-powered technology on the target stops working until the end of your next turn.

Plasma

Any weapon employing ionized gas is considered a plasma weapon. A plasma weapon fires a toroid of superheated gas inside a magneto-hydrodynamic bubble that is then accelerated from the barrel in the same way a railgun fires its iron-core shell. The bubble remains solid for a significant time, or until it strikes its target, at which point the bubble is dispersed and delivers its energetic payload as a cloud of intense heat. There are plasma pistols, rifles, and cannons.

Plasma weapons inflict force damage, and also deal additional damage to targets vulnerable to fire as if they dealt that damage type. Otherwise, the heat generated is too high for a creature resistant to fire to be resistant. Creatures immune to fire are only resistant to plasma weapons. If you roll a critical hit with a plasma weapon, you inflict twice the tech level in additional damage on this turn, twice the tech level -1 on the beginning of your next turn, twice tech level -2 on the beginning of the following turn, and so on until 0.

Directed Energy: As many times a day as the weapon's tech level, you can attempt a directed energy attack—make a single attack, firing a single shot, as an action. On a hit, roll all damage dice twice and take the higher result, add all relevant modifiers as normal, and add twice the weapon's tech level. Each creature with-

WEAPON	COST	DAMAGE	RANGE	WT.	PROPERTIES
One-Handed Small Arms					
<i>Starting Weapons</i>					
Air dart pistol	150	Special	20/100	4 lb.	Light, loading, undermount
Break-action shot pistol	300	1d8 piercing	25/50	3 lb.	Feed (2 shots), shotgun, undermount
Capsicum spray	55	Special	10/40	2 lb.	Feed (3 shots), Light
High-calibre autoloader	250	1d6 piercing	50/200	2 lb.	Reload (8 shots)
Low-calibre autoloader	250	1d4 piercing	40/160	2 lb.	Light, Reload (16 shots)
Machine pistol	300	1d4 piercing	50/200	3 lb.	Auto (1d6), reload (20 shots)
One-handed grenade launcher	300	Special	50/200	8 lb.	Grenade, loading, undermount
Pocket pistol	200	1d4 piercing	40/160	1 lb.	Light, reload (3 shots)
Revolver	150	1d4 piercing	50/250	2 lb.	Feed (6 shots), light
<i>Advanced Weapons</i>					
Capacitor plasma pistol	47,000	1d6 force	200/800	3 lb.	Auto (1d8), capacitor, light, reload (30-M), TL5
Caseless pistol	500	1d6 piercing	50/250	2 lb.	Light, mastercraft, reload (16 shots), TL1
Coil pistol	5,000	1d6 piercing	100/400	4 lb.	Light, magnetic, reload (10 shots), TL3
Electroshock gun	450	Special	10	3 lb.	Light, reload (2-M), TL1
ESP pistol	750	1d6 piercing	50/250	3 lb.	ESP (Auto 1d8, Auto-Heavy 2d6), light, reload (40 shots), TL2
Light machine gun	500	1d4 piercing	50/250	4 lb.	Auto (1d6), light, reload (40 shots), TL1
Nuclear pellet pistol	5,000	1d6 force	80/320	3 lb.	AP, light, nuclear, reload (15-M), TL3
Plasma pistol	50,000	1d6 force	200/800	3 lb.	AP, light, plasma, reload (15-M), TL5
Rail pistol	22,500	1d6 piercing	200/800	4 lb.	AP, light, magnetic, reload (10 shots), TL4
Restraintment field	2,800	Special	50/200	5 lb.	Reload (4-H), TL4
Solid laser pistol	22,500	1d6 fire	200/800	3 lb.	AP, laser, light, reload (20-M), TL4
SPP pistol	1,250	1d6 piercing	80/320	3 lb.	Guided, light, reload (10 shots), TL2
Thumper laser pistol	45,000	1d6 fire	200/800	3 lb.	AP, auto (1d8), laser, light, reload (30-M), TL5
WEAPON	COST	DAMAGE	RANGE	WT.	PROPERTIES
Two-Handed Small Arms					
<i>Starting Weapons</i>					
Assault rifle	300	1d8 piercing	100/400	7 lb.	Auto (1d10), reload (50 shots)
Basic sniper rifle	300	1d8 piercing	100/400	8 lb.	Feed (5 shots), sniper (+1)
Bolt rifle	300	1d8 piercing	100/400	8 lb.	Feed (5 shots)
Grenade light weapon	300	Special	50/200	10 lb.	Feed (6 shots), grenade, undermount
Shotgun	300	1d10 piercing	30/120	10 lb.	Feed (6 shots), shotgun, undermount
Submachine gun	300	1d6 piercing	80/320	6 lb.	Auto (1d8), reload (80 shots)
Semi-Automatic Rifle	300	1d10 piercing	100/400	7 lb.	Reload (30 shots)
<i>Advanced Weapons</i>					
Caseless rifle	450	1d8 piercing	100/400	10 lb.	Auto (1d10), reload (100 shots), mastercraft, TL1
Cyclotron Rifle	4,000	1d8 force	100/400	15 lb.	AP, nuclear, reload (20-M)
Disruptor	45,000	1d8 radiant	50/200	10 lb.	AP, reload (20-H)
ESP rifle	450	1d8 piercing	80/320	10 lb.	ESP (Auto 1d10, Auto-Heavy 2d8), reload (80 shots), TL1
Gauss repeater	28,000	1d8 piercing	200/800	16 lb.	AP, auto (1d10), magnetic, reload (60 shots), TL4
Ion rifle	5,000	1d8 lightning	50/200	16 lb.	AP, pincher, reload (20-M), TL3
Kinetic Flash Rifle	3,500	1d8 piercing	150/600	20 lb.	AP, auto (1d10), magnetic, reload (50 shots), TL3
Light Coilgun	3,500	1d8 piercing	150/600	15 lb.	Magnetic, reload (16 shots)
Machine shotgun	500	1d10 piercing	30/120	15 lb.	Auto (1d12), reload (20 shots), shotgun, TL1
Nuclear Pulse Rifle	4,000	1d8 force	100/400	20 lb.	AP, auto (1d10), nuclear, reload (80-H), TL3
Plasma rifle	50,000	1d8 force	150/600	17 lb.	AP, plasma, shots (20-M), TL5
Railgun	14,000	1d8 piercing	150/600	15 lb.	AP, magnetic, reload (16 shots), TL4
Sniper cannon	500	1d10 piercing	200/800	15 lb.	AP, reload (6 shots), sniper (+1), TL1
Solid laser rifle	12,500	1d8 fire	150/600	15 lb.	AP, laser, reload (20-M), TL4
Sonic focus rifle	5,000	1d8 thunder	50/200	17 lb.	Reload (20-M), sonic, TL3
Sonic stunner	4,5000	Special thunder	50/200	5 lb.	Reload (5-M), TL3
SPP rifle	2,500	1d8 piercing	150/600	14 lb.	Guided, reload (20 shots), TL2
SPP sensor gun	5,000	1d8 piercing	100/400	16 lb.	Guided, reload (10 shots), sniper (+2), TL3
SPP Vortex	5,000	1d8 piercing	100/400	14 lb.	Auto (1d10), guided, reload (70 shots), TL3
Thumper laser rifle	52,000	1d8 fire	150/600	17 lb.	AP, auto (1d10), laser, reload (60-H), TL5
Ultimate sniper rifle	25,000	1d10 piercing	250/1000	18 lb.	AP, magnetic, reload (10 shots), sniper (+2), TL4
Vapor rifle	75,000	2d6 radiant	100/400	12 lb.	AP, reload (20-H), TL5

WEAPON	COST	DAMAGE	RANGE	WT.	PROPERTIES
Heavy Weapons					
<i>Starting Weapons</i>					
Medium Machine Gun	300	1d8 piercing	100/400	30 lbs.	Auto-heavy (2d6), heavy, reload (300 shots)
Machine light cannon	300	1d10 piercing	100/400	30 lb.	Auto-heavy (2d8), heavy, reload (180 shots)
Rocket launcher	250	2d6 bludgeoning	200/800	20 lb.	AP, direct (2d6+6), exp (5 ft.), heavy, loading, TLI, undermount
Net gun	300	Special	25/100	10 lb.	Loading, heavy, TLI, undermount
<i>Advanced Weapons</i>					
Coil light gun	7,000	1d10 piercing	300/1200	65 lb.	AP, auto-heavy (2d8), heavy, magnetic, reload (40 shots), TL3
ESP maelstrom	2,500	1d8 piercing	200/800	55 lb.	ESP (Auto 1d10, Auto-Heavy 2d6), heavy, reload (400 shots), TL2
Flamethrower	2,000	1d6 fire	Special	20 lb.	Heavy, reload (10 shots), TLI, undermount
God's Eye sniper gun	4,000	2d8 piercing	300/1200	40 lb.	AP, heavy, mastercraft, reload (10 shots) sniper (+2), TL2
Ion cannon	5,000	1d10 lightning	200/800	50 lb.	AP, heavy, pincher, reload (40-H), TL3
Linear Collider	12,000	1d10 energy	200/800	40 lb.	AP, auto-heavy (2d8), heavy, nuclear, reload (60-M), TL3
Nuclear Particle Lance	10,000	1d12 force	300/1200	35 lb.	AP, heavy, nuclear, reload (30-M), TL3
Pulse mini-gun	60,000	1d10 force	250/1000	100 lb.	AP, Auto-heavy (2d8), heavy, plasma, reload (200-H), TL5
Railcannon	52,000	1d10 piercing	300/1200	75 lb.	AP, auto-heavy (2d8), heavy, magnetic, reload (120 shots), TL4
Rocket launcher Mk2	1000	2d6 bludgeoning	250/1,000	20 lb.	AP, direct (2d6+6), exp (10 ft.), guided, heavy, loading, TL3
Rotary cannon	500	1d10 piercing	100/400	65 lb.	Auto-heavy (Special), heavy, immune, reload (400 shots)
Solid laser cannon	53,000	1d12 fire	250/1000	65 lb.	AP, heavy, laser, reload (30-H), TL4
Sonic devastator	50,000	1d12 thunder	70/280	50 lb.	Heavy, reload (40-H), sonic, TL5
Thumper laser cannon	55,000	1d10 fire	250/1000	60 lb.	AP, auto-heavy (2d8), heavy, laser, reload (200-H), TL5
WEAPON COST DAMAGE RANGE WT. SPECIAL					
Super Heavy Weapons					
Autocannon	1000	1d6+6 piercing	300/1200	200 lb.	AP, auto (1d8+8), heavy, reload (200 shots)
Dense Plasma Focus Cannon	70,000	1d10+10 force	400/1600	350 lb.	AP, auto-heavy (1d12+12), heavy, plasma, reload (200-H), TL5
Ground heavy gun	10,000	2d10 bludgeoning	400/1,600	185 lb.	AP, direct (2d10+10), exp (5 ft.), heavy, loading, TL2
Mass Driver	65,000	1d10+10 piercing	300/1200	500 lb.	AP, heavy, magnetic, reload (10 shots), TL5
Mortar	500	—	50/200	50 lb.	Grenade, heavy, loading
Particle Beam Gun	65,000	1d10+10 force	300/1200	350 lb.	AP, heavy, nuclear, reload (20-H), TL3
Plasma artillery	38,000	2d8 force	250/1,000	110 lb.	AP, direct (2d8+8), exp (10 ft.), loading (1-H), plasma, TL5
Super-Kill Sniper	35,000	1d10+10 piercing	500/2000	150 lb.	AP, heavy, magnetic, sniper (+2), reload (5 shots), TL4
Volley Gun ESP	5,000	1d6+6 piercing	250/1000	350 lb.	AP, auto-heavy (1d8+8), heavy, reload (500 shots), TL2

in 5 feet of the hit target also suffers damage equal to twice the weapon's tech level. If you miss, the initial target suffers half damage with no area effect.

Reload

This property pertains to a magazine- or clip-fed weapon. A magazine or clip carries a certain number of shots before requiring a reload. A magazine may also be battery with a set number of charges. Note that several melee weapons also require an energy cell, inflicting additional effects with each charge—these same rules apply. Refer to official licensed material for the rules on *reload*.

Shotgun

Shotguns impact with tremendous force at close range, but this stopping power diminishes rapidly further out. Shotguns do +3 damage if fired at targets within 10 feet. At long range, they inflict half damage. If you roll a critical hit, the target is knocked prone.

Sniper

These weapons contain advanced targeting systems for long-range fire. These include tracking systems and scopes.

Sniper weapons list a bonus. If you are proficient with the weapon, you can use an action or bonus action to aim, gaining the bonus on your following ranged attack with the weapon against a creature at least 25 feet away. The bonus is lost if you move, are moved, or after you make a ranged attack with the weapon (whether you hit or not). This bonus is cumulative for up to two actions.

Sonic

The first sonic weapon was no more than a simple high-powered oscillating pain siren generating 175-decibel (dB) acoustic waves in all directions. Newer sonic weapons utilize high frequency ultrasound to carry the painful audio waves in a straight, focused path. This technology offers increased range with no adverse side effects for the firer. In practical uses, the sonic weapon may be downgraded to transmit a normal voice across 10x its range increment to any other target without fear of anyone else overhearing unless they are inline.

Sonic weapons inflict thunder damage, and also deal additional damage to targets vulnerable to bludgeoning as if they dealt that damage type. If you roll a critical hit, the target is deafened for one minute.

78 Undermount

This property is a modification where a smaller weapon is attached under the barrel of an existing weapon. You can switch to an undermounted weapon instantly, and it occupies the same space as the weapon it is attached to. When you purchase a weapon with the undermount property, establish if it is being purchased as a normal weapon or an undermount, and if the latter, which weapon it is being mounted to. You can only attach an undermount to a weapon one size larger (one-handed small arm > two-handed small arm > heavy weapon > super heavy weapon). A one-handed or two-handed melee weapon counts as a one-handed small arm and a two-handed small arm respectfully.

MELEE WEAPON DESCRIPTIONS

Weapons in officially licensed publications are available based on the details of the setting played. Weapons

from non-core and third-party supplements are allowed with the GM's consent.

Brass Knuckles

A no fuss weapon, brass knuckles add +1 damage to unarmed melee hits.

Buzz Baton

The buzz baton is a non-collapsible truncheon with a point capable of emanating a powerful electric shock. Basic damage is bludgeoning. As part of a hit, you can use a cell charge and either inflict +2 lightning damage, or replace the entire bludgeoning damage with lightning damage.

Harmonic Blade

Beginning its life as a surgical scalpel, this device quickly evolved to accomplish the ethically opposite goal. The blade vibrates in excess of 75,000 Hz, enabling it to slice or penetrate virtually any substance. More advanced designs translate little of this pulsation to the user's hand, though it does still occur. As a result, using a harmonic blade for more than a few minutes generates significant muscle fatigue. Because a larger blade translates more of its energy to the wielder, there has not been a practical harmonic blade longer than a few inches.

If you have proficiency in Wisdom (Medicine), you gain a +2 bonus to damage with this weapon. Damage increases to 1d6 if you have advantage on the target.

Piton Gauntlet

This weapon mounts to the forearm, and is effectively a captive bolt pistol. When activated, it propels a titanium rod three inches from your fist (or as much as a foot for larger models). Spring action recoil returns the rod to its housing an instant later. The ejection system utilizes compressed air containing enough pressure for five minutes, and refilling the air tank requires one minute.

If you hit a creature with a melee attack, you can activate the piton-gauntlet to inflict additional damage on the target (listed on the table). Once you use the piton, you cannot use it again until the beginning of your next turn.

Power Hooks

These impressive devices are oversized augmented manipulators attached to synthetic muscles and hydraulic pumps. The entire assembly wraps around the arm and most of the shoulder. Purchasing two links the two assemblies around the back.

Power-hooks increase the damage dice of unarmed attacks by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). A power-hook takes up a hand.

Punch Gun

Effectively an impact-triggered firearm, the punch-gun only discharges when a short relay is triggered an inch from your unarmed attack. Earlier versions of the weapon use basic chemical projectiles: at TL4, this is usually replaced with a laser, and at TL5 with a plasma weapon (such variations usually combine with an armored gauntlet to protect the wielder against back blast).

If you hit a creature with a melee attack, you can activate the punch gun to inflict additional damage on the target (listed on the table).

WEAPON	COST	DAMAGE	WT.	PROPERTIES
Simple Melee Weapons				
Brass knuckles	5	Special	½ lb.	Augment, light
Collapsible baton	25	1d4 bludgeoning	1 lb.	Finesse, light
Fighting knife bayonet	25	1d6 piercing	2 lb.	Finesse, light, undermount
Plug bayonet	10	1d4 piercing	1 lb.	Finesse, light, undermount (can be mounted on one-handed small arms)

Martial Melee Weapons				
Buzz baton	5,000	1d6 bludgeoning / lightning	1 lb.	Bonus (+1), finesse, light, pincher, reload (20-M), TL3
Chainsaw	1,500	1d8 slashing	15 lb.	Heavy, reload (20-M), two-handed, TL1, undermount
Collapsible baton	25	1d4 bludgeoning	1 lb.	Finesse, immune, light
Harmonic blade	18,000	1d4 slashing / piercing	1.5 lb.	AP, finesse, light, reload (20-M), TL 2
Piton-gauntlet	250	Special (1d6) / Piercing	3 lb.	Augment, finesse, light, reload (20-M), TL1
Power-hooks	5,000	Special	6 lb.	Augment, bonus (+1), finesse, light, reload (20-M), TL2
Punch gun	350	Special (1d4) / Piercing	2 lb.	Augment, finesse, light, feed (4 shots)
Punch (laser) gun	18,500	Special (1d6) fire	2 lb.	AP, augment, laser, finesse, light, bonus (+2), reload (5-M), TL4
Punch (plasma) gun	40,000	Special (1d8) / energy	2 lb.	AP, augment, bonus (+3), plasma, reload (10-M), TL5
Spike bayonet	100	1d8 piercing	2 lb.	Reach, two-handed
Tesla glove	1,500	Special lightning	3 lb.	AP, augment, finesse, light, pincher, reload (Special-M), TL2

WEAPON	COST	DAMAGE	WT.	PROPERTIES
Martial Ranged Weapons				
Compound longbow	500uc	Special piercing	4 lb.	Ammunition (range 200/600), heavy, two-handed
Carbon Crossbow	500uc	1d10 piercing	6 lb.	Ammunition (range 200/600), heavy, loading, two-handed

Tesla Glove

This unique item is equipped with more than a half-dozen resonant transformers that conduct severe electrical shocks to a target when you impact with a physical hit.

If you don't hit any creature during a round, at the start of your next turn, increase the damage of your next hit with this weapon by +2. This is cumulative up to +8 damage. After you hit any creature, the bonus is reduced back to 0. At the start of combat, unless you are surprised, the glove is assumed to be primed to +8 damage.

RANGED WEAPONS DESCRIPTIONS

These descriptions include both advanced medieval weapons as well as advanced firearms, from pistols to artillery weapons.

Air Dart Gun

The air-dart gun resembles a standard pistol except it fires a small needle via an air compressor. The needle inflicts no damage but can deliver any number of medical injections. You choose which injection to employ from your inventory before making the attack.

Capsicum Spray

This item employs a chemical irritant like capsaicin (common in some fruits, plants, and most chilies), also known as a lachrymatory agent. When a target is struck, a sticky, waxy, colorless and odorless liquid adheres to the skin. The spray contains almost pure capsaicin, with a Scoville rating of more than 10,000,000 – double

the intensity of pepper spray.

If struck, the target must make a DC 15 Constitution saving throw or be poisoned for 2d4 rounds. If you score a critical hit, the target fails this save. Larger creatures gain a bonus to the save as follows (+2 Large, +4 Huge; larger creatures are immune).

Carbon Crossbow

The weapon is a sleek, smooth, multi-piece item of black and silver, constructed from polymer and carbon fiber. The weapon is less clumsy than ancient designs.

The carbon crossbow comes with a range finding scope. Use a bonus action to aim with the scope, nullifying the disadvantage of firing long range.

Compound Longbow

Compound bows are fashioned of steel or aluminum—a few rare models are constructed from carbon fiber or microlattice. Their power comes from a series of pulleys, cams, and levers. They do not warp and can be adjusted for a variety of conditions.

A compound longbow can be adjusted for greater force at the cost of a more demanding draw. Using settings above the first requires proficiency with the weapon and the listed minimum Strength score. *Setting 1*—1d6 piercing; *setting 2*—Str 15, 1d8 piercing; *setting 3*—Str 18, 1d10 piercing; *setting 4*—Str 20, 1d12 piercing. It takes a full minute to adjust to a new setting.

Disruptor

The almost inaudible wave-rifle discharge inflicts massive damage on physical targets and on enemy combat units. However, in one incident, a test group encoun-

tered undead opponents and reported a much-elevated damage potential. Undead creatures are vulnerable to hits from this weapon.

Electroshock Gun

This wand-shaped device fires air-compressed barbed darts attached to coils towards a target. Upon impact, the coils conduct a massive electrical current, disrupting superficial muscle functions. The darts can penetrate enough to attach to anything, and are magnetic. The electrical pulse does not need to penetrate skin to be effective. Upon impact, the target must make a DC15 Constitution save or be paralyzed for 2d4 rounds. If you score a critical hit, the target automatically fails this save. Larger creatures gain a bonus to the save as follows (+2 Large, +4 Huge; larger creatures are immune).

Firing Rate: Tension springs recoil the darts back to the gun as a free action. However, it cannot fire again for one minute (10 rounds) as its capacitor needs to charge.

Range: Because of the length of coil, you cannot strike creatures further than 10 feet.

Flamethrower

This weapon has shrunk in size over the years. Though still two-handed, it no longer requires an unsafe pipe to an even more hazardous backpack. Modern flamethrowers keep their tank mounted under the weapon stock. The tank is comprised of a relatively safe solid fuel. When combined with air, it reacts into expanding foam. A small battery compresses air in a separate chamber. The foam enters the final chamber and, when allowed to decompress, sprays out in liquid form. A magnesium igniter at its barrel sends the superheated stream of flame to its target. Despite rumors and urban legends, neither older nor modern flamethrower tanks explode easily if ruptured or if a spark flicks nearby. If the weapon tank is ruptured, the foam would break and spray but not automatically ignite. Even older models would only burst like aerosol cans and not violently explode.

When you attack with the flamethrower, you target a 20-foot cone emanating from you. The DC for the Dexterity saving throw equals 8 + your Dexterity modifier + your proficiency bonus (if proficient in the weapon). Making the save still inflicts half damage. Any target that failed the save against a flamethrower suffers half the inflicted damage again at the beginning of your next turn.

Ground Heavy Gun

This light artillery weapon is designed to act both as a field gun for direct fire or a howitzer for long parabolic, indirect air bursts. It has an incredible range and is able to eliminate most soft targets with a single shot.

Plasma Artillery

Built on the same baseline as the ground heavy gun, plasma artillery operates at significantly reduced range due to its incapacity for parabolic indirect firing (instead, its indirect fire mode relies on the plasma splash effect). It more than makes up for the decreased range with its damage potential.

Restraintment Field

This pistol-shaped weapon from Mann launches a balloon-like force field, capturing a target by warping its containment matrix around its victim and then compressing the field to restrain the target from moving. If this weapon strikes a target, it is restrained: the victim needs to make a DC15 Dexterity or Dexterity

(Acrobatics) check to escape. Only Large targets or smaller can be targeted. A target can be hit additional times, each time increasing the save DC by +2 (maximum DC25).

Rotary Cannon

This gun is a modern rendition of the weapon once called the "gatling gun", a relatively simple design with a manual or spring loaded crank for rotating the numerous barrels. The mechanism is simple, but does not have the massive firing rate or more advanced models.

The rotary cannon has no single shot option: it always fires 10 shots per attack roll.

Self-Propelled Projectile

These are small rockets fired from pistols or rifles that continue to accelerate after an initial air compression push fires them from the shell. Although more expensive than traditional firearms, SPPs proved useful for engagements when range mattered. The ammunition for SPP weapons are sabot rounds, as the shell ejected breaks apart, and the contained self-propelled projectile ignites, breaking from its seal. All SPP weapons can fire underwater, though their range is halved. They are not common but have definitive advantages, such as explosive warheads and guidance systems. All SPP weapons also have the guided property.

Sonic Stunner

Very similar to a normal sonic weapon, the sonic stunner is designed only to be non-lethal. Some variations of other sonic weapons incorporate this configuration as an adjustable switch (though they are commensurately more expensive).

A target hit by a sonic stunner must make a DC20 Constitution saving throw or increase its exhaustion level by +1 (to a maximum of level 5) for 1 minute. Unlike normal exhaustion, levels incurred by this weapon reduce by 1 every minute after suffering the last attack from it.

Vapor Rifle

This weapon fires a plasma bottle similar to other pulse weapons, but the gas inside is of a particular volatile mix. When struck, the victim is literally torn apart by the massive heat and chemical reaction some compare only to fluoroantimonic acid, as molecules are torn apart upon contact. The pulse appears to simply vaporize a section of the victim, sometimes the entire body itself, leaving nothing but vapor and a clean cauterized cavity.

When you hit with an attack with this weapon, you can spend an extra cell charge to re-roll your damage dice and select the higher value. You spend the extra charges after you roll for damage, and there is no limit on the number of charges used (until you roll the desired result).

AMMUNITION

Unlike arrows or bolts, bullets that miss cannot be recovered and used again (although the casings and points can sometimes be scavenged and recycled, but all but the most basic chemical projectiles require a factory to do this). Prices listed are for the quantities indicated next to the entry. Each quantity listed weighs 0.25 lb., except for flame tanks (5 lb.) and rockets (2 lb.).

Note: All characters gain two full magazines, clips, or cells for weapons when they purchase them. The only exceptions are air dart rifles and grenade launchers (which are sold without ammunition).

A NOTE ON CLIPS

It would be frustrating to micromanage one's clip/magazine usage. When purchasing ammunition, you are assumed to purchasing clips and magazines as well for the capacities you need. You are not strolling into combat with boxes of loose ammunition. You are expected to be prepared.

ALTERNATE AMMUNITION

Certain weapons can have their standard ammunition altered with a more advanced substitute. Some variants deliver more damage while others fill a specific purpose against an enemy. Some ammunition can only be used with specific ammo types.

You cannot mix alternate ammunition types in the same clip/magazine: thus, you can only use one type of alternate ammunition property per turn unless you attack with multiple weapons.

Armor Piercing

A weapon with AP rounds gains the AP property.

Use: Caseless rounds, ESP bullets, gauss iron flechettes, sabot SPPs, traditional bullets, heavy shells.

Rubber

Large and larger targets suffer neither damage nor any effect. Medium and smaller targets suffer 1 hit point of damage (which cannot be modified) and disadvantage on attack rolls until the start of your next turn. A critical hit causes the target to be stunned until the start of your next turn.

Use: Caseless rounds, ESP bullets, sabot SPPs, shotgun shells, traditional bullets.

Requirement: Non-auto or non-auto-heavy.

Tracer

If you suffer disadvantage from firing at a target at long range and miss with your attack, on your next attack, you no longer suffer disadvantage. You also suffer -2 damage on each damage die.

Use: Caseless rounds, ESP bullets, gauss iron flechettes, sabot SPPs, traditional bullets;

Requirement: Auto or auto-heavy weapons only.

Unusual Ammunition

In a fantasy campaign or certain sci-fi campaigns, it is possible that certain types of foes are vulnerable to certain materials. As long as those materials are able to be placed into a bullet, they can convey their properties to the target. The cost of the round will depend on the rarity of the material. This can include cold iron, fae iron, silver, or adamantite.

Use: Varies depending on substance.

INJECTIONS

Injections are an affliction and act similar to poison, only with injections, the target cannot avoid the initial effect. Injections can be delivered manually with a melee attack or via an air dart gun. Instead of inflicting damage, you impose the injection's effect. Large or larger creatures cannot be affected by injections. If you hit the same target again with the same injection before the effect wears off, the target automatically fails its next saving throw against the effect. Injections do not work on undead or incorporeal creatures. A missed attack with an injector does not destroy the injection.

Detonator

This injection introduces nanites into a subject that are programmed to activate based on parameters you set before injection. As a reaction to a condition you determine, the target takes 12 damage.

Fear

This batch of psychotropic will make the victim think everyone around him is a demon...unless the victim itself is a demon, in which case, it may see angels. A creature hit is frightened. At the beginning of its turn, the target can make a DC13 Constitution saving throw. It must pass two consecutive saving throws to recover from this effect.

Narcosynthesis

Truth serum, multiplied by fifty. For one hour, the target must make a DC 20 Constitution saving throw each time it attempts a Charisma (Deception) check or suffer disadvantage on the check.

Open Mind

This injection is a concoction of barbiturates, amphetamines, and LSD. When injected, the target becomes extremely susceptible to suggestion. A creature hit is charmed. At the beginning of its turn, the target can make a DC13 Constitution saving throw. It must pass two consecutive saving throws to recover from this effect.

Pain

This injection does not inflict pain, but rather hypersensitizes the dermal nerve network, making a creature feel all sensations with uncomfortable intensity. Each time a hit target takes damage, it suffers an additional 1d4 damage. This is not affected by a critical hit. At the beginning of its turn, the target can make a DC13 Constitution saving throw. It must pass two consecutive saving throws to recover from this effect.

Paralysis

This broad-spectrum mélange of neuromuscular-blocking drugs is able to inflict nearly instant paralysis in a target. A creature hit is paralyzed. At the beginning of its turn, the target can make a DC13 Constitution saving throw. It must pass two consecutive saving throws to recover from this effect.

Sleep

This heavy dose of diazepam and various opioids *might* actually kill a horse. A hit creature must make DC13 Constitution saving throw or fall unconscious. If hit again with the same injection within 1 minute, the DC increases by +3 (cumulative to max DC22). The target remains unconscious for five minutes or until the sleeper takes damage or someone uses an action to shake or slap the sleeper awake.

Slow

This strange medley of drugs causes muscle relaxation by depressing the central nervous system. A hit creature has its speed reduced by half. It also suffers disadvantage on Dexterity ability checks and skill checks. At the beginning of its turn, the target can make a DC13 Constitution saving throw. It must pass two consecutive saving throws to recover from this effect.

GRENADES & EXPLOSIVES

It's no secret that extreme increases in volume and energy can occasionally be muffled in the presence of magic. Although deflagration—subsonic combustion—appears unaffected, sudden supersonic expansions of energy can intermittently be suppressed, explaining why even basic combustion engines and chemical firearms sporadically work. As grenades are only required to work once, they remain popular, though there will be a dud from time to time.

Grenades

These explosives come equipped with either an impact detonator or a 1-round timer detonator (exploding at the beginning or end of your next turn—your choice), chosen when you use the grenade. They can be thrown or fired from a launcher without requiring an Intelligence (Demolitions) check. A grenade can still be used with another detonator, but this requires a separate detonator and the use of the Intelligence (Demolitions) skill to plant it. Some modified grenades can still be thrown but most cannot.

Explosives

Explosives all require a separate detonator. Some explosives are not designed to be used as one (like fuel) and may be overly or insufficiently sensitive as well as cumbersome. Explosives can be triggered without an Intelligence (Demolitions) check, but one is required to plant a detonator or at least some form of trigger.

Physical

Grenades and explosives with the physical damage type deal bludgeoning damage unless otherwise stated. Medium or smaller targets that don't save against the Dexterity saving throw are knocked prone by the explosion.

Range

All grenades and explosives 2 lbs. or less can be thrown by Medium-sized targets to a range of 20/60. You cannot effectively throw explosives larger than 5 lbs. A GM can alter these values if the thrower has a higher strength or is larger.

Reading The Table

Exp: All explosives have the Exp property (see Weapons). This entry indicates the area of effect.

Detonator: This indicates the type of detonator required to trigger the explosive:

Ignition—requires an ignition source (a flame or another explosive).

Explosive—requires another explosive (it will not detonate with an ignition).

Detonator—requires an actual detonator (it will not detonate otherwise).

Note: Grenades are equipped automatically with an impact detonator or 1-round timer detonator (choose when using the grenade).

Symp (Sympathetic): A "yes" indicates it can be detonated if caught in the radius of another explosion (50% chance). A "no" indicates it cannot, but it may still be detonated by another method initiated by another explosion as long as it has an appropriate detonator. A sympathetic explosion is treated as part of the same explosion only if it is located in the same area as the primary—otherwise, make a separate explosives attack.

COMBAT WITH GRENADES AND EXPLOSIVES

Most explosives listed can be either a grenade or a planted explosive. Grenades can be thrown or loaded into a grenade launcher and they detonate upon impact or on your next turn (beginning or ending), chosen when using the grenade. Planted explosives require a detonator and a Intelligence (Demolitions) check.

Using Grenades

When making a grenade attack (or an attack where you throw an explosive), you pick a spot in range (20/60 if thrown). All targets in the blast radius must make a Dexterity saving throw or take full damage. Targets that make the save take half damage.

Impact Point: Any creature within the same space as an exploding grenade takes +1 die of damage from a grenade attack (so a 2d6 concussion grenade will inflict 3d6 to any creature occupying the same space as the grenade when it detonates).

Direct Attack: Grenade launchers, rocket launchers, ground heavy guns, plasma artillery systems, and any other firearm with an "exp" value can target an opponent directly, using the direct property. See the description of that property.

Dexterity Saving Throw DC: The DC for the Dexterity saving throw is either 15 or 8 + your Dexterity modifier + your proficiency bonus, if applicable (whichever is higher). Targets that pass the saving throw still take half damage. Some grenades like EMP and nerve don't require Dexterity saving throws.

After-effects: After an explosive or grenade is detonated, the affected area provides half-cover for one round.

Using Demolitions

Demolitions. When detonating an explosive, all targets in the blast radius must beat the Dexterity saving throw DC or take full damage. Targets that make the save take half damage.

Dexterity Saving Throw DC: The DC for the Dexterity saving throw equals 8 + your Dexterity modifier + your Intelligence (Demolitions) proficiency bonus. Targets that pass the saving throw still take half damage.

Damaging Structures, Inanimate Objects, and Helpless Creatures: Anything in range that does not have a Dexterity score and is not moving takes maximum damage from the blast. Animated targets that are helpless against the blast (for instance, if the explosive is attached to them) cannot make saving throws and also take maximum damage.

Proxy Detonation: Explosives always go off when their detonation conditions are met, regardless of whether the attacker is able to act in the encounter. The Dexterity saving throw DC of the explosive is set by the person making the Demolitions check, not the person who triggers the explosion. If the explosive is thrown, then choose the higher DC between the creator and the thrower.

After-effects: After an explosive or grenade is detonated, the affected area provides half-cover for one round.

AMMUNITION TYPE	QTY	DAMAGE APPLICATION	COST
Energy			
Battery cell – B	1	Various	2
Battery cell – M	1	Various	10
Battery cell – H	1	Various	40
Kinetic			
Capsicum cartridge	3	—	4
Caseless round	20	Any	4
ESP bullet	20	Any	4
Flame tank	1 tank	Any	25
Gauss flechette (coil/rail)	10	1d6-1d8	5
Gauss flechette (coil/rail)	10	1d10-2d6	10
Gauss flechette (coil/rail)	10	< 2d6	15
Heavy shell	1	Any	10
Net cartridge	1	—	5
Sabot SPP	20	Any	2
Shotgun slug	10	Any	2
Traditional bullet	20	1d4-1d6	1
Traditional bullet	20	1d8-1d10	2
Traditional bullet	20	1d12 and up	3
Injectors			
Detonator	1	—	10
Fear	1	—	100
Narcosynthesis	1	—	20
Open Mind	1	—	150
Paralysis	1	—	75
Pain	1	—	100
Sleep	1	—	100
Slow	1	—	50
Alternate			
Armor Piercing	—	—	x5
Rubber	—	—	x3
Tracer	—	—	x4
Unusual Ammunition	—	—	x 3 — x4

EXPLOSIVE AND GRENADE TYPES

Composition Explosive

This soft, malleable explosive is also commonly referred to as “plastic explosive”, and is the standard explosive for breaching demolitions because of its ability to be formed into shaped charges. It can be cut, formed, wrapped, and combined with others of its type. Composition explosive is more expensive than standard explosive but effective in its capacity. It is also extremely stable.

With a successful DC10 Intelligence (Demolitions) check, you can change the blast zone of the explosive from a 5-foot radius to a 10-foot cone. You must determine which area the explosive is affecting when you set it and once set and your skill check rolled, you cannot alter the explosive pattern without starting over. You cannot increase the area of a cone beyond 30 feet with additional explosives.

Concussion

This light explosive uses air pressure as well as shrapnel to disrupt enemy lines. They are often employed as mines and in air bursts to break up dense collections of personnel.

Targets with 10 hit points or less that fail the saving throw are killed.

EMP

EMPs don't inflict any damage, but instead discharge an electromagnetic burst that disrupts electronics.

When detonated, all technology that employs a cell suffers stop functioning for 1d4 minutes. Vehicles suffer disadvantage on Dexterity checks for 1d4 minutes.

Flashbang

Also simply referred to as a stun grenade, a flash bang reduces the combat effectiveness of opponents by confusing and disorientating them with a sudden blinding magnesium flash and a deafening blast. The grenade body doesn't actually fragment so no shrapnel is dispersed.

Targets that fail the save are blinded and deafened until the end of your next turn.

Frag (Fragmentation)

Frag grenades are designed purely as an antipersonnel explosive by discharging dozens of plastic or steel flechettes blowing out along with fragments of the explosive's own shell. This deadly shrapnel shreds anything it touches (dealing bludgeoning, piercing, AND slashing damage).

Fuel, Auto / Jet

Despite what movies will have you believe, it's not easy to set jet fuel ablaze. Standard automotive fuel doesn't burn in liquid form, but fumes do, and the heat of a flame is more than enough to start the surface of a liquid slick evaporating.

The blast radius is also on fire for 3d6 minutes. Any target moving into an affected area on its turn or any target beginning its turn in an affected area suffers the basic damage of the fuel (1d6 or 1d8).

H.E.A.T.

Or high-explosive anti-tank, HEAT is able to generate extreme temperature in a focused burst, compromising virtually any defense. When focused into a shaped charge, a HEAT weapon is the greatest threat to armored opponents.

HEAT explosives have the AP property, and also count as fire and radiant against targets resistant to those types.

Nerve Toxin

A deadly and illegal weapon, this grenade expels a potent gaseous mixture blending a batrachotoxin and taipoxin and several other agents produces a deadly gas that causes complete paralysis of all muscles by stopping the release of acetylcholine. By blocking nerve pulses to the muscles, the subject dies from asphyxiation or heart failure.

Nerve toxin grenades are a gas effect that only affects living creatures. After detonation, the area continues to affect any creature that starts its turn in or enters the target area for 1d4 minutes. After detonation, the nerve toxin grenade fills a 10-foot cube, expanding to 20 feet at the top of the next round and 30 feet on the round after that.

Targets are poisoned and suffer 2d6 damage each turn. At the beginning of its turn, the target can make a DC15 Constitution saving throw. It must pass two consecutive saving throws to recover from this effect.

WEAPON	DAMAGE	TYPE	EXP	WT.	COST	TL	SYMP	DETONATOR
Grenades								
Concussion	1d6	Physical	5 ft.	½ lb.	10	1	No	Detonator
EMP	None	None	15 ft.	½ lb.	100	3	No	Detonator
Flashbang	Special	Special	10 ft.	½ lb.	25	1	No	Detonator
Fragmentation	1d8	Physical	10 ft.	½ lb.	25	1	No	Detonator
HEAT	2d6	Physical	5 ft.	½ lb.	45	1	No	Detonator
Nerve Toxin	2d8	Poison	5/10/15 ft.	½ lb.	250	4	No	Detonator
Plasma	2d8	Fire	15 ft.	½ lb.	1,000	5	No	Detonator
Riot	None	Poison	5/10/15 ft.	½ lb.	50	1	No	Detonator
Smoke-Signal	None	None	0	½ lb.	5	0	No	Detonator
Smoke-Screening	None	None	10/15/20 ft.	½ lb.	10	0	No	Detonator
White Phosphorus	1d8	Fire	5/10/15 ft.	½ lb.	150	1	No	Detonator
Explosives								
Auto Fuel	1d6	Fire	5 ft.	1 g. / 8lb.	5	0	Yes	Ignition
Composition	1d10	Physical	5 ft.	1 lb.	50	2	No	Detonator
Exposed gunpowder	1d6	Physical	5 ft.	1 lb.	5	0	Yes	Ignition
Fertilizer / ANFO	1d6	Physical	5 ft.	1 lb.	5	0	No	Explosive
Jet Fuel	1d8	Fire	5 ft.	1 g. / 8lb.	5	0	Yes	Explosive
TNT	1d8	Physical	5 ft.	1 lb.	20	0	Yes	Explosive

Nitroglycerine

One of the oldest explosives, nitro is no longer actively used due to its instability.

Nitroglycerine will always detonate if caught in the blast radius of another explosive, if dropped from a height of more than 5 feet, or if ignited.

Riot Grenade

Riot grenades are used usually to disperse crowds and disorientate attackers. The grenade doesn't explode but rather opens valves, releasing compressed tear gas. In addition to creating an obscuring field of smoke, the gas causes skin and eye irritation on contact, throat and nose irritation if inhaled.

Riot grenades are a gas effect that only affects living creatures. After detonation, the area continues to affect any creature that starts its turn in or enters the target area for 1d4 minutes. After detonation, the riot grenade fills a 10-foot cube, expanding to 20 feet at the top of the next round and 30 feet on the round after that. Targets are poisoned and their speed is halved. At the beginning of its turn, the target can make a DC15 Constitution saving throw. It must pass 2 consecutive saving throws to recover from this effect.

Smoke Grenade

There are three types of smoke grenades: screening grenades, signal grenades, and white phosphorous grenades. Most smoke grenades are employed as signaling devices, though they can also be used to screen unit movements, conceal advancement and hinder enemy fire. Signal smoke grenades cannot be used for screening, though screening grenades can be used as a signal grenade. Screening grenades expel either a hexachloroethane/zinc (HC) mixture that is also an irritant or a terephthalic acid mixture (TA), which is harmless. Signal grenades use potassium chlorate, lactose, and a colored dye to work. Signal grenades are available in several colors, including white, red, yellow, green, and purple. The white phosphorus grenade is a smoke grenade with an explosive burst. Rather than burning to make smoke, the phosphorus ignites in the air after spreading. The brilliant yellow flame produces phosphorus pentoxide, the smoke, as a by-product. The intense heat

allows the grenade to double as an antipersonnel weapon. The heat is devastating in close quarters.

Screening Special Rule: After detonation, the smoke grenade fills a 20-foot cube, expanding to 30 feet at the top of the next round and 40 feet on the round after that. The smoke obscures all sight, including dark/night vision. Everyone inside or on opposite sides of the smoke from an attack are granted three-quarters cover. Smoke grenades last for 1d4 minutes. Wind can disperse the smoke as well.

White Phosphorus Special Rules: This grenade has the same effect as the screening grenade except it also deals fire damage to targets inside. Targets entering or passing through the affected area automatically suffer damage without a saving throw (saving throws are only for the initial impact). White Phosphorus damage cannot not be increased by direct fire, ground zero, impact square, or a critical hit.

TNT (Trinitrotoluene)

TNT is the standard explosive to which all others are compared. Although not employed in modern industry or military applications, it is still common in black market circles and in civilian use (e.g. mining). Unlike moldable explosive, TNT can accidentally detonate if caught in the blast of another explosion.

ARMOR

Back in the medieval age, people protected themselves with clumsy suits of mail, perhaps the odd shield brandishing a crest. Thankfully, armor is no longer obvious, and can often be slipped underneath regular clothes. And then someone asks to don a giant power armor and subtlety goes out the window.

The time period and setting of a game greatly affects the role of armor. Is it mandatory or do only certain people wear them? If characters are not expected to be wearing protection at every moment, the GM should consider a house rule where the base AC increases for all characters (like 12 instead of 10).

EXO-ARMOR RULES

Powered armor, or exo-armor, is a powered mechanized unit controlled by a pilot inside. While several are not much bigger than their controllers, others weigh several tons and can tower over fifteen feet. Even though these are machines rather than creatures, Large suits can still squeeze like any other creature.

Entering and Exiting Exo-Armor: While under power, it is possible to don or remove exo-armor by using an action and expending 30 feet of movement (on the same turn).

Hit Points & Threshold: Exo-armor has its own hit point total, which the wearer can shunt damage to instead of taking it herself. It also possesses a threshold, which is the maximum amount of damage the suit can absorb (or shunt to its own hit points) from a single hit (the wearer taking the rest). If exo-armor is reduced to 0 hit points, it can no longer absorb damage, but is still functional.

Shutdown: Exo-armor, being more an occupied robot than a suit of armor, is vulnerable to effects that disable machines such as an electromagnetic pulse. Should the armor lose power and be unable to recover, the wearer is also immobilized, but can escape from the armor by using three consecutive actions or bonus actions followed by 30 feet of movement to extricate herself.

Weight: Exo-armor can support its own weight, and does not encumber the user. Its movement value is also fixed, despite any other gear the user may be carrying.

LIGHT ARMOR DESCRIPTIONS

Ballistics Armor

This is a light, but still somewhat clumsy collection of ceramic and polymer plates placed strategically to withstand impacts without hampering maneuverability significantly. This armor works well under normal clothes without revealing its purpose.

Resistance (Mk2): You have resistance to slashing from nonmagical weapons.

Leather / Textile

This is a blanket term referring to any high quality set of clothes not directly intended for combat protection. Very often, these clothes are meant for aesthetics with the pleasant byproduct to save the wearer from bumps and scrapes. It also offers the advantage of not impeding the user.

Spider Silk Suit

Computer-controlled looms weave super thin synthetic silk into an extremely flexible nylon. When struck with any attack, the spider silk resists as hard as steel but will still flex more than soft rubber. It employs several thicker pads of carbon fiber in key areas. The spider suit allows for extreme maneuverability.

Resistance: You have resistance to lightning and slashing from nonmagical weapons.

Flexible: If your Dexterity score is 20 or higher, the AC of this armor increases to 13.

Synthetic Weave

The predecessor to advanced aromatic polyamides, this full body set includes thicker pads for impact damage

reduction from slashing. It is, however, vulnerable to piercing attacks. Nevertheless, it is a popular basic outfit and the comfortable choice for many in the field. Unlike most armor, synthetic weave can fit easily and covertly under normal clothes (and can even be designed to look more like clothing than armor).

Resistance (Mk2): You have resistance to slashing from nonmagical weapons.

MEDIUM ARMOR DESCRIPTIONS

Aramid Combat Suit

The combat suit employs and blends harder materials, rigid plates and flexible aramids. Additional layers of nylon separate staggered sheets of thin polymer plastic.

Resistance (Mk2): You have resistance to fire and bludgeoning from nonmagical weapons.

Aramid Survival Suit

This employs a combination of flexible aramid fabrics and rigid ceramic and metal plates. The suit covers the wearer completely, sealing her from the outside environment.

Mask: You are immune to gas attacks and inhaled poisons.

Resistances (Mk2): You have resistance to fire and cold, as well as bludgeoning from nonmagical weapons.

Blinder-Mail

This resembles a lightened version of the heavier titanium carbide armor. What it offers in addition is a holographic camouflage net that can alter the physical properties of the suit to resemble nearly any terrain it is using.

Stealth: When you activate the stealth net, you have advantage on Dexterity (Stealth) checks and can attempt to hide even without cover or breaking line of sight (although doing so negates your advantage). The stealth net takes one charge per minute of use.

Force Body Vest

An upgrade from basic ballistics armor, this variation is lighter, equally as resilient, and is offered in a modular configuration, making it far easier to provide a proper fit. If worn below clothes, it is still apparent.

Nanotech Combat Armor

This suit uses molecule-sized machines to alter the composition of the suit at the instant of impact. Usually, the combat suit remains elastic and comfortable. Anytime any impact occurs, the micromachines react with a response time of less than 0.035 seconds. The impact point becomes immediately inflexible and solid, deflecting the attack.

Nano-Reaction: Any critical hit against you becomes a normal hit.

Resistances: You have resistance to fire and cold, as well as bludgeoning and slashing from nonmagical weapons.

HEAVY ARMOR

DESCRIPTIONS

Advanced Wasteland Armor

An evolved form of the full combat warrior, cooling systems maintain internal temperature in the harshest environments. A sealed helmet processes external gases.

Resistances: You have resistance to fire and cold, as well as bludgeoning and slashing from nonmagical weapons.

Mask: You are immune to gas attacks and inhaled poisons.

Targeting: You gain a +1 bonus to damage rolls with ranged weapons within normal range.

Carbide Armor

Super-strong plates of tungsten carbide are strapped inside a flexible nylon suit to offer remarkable stopping power. However, these plates are heavy and significantly reduce the user's flexibility.

Resistances (Mk2): You have resistance to fire and cold, as well as bludgeoning from nonmagical weapons.

Flak Longcoat

This clumsy but stylish piece of subtle outerwear contains a thick inner layer of flexible aramid patches able to resist cutting and piercing. It comes available in brown or black. It leaves the head vulnerable, even with the collar up. Most importantly, it flaps dramatically in the wind.

Full Combat Warrior

The full combat suit is a mixture of aramid padding and titanium plates in water-resistant layers of nylon and metallic fibers covered by patterned camouflage. It offers an insulated backpack-mounted computer system that controls various systems on the suit.

Nightvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, and the system renders everything you see in shades of either green, yellow, or blue (user's preference).

Stealth: If your camouflage pattern matches your terrain, you gains a +2 bonus with Dexterity (Stealth) checks. It takes a full minute to adapt a suit to the terrain.

Targeting: You gain a +1 bonus to damage rolls with ranged weapons within normal range.

Resistance: You have resistance to fire, as well as bludgeoning and slashing from nonmagical weapons.

Tactical Body Armor

This is a slightly detuned version of the full combat warrior armor. It offers similar protection in a lighter package. It sacrifices several of its carbide plates to make the suit less expensive for those on a budget, and does not have a computer system built in.

Resistance (Mk2): You have resistance to fire and cold, as well as bludgeoning from nonmagical weapons.

Tech-Mail

The most advanced non-powered armor, tech-mail is based on medieval scale mail, utilizing overlapping

discs no bigger than gold coins interlaced together to form a durable but flexible covering. The discs, comprised of silicon, ceramic, and titanium, spread out impacts across the entire body, allowing for greater protection. The exacting pattern of the scales is proportioned perfectly to maximize protection where needed most.

Resistances: You have resistance to fire and cold, as well as bludgeoning, slashing, and piercing from nonmagical weapons.

Yowie Suit

Not designed for actual combat, this clumsy but effective piece of camouflage offers some rudimentary protection. It is not terribly heavy but its overlapping layers of fake foliage renders fast movement nearly impossible. Pouches and straps conceal various other camouflage patterns that can unfold or release to alter the appearance of the suit.

Stealth: In any earth or forest terrain, you have advantage on Dexterity (Stealth) checks. Additionally, if you don't move on your turn, you gain half-cover.

Thermoptics (Mk2): The suit employs holographic imaging. If you spend a battery charge and don't move on your round, you are invisible. You remain invisible until you move or make an attack.

EXO-ARMOR

DESCRIPTIONS

ATAC-OI God Mech

The most dominant and imposing suit in the known world, the ATAC-01 is designed to take on the largest of targets or engage entire enemy squads by itself. It is the ultimate evolution in mecha development—anything larger would be impractical. Someone acquiring a ATAC-01 would be wise to take care of it. It's unlikely they would get another.

Balance: For the sake of game balance, the ATAC-01 counts as two legendary items and one very rare item.

Bonus: The ATAC-01 has a +3 bonus to AC (21 total).

Disruption Recovery: As a reaction to shutdown, the ATAC-01 comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gauntlets: Unarmed attacks with the armor do base 1d8 damage. If you already inflict 1d8 or more damage with unarmed attacks, increase the damage dice by one step (1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also have a +2 enhancement bonus to attack and damage rolls.

Gravity Drive: You suffer no damage from a fall.

Hit Points: The ATAC-01 has 60 hit points and a threshold of 60.

Large Size: You are considered a Large creature while wearing the armor. You have reach.

Mask: You are immune to inhaled poisons.

Mecha Fists: The ATAC-01 has a Strength of 25.

Nightvision: You can see in dim light within 60 feet

ARMOR	COST	ARMOR CLASS (AC)	STR	STEALTH	WT.	CELL	TL
Light Armor							
<i>Starting Armor</i>							
Leather / Textile	20	11+Dex modifier	—	—	8 lb.	—	0
Ballistics Armor	40	12+Dex modifier	—	—	15 lb.	—	0
Synthetic Weave	40	11+Dex modifier	—	—	7 lb.	—	0
<i>Advanced Armor</i>							
Ballistics Armor, Mk 2	800	12+Dex modifier	—	—	15 lb.	—	0
Synthetic Weave, Mk2	500	11+Dex modifier	—	—	7 lb.	—	1
Spider-Silk Suit	1,500	12+Dex modifier	—	—	10 lb.	—	4
Medium Armor							
<i>Starting Armor</i>							
Force Body Vest	50	13+Dex modifier (max 2)	—	—	20 lb.	—	0
Aramid Combat Suit	200	14+Dex modifier (max 2)	—	Disadvantage	25 lb.	—	1
Aramid Survival Suit	300	15+Dex modifier (max 2)	—	Disadvantage	30 lb.	—	1
<i>Advanced Armor</i>							
Aramid Combat Suit, Mk2	1,500	14+Dex modifier (max 2)	—	—	25 lb.	—	1
Aramid Survival Suit, Mk2	3,500	15+Dex modifier (max 2)	—	—	30 lb.	—	2
Blinder-Mail	4,500	14+Dex modifier (max 2)	—	— / Special	25 lb.	H(20)	3
Nanotech Armor	5,000	16 +Dex modifier (max 2)	—	—	25 lb.	H	3
Heavy Armor							
<i>Starting Armor</i>							
Flak Longcoat	100	14	—	Disadvantage	35 lb.	—	0
Carbide Armor	200	16	Str 13	Disadvantage	35 lb.	—	0
Tactical Body Armor	300	17	Str 15	Disadvantage	30 lb.	—	2
<i>Advanced Armor</i>							
Advanced Wasteland	5,000	17	Str 15	Disadvantage	40 lb.	—	3
Carbide Armor, Mk2	1,500	17	Str 13	Disadvantage	35 lb.	—	0
Full Combat Warrior	7,500	19	Str 13	Disadvantage	40 lb.	—	3
Tactical Body Armor, Mk2	2,500	17	Str 15	Disadvantage	30 lb.	—	2
Tech-Mail	2,500	18	—	Disadvantage	35 lb.	—	3
Yowie Suit	750	15	Str 13	Special	35 lb.	—	0
Yowie Suit, Mk2	5,500	15	Str 13	Special	25 lb.	H(20)	3
Exo-Armor (Light)							
VR-052F Superlight	120,000	12*+Dex modifier	—	—	450 lb.	H(10)	5
YF-21 Skinsuit	65,000	12*+Dex modifier	—	—	265 lb.	H	4
Exo-Armor (Medium)							
Combat Exoskeleton	65,000	15*+Dex modifier (max 2)	—	Disadvantage	1,950 lb.	H	4
Combat Exoskeleton	85,000	15*+Dex modifier (max 2)	—	Disadvantage	1,950 lb.	H	5
VF-1 Power Suit	65,000	15*+Dex modifier (max 2)	—	Disadvantage	650 lb.	H	3
Utility Exoskeleton	59,000	14*+Dex modifier (max 2)	—	Disadvantage	1,500 lb.	H	3
Vulture System	52,000	14*+Dex modifier (max 2)	—	Disadvantage	350 lb.	H	4
Exo-Armor (Heavy)							
AV-98 Mecha	50,000	18*	—	Disadvantage	10,000 lb.	H	3
RX-78 Motor Slave	100,000	18*	—	Disadvantage	4,850 lb.	H	5
Mobile Motor Armor	65,000	18*	—	Disadvantage	3,950 lb.	H	4
Unit 01 Power Armor	70,000	18*	—	Disadvantage	4,050 lb.	H	4
ATH-Q58 Vertical Tank	85,000	18*	—	Disadvantage	8,000 lb.	H	4
ATAC-01 God Mech	115,000	18*	—	Disadvantage	18,000 lb.	H(10)	5
* AC enhanced, see description.							
SHIELDS	COST	ARMOR CLASS (AC)	STR	STEALTH	WT.	CELL	TL
Active Dissuasion System	7,500	+1	—	—	5 lb.	H(15)	4
Deployable Shield	11,000	+2 / +3	—	— / Disadvantage	10 lb.	H	3
Energy Envelope	40,000	+1	—	—	5 lb.	H	5
Forced Defense Shield	250	+2	—	Disadvantage	12 lb.	—	0
Kinetic Baffle	26,000	+3 Special	—	—	5 lb.	H	4
Repulsor Engine	15,000	+3 Special	—	—	5 lb.	H/H (10)	4

of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Phase: As a move action, spend a charge and teleport up to 25 feet.

Power: The ATAC-01 requires an H-class power cell to operate and it does not function without it.

Regeneration: The ATAC-01 recovers 1 of its own hit point per round while the machine is active.

Repair Drone: You can spend a charge as an action to recover 10 of the ATAC-01's hit points.

Resistances: You gain resistance fire, acid, and cold, as well as bludgeoning, slashing, and piercing from nonmagical weapons.

Sensor Net: You have advantage on Wisdom (Perception) checks.

Speed: Your speed is 30 feet.

ATH-Q58 Vertical Tank

The successor of the smaller VF-1, the impressive ATH has unfortunately not found as much recognition. The military division has analyzed the size of the machine and the logistics division has criticized its cost in comparison to its lighter and cheaper cousin. In truth, its reputation as a weaker system is undeserving, as the ATH is considered one of the most powerful weapon platforms on the continent.

Balance: For the sake of game balance, the ATH also counts as one legendary item and two very rare items.

Bonus: The ATH has a +2 bonus to AC (20 total).

Disruption Recovery: As a reaction to the armor's shutdown, the ATH comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Firearm Stabilization: You can wield heavy weapons as if they are one-handed small arms and super heavy weapons as if they are two-handed small arms.

Gauntlets: Unarmed attacks with the armor do base 1d8 damage. If you already inflict 1d8 or more damage with unarmed attacks, increase the damage dice by one step (1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also grant a +2 bonus to attack and damage rolls.

Hit Points: The ATH has 50 hit points and a threshold of 50.

Mecha Fists: The ATH has a Strength of 23.

Power: The ATH requires an H-class power cell to operate and it does not function without it.

Resistances: You gain resistance fire, acid, and cold, as well as bludgeoning, slashing, and piercing from nonmagical weapons.

Speed: Your speed is 25 feet.

Weapon Mount: The ATH has a shoulder or arm mounted assembly, which frees up a hand. This mount acts as a hand or a brace for holding or mounting weapons.

AV-98 Mecha

The AV-98 is a first-generation powered armor meant to pave the way for further large robots. Until its release, most exoskeletons were basic body-hugging amplification models. The AV-98 was an initial attempt to create a functioning giant mecha. It features no arms but has a very advanced walking system.

Auto-Reload: You have a mechanism to reload your weapons (since you have no arms). You can reload three clips/cells automatically before needing external loading (you either have to exit the suit to reload or have an ally do it for you). External reloading requires an action and a bonus action.

Balance: For the sake of game balance, the AV-98 counts as a legendary item as well as two rare items.

Bonus: The AV-98 as a +2 bonus to AC (20 total).

Disruption Recovery: As a reaction to the armor's shutdown, the AV-98 comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Large Size: You are considered a Large creature while wearing the armor. This does not affect your reach or damage dice.

Mask: You are immune to gas attacks and inhaled poisons.

Mecha: You ignore penalties for difficult terrain.

Power: The AV-98 requires an H-class power cell to operate and it does not function without it.

Hit Points: The AV-98 has 50 hit points and a threshold of 50.

Nightvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Resistances: You gain resistance fire, acid, and cold, as well as bludgeoning, and slashing from nonmagical weapons.

Speed: Your speed is 30 feet.

Weapon Limbs: You have neither limbs nor manipulators to hold onto external weapons. You have no threatening reach and cannot make opportunity attacks. You are equipped with three heavy weapon mounts. Because the AV-98 is Large, you can install super heavy weapons as heavy weapons. Likewise, you can install heavy weapons or two-handed small arms in these mounts as two-handed small arms and one-handed small arms, respectively. You have disadvantage on attack rolls against Medium or smaller targets 5-feet or closer.

Combat Exoskeleton

The combat exoskeleton resembles an oversized piece of medieval plate, reinforced by limbs of titanium and amplified by synthetic muscle fibers running through the entire assembly. Though not very pretty, the Com-Exo has proved its usefulness in combat.

Balance: For the sake of game balance, the combat exoskeleton counts as one legendary and two rare items. The TL5 combat exoskeleton counts as two legendary items and one very rare item.

Bonus: The TL4 combat exoskeleton has a +1 bonus to AC (16 total); the TL5 combat exoskeleton has a +2 bonus to AC (17 total).

Disruption Recovery: As a reaction to the armor's shutdown, the combat exoskeleton comes back online. Once you use *disruption recovery*, you cannot use it again until you finish a long rest.

Gauntlets: Unarmed attacks with the armor do base 1d6 damage. If you already inflict 1d6 or more damage with unarmed attacks, increase the damage dice by one step (1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also grant a +1 bonus to attack and damage rolls.

Hit Points: The TL4 combat exoskeleton has 35 hit points and a threshold of 4. The TL5 combat exoskeleton has 45 hit points and a threshold of 5.

Mecha Fists: The TL4 combat exoskeleton has a Strength of 23. The TL5 combat exoskeleton has a Strength of 25.

Power: The combat exoskeleton requires an H-class power cell to operate and it does not function without it.

Resistances: You gain resistance fire, acid, and cold, as well as bludgeoning from nonmagical weapons.

Speed: Your speed is 30 feet.

Mobile Motor Armor

This is a generic place-marker for the large variety of custom-designed and prototypical powered armor that appear across the world. These unique designs are simply called mobile motor armors. No two look alike, but they all share similar properties.

Balance: For the sake of game balance, the mobile motor armor counts as one legendary item and two very rare items.

Bonus: The mobile motor armor has a +1 bonus to AC (19 total).

Disruption Recovery: As a reaction to the armor's shutdown, the MMA comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gauntlets: Unarmed attacks with the armor do base 1d6 damage. If you already inflict 1d6 or more damage with unarmed attacks, increase the damage dice by one step (1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also grant a +1 bonus to attack and damage rolls.

Hit Points: The mobile motor armor has 35 hit points and a threshold of 5.

Large Size: You are considered a Large creature while wearing the armor. You have reach.

Mecha Fists: The mobile motor armor has a Strength of 20.

Power: The motor mobile armor requires an H-class power cell to operate and none of its functions work without it.

Speed: Your speed is 30 feet.

Resistances: You gain resistance fire, acid, and cold, as well as bludgeoning, and slashing from nonmagical weapons.

Removable Weapon Limbs: You can remove a gauntlet and replace it with a heavy weapon mount. Because the mobile motor armor is Large, you can install super heavy weapons as heavy weapons. Likewise, you can install heavy weapons or two-handed small arms in these mounts as two-handed small arms and one-handed small arms, respectively.

RX-78 Motor Slave

This intimidating armor requires its user to slip into a form-fitting suit that mounts tightly in the control area. The pilot's head fits only partially into the machine's helmet with most of the user sitting in the trunk of the armor. The pilot's arms extend to the elbows and the legs only to the knees.

Balance: For the sake of game balance, the apostle counts as a legendary item as well as two very rare items.

Bonus: The apostle has a +3 bonus to AC (21 total).

Disruption Recovery: As a reaction to the armor's shutdown, the apostle comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gauntlets: Unarmed attacks with the armor do 1d6 damage. If you already inflict 1d6 or more damage with unarmed attacks, increase the damage dice by one step (1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also grant a +2 bonus to attack and damage rolls.

Hit Points: The apostle has 60 hit points and a threshold of 20.

Large Size: You are considered a Large creature while wearing the armor. You have reach.

Mask: You are immune to gas attacks and inhaled poisons.

Mecha Fists: The RX-78 has a Strength of 25.

Power: The apostle requires an H-class power cell to operate and it does not function without it.

Speed: Your speed is 35 feet.

Regeneration: The apostle recovers 1 hit point per round while active.

Resistances: You have resistance to fire, acid, and cold, as well as bludgeoning, slashing, and piercing from nonmagical weapons.

Sensor Net: You gain a +2 bonus to Wisdom (Perception) checks.

Weapon Mount: The apostle has a shoulder or arm mounted assembly, which frees up a hand. This mount acts as a hand or a brace for holding or mounting weapons.

Unit 01 Power Armor

The Unit 01 is an cumbersome design and one considered primitive compared to others. Most of the user is exposed to the elements, as the 01 is primarily built as a strength augmentor.

Balance: For the sake of game balance, the Unit 01 counts as one legendary item and two very rare items.

Bonus: The Unit 01 has a +1 bonus to AC (19 total).

Disruption Recovery: As a reaction to the armor's shutdown, the Unit 01 comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gauntlets: Unarmed attacks with the armor do base 1d8 damage. If you already inflict 1d8 or more damage with unarmed attacks, increase the damage dice by one step (1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also have a +2 enhancement bonus to attack and damage rolls.

Hit Points: The Unit 01 has 40 hit points and a threshold of 5.

Large Size: You are considered a Large creature while wearing the armor. You have reach.

Mask: You are immune to gas attacks and inhaled poisons.

Mecha Fists: The Unit 01 has a Strength of 23.

Power: The Unit 01 requires a H-class power cell to operate and it does not work without it.

Speed: Your speed is 30 feet.

Resistances: You have resistance to fire, acid, and cold, as well as slashing and bludgeoning from nonmagical weapons.

Utility Exoskeleton

Similar to the more formidable combat exoskeleton, the utility skeleton emerged after the former rather than the other way around, a byproduct designed for inter-bastion use by the same military program using the military variant. Unlike the combat model, the utility exoskeleton, often known as an Utex ("yue-teks") exposes the majority of the user to the outside environment. Though offering some protection, its primary function is as a muscle augment. Demand rose in this capacity, and eventually the Utex was sold in greater numbers.

Balance: For the sake of game balance, the utility exoskeleton counts as two very rare items.

Disruption Recovery: As a reaction to shutdown, the utility exoskeleton comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gauntlets: Unarmed attacks with the armor do base 1d8 damage. If you already inflict 1d8 or more damage with unarmed attacks, increase the damage dice by one step (1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also have a +1 enhancement bonus to attack and damage rolls.

Hit Points: The utility exoskeleton has 15 hit points and a threshold of 2.

Mecha Fists: The utility exoskeleton has a strength of 23.

Power: The utility exoskeleton requires an H-class power cell to operate and it does not function without it.

Resistances: You have resistance to bludgeoning

from nonmagical weapons.

Speed: Your speed is 25 feet.

VF-1 Power Suit

Originally built as a heavy lift assistant, the VF-1 found popularity later as a muscle augment for weapon applications by the defense department. Eventually a new suit, the ATH-Q58 Vertical Tank, was purpose-built for the role, but the VF-1's smaller size kept it in regular use, and it remains the more popular model. Depending on its loadout, it can serve as both a ranged weapons platform and a close-combat vehicle.

Balance: For the sake of game balance, the VF-1 counts as one legendary item and two rare items.

Bonus: The VF-1 has a +2 bonus to AC (17 total).

Disruption Recovery: As a reaction to the armor's shutdown, the VF-1 comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Firearm Stabilization: Even though you are Medium-sized, you can wield heavy weapons as if they are two-handed small arms and super heavy weapons as if they are heavy weapons.

Gauntlets: Unarmed attacks with the armor do base 1d6 damage. If you already inflict 1d6 or more damage with unarmed attacks, increase the damage dice by one step (1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10). The gauntlets also grant a +1 bonus to attack and damage rolls.

Hit Points: The VF-1 has 30 hit points and a threshold of 5.

Mecha Fists: The VF-1 has a Strength of 23.

Power: The VF-1 requires an H-class power cell to operate and it does not function without it.

Resistances: You have resistance to fire, acid, and cold, as well as slashing and bludgeoning from nonmagical weapons.

Speed: Your speed is 30 feet.

Weapon Mount: The VF-1 has a shoulder or arm mounted assembly, which frees up a hand. This mount acts as a hand or a brace for holding or mounting weapons.

VR-052F Superlight

The most advanced armor, the VR-052F is the epitome of technology. When appearing, it is often considered a prototype or a one-off, and as such should never be considered expendable. Not only equipped with an anti-gravity drive, the VR-052F also sports a flight system and electromagnetic camouflage.

Balance: For the sake of game balance, the VR-052F counts as three legendary items and one very rare item.

Bonus: The VR-052F has a +3 bonus to AC (15 total).

Disruption Recovery: As a reaction to the armor's shutdown, the VR-052F comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gravity Anchors: You have a climb speed equal to your normal speed.

Gravity Drive: You suffer no damage from a fall.

Hit Points: The VR-052F has 30 hit points and a threshold of 3.

Jump Jets: You are always considered moving when performing a jump. You also have advantage with Strength (Athletics) checks when jumping.

Maneuverability: You have advantage with Dexterity (Acrobatics) checks.

Mask: You are immune to gas attacks and inhaled poisons.

Mecha Fists: The VR-052F has a Strength of 24.

Power: The VR-052F requires an H-class power cell to operate and it does not function without it.

Resistances: You have resistance to fire, acid, and cold, as well as bludgeoning, slashing, and piercing from nonmagical weapons.

Shadow Field: Use an action and spend a cell charge—you are invisible for one minute, until you move, or until you make an attack.

Speed: Your speed is 35 feet.

Vulture System

This basic powered suit enables flight via a set of turbines, control surfaces, and vectored thrusters, but offers only rudimentary protection for its pilot. It also suffers from a limited range for each flight.

Balance: For the sake of game balance, the vulture also counts as two rare items.

Bonus: The vulture has a +1 bonus to AC (15 total).

Boosters: You are always considered moving when performing a jump. You also have advantage with Strength (Athletics) checks when jumping. You also never take damage from a fall if you are conscious. You always land on your feet.

Disruption Recovery: As a reaction to a disruption event, the vulture comes back online. Once you use *disruption recovery*, you cannot use it again until you finish a long rest.

Hit Points: The vulture has 20 hit points and a threshold of 5.

Jump Jets: You have a flying speed of 60 (same as the *fly* spell) for 4 minutes. You regain 1 minute per hour.

Mecha Fists: The Vulture has a Strength of 18.

Power: The vulture requires an H-class power cell to operate its flight system.

Resistances: You have resistance to fire, acid, and cold, as well as bludgeoning from nonmagical weapons.

Special: Entering and powering the suit is the same as full plate armor.

YF-21 Skinsuit

This is a small customized powered armor designed specifically for each user. It conforms tightly to the contours of the body. It employs a combination of lightweight polymers and aramids reinforced with carbon fullerene rings. Solid limbs are made from silicon carbide ceramic which slide perfectly to allow movement via a magnetorheological fluid. The suit covers the entire body, with an attached helmet that seals it completely.

Balance: For the sake of game balance, the YF-21 also counts as one rare item and one uncommon item.

Bonus: The skinsuit has a +2 bonus to AC (14 total)

Boosters: You have advantage with Strength (Athletics) checks when jumping.

Disruption Recovery: As a reaction to the armor's shutdown, the YF-21 comes back online. Once you use *disruption recovery*, you cannot use it again until you finish a long rest.

Hit Points: The skinsuit has 25 hit points and a threshold of 2.

Mask: You are immune to gas attacks and inhaled poisons.

SHIELDS DESCRIPTIONS

Active Dissuasion System

The successor of the energy envelope, the ADS contains a more powerful capacitor to respond to outside attack. The resulting system does not actually offer superior protection; if anything, it is slightly worse, but is kept in production due to an unintended side effect. The ADS capacitor prevents breakdown of its energy shield by temporarily overcharging the repulsor field a microsecond before impact. This maintains shield integrity, but also discharges a significant electric shock that can disable or kill nearby soft targets. The ADS takes two battery cells: one for its shield and one for its force feedback system.

Augmentation: You gain a +1 bonus to all melee damage rolls.

Backpack Mount: The energy envelope does not use up a hand.

Force Feedback: If you are hit by a melee attack, spend a battery charge with a reaction to inflict 4 electricity damage against the creature that hit you. However, when the cell is reduced to zero, the entire ADS system ceases to offer its AC or damage bonus.

Deployable Shield

This arm-mounted device remains concealed and unobtrusive until needed. When deployed (usually by a flick of the wrist), it instantly unfolds and slides into position to offer protection. A single energy cell is required for the deployment of the shield. While collapsed, it doesn't grant its shield bonus but it neither imposes its check nor its movement penalty.

Standard Configuration: Deploying the shield into standard configuration can occur on your turn as a bonus action. While deployed, the shield uses up a hand and grants a +2 bonus to AC.

Tower Configuration: Deploying the shield into tower configuration can occur on your turn as a bonus

action. While deployed, the shield uses up a hand but grants a +3 bonus to AC. The maximum Dexterity bonus is +2, and Dexterity (Stealth) checks have disadvantage.

Energy Envelope

The most advanced active defense system available, the energy shield covers its user only a centimeter from his skin, and thus is capable of protecting against all incoming attacks. Its only drawback is its tendency to neutralize temporarily when its user makes a melee physical attack.

Backpack Mount: The energy envelope does not use up a hand.

Hit Points: The envelope has its own hit points and threshold, the same as exo-armor. These hit points cannot be repaired; the energy envelope regains all lost hit points after a long rest. The energy envelope has 30 hit points and a threshold of 10.

Limitation: You lose your shield bonus to AC until the beginning of your next turn if you are hit with a melee attack.

Forced Defense Shield

This is a heavy titanium shield with grooves on its bottom, allowing for a firm root into the ground. In addition, a locked slit can open once it has been planted.

If planted into the ground as a bonus action, the shield remains upright and acts as three-quarters cover to anyone behind it (as well as offering its bonus to AC). You must be occupying the same space as the shield to receive this benefit.

Kinetic Baffle

This reactive system generates a contained energy field that only responds to high energy attacks from distant targets. It cannot react to close or massive targets and is inoperable if a target blocks its sensor net. You gain the AC bonus against ranged attacks only and only as long as no enemies are in reach of you.

Backpack Mount: The kinetic baffle does not use up a hand.

Repulsor Engine

This device is less a method of resisting damage and more of a way of discouraging attack. It resonates an acoustic, magnetic, and gravitational pulse, preventing or dissuading targets from delivering melee attacks. The shield's AC bonus applies only against opportunity attacks.

Induce Pressure Wave: The repulsor engine requires a separate cell for the pressure wave system. Use a bonus action with a battery charge and all Large and smaller creatures within 5 feet of you are shoved 5 feet. A creature that cannot be pushed is stunned until the start of your next turn. Sacrifice five charges to increase the area effect to 10 feet. If you use the pressure wave in any way, the repulsor engine is deactivated for one minute.

ARMOR MODIFICATIONS

These modifications are available to most armors (including all exo-armors) and often have requirements for their addition. There is no limit to the number of modifications you can add to exo-armor, though non exo

-armor is generally limited to 1 for light, 2 for medium and 3 for heavy.

Armors that already have the system cannot add a second version except to upgrade an existing system, as stated in the description

Auto-Reload (exo only)

You have a mechanism to reload your weapons instantly. You can reload three clips/cells without requiring an action before needing external loading (you either have to exit the suit to reload or have an ally do it for you).

Bullet Proof

You gain resistance to bludgeoning from nonmagical weapons. Select this modification a second time, and you gain resistance to slashing from nonmagical weapons. Select this modification a third time, and you gain resistance to piercing from nonmagical weapons. If you already have previous modifications, you can skip them.

Disruption Recovery

As a reaction to shutdown, the armor comes back online. Once you use this feature, you cannot use it again until you finish a long rest.

Gravity Anchors

You have a climb speed equal to your normal speed.

Gravity Drive

You suffer no damage from a fall.

Increased Armor

The armor gains a bonus to AC between +1 and +3 (it must not already have a bonus).

Increased Resistance

When you purchase this upgrade, select a damage type from the following list: acid, cold, fire, lightning, or thunder. You have resistance to that damage type.

Jet Boosters

You are always considered moving when performing a jump. You also have advantage with Strength (Athletics) checks when jumping.

Jump Jets

You gain a flying speed of 60 (same as the *fly* spell) for 4 minutes. You regain 1 minute per hour.

Larger Gauntlets (exo only)

Increase the damage dice of the armor's gauntlets by one step (1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

Maneuverability Booster (exo only)

You gain a +5 foot bonus to speed.

Nightvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, and everything you can see is displayed in shades of green, yellow, or blue (your choice). If you already have nightvision, you can select this modification and increase the range to 120 feet.

Stealth Net

This modification nullifies disadvantage on Dexterity (Stealth) checks if your armor imposes it.

Structural Reinforcement (exo only)

The armor gains additional hit points. These hit points do not stack with other levels of Structural Reinforcement. Each level also grants an increase in threshold.

Mk1: +10 hit points and a +2 bonus to threshold.

Mk2: +20 hit points and a +5 bonus to threshold.

Mk3: +30 hit points and a +10 bonus to threshold.

Targeting System

You gain a +1 bonus to damage rolls with ranged weapons when firing at target at normal range.

GEAR

Like weapons and armor, players can often field more powerful equipment dependent on their mission parameters. Unlike a fantasy setting, you are not expected to be carrying everything around with you wherever you go.

COMBAT ACCESSORIES

Bayonet Plug

This is not a weapon but an adapter to add a melee weapon to any small arm, enabling either weapon to be used without dropping or holstering one. Only one- and two-handed small arms can be equipped with a melee weapon. One-handed small arms can be equipped with a dagger only. Two-handed small arms can be equipped with any light blade. The melee weapon cannot be enchanted. You cannot equip a specialty weapon with a bayonet.

Laser Sight

Laser sights may be used in conjunction with scopes. They paint targets with precision where the weapon's fire will strike. This also doubles as a psychological attack, as most individuals find a green target on their chest to be a great incentive to negotiation. A sniper may, if they wish, swap it for an infrared diode, which is invisible to everything except for night vision (darkvision). The standard sight uses a green diode solid-state laser that is effective for the maximum range of any weapon. You gain a +1 bonus to your first attack roll on each turn.

Scope, Targeting

This is a standard long-range targeting scope which can be fitted to any two-handed small arm or heavy weapon without an auto, blast, auto-heavy, or sonic property. It cannot be used with specialty weapons. Attaching the targeting scope gives the weapon the sniper (+1) property.

Scope, Electro-Thermal/Magnetic

An enhanced digital targeting scope, the ETM system can see past barricades, into rooms, safes, and even people. It can target lock weak points on potential targets like axles or hearts. This replaces a targeting scope. If you hit, roll a 1d4. If you roll a 3 or a 4, you gain a 1 Marksman Point. You can also ignore one point of obstructing terrain for the purposes of line of sight (but not line of effect).

Suppressor

These attachments muffle the flash and sonic blast of explosively propelled firearms. By slowing the expanding gases exiting the barrel, the suppressor stems the acoustical signature, but does not silence it completely—reducing it to merely loud instead of deafening. Suppressors cannot be used on shotguns, heavy weapons, or weapons rated higher than TL3 (most of which

don't need it in any case). Affixing a suppressor takes a standard action.

You don't automatically reveal your location if you are hiding and make a ranged attack. Anyone within the weapon's normal range increment is still aware that a weapon has been fired, but not necessarily from where or by whom.

DETONATORS

Friend/Foe Trigger

This detonator can be programmed to detonate the moment a specific monster enters its blast radius. It can also be programmed to detonate for everything but specific people. There is no limit on its parameters, but setting the programming requires at least one minute.

Impact Trigger

After the safety is pulled, impact triggers detonate upon impact with any rigid surface. This detonator is rarely used except with grenades.

Magnetic Trigger

These unique detonators only function on explosive payloads of 5 lbs. or less. When armed, the detonator detects any sizeable metallic object (such as a vehicle, exo-armor, or suit of plate) passing within 30 feet and is pulled (together with its explosive) towards it, detonating on impact. If there is any form of cover or impedance, the detonator stops but still detonates.

Motion Trigger

This detonator detects movement in its burst area and detonates regardless of the target.

Pressure Trigger

These trigger the moment a weight is pressed upon the detonator. Large and larger targets automatically trigger pressure detonators upon entering a square containing one. Medium and smaller targets have a 50% chance to avoid the sensor unless the person placing the explosive succeeded on an DC15 Intelligence (Demolitions) check for proper placement. The sensor can be manually adjusted to only detonate for specific-sized targets (e.g.: detonation only for Huge targets).

Radio Remote

The range limit of a radio remote is 5,000 feet. Both the transmitter and receiver require batteries.

Timer

Timers utilize a mechanical clock to countdown compared to a digital timer. Although one may purchase a RDR (red digital readout) for the same price, this makes the detonator a TL2 item. The actual trigger is usually chemical or mechanical.

Trip Trigger

This detonator is a simple mechanical or chemical trigger attached to an explosive with a trip wire: a creature passing through the wire pulls the pin and detonates the device. You can run up to 25 feet of wire but the detonation only occurs in the square where the explosives are placed. Because the wire needs to be raised to be triggered, there is a DC20 Wisdom (Perception) check to spot the wire.

Wired Remote

This simple form runs an electrical pulse that triggers the mechanical, chemical, or electrical detonator. The maximum range of any wired detonator is 2,000 feet.

TOOL KITS

Unlike normal tool kits, these kits do not require proficiency but rather are necessary to use appropriate skills.

Engineering Kit

These kits include diagnostic tools, a soldering gun, fine point insulated needle pliers, and wire cutters. It employs a battery for a digital multi-meter measuring ohms, amps, and volts. It also comes equipped with a variety of wires, clips, resistors, banana plugs and crocodile clips. All diagnostic tools in the kit use gold wiring and are shielded by design, as it would be incredibly inconvenient to have to repair the repair kit before repairing another device.

More advanced kits are required when dealing with more advanced technology and can affect build times and cost (see **Skills: Intelligence (Engineering)**).

Drug Kit

Along with syringes required to deliver various medications, the drug kit offers standard chemicals medical professionals use to create various drugs. Additionally, this kit also includes tools enabling one proficient in its use to extract needed drugs from natural sources. Like the medical kit, the drug kit has enough supplies to 10 actions (regardless of how many targets are affected by said action).

Medical Kit

The formidable medical kit holds bandages, pills, trauma shears, ointments, and basic stitching implements for basic injuries. They also have eye pads and cooling gel pads for burns. Along with wound irrigation. Other implements include splints, alcohol pads, an epinephrine injector, hemostatic pads, and various scalpels and scissors for emergency surgical procedures. Trained medical professionals can pull off miracles with a medical kit. A medical kit has enough supplies to 50 actions (regardless of how many targets are affected by said action).

UTILITIES

Battery Flare

A battery-powered bright candle, the charge only lasts for four hours but illuminates to a 50-foot radius.

Big Ear

This tiny device wraps around one's ear and amplifies incoming acoustic data. You have advantage on Wisdom (Perception) checks when listening. It uses one charge upon activation and an additional charge every minute.

Binoculars

Ranging in size from small and concealable to large and clumsy, binoculars bring distant objects into close focus. They are sturdy, waterproof, and survive falls up to 50 feet. If broken, they cannot be repaired.

Camera Ball

This five-inch rubber ball can be thrown or fired from a grenade launcher. Once it lands, it transmits audio and video input from a full 360-degree arc up to 1,000 feet to a receiving monitor. When in range, it can also roll under its own power by remote; it has a speed of 10. It has 1 hit point and an AC of 10. It functions for 1 minute per charge.

The TL5 version contains a small antigravity unit, enabling it to hover for 1 minute per charge used. It has a fly speed of 20 and a ground speed of 10.

Climbing Boots

Boots are free to characters, but these are better. You gain a +1 bonus to Strength (Athletics) checks when climbing.

Clothing

They say clothing makes a man. In this case, they can also help you with skill checks. In an appropriate situation (GM's call) you gain the listed bonus to skill checks. With the exception of wearing synthetic weave, you gain no benefits from these clothes if trying to wear them underneath or (if possible) over your armor or other clothes. Casual wear grants no benefit.

Business: Gain a +1 bonus to Charisma (Persuasion) checks

Formal: Gain a +2 bonus to Charisma (Persuasion) checks

Fatigues: Gain a +1 bonus to Charisma (Intimidation) and a +1 bonus to Stealth if wearing a pattern that matches the environment. Each terrain type requires its own pattern.

Duct Tape

Duct tape is useful for a wide variety of things, subject to your imagination and the GM's approval (ironically, it is borderline useless for repairing ductwork). Some examples include:

- Affix a small item (such as a flashlight or a tracker) to a weapon.
- Create one foot of rope (up to thirty feet).
- Mark up to three feet on the ground or on an object.
- Handcuffs (target is restrained, DC25 to escape).
- Prevent a restrained creature from speaking.

Digital Audio Recorder

This both records and plays back over 1000 hours on an internal digital memory unit. You can have it set to record only your voice or an entire room.

Digital Camera

The resolution, features, and price of this camera is dependent on the current tech level. The megapixel resolution is 10mp at TL1, 20mp at TL2, 100mp at TL3, 500mp at TL4, and 1000mp at TL5. Storage capacities increase accordingly, with each camera being able to take around 5,000 images. The camera can also record around 6 hours of video.

Electric Torch

Modern torches do not employ fragile bulbs but instead use electronically regulated light-emitting diodes that make the end product more efficient, brighter, and more durable for the wilderness adventurer. It employs a miniature electrical generator and capacitor. By either shaking the light or winding a crank, the capacitor charges, allowing the unit to power its LED transmitter.

The light illuminates a 60-foot cone from the user. It lasts 10 minutes before fading out and requiring a recharge (one minute).

Electro Optical Sensor (EOS)

The EOS is equipped with a 360-degree motion sensor meant to detect both ground and aerial targets within

500 feet. It sends all information to a source monitor that cannot be more than 1000 feet away.

Targets must beat a DC25 Dexterity (Stealth) check or be detected. It only detects movement and cannot detect incorporeal targets. One charge is used up every hour.

Filament Camera

This device uses a microscopic wire 50 feet long. Through a remote at one end, it can navigate around corners and through vents. It transmits visual and auditory information back to its source. Because of the size of the wire, it is virtually invisible (DC20 Wisdom (Perception) to spot).

Fire Extinguisher

This expels a chemical that smothers the flame and cools the target. The result is a compressed container capable of putting out almost any kind of fire from combustible metals to burning oils.

As an action, extinguish a 5-foot area fire. Each container has enough for ten uses.

Flash Goggles

This simple eyewear protects the wearing from any blinding effects from bright light, whether natural or technological. They respond to incoming illumination and darken within 0.0005 seconds. When you are blinded via an external effect (like a light), you nullify the effect.

Force Shield

This system consists of two ground-planted generator coils which, when placed up to 20 feet apart and activated, create barrier between them, impenetrable from one side but allowing those behind it to fire through.

Use an action and drain a cell to create a 20-foot long wall that offers total cover for those behind it. It uses one additional charge per round in use. It must be deactivated to be moved (a bonus action to deactivate).

Gas Mask

This flexible and compact unit, when donned, attempts to filter all outside gasses and will protect the wearer from many airborne poisons. It will not protect the user if the environment has no proper earth atmosphere at all. While wearing the mask you are immune to gas attacks and inhaled poisons.

Glow-Paint

This is a spray can that, when applied to a surface, creates illumination. You can spray up to 10 square feet which dimly illuminates that area and the area up to ten feet around it for six hours.

Gravity Lens

The lens resembles a 10x13-photo frame with a handle on one side when unfolded from its compact package. When attached to a wall, it allows to the user to peer through it as if looking through a window. It detects secret doors, compartments, caches and so forth as well as snares and pits.

ARMOR	COST	STEALTH	WT.	CELL	TL
Auto Reloaders*	1,000	Disadvantage	+50 lb.	H	3
Bulletproofing	10,000	—	+20 lb.	—	1
Disruption Recovery	500	—	+20 lb.	—	2
Gravity Anchors	6,000	—	+20 lb.	H	5
Gravity Drive	5,500	—	+20 lb.	H	5
Increased Armor (+1)	5,000	—	+2 lb.	—	2
Increased Armor (+2)	25,000	—	+5 lb.	—	2
Increased Armor (+3)	50,000	—	+10 lb.	—	3
Increased Resistance	5,000	—	+5 lb.	—	3
Jet Boosters	5,000	—	+25 lb.	H	3
Jump Jets	7,500	—	+35 lb.	H	4
Larger Gauntlets*	9,000	—	+75 lb.	—	3
Maneuverability Booster*	15,000	—	+5 lb.	—	4
Nightvision	1,500	—	+2 lb.	H	2
Stealth Net	2,000	—	+5 lb.	H	3
Structural Reinforcement, Mk1*	10,000	Disadvantage	+25 lb.	--	2
Structural Reinforcement, Mk2*	20,000	Disadvantage	+50 lb.	--	2
Structural Reinforcement, Mk3*	40,000	Disadvantage	+80 lb.	--	2
Targeting System	500	—	+1 lb.	H	2
* Exo-armor only.					

You have advantage when attempting to open a lock, disable a trap, or disarming an explosive. Each attempt uses a charge.

Grip Gloves

This allows the user to climb walls with ease. You have a climb speed equal to your ground speed.

Handcuffs

These high tensile steel restraints require a DC25 Strength ability to break. You can also attempt a DC20 Dexterity (Sleight of Hand) check to open them.

Holographic Generator

This backpack-carried device deploys its own legs when activated. The fabric of the pack conceals most of the gear. Only a reflective sphere on a pindle rises from the top. The device can make a 50-foot circle look and sound like some other sort of natural terrain and can hide structures, equipment, and creatures within the area: multiple generators can be set up to conceal larger areas. All sounds within the dome are muffled from the outside. The effect is not solid, so interacting with the hologram reveals its illusory nature. This device cannot be moved when activated. Each hour of use exhausts a charge.

Infrared Goggles

These non-telescoping goggles still provide stereoscopic vision and allow the wearer to see in total darkness.

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, and everything you see is rendered in shades of green, yellow, or blue (your choice).

Lie Detector

No paper, needles, or wire; this device is a simple palm-shaped item that is placed gently on the subject's body. You have advantage on Wisdom (Insight) checks on the target. Each attempt uses a charge.

Light Bender

Thought once to be the realm of magic, the bender moves light around it, effectively making itself and its wearer invisible. The device, usually backpack-stored with a remote bracelet to operate it, creates a magnetic

ITEM	COST	WT.	CELL	TL
Combat Accessories				
Bayonet Plug	20	—	—	0
Laser Sight	2,000	—	M	1
Scope, Targeting	100	—	—	1
Scope, ET/M	2,500	—	M	3
Suppressor	75	—	—	1
Detonators				
Friend/foe trigger	10	—	I/B	3
Impact trigger	1	—	--	1
Magnetic trigger	15	—	I/B	2
Motion trigger	15	—	I/B	2
Pressure trigger	20	—	—	1
Radio remote	25	—	I/B	2
Timer	1	—	--	1
Trip trigger	5	—	--	1
Wired remote	15	—	I/B	1
Tool Kits				
Medical kit	50	2 lb.	—	1
Engineering kit	100	10 lb.	—	0
Engineering kit	200	10 lb.	—	1
Engineering kit	400	10 lb.	—	2
Engineering kit	800	10 lb.	—	3
Engineering kit	1,600	10 lb.	—	4
Engineering kit	3,200	10 lb.	—	5
Drug kit	50	2 lb.	—	1
Utilities				
Battery Flare	2	0.5 lb.	B	1
Battery Cell B	2	0.5 lb.	—	2
Battery Cell M	10	0.5 lb.	—	2
Battery Cell H	100	0.5 lb.	—	2
Big ear	1,000	2 lb.	20/M	3
Binoculars	20	0.5 lb.	—	0
Briefcase	20	2 lb.	—	0
Bolt cutter	50	5 lb.	—	1
Caltrops (10)	40	2 lb..	—	0
Camera Ball	500	1 lb.	10/M	3
Camera Ball	2, 500	1 lb.	10/M	5
Chemical	1	—	—	1
Light Sticks (5)	1	—	—	1
Climbing Boots	50	1 lb.	—	0
Clothing				
Business	100	3 lb.	—	0
Casual	10	2 lb.	—	0
Formal	500	3 lb.	—	0
Fatigues	100	3 lb.	—	0
Compass	1	—	—	1
Digital Audio Recorder	10	—	1	1
Digital Camera	1-500	—	1	1-5
Duct Tape	1	—	—	1
Electro Optical Sensor	10,000	2 lb.	10/M	4
Electric Torch	10	0.5 lb.	B	—
Electro Optical Sensor	5,000	5 lb.	M(10)	4
Filament Camera	500	0.5 lb.	M	2
Fire Extinguisher	25	2 lb.	—	1
Flash Goggles	1,600	0.5 ls.	M(5)	2
Force Shield	7,000	10 lb.	H(20)	5
Gas Mask	500	1 lb.	—	0
Glow-Paint	5	—	1	2
Gravity Lens	5,000	2 lb.	M(10)	5
Grip Gloves	3,000	—	M	3

ITEM	COST	WT.	CELL	TL
Handcuffs	3	—	—	1
Holographic Generator	15,000	30 lb.	10/H	5
Infrared Goggles	6,000	1 lb.	M	3
Lie Detector	1,500	1 lb.	10/M	3
Light Bender	15,000	5 lb.	10/H	5
Light Sticks (5)	1	0.25 lb.	—	1
Lighter	1	—	—	1
Metal Detector	500	2 lb.	M(30)	3
Nano-Healer	250	--	5/H	5
Pillow	1	—	—	0
Parabolic Microphone	350	4	1	1
Perfume/Cologne	100	—	—	0
Portable Jammer	2,500	6 lb.	M (20)	2
Puppet	5	—	—	0
Rover Robot	100	20 lb.	M(30)	3
Shovel	5	1	—	0
Sleeping Bag	10	1 lb.	—	0
Smartphone	100	—	—	2
Soap	1	—	—	0
Spike Strip	500	22 lb.	4	3
Survival Rations (1 week)	2	5 lb.	—	1
Suspension Filament	200	0.5 lb.	—	3
Tablet Assistant	50	0.1	2	2
Towel	1	—	—	0
Two-Way Radio	20	1 lb.	—	1
Ultrasound Goggles	10,000	1 lb.	H(20)	5
Watch, Automatic	10	—	—	1
Whistle	1	—	—	0
Widget Bag	10	5 lb.	--	0
Standard Adventurers Kit	15	20 lb.	--	1
Sunglasses	50	—	—	0
Suspension Filament	200	0.5 lb.	2	2
Tent (2-6 person)	10	10 lb.	—	0

field, removing the target from sight, even from darkvision and infrared. As bending *all* light would necessarily prevent the user from seeing out of it, light of very specific wavelengths is allowed through the field, creating a ‘shimmer’ effect when the field moves (to the wearer, the world merely looks constantly twilit): sudden movements or attacks disrupt the field entirely.

As an action, you become invisible. Each round uses a charge and the effect ends if you interact with something or someone or if you make any form of attack.

Light Sticks

When activated, the chemicals mix with a fluorescent dye. They usually glow red, green, or blue. One stick illuminates a 20-foot radius for one hour.

Lighter

You gain the capacity to make fire. Fire is (almost) always good. In a pinch, the lighter can illuminate a 5-foot area (your immediate vicinity) for one minute for each use. A standard lighter has 20 uses.

Metal Detector

This small device extends a small probe that scans for metal objects. You have advantage on Wisdom (Perception) checks when searching for metals. Each attempt uses a charge.

Nano-Healer

Beyond just patching holes, these nanobots enter the body via an injection gun and repair it from within. The bots quickly run out of power after a few minutes. As an action, the target recovers 8d4+8 hit points.

Pillow

A small fabric pillow often filled with chicken feathers. It is not useful in hand-to-hand combat.

Perfume/Cologne

Rarely found, exotic perfumes comprise of unique scents not found on the average corner market. One finds these tiny bottles in high-class stores that usually sell little else. Each bottle is filled and finished by an expert hand, often encased in high quality glass or crystal. The raw materials alone for exotic perfumes rise ridiculously high, involving sometimes thousands of different flowers picked from the corners of the globe. One such rare brand comprises of 10,000 different roses from over three countries. A container generally holds 20 uses. When used, you gain a +1 bonus to Charisma (Persuasion) checks for 1 hour. However, for the duration, you also suffer disadvantage to Dexterity (Stealth) checks.

Portable Jammer

When activated, this device impedes all incoming and outgoing wireless communication. This includes cell phones, radio detonators, WiFi, and wireless neural implants. It lasts a total of 20 minutes on a charge and radiates 100 feet.

Puppet

A puppet often finds its use entertaining children and the child at heart. Using a puppet for mockery usually fails to deflect retaliation. In a pinch, it can also be used as a distraction or decoy.

Survival Rations

These are no longer limited to freeze-dried meat and crackers, but offer a full range of cuisine including chicken and beef fajitas, hamburgers, meatloaf, beef-steak, and pastas with various sauces, beef stew, and jambalaya. Six days of rations for one person weighs one pound. Each package requires little preparation and can be eaten on the go. Beverages can be ingested right from the pouch. Each ration has a shelf life of five years with a peak temperature range of 60° C. Each day's worth of ration supplies, on average, 3000 calories.

Rover Robot

This tiny machine resembles a small, flattened box with two sets of caterpillar tracks. Regardless of how it lands or tumbles, it still can operate, as its propulsion system is larger than its body. A camera adjusts automatically to any change in orientation. It receives instructions from an operator that cannot be more than 5000 feet away and sends back both visual and audio information. The machine rolls at a speed of 35 feet and can tread through rough terrain or even over water. It has AC 20 and 20 hit points. It has a Strength score of 3 through a basic manipulator arm and a Dexterity score of 16. If you have proficiency in an ability check or skill, so does the robot. It uses one charge per minute and both the machine and the remote control require batteries.

Sleeping Bag

Sleeping bags enclose one (or two snugly) occupant in a synthetic bag capable of protecting the occupant (s) from temperatures as cold as -50 degrees C. It resists wind and combustion (thought is still susceptible to magical fire). It is externally waterproof.

Soap

When stranded in a combat arena, everyone will thank the one traveler who brought soap.

Standard Adventurers Kit

This kit includes the following: Two battery flares, five chemical light sticks, one compass, one sleeping bag, one lighter, one canteen (waterskin) and one week of survival rations.

Sunglasses

These are not cheap knock-offs.

Suspension Filament

Often used in covert military applications, suspension filament is a super strong wire that is virtually invisible to the naked eye. Only light reflection can detect it when it is being disturbed (DC 2 Wisdom (Perception) check in daytime, DC25 at night). The wire supports more than 800 lb. before breaking. It also has the ability to disintegrate when not needed as it requires a slight electrical charge to remain intact. When this specific charge stops, the wire breaks apart into separate atoms. When its taut status is loosened (no weight pulling), it disappears, leaving virtually no trace (the wire becomes an odorless gas). Each unit supplies 500 feet of cable. Only the length that had force applied will disintegrate, not the whole roll. This function can be deactivated before use and can also be implemented in a grapple hook.

Synthetic Tent

Tents come in two, four, and six person capacities. Most tents utilize flexible poles and are available in dome, tunnel, single-hoop, and geodesic styles. It takes 5 minutes to set up and take down properly.

Tablet Assistant

This advanced piece of miniaturized electronics permits wireless access to the internet as well as providing dozens (if not thousands) of useful applications from being a GPS or radio to mimicking bodily functions and the sounds of laser swords. You gain a +1 bonus to any Intelligence ability or skill check.

Towel

Any good adventurer always knows where their towel is. A towel can be used to prevent severe traumatic bleeding. Otherwise, it is mostly useful to prevent severe traumatic soaking.

Two-Way Radio

Civilian and military radios use frequencies chosen specifically to avoid eavesdropping and interference with other machines or day-to-day electronics. Military models can tune to any frequency: civilian and emergency service radios are each restricted to a certain range. It has a clear range of 20 miles. Even basic models can withstand some punishment and water pressure.

Ultrasound Goggles

These goggles translate sonic vibrations into visual stimuli. In the absence of ambient sound, they transmit high frequency pulses and detect the ricochet off objects. Any loud noise over 120 decibels causes the goggles to white out. You gain blindsight—you are aware of the location of any hidden or invisible creature within 10 feet of you. The goggles use one charge per hour of use.

Watch, Automatic

Digital watches have fallen out of favor in the world of today. Modern watches employ a balance wheel that winds via the motion of the wearer's arm. This allows the watch to keep perfect time without requiring manual winding or any power source. The compact and complicated device is water resistant, shock resistant, and

cannot be over-wound with abuse. They are also completely silent.

Widget Bag

You can use widgets to repair, modify, and create items, defraying the cost of repairs. You keep pieces handy for on-site repairs. These parts cannot be sold or traded, and they are useless to others. The parts work with any device you attempt to repair. When purchased, the bag has no widgets. When you scavenge technology, the GM may award a certain value in additional widgets, or you can simply buy a certain value of miscellaneous parts.

Widgets count against the total treasure awarded. The weight of the widgets in the bag depends on your level (as you get better at separating useful objects from junk): level 1-6, 1 lb. per \$500; level 7-13, 1 lb. per \$1000; level 14-20, 1 lb. per \$100,000.

VEHICLES

Most adults in a modern and "normal" world can operate ground vehicles with relative ease. Aircraft are different case entirely, requiring specific training to prevent a catastrophe. The rarity of vehicles and their advancement is dependent on the specifics of the setting.

VEHICLE RULES

For the most part, vehicles should not be featured in combat, as the logistics of handling two separate scales are too complex for general purposes. When they are featured, they involve a slight departure from regular movement rules.

Armor Class

The vehicle's AC is listed in the vehicle table. Like armor, some vehicles allow you to add either your Dexterity or Intelligence bonus to your vehicle's AC.

Attacking From Vehicles

The vehicle's controller has disadvantage on attack rolls (unless the vehicle is the weapon) while the vehicle is in motion (has a carryover speed) and must make a DC15 Dexterity check to maintain control if using the Attack action. Passengers have disadvantage as well unless using a turret-mounted weapon. Otherwise, vehicle movement is considered the same as personal movement for purposes of penalties and impediments to attacking, especially with firearms.

98 Control

Only one person can control a vehicle, and the vehicle operates only on that character's (your) turn. If driving, and you are required to make a Dexterity check relating to driving outside of your turn, the effects of that roll take place at the start of your next turn (even if you are crashing). Large creatures cannot control vehicles without heavy modification no matter how big the vehicles are; whether a Large creature even fits in the vehicle is up to the GM's discretion. Only if a vehicle has secondary controls (ground vehicle do not—aircraft often do) can a second character assist the driver via Help or Working Together.

Crash

A crash is a catastrophic failure in vehicle control. If you fail a Dexterity check with a vehicle, the result is a crash. In these terms, a crash is a lost of control, not an incident where damage is inflicted, though this ultimately can happen.

If you crash, at the start of your turn you decelerate at your speed rating if you haven't immediately struck an obstruction. If you hit difficult terrain, or you hit an obstruction (like a wall or another vehicle), your movement stops. The vehicle and all occupants inside take damage according to the vehicle's current speed.

SPEED	DAMAGE
Less than 30	No damage
31-50	1d8
51-70	2d8
71-90	3d8
91-110	4d8
111-130	5d8
131-150	6d8
151-170	7d8
171-190	8d8
191-210	9d8
211 and up	10d8

If there are no obstructions to crash into, you continue decelerating at your carryover speed rating each turn until your movement is 0, you recover with a Maneuver action, or until you hit an obstruction or difficult terrain.

If you fail a Dexterity check with a vehicle while crashing by 10 or more, the vehicle rolls as it crashes. The vehicle takes 2d6 damage at the start of every turn it spends rolling.

Jump Failure: If you fail by 5 or less, you make the jump, but enter a crash. If you fail by 5 or more, your vehicle rolls. If you fail by 10 or more, you drive into the ground or fall short, instantly stopping and suffering damage.

Seatbelts: Occupants in vehicles are assumed strapped in when a vehicle crashes (unless they are moving around inside the vehicle). If a vehicle suffers damage from rolling or crashing, occupants strapped in suffer half the damage inflicted on the vehicle. Those not secured take full damage.

Aircraft: An aircraft that fails its control roll loses altitude equal to x2 its speed. Unlike ground vehicles, aircraft do not decelerate in a slide.

Blimps do not lose altitude when sliding or crashing. They remain suspended in the air via a series of "lifting bags" contained inside a larger carrier. This can be another balloon or a rigid superstructure. Each airship of this type lists the number of internal lifting bags. An attack that inflicts 20 damage or more on an aircraft may puncture a balloon instead of causing damage to the craft (attacker's choice). If so, the hit inflicts no damage on the vessel. Half of an airship's lifting bags must be punctured for an airship to be affected. Once half the lifting bags are punctured, the airship drops 20 feet at the start of each turn, dropping an additional 20 feet for every additional bag punctured. Every bag punctured also imposes a cumulative -1 penalty to the vessel's maneuverability. Only by destroying the vessel can it crash violently.

Escape: If all appears hopeless during a crash, occupants can try to escape (stunned or not) by making a DC20 Dexterity (Acrobatics) check for the driver or a DC15 check for passengers. Occupants have one chance per turn to try to escape. A driver who attempts to escape no longer has any control over the vehicle.

Destroying Vehicles

Reducing a vehicle to zero hit points renders it non-functional. A vehicle reduced to a negative value equal to its total hit points bursts into flame, immediately inflicting 3d6 fire damage to every creature that moves through or enters its space or within 10 feet of it for five minutes.

Entering And Exiting

Getting in and out of a vehicle costs an amount of movement equal to half your speed (like mounting or dismounting).

New Action: Maneuver

A vehicle is a mindless machine and thus requires continuous input. Moving a vehicle occurs your turn using your movement. However, if you want to do anything significant with your vehicle, you are required to use an action to maneuver, a Maneuver action.

With a Maneuver action, you can accomplish the following.

- Increase your speed by a maximum of your vehicle's speed rating or by a maximum of x2 your speed, the latter requiring a DC10 Dexterity check with your vehicle—failing, the craft's vehicle does not change.
- Decrease your speed by a maximum of x2 your vehicle's speed rating or by a maximum of x4 your vehicle's speed rating, the latter requiring a DC10 Dexterity check with your vehicle—failing, the vehicle enters a crash.
- Attempt to gain control of your vehicle if it is out of control (in a crash).
- Ramming is part of a Maneuver action since you are making an attack roll, but it is in addition to any other acceleration, deceleration maneuvers attempted during the same action.

Proficiency

Vehicles are classed as a tool proficiency. For these purposes, vehicles are divided into five categories:

- light ground (Medium-size vehicles, such as bikes and ATVs),
- heavy ground (Large ground vehicles, such as trucks),
- super-heavy ground (Huge and larger, such as tanks and most ETVs),
- aircraft (all manner of flying vehicles),
- watercraft (river- and ocean-going craft).

If you are proficient with a class of vehicle, you add your proficiency bonus to all Dexterity checks related to the operation of such vehicles.

Ram

To accomplish a ram, you move a vehicle you are controlling into an adjacent space to your target. Take note of your current speed this turn (especially how much you have left). Ramming is part of a Maneuver action, and you can perform other vehicle maneuvers normally as part of that same action.

You can ram any creature or object you could target with a melee attack. You cannot target individual occupants of a vehicle (subject to GM discretion). You make a melee attack using your vehicle as the weapon. You may use Dexterity or Intelligence as the attack ability, and gain your proficiency bonus with the attack if you are proficient with the vehicle. If you pass through an enemy space and do not perform a ram or if you miss, the target automatically avoids you, and you continue moving your speed.

Damage with a hit depends on how fast the vehicle is traveling (its current total speed at the time of impact) along with how large your vehicle is.

- Normal-sized vehicles inflict 1d6 damage on a hit for every 40 speed the vehicles has.
- Large vehicles inflict 1d10 damage on a hit for every 30 speed the vehicles has.
- Huge vehicles or larger inflict 1d12 damage on a hit for every 20 speed the vehicles has.

If the target was a rigid object (such as a vehicle, or a Large or larger creature), the ramming vehicle suffers half damage from the ram. If it was a soft object (such as a Medium or smaller creature), the ramming vehicle suffers quarter damage.

If the target is a vehicle moving itself, the ramming damage may alter accordingly. Subtract the target's speed from the attacker's if the collision occurred from behind or the side, or add it if it was from the front.

Resistances

Vehicles are immune to all conditions. They are also immune to necrotic, psychic, and poison damage.

Speed

The speed rating for a vehicle is not its top speed but the rate at which you can change its movement (up or down) without making a Dexterity check with your vehicle.

Here are the rules regarding vehicle movement and acceleration:

- Your vehicle has a "carryover speed"—the speed at the end of your last turn. Your vehicle has a carryover speed of 0 if the vehicle has stopped or hasn't moved before the start of your turn.
- You cannot move your vehicle with a Dash action (only with the movement portion of your turn)—you alter its current speed or perform an extreme maneuver with a Maneuver action.
- If you have any carryover speed (even if only 1), that is your speed at the beginning of your turn, and you must move that distance unless you alter it with a Maneuver action.
- A vehicle can accelerate up to x2 its speed with a DC 10 Dexterity check (with a Maneuver action).
- A vehicle can decelerate at up to x2 its speed without a Dexterity check (with a Maneuver action).
- A vehicle can attempt hard deceleration, decelerating at up to x4 its speed with a DC10 Dexterity check (with a Maneuver action).
- In safe conditions, a vehicle can safely move up to six times its speed rating without a Dexterity check. This may change depending on conditions.
- A vehicle's top speed is x20 its speed rating.
- Road and flight conditions can affect a Dexterity check as seen below.
- Once a vehicle reaches a desired speed, it no longer requires a Dexterity check unless conditions change or a maneuver is severe (a sharp turn, an obstacle, or terrain changes).
- A vehicle automatically fails Dexterity saving throw unless it has a carryover speed.
- Huge or smaller vehicles cannot normally enter squares labeled as difficult terrain. Depending on the situation, they may get stuck or hit an obstruction. Depending on the topography (marsh or debris, for example), Gargantuan or larger vehicles can ignore difficult terrain. The severity of the terrain may impede even these vehicles: trees may stop a tank but not a behemoth.

- A vehicle cannot squeeze, crouch, or adjust its space.
-

STUNT OR CONDITION	DC
Speed	
Up to x8 vehicle's speed	5
Up to x10 vehicle's speed	10
Up to x12 vehicle's speed	15
Up to x14 vehicle's speed	20
Up to x16 vehicle's speed	25
Up to x20 vehicle's speed	30
Flight conditions	
Strong wind	+5
Raging storm	+10
Tornado / Hurricane	+15
Road conditions	
Gravel	+5
Rain / Snow	+10
Accelerate x2 speed	10
Decelerate x4 speed	10

Targeting And Cover

Creatures inside/on a vehicle receive protection depending on the situation and the attack.

Cover: Most vehicles grant three-quarters cover to their occupants. If an attack targeting a vehicle occupant benefitting from cover would have hit the target without the cover, the attack hits the vehicle instead.

Reach: Vehicles do not have reach but creatures inside may.

Selecting Defense: Creatures inside/on a vehicle targeted by an attack from a creature outside the vehicle may choose to use the vehicle's AC in lieu of their own. Certain vehicles prevent occupants from being targeted by certain attacks (usually disease, gas, or poison). Creatures attacking a vehicle may choose to target the vehicle itself instead of the occupants.

Using Skills

Any skill that could be negatively impacted by the motion of a vehicle—such as Wisdom (Medicine) or Intelligence (Engineer)—has disadvantage.

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VEHICLE STATISTICS

Capacity (Cap): The standard person capacity or crew. One person is needed to drive the vehicle; other crewmembers serve as gunners, co-pilots, or passengers. Each unused passenger slot allows the vehicle to carry an additional 200 lbs. of cargo.

Cargo Capacity: The amount of cargo the vehicle is designed to carry in pounds in a cargo module or trunk.

Maneuver: If listed as “Disadvantage”, the driver has disadvantage on ability checks to operate the vehicle (so best not to push it).

Speed (Rating): The number of feet the vehicle can safely accelerate per round. Double this value is the vehicle's maximum deceleration. Both values can be adjusted with a successful Dexterity check.

AC: The vehicle's AC, to which the driver applies her Dexterity or Intelligence modifier.

Hit Points: The vehicle's hit points.

Size: The size of the vehicle.

Weapon Mounts: Certain vehicles come equipped with mounting hardware to attach weapons. When available, the mount is able to house any class of weapon listed (the vehicle's size is not taken into account when determining the class of weaponry, as is the case with exo-armor).

Power

Depending on the Tech Level, a vehicle can be run on steam, gasoline, battery, or even nuclear power. The details of the setting can also affect this. For most settings, vehicles are assumed to be run off internal combustion, giving them a range of about 200 miles per tech level. This range is consistent with electric vehicles as well—they are just better for the environment. If the latter, a battery can either be included and rechargeable, an M cell that requires replacement (H for military vehicles), or both (the default, meaning the battery only needs replacing if drained or broken).

GROUND VEHICLES

4-Wheel All-Terrain Vehicle (ATV)

All-terrain vehicles are miniaturized motorized buggies. They don't offer the protection their larger cousins have. ATVs can operate like mounts instead of vehicles for the purposes of combat. This vehicle automatically passes Dexterity checks at x8 speed.

Armored Truck

Armored trucks offer amazing resistance to outside damage without the high costs or the impracticality of an APC or a tank. Tires are run-flat and the wheels are as well protected as the rest of the truck. The enclosed cabin may have open gun hole sliders that increase offensive and defensive power while still offering cover to those inside.

Armament: The armored trucks is equipped with a single turret heavy weapon mount.

Immunities: The armored truck is immune to cold, fire, and slashing damage.

Resistances: The armored truck has resistance to acid, and thunder, as well as bludgeoning, and piercing from nonmagical weapons.

Armored Personnel Carrier (APC)

Slow and awkward, armored personnel carriers can track their history back for over a century. The enclosed cabin and cargo area provide sufficient protection through heavy gauge steel. The vehicle drives on massive tires with a durable suspension able to withstand a drop from two stories.

Armament: The APC comes equipped with two turret heavy weapon mounts.

Dismount: Non-driving personnel can enter and exit this vehicle with only 5 feet of movement.

Immunities: The APC is immune to cold, fire, and slashing damage.

Resistances: The APC has resistance to acid and thunder, as well as bludgeoning and piercing from nonmagical weapons.

Tank

Tanks continued to evolve almost to extinction. Anti-tank weaponry became so advanced, many drivers and crew found themselves riding in crawling coffins. The advancements of armor could not match the research dedicated to their penetration. Modern tanks offer the same level of protection, but are much more maneuverable than their predecessors.

Armament: The tank contain three turret mounts for heavy weapons.

Immunities: The tank is immune to cold, fire, as well as slashing, bludgeoning, and piercing damage.

Pressurized: The crew is immune to all gas attacks and inhaled poisons until the vehicle is destroyed.

Resistances: The tank has resistance to acid and thunder.

Terrain: Tanks suffer no penalties for passing through difficult terrain. Terrain a tank passes over is no longer difficult. Tanks may even be submerged in water, bringing in air from an outside snorkel that rises up 10 feet from the hull.

Bike, Wheeled

These are durable basic machines with strong chassis and thick, large, run-flat tires with heavy treads. They don't offer any protection to the rider. Some manufacturers refer to them as enduros.

Special: Bikes can operate like mounts instead of vehicles for the purposes of combat. This vehicle automatically passes Dexterity checks at x8 and x10 speed.

Resistances: The bike has resistance to cold.

Buggy, Wheeled

This refers to semi-enclosed vehicles with a wide footprint upon the ground (with the tires spaced far to the corners). They are much larger than a standard car. The buggy encloses the crew in a steel and plastic frame that offers protection from a crash but does not seal an environment. The body is formed in such a way that shifting a tumbled vehicle back to its wheels is a relatively simple procedure. Thick steel roll bars prevent damage to the frame or the people inside. They are not designed for urban use.

Resistances: The buggy has resistance to cold.

Special: This vehicle automatically passes Dexterity checks at x8 and x10 speed.

Automobiles

(generic sedan, sports car, sport utility vehicle, supercars, and trucks)

The average car can be gas, electric or hybrid. It can have all-wheel-drive or all-wheel steering, can be equipped with a cellular link, cruise control, a heads-up-display and cup holders. ABS, TCS, AVS, A/C, GPS and DCS are all common features. Higher-end machines have climate control, an entertainment system and leather seats. Anyone inside gains resist 5 poison against outside attacks.

Resistances: Automobiles have resistance to cold, as well as slashing from nonmagical weapons.

Motorcycle/Super Bike

Although motorcycles can range from all-terrain enduros to racing bikes, this entry is skewed towards the

latter—designed for city streets rather than dirt roads. They can have run-flat tires and a GPS. Like cars, they can be run on gas or battery. Motorcycles and superbikes operate like mounts for the purposes of combat.

Resistances: The bike has resistance to cold.

Multi-Ped Armored Vehicle, Heavy

With the advancement of robotics and artificial muscles, an attempt was made to incorporate this technology into modern weaponry. The first generation legged-tank didn't see much use out of the test bed. The second variety was too large and cumbersome. Every prototype that emerged for ten years never went into production because the advantages of the multi-ped system were offset by the inherent vulnerability of leg joints to enemy fire.

Multi-ped tanks are substantially lighter than their heavy treaded cousins. They are much faster, often equipped with a backup wheel system for more maneuverability. They can traverse over any terrain, though they find the most use in urban deployments. Special equipment include composite armor, environment control, fire extinguishers, IR smoke dispensers, a military radio, laser and visual rangefinders, military radar, satellite uplink, thermograph and image enhancement.

Arms: The arms have a Strength of 26. Melee hits cause 2d6 damage. The arms are cumbersome and suffer a -4 penalty to all attack rolls. The arms have reach 2.

Immunities: The heavy multi-ped is immune to cold, fire, as well as slashing, bludgeoning, and piercing damage.

Manipulators: The multi-ped has two micro-manipulator arms. They have Strength 15 and reach 1.

Motive System: All multi-peds have dual movement systems they can switch with a minor action. The first speed rating is with their legs; the second is with the wheels at the base of the legs. The wheels operate as normal movement. Legs can ignore all movement penalties for difficult terrain and can pass through squares occupied by medium or smaller obstacles or enemies.

Pressurized: The crew is immune to all gas attacks and inhaled poisons until the vehicle is destroyed.

Resistances: The multi-ped has resistance to acid, and thunder.

Sensors: The heavy multi-ped has darkvision to 500 feet and see invisible targets within 100 feet.

Turret: 2 two-handed small arm turrets and 1 heavy weapon turret OR 2 heavy weapon turrets OR 1 super heavy weapon turret.

Multi-Ped Vehicle, Light

Since the development of the main multi-ped tanks being used in various battle theatres across the world, several groups began the natural trend to making the designs smaller and more maneuverable. This was in response to demands for a miniature assault vehicle as a solution to the tight environments of modern day congested cities. Unlike the main production multi-peds often seen on news programs, the LMPV was built for, as is used primarily by, civilian security and law enforcement groups. Although powered armor and slave sys-

tems as well as androids have evolved to render most multi-peds absolute, a few LMPVs can still be found in circulation around the globe, often times flanked by their successors.

Arms: Main arms have a Strength of 20. Melee hits cause 1d8 damage. The arms count as unarmed combat but the limbs are cumbersome and suffer disadvantage to all attack rolls.

Grapples: One grappling hook with 500 feet of nano-wire. This can easily support the weight of one LMPV and up to two passengers.

Immunities: The light multi-ped is immune to cold, fire, as well as slashing and bludgeoning damage.

Motive System: All multi-peds have dual movement systems they can switch with a minor action. The first speed rating is with their legs; the second is with the wheels at the base of the legs. The wheels operate as normal movement. Legs can ignore all movement penalties for difficult terrain.

Pressurized: The crew is immune to all gas attacks and inhaled poisons until the vehicle is destroyed

Resistances: The multi-ped has resistance to acid and thunder, as well as piercing from nonmagical weapons.

Sensors: The light multi-ped has darkvision to 250 feet and see invisible targets within 50 feet.

Turrets: 2 two-handed small arm turrets OR 1 heavy weapon turret.

Personal Transport

The PT started as a novelty endorsed by a few schools and fewer cities. Eventually, larger companies jumped into the market with competing designs, presenting a cheaper, more efficient transportation alternative for dense population centers. Variations include stand-up and sit-down models, covered and open, all-terrain and city-use. They are all battery powered with a range of 150 kilometers before requiring a recharge.

Special: The personal transport operates like mounts for the purposes of combat.

AIRCRAFT

102 Advanced Aerial Vehicle

This military aircraft uses fanjets to keep itself airborne and is unable to stay aloft otherwise, as it is not equipped with an aeroform. The fanjets have a built-in redundancy which can compensate if the craft loses one of its engines. It operates as both a transport and as an attack vehicle capable of parking over a location and securing ground like a tank. It doesn't deliver the massive punch of a focus attack helicopter but it can nearly equal one in an even engagement. Its size and payload have dubbed it a "flying fortress". The rear cargo area can hold up to six fully armed soldiers

ECM: If the AAV is hit with a ranged attack, as a reaction, the attack has disadvantage.

Resistances: The AAV has resistance to acid, cold, and fire, as well as slashing, bludgeoning, and piercing from nonmagical weapons.

Sensors: The AAV has darkvision to 500 feet.

Turrets: 2 two-handed small arm turrets and 1 heavy weapon turret OR 2 heavy weapon turrets.

Attack Helicopter

Modern attack helicopters dominate the modern urban battlefield. They have unmatched nightvision and threat analysis, equipped with laser range finder, thermal imaging night sights, and a digital computers. Both the fuel and ammunition are compartmented to enhance survivability.

Active Camouflage Denial System: Spend 40 feet of movement and target an area 40 feet in diameter up to 200 feet away. Until the start of your next turn, all enemy creatures in the area of effect cannot benefit from cover. This includes using cover to make stealth checks.

ECM: If the attack helicopter is hit with a ranged attack, as a reaction, the attack has disadvantage.

Resistances: The attack helicopter has resistance to acid, cold, and fire, as well as slashing and bludgeoning from nonmagical weapons.

Sensors: The attack helicopter has darkvision to 500 feet and see invisible targets within 50 feet.

Turret: 2 heavy weapon turrets or 3 two-handed small arm turrets. One weapon turret can be controlled by the pilot without having to make a control roll.

Blimp

Blimps are hot-air ships with a non-rigid structure. Without pressure, they deflate. After cold air is pumped in and then heated, the baffles fill up and the final shape takes form. Only the passenger car or gondola has rigid construction. The difference between blimps and simple hot-air balloons is the addition of tail fins and propulsion.

Lifting Bags: This aircraft is equipped with four lifting bags.

Resistances: The blimp has resistance to acid, cold, and fire, and thunder, as well as bludgeoning from nonmagical weapons.

Buzzboy

The buzzboy is a nickname assigned to a variety of one man aerial transports developed from a trio of companies from America, Sweden, and Japan. The "buzzboy" name was coined and copyrighted by American Acro-Tran, though it is now the brand name of all transports of this type. They are used in law enforcement, traffic control, and military divisions assigned to urban warfare. They are occasionally fitted with weapons but are mostly used for reconnaissance. They can also be controlled by an artificial or synthetic intelligence or by remote via cyberlink. They have no room for passengers. The craft wraps around its user.

Resistances: The buzzboy has resistance to acid, cold, and fire, as well as slashing and bludgeoning from nonmagical weapons.

Sensors: The buzzboy has darkvision to 250 feet.

Turret: 1 two-handed small arm turret.

Helicopter

Standard helicopters are a common sight. They are agile despite their size, come equipped with a jet-stabilization system, and can ferry several armed per-

NAME	CAP	CARGO	MANEUVER	SPEED	Armor Class (AC)	HP	SIZE	COST	TL
4-wheel ATV	2	100	—	30 ft.	13+ Dex/Int mod.	20	M	500	1
APC	8	1,000	Disadvantage	30 ft.	15+ Dex/Int mod. (max 2)	100	H	8,000	1
Armored Truck	7	3,000	Disadvantage	30 ft.	14+ Dex/Int mod. (max 2)	70	L	3,000	1
Bike, Wheeled	2	20	—	50 ft.	13+ Dex/Int mod.	20	M	500	1
Bike, Wheeled	2	20	—	60 ft.	13+ Dex/Int mod.	20	M	2,500	2
Bike, Wheeled	2	20	—	70 ft.	13+ Dex/Int mod.	20	M	10,000	3
Buggy, Wheeled	2	50	—	40 ft.	13+ Dex/Int mod.	30	L	1,500	2
Generic Sedan	4	500	—	40 ft.	13+ Dex/Int mod.	40	L	10,000	1
Generic Sedan	4	500	—	50 ft.	13+ Dex/Int mod.	40	L	50,000	3
Multi-Ped Vehicle, Light	2	100	Disadvantage	20 ft.	15+ Dex/Int mod. (max 2)	70	L	75,000	3
Multi-Ped Vehicle, Heavy	4	500	Disadvantage	20 ft.	17	100	H	125,000	4
Personal Transporter	1	20	Disadvantage	20 ft.	13+ Dex/Int mod.	5	M	500	2
Sports Car	2	50	—	50 ft.	13+ Dex/Int mod.	35	L	25,000	1
Sports Car	2	30	—	60 ft.	13+ Dex/Int mod.	35	L	40,000	2
Sports Car	2	20	—	70 ft.	13+ Dex/Int mod.	35	L	100,000	2
Sport Utility Vehicle	6	200	Disadvantage	30 ft.	15+ Dex/Int mod. (max 2)	50	L	20,000	1
Sport Utility Vehicle	6	200	Disadvantage	40 ft.	15+ Dex/Int mod. (max 2)	50	L	35,000	2
Superbike	1	10	—	80 ft.	13+ Dex/Int mod.	25	M	50,000	2
Supercar	2	20	—	90 ft.	13+ Dex/Int mod.	40	L	100,000	2
Tank	4	500	Disadvantage	20 ft.	18	125	H	25,000	2
Truck, Wheeled	4	1,500	—	30 ft.	13+ Dex/Int mod. (max 2)	50	L	8,000	1

sonnel into a conflict. This entry is not for a heavy transport or for a nimble 2-person craft, but for the mid-size multi-purpose aircraft. They are still significantly more maneuverable than their predecessors, able to navigate the forest of city towers with no chance of clipping a rotor.

Resistances: The helicopter has resistance to acid, cold, and fire.

Hover Car

Everyone wanted a flying car. They were promised a flying car. It's the mark of a futuristic world, the sure sign of progress. Despite wireless internet and miniature portable computers, the public will not be satisfied until they have their flying car. Thankfully, when it finally arrived, it came with an auto-drive to prevent those same people from killing themselves the first day they took their flying car for a spin. Hover cars probably utilize ducted-fans or magnetic repulsion technology. They have altitude limitations but are known for their maneuverable

Resistances: The hover car has resistance to acid, cold, and fire.

Leviathan

A colossal flying fortress, the leviathan stays aloft via a dozen ducted-fans or jets. This mobile strongpoint supports numerous weapon turrets and dozens of personnel. There are few leviathans in the world, and they rarely appear over densely populated areas. Thanks to its size, the leviathan is slow, but it is not an easy target, able to lose half of its engines and remain aloft.

Armament: A leviathan contain six turret mounts for heavy weapons.

Immunities: The leviathan is immune to cold, fire, as well as slashing and bludgeoning damage.

Pressurized: The crew is immune to all gas attacks and inhaled poisons until the vehicle is destroyed.

Resistances: The leviathan has resistance to acid and thunder, as well as piercing from nonmagical weapons.

Sensors: The leviathan has darkvision to 1,000 feet.

Rocket Yacht

It's not so much a rocket vehicle as it is a spacecraft capable of escape velocity. It doesn't run on liquid propulsion, and can make such trips repeatedly. It does not resemble a ground vehicle, and functions clumsily in urban environments. In space, it glides, but its range is severely limited. Often, the rocket yacht achieves low-Earth orbit in order to make quick hops across the planet.

Immunities: The rocket yacht is immune to cold and fire.

Pressurized: The crew is immune to all gas attacks and inhaled poisons until the vehicle is destroyed.

Movement Mode: The rocket yacht is not required to make vehicle control checks for speed as long as it is traveling in a straight line.

Resistances: The rocket yacht has resistance to acid and thunder, as well as slashing, bludgeoning, and piercing from nonmagical weapons.

Swoosh Bike

A swoosh is a vehicle designed by a madman—a collection of jets and miniature control surfaces barely able to keep the whole thing stable in the air. As such, only insane daredevils would hope to master it, and few have. Those exceptions claim a thrill like no other. Everyone else is scared for his or her life.

Resistances: The swoosh has resistance to cold and fire.

Special: A swoosh operates like a mount instead of a vehicle for the purposes of combat.

Tilt-Fan/Jet/Rotor Transport

This is a blanket term for several variation of tilt-wing aircraft. They are mostly reserved for company presidents and military applications. The engines rotate for quick take-offs and offer up to a 200% increased horizontal acceleration over regular helicopters. The tilt-fan utilizes ducted-fan engines and the overall design is smaller, with less control surfaces and larger engines compared to vehicle size. The larger tilt-rotor and tilt-jets are similar in size and operate nearly identically.

Movement Mode: A tilt transport in hover-mode cannot move faster than x8 its speed. If it attempts to move faster, it enters overland mode, and the tilt transport counts x14 its speed as x8.

Resistances: Tilt transports have resistance to acid, cold, fire, and thunder, as well as slashing and bludgeoning from nonmagical weapons.

VEHICLE MODIFICATIONS

Only one modification one any type can be applied although you can apply different grades of the same type. For example, you can apply interlaced armor plating grade I and II and have the values compound but you cannot apply two grade I interlaced armor plating. That being said, if a modification is already on a vehicle, you can skip that level and gain the second. Each higher grade is a substantial increase in product quality and is not a simply repeat of the previous grade. There is no limit to the number of modifications you can place in a vehicle.

Auto Reloader

You have a mechanism to reload your weapons. You can reload three clips/cells without requiring an action before needing external loading.

Complete Composite Retrofit

Ultra high molecular-density polyethylene plates are bolted to the outer panels of the vehicle, removing any illusion of the transport's purpose. When you purchase this upgrade, select a damage type from the following list: acid, cold, fire, lightning, or thunder. You have resistance to that damage type.

Electronic / Physical Counter Measures (EPCM)

This is not one modification but several accomplishing similar ends. Reactive plating, adaptive camouflage, and regenerative countermeasures assist in making even an immobile vehicle harder to target with both close and ranged attacks.

Level I: +1 bonus to the vehicle's AC.

Level II: +2 bonus to the vehicle's AC.

Level III: +3 bonus to the vehicle's AC.

Electronics Flash Reprogramming

EFP involves removing the vehicle's engine control system that limits the vehicle's power output by dictating throttle response injection timing. The unit is then replaced or reprogrammed for higher and more efficient output, granting a +5 ft. bonus to speed rating.

Forced Induction

This involves installing a larger supercharger or turbo-

charger. Later levels include larger wastages and anti-surge/blow-off valve. Eventually, secondary forced induction systems may be included as well as larger intercoolers.

Grade I Property: Increase speed rating by +5

Grade II Property: Increase speed rating by +5

Grade III Property: Increase speed rating by +5

Nawz!

Your customized vehicle has a slight modification you haven't told anyone else about. As a bonus action, the speed of your vehicle increases by +10 feet for 1 minute. Once you use this ability, you cannot use it again until you finish a long rest.

Parachute

Parachutes attach to the main cabin or cockpit of an aircraft and deploy in case of freefall. A mechanical barometric switch triggers parachutes to prevent a terminal crash. The vehicle must be at least 200 feet above the ground for the parachute to operate safely.

Reinforced Chassis

By strengthening the chassis with strut and sway bars, adding run flat tires, and replacing key components with harder and lighter materials like carbon fiber, the vehicle can endure more punishment.

Level I: Vehicle gains +20 hit points.

Level II: Vehicle gains +100 hit points. Vehicle must have at least 40 hit points for this modification.

Level III: Vehicle gains +130 hit points. Vehicle must have at least 80 hit points for this modification.

Level IV: Vehicle gains +80 hit points. Vehicle must have at least 100 hit points for this modification.

Visual Active Camouflage

This is an active cloaking system that can conceal a vehicle when not engaged in combat.

As an action, you become invisible for up to five minutes. If you are hit by a melee or ranged attack, you enter a square filled with water, you are hit with debris, or you fire any weapons, there is a 50% chance you become visible and the effect ends. Once you use this ability, you cannot use it again until you finish a long rest.

Weapon Mount / Turret

A vehicle must have a listed hit point total equal to or greater than 30 to mount a two-handed weapon turret, equal to or greater than 60 to mount a heavy weapon (unless stated otherwise), and equal to or greater than 100 to mount a super heavy weapon (unless stated otherwise). Most vehicles can have only one weapon mount. Weapons use their original size when determining what can be fitted to a mount, even if they nominally count as a smaller weapon for a larger user.

Interlaced Armor Plating

Though it does increase weight, this modification attempts to maintain the overall appearance of the vehicle without any visible evidence of the increased protection. Normal windows are replaced with bulletproof glass. Aramid plates are inserted behind the body panels. Later upgrades involve upgrading the reinforced glass with even tougher ballistics glass, though windows

NAME	CAP	CARGO	MANEUVER	SPEED	Armor Class (AC)	HP	SIZE	COST	TL
Aircraft									
Advanced Aerial Vehicle	6	1,500	—	40 ft.	13 + Dex/Int mod.	100	H	100,000	4
Attack Helicopter	2	500	—	50 ft.	15 + Dex/Int mod. (max 2)	90	H	80,000	2
Blimp	5	300	Disadvantage	5 ft.	16	50	G	25,000	2
Buzzboy	1	5	—	60 ft.	13 + Dex/Int mod.	30	M	25,000	2
Helicopter	4	500	Disadvantage	40 ft.	14 + Dex/Int mod. (max 2)	40	H	25,000	2
Helicopter	4	500	—	50 ft.	13 + Dex/Int mod.	40	H	70,000	3
Hover Car	4	200	—	30 ft.	13 + Dex/Int mod.	30	H	25,000	4
Leviathan	60	20,000	Disadvantage	20 ft.	18	200	G	200,000	4
Rocket Yacht	8	800	—	60 ft.	15 + Dex/Int mod. (max 2)	50	H	100,000	5
Swoosh Bike	2	100	—	60 ft.	13 + Dex/Int mod.	20	M	20,000	5
Tilt-Fan	6	2,000	—	40 ft.	15 + Dex/Int mod. (max 2)	100	H	100,000	3
Til-Rotor	10	3,000	Disadvantage	40 ft.	16	100	G	100,000	2
Tilt-Jet	10	5,500	Disadvantage	50 ft.	16	100	H	125,000	3

no longer roll down and a cursory examination reveals the heavy defense. Grade 1 is B3/IA compliant, providing optimal defense against most one-handed small arms. Grade 2 is B4/II compliant, increasing small arm defense to include heavy caliber pistols. Grade 3 is B5/IIA compliant and includes protection against most two-handed small arms.

Grade I Property: Gain resistance to slashing from nonmagical weapons.

Grade II Property: Gain resistance to bludgeoning from nonmagical weapons. The vehicle's speed is reduced by 5 feet.

Grade III Property: Gain resistance to piercing from nonmagical weapons. The vehicle's speed is reduced by 5 feet.

Premiere Performance Suspension

This expensive modification involves installing an intelligent active suspension system which includes computer enhanced systems like TCS (Traction Control System), ASR (Anti-Slip Regulation), and ESC (Electronically Stability Control).

Property: Gain a +2 bonus to ability checks with this vehicle.

VIN Registration Change

This alters the vehicle's identification number, making the Automatrix (if your game has one) think your vehicle is different than it is. By altering your VIN, you remove the AM's capacity to track you, although all VINs are registered. Unless it is told the new VIN is registered to you, it won't know you are the owner of the vehicle and people attempting to track your location via your VIN must be aware of the new number. Note that in some jurisdictions failure to maintain proper vehicle registration is illegal (GM's discretion).

MODIFICATION	COST	TL	CELL
Auto-Reloader	500	2	M
Complete Composite Retrofit	8,500	—	—
Electronics Flash Reprogramming	900	2	—
EPCM Level I	500	1	—
EPCM Level 2	12,500	2	—
EPCM Level 3	25,000	3	—
Forced Induction I	5,000	2	—
Forced Induction II	10,000	2	—
Forced Induction III	15,000	2	—
Interlaced Armor Plating I	5,000	—	—
Interlaced Armor Plating II	10,000	—	—
Interlaced Armor Plating III	20,000	—	—
Nawz! ¹	420	1	—
Parachute ²	500	—	—
Premiere Performance Suspension ¹	2,000	—	—
Reinforced Chassis I	900	—	—
Reinforced Chassis II	2,500	—	—
Reinforced Chassis III	6,500	—	—
Reinforced Chassis IV	32,500	1	—
Visual Active Camouflage	32,500	5	H
Weapon mount (2-handed small-arm)	500	1	—
Weapon Turret (heavy weapon)	2,500	1	—
Weapon Turret (super heavy weapon)	6,500	1	—
VIN Registration Charge ¹	500	—	—

¹Ground vehicle only

²Aircraft only

CHAPTER SEVEN

ANTAGONISTS & ENEMIES

NEW PROPERTIES

Minion: Certain creatures can be turned into minions. A creature with the minion property uses the listed stats instead of its normal ones. Monsters from other sources may be turned into minions by reducing their AC by 1 and cutting their hit points to 1/4. Three minions count as one normal creature of the listed challenge rating.

ADVERSARIES

The creatures under this heading are generic, to allow for a wider range of enemies. To customize them, assign them one of the adversary traits below. For ease of bookkeeping, it is recommended that you use only one group of adversaries in a single encounter. Adversary traits should be given only to creatures in this section, not to the unique opponents later in this chapter or to creatures from other sources.

Adversaries are listed in order of their challenge rating, not by their name.

ADVERSARY TRAITS

When building a battle involving common adversaries, choose one of the following special rules below.

Drone

Drones are usually robots or otherwise mindless automatons built or gathered in massive numbers, designed to overwhelm opponents in enormity rather than capabilities. Certain losses in combat are expected.

106 More Than Expected. A drone has disadvantage on Strength, Dexterity, and Constitution saving throws. When fielding creatures with the *minion* property, increase the number of minions to 4 instead of 3 for each group of minions.

Fanatic

Fanatics believe absolutely in their chosen path. They will risk everything, including their lives, for the completion of the task they place before themselves. They are often, but not always, religious zealots.

For the Cause. A fanatic has advantage on Constitution and Wisdom saving throws and is immune to being frightened. In addition, when the fanatic is reduced to 0 hit points or less, all fanatics in line of sight may move up to 30 feet as a reaction.

Guerrilla

Guerrillas avoid presenting themselves as a target. They are often underequipped and undermanned, offsetting that deficiency with stealth. They will prefer quick attacks and maneuverability over straight open gunplay.

Dirty Fighter. The guerrilla has advantage with Dexterity (Stealth) checks. It also gains an additional +2 bonus to AC when benefiting from cover (+4 and +7 respectfully). It also inflicts +2 extra damage when making ranged attacks from cover.

Hive

A hive shares one mind or has many minds synchronized to operate as one in the combat arena. Although technically possible with organic brains, this is seen almost exclusively with robots.

We Are One. Every hive unit knows the location of all other hive units. A member of a hive can sacrifice its action to give another hive advantage on one attack roll, ability check, or skill check on its turn (pick one). Hive adversaries cannot receive more than one benefit per round.

Ironclad

Occasionally, an opponent may not be particularly well trained but may be particularly well funded. They may have better weapons and better armor because of the economy of their government or because of their position in the army, despite deficiencies in other fields.

Tough Man. An ironclad gains resistance to bludgeoning, slashing, and piercing. It also gains +1 damage if any its damage dice roll the maximum result.

Mob

Mobs supply courage and strength through numbers. A mob is populated by underequipped, untrained individuals and must offset that by overwhelming their foes. They are often civilians.

Group Confidence. If mob creatures outnumber their opponents by 2-to-1 or more, each mob creature has advantage on attack rolls but cannot inflict a critical hit.

Regimented Unit

Regimented units work as a team and must deploy in numbers in an encounter to be effective. On their

own, they are useless. Unlike a mob, however, these forces have undergone training to work together, and as such are not known for acts of stupidity, like breaking from a line.

Reliable Backup. The regimented unit gains a +2 bonus to AC while within five feet of another allied regimented unit. In addition, if it moves, it can disengage one allied regimented unit within five feet and pull it up to 20 feet.

Trained

After years in some form of military, these adversaries know to maximize their effectiveness when with others equally trained. Unlike a regimented unit, these are closer to pure soldiers and do not have to be linked arm-and-arm to be effective.

Encouraging Reaction. When a trained adversary scores a critical hit or is killed, the next allied trained adversary has advantage on its next attack roll.

ILL-EQUIPPED COMBATANT

Medium human, any alignment

Armor Class 15 (armor) or 14 with *minion*

Hit Points 22 (15d8) or 5 with *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	11(+0)	10(+0)	10(+0)	10(+0)

Senses Passive Perception 10

Languages One language (English usually)

Challenge 1/2 (100 XP)

Minion. Ill-equipped combatants can be used as minions in a battle. A combatant used this way decreases its AC to 14 and its hit points to 5. Three ill-equipped combatants count as 1 normal combatant at the listed challenge.

Actions

Hatchet. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Possible Revolver. *Ranged Weapon Attack:* +4 to hit, range 50/100 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

CHAIN BRAWLER

Medium human, any alignment

Armor Class 16 (armor) or 15 with *minion*

Hit Points 27 (5d8+5) or 7 with *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	12(+1)	10(+0)	10(+0)	10(+0)

Senses Passive Perception 10

Languages One language (English usually)

Challenge 1 (200 XP)

Minion. Chain brawlers can be used as minions in a battle. A chain brawler used this way decreases its AC to 15 and its hit points to 7. Three chain brawlers count as 1 normal brawler at the listed challenge.

Leverage Swing. The chain brawler does +3 extra damage against prone targets.

Actions

Length of Chain. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d8+2) bludgeoning damage and knock the target prone.

Rifle. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 8 (2d6+2) piercing damage.

BRUTAL THUG

Medium human, any alignment

Armor Class 17 (armor) or 16 with *minion*

Hit Points 39 (6d8+12) or 10 with *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	14(+2)	15(+2)	10(+0)	12(+1)	10(+0)

Senses Passive Perception 11

Languages One language (English usually)

Challenge 2 (450 XP)

Minion. Brutal thugs can be used as minions in a battle. A thug used this way decreases its AC to 16 and its hit points to 10. Three thugs count as 1 normal thug at the listed challenge.

Actions

Pipe / Wrench. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage

Rifle. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 9 (2d6+3) piercing damage.

PHALLIC COMPENSATOR

Medium human, any alignment

Armor Class 15 (armor)

Hit Points 51 (6d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	18(+4)	10(+0)	14(+2)	11(+0)

Senses Passive Perception 12

Languages One language (usually English)

Challenge 2 (450 XP)

Squeezing Off. The phallic compensator has advantage on its pistol attacks. One shot is fired each roll.

Actions

Pistol. *Ranged Weapon Attack:* +6 to hit, reach 5ft. or range 20/600, one target. *Hit:* 6 (1d6+3) piercing damage.

Pistol Whip. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, and the target is pushed 5 feet.

Grenade (Recharge 5, 6). The compensator launches a grenade that strikes a 10-foot radius area within 60 ft. Each creature in that area must make a DC 13 Dexterity saving throw, taking 12 (4d6) fire damage on a failed save, or half as much damage on a successful one.

KNIFE MAN

Medium human, any alignment

Armor Class 17 (armor) or 16 with *minion*

Hit Points 51 (6d8+24) or 10 *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	14(+2)	12(+1)	12(+2)	13(+1)

Senses Passive Perception 12

Languages One language (usually English)

Challenge 3 (700 XP)

Minion. Knife men can be used as minions in a battle. A knife man used this way decreases its AC to 16 and its hit points to 10. Three knife men count as 1 normal thug at the listed challenge.

Actions

Multiattack. The knife man makes two assorted knife attacks. If both attacks hit, the non-minion knife man makes a third attack.

Assorted Knives. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/80 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

BELL-TOWER SNIPER

Medium human, any alignment

Armor Class 18 (armor)

Hit Points 27 (6d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	18(+4)	10(+0)	12(+1)	16(+3)	13(+1)

Skills Perception +5, Stealth +6

Senses Passive Perception 18

Languages One language (English usually)

Challenge 3 (700 XP)

Hawkeye. The sniper has advantage on its sniper weapon if firing from cover.

Actions

Combat Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Sniper Rifle. *Ranged Weapon Attack:* +6 to hit, range 60/200 ft., one target. *Hit:* 9 (1d10+4) piercing damage. The sniper rifles scores a critical hit on a natural 19 or 20. On a critical hit, the target is stunned until the beginning of the sniper's next turn. This weapon has the AP property.

QUALIFIED COMBATANT

Medium human, any alignment

Armor Class 15 (armor) or 14 with *minion*

Hit Points 56 (10d8+11) or 14 with *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	12(+1)	1(+1)	10(+0)	13(+1)

Skills Perception +2,

Senses Passive Perception 12

Languages One language (usually English)

Challenge 4 (1,100 XP)

Minion. Qualified combatants can be used as minions in a battle. A qualified combatant used this way decreases its AC to 14 and its hit points to 14. Three combatants count as 1 normal combatant at the listed challenge.

Crouch (Non-Minion). The qualified combatant can spend 30 feet of movement to have advantage on its assault rifle attacks until the end of this turn.

Actions

Multiattack. The qualified combatant makes two combat knife attacks or two assault rifle attacks.

Combat Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Assault Rifle. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft., one target. *Hit:* 9 (2d6+3) piercing damage.

MACHINE GUN MENACE

Medium human, any alignment

Armor Class 17 (armor)

Hit Points 78 (10d8+20)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	16(+3)	10(+0)	10(+0)	10(+0)

Senses Passive Perception 10

Languages One language (usually English)

Challenge 5 (1,800 XP)

Actions

Bring Down the Rain (Recharge 5, 6). The machine gun menace can make an area attack with its heavy machine gun. Select one 20-foot-radius within 150 feet. Each creature in that area must make a DC 15 Dexterity saving throw, taking 30 (10d6) explosive damage on a failed save, or half as much damage on a successful one.

Heavy Machine Gun. *Ranged Weapon Attack:* +6 to hit, range 200/800 ft., one target. *Hit:* 9 (2d6+3) piercing damage.

Rifle Butt. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage, and target is pushed 5 feet..

AMMO WASTER

Medium human, any alignment

Armor Class 18 (armor) or 17 with *minion*

Hit Points 65 (10d8+20) or 16 with *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	14(+2)	10(+0)	11(+0)	10(+0)

Saving Throws Dex +6

Senses Passive Perception 10

Languages One language (usually English)

Challenge 5 (1,800 XP)

Minion. Ammo wasters can be used as minions in a battle. An ammo waster used this way decreases its AC to 17 and its hit points to 16. Three wasters count as 1 normal waster at the listed challenge.

Actions

Multiattack. The ammo waster can either make two SMG attacks OR, if he is not a minion, four SMG attacks, though all four attacks have disadvantage.

Rifle Butt. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage, and target is pushed 5 feet.

SMG. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

CELL LIEUTENANT

Medium human, any alignment

Armor Class 17 (armor)

Hit Points 65 (10d8+20)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	14(+2)	16(+3)	16(+3)	16(+3)

Skills Perception +5, Persuasion +5

Saving Throws Int +4, Wis +5

Senses Passive Perception 15

Languages One language (usually English)

Challenge 4 (1,100 XP)

Action Point. As a bonus action, the cell lieutenant can offer an action to another ally within 60 feet. The action is lost if not used before the beginning of the cell lieutenant's next turn.

Actions

Multiattack. The cell lieutenant makes two combat knife attacks or shotgun attacks.

Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and the cell lieutenant can disengage from the target.

Shotgun. *Ranged Weapon Attack:* +7 to hit, range 25/50 ft., one target. *Hit:* 8 (1d10+3) piercing damage, and if the attack is a critical hit, the target is knocked prone. The shotgun also inflicts +3 damage if fired at targets 10 feet or closer. At long range, it only inflicts half damage.

Reactions

Help Me! If an ally is reduced to 0 hit points, as a reaction, the cell lieutenant can disengage any other allied within 30 feet and move them up to 30 feet. Up to five allies in line of sight gain an additional action on their next turn.

WATCHER IN THE CROWD

Medium human, any alignment

Armor Class 16 (armor)

Hit Points 72 (13d8+13)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+3)	12(+1)	14(+2)	12(+1)	16(+3)

Skills Deception +6, Intimidation +6, Perception +3, Stealth +6

Saving Throws Str +7, Cha +6

Senses Passive Perception 13

Languages One language (usually English)

Challenge 5 (1,800 XP)

A Looker. Until the watcher in the crowd hits with his concealed knife, he gains a +3 bonus to AC as well as having advantage on Dexterity (Stealth) and Charisma (Intimidate) skill checks.

Slip Out/Slip In. The watcher in the crowd can use the Disengage action as a bonus action. It also has advantage on its concealed knife the first time it attacks a creature. If it hits a creature before it can attack, this hit turns into a critical hit.

Actions

Multiattack. The watcher makes two concealed knife attacks.

Concealed Knife. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 +4), and the target takes 5 damage at the beginning of each of its turns until it makes a DC 15 Constitution saving throw.

FLESH FORTRESS

Medium human, any alignment

Armor Class 14 (armor)

Hit Points 126 (12d8+72)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	16(+3)	22(+6)	8(-1)	6(-2)	10(+0)

Senses Passive Perception 8

Languages One language (usually English)

Challenge 6 (2,300 XP)

Hulking. The flesh fortress has advantage on Constitution ability checks and saving throws.

Actions

Multiattack. The flesh fortress makes two lead pipe attacks. If you attack the same target twice, the second attack has advantage.

Lead Pipe. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 12 (2d8+4) bludgeoning damage.

Heavy Rifle. *Ranged Weapon Attack:* +8 to hit, range 200/1000 ft., one target. *Hit:* 14 (2d10+4) piercing damage. This weapon has the AP property.

SWORD MASTER

Medium human, any alignment

Armor Class 21 (armor) or 20 with *minion*

Hit Points 50 (12d8) or 12 with *minion*

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	18(+4)	11(+0)	14(+2)	14(+2)	10(+0)

Saving Throws Dex +8

Skills Acrobatics +8, Athletics +7, Stealth +8

Condition Immunities frightened

Senses Passive Perception 12

Languages One language (usually English)

Challenge 6 (2,300 XP)

Minion. Sword masters can be used as minions in a battle.

A sword master used this way decreases its AC to 20 and its hit points to 12. Three brothers count as 1 normal brother at the listed challenge.

Weapon Preference. The sword master selects a weapon preference, drawing out one weapon or two. Switching takes an action. The sword master either wields one blade in each hand or a single blade two-handed.

Actions

Multiattack. If wielding two swords, the sword master makes two attacks; if wielding one sword, the sword master makes one attack with advantage.

One-Handed Sharpened Steel. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+3) slashing damage. If wielding this weapon two-handed, increase damage to 11.

Two-Handed Sharpened Steel. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+6)

Reactions

Parry. If an enemy misses on a melee attack against the sword master, the sword master can either a) if dual-wielding, make a single attack as a reaction, or b) if wielding two-handed, double the damage of the sword master's next hit before the beginning of the sword master's next turn.

BAND BROTHER

Medium human, any alignment

Armor Class 18 (armor) or 17 with *minion*

Hit Points 90 (12d8+36) or 23 with *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+4)	16(+3)	14(+2)	10(+0)	12(+1)

Senses Passive Perception 10

Languages One language (usually English)

Challenge 6 (2,300 XP)

Minion. Band brothers can be used as minions in a battle. A band brother used this way decreases its AC to 17 and its hit points to 23. Three brothers count as 1 normal brother at the listed challenge.

Actions

Multiattack. The band brother makes two assault rifle attacks, and a non-minion band brother selects one band brother in line of sight to have advantage on its next attack roll.

Assault Rifle. *Ranged Weapon Attack:* +10 to hit, range 100/400 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Rifle Butt. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage

PROXIMITY THREAT

Medium human, any alignment

Armor Class 18 (armor) or 17 with *minion*

Hit Points 123 (14d8+60) or 30 with *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	16(+3)	18(+4)	10(+0)	12(+1)	10(+0)

Skills Athletics +9

Senses Passive Perception 12

Languages One language (usually English)

Challenge 7 (2,900 XP)

Minion. Proximity threats can be used as minions in a battle.

A Proximity threat used this way decreases its AC to 17 and its hit points to 30. Three threats count as 1 normal threat at the listed challenge.

Actions

Multiattack. The proximity threat makes one auto-shotgun attack but has advantage on the attack.

Auto-Shotgun. *Ranged Weapon Attack:* +10 to hit, range 25/100 ft., one target. *Hit:* 11 (2d8+3) piercing damage, and if the attack is a critical hit, the target is knocked prone. The shotguns also inflicts +3 damage if fired at a target 10 feet or closer. At long range, it only inflicts half damage.

Sprint Shot. Disengage from all enemies, move up to 10 feet, and make an *auto-shotgun* attack.

PYROPHILIAC

Medium human, any alignment

Armor Class 19 (armor)

Hit Points 78 (12d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	18(+4)	17(+3)	12(+1)	14(+2)	12(+1)

Saving Throws Str +9, Dex +9, Wis +6

Damage Immunities fire

Senses Passive Perception 12

Languages One language (usually English)

Challenge 8 (3,900 XP)

Smoke 'Em If You Got 'Em. Any target within 5 feet of the pyrophiliac when the pyrophiliac uses his *flame thrower* suffers 5 fire damage.

Actions

Flamethrower. The pyrophiliac can shoot napalm in either a 20-foot cone or a narrow stream 30 feet long and 5 feet wide. Each creature in the area of effect must make a DC 14 Dexterity saving throw, taking 24 (6d8) fire damage on a failed save, or half as much damage on a successful one.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, and target is pushed 5 feet.

ADVANCED COMBATANT

Medium human, any alignment

Armor Class 19 (armor) or 18 with *minion*

Hit Points 104 (16d8+32) or 26 with *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	20(+5)	15(+2)	14(+2)	16(+3)	12(+1)

Saving Throws Str +9, Dex +9, Wis +6

Senses Passive Perception 12

Languages One language (usually English)

Challenge 8 (3,900 XP)

Minion. Advanced combatants can be used as minions in a battle. A combatant used this way decreases its AC to 18 and its hit points to 26. Three combatants count as 1 normal combatant at the listed challenge.

Snapshot. The advanced combatant can reduce its remaining speed by 10 feet and make an additional bullpup attack as part of the same attack action (for example, it can make three additional attack if it doesn't move and reduce its speed to zero).

Actions

Bullpup Rifle. *Ranged Weapon Attack:* +13 to hit, range 50/200 ft., one target. *Hit:* 10 (1d10+5) piercing damage.

Rifle Butt. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage, and target is pushed 5 feet.

FORCE COMMANDER

Medium human, any alignment

Armor Class 15 (armor)

Hit Points 98 (13d8+39)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	16(+3)	17(+3)	10(+0)	16(+3)	15(+2)

Skills Perception +7, Intimidation +6

Saving Throws Wis +10, Cha +9

Senses Passive Perception 17

Languages One language, usually English

Challenge 7 (2,900 XP)

Tactical Genius. The force commander acts twice every round, once at its initiative value, and again at its initiative value -10.

Sleep When You're Dead. When an ally within 25 feet of the force commander is reduced to 0 hit points or fewer, the target makes an attack action before dropping. This is considered a reaction for the ally.

Empty the Clip (Recharge 6). When the force commander hits with a *machine pistol* attack, he can use a bonus action to repeat the attack and continue repeating until the commander misses or hits 4 times. (If using empty the clip with multiattack, the force commander still gains the second attack).

Actions

Multiattack. The force commander makes two *machine pistol* attacks.

Machine Pistol. *Ranged Weapon Attack:* +10 to hit, range 50/200 ft., one target. *Hit:* 8 (1d8+3) piercing damage.

INSIDIOUS ASSASSIN

Medium human, any alignment

Armor Class 18 (armor)

Hit Points 127 (17d8+51)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	20(+5)	16(+3)	13(+1)	14(+2)	14(+2)

Skills Stealth +9, Perception +6

Saving Throws Dex +9

Senses Passive Perception 16

Languages One language (usually English)

Challenge 9 (5,000 XP)

Natural Predator. Any hits against targets you have advantage against are critical hits.

Pervasive Wound (Recharge 6). When the insidious assassin scores a critical hit on a target, as a bonus action, it inflicts a continuous injury, inflicting 5 damage at the beginning of the target's turn until the insidious assassin is dead, the target is reduced to below zero hit points, one minute (10 rounds) as passed. A target can only suffer one pervasive wound at a time.

Actions

Assassin Maneuver. The insidious assassin disengages from the target, moves up to 30 ft. and makes a Non-LARP Blade attack. This attack has advantage on the attack roll.

Non-LARP Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) slashing damage.

KUNG-FU GUY

Medium human, any alignment

Armor Class 18 (armor) or 17 with *minion*

Hit Points 120 (16d8+48) or 30 with *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	18(+4)	16(+3)	15(+2)	14(+2)	14(+2)

Skills Acrobatics +8, Athletics +9

Saving Throws Str +9, Dex +8

Senses Passive Perception 12

Languages One language (usually English)

Challenge 10 (5,900 XP)

Minion. The kung-fu guy can be used as a minion in a battle. A kung-fu guy used this way decreases its AC to 17 and its hit points to 30. Three kung-fu guys count as 1 normal kung-fu guy at the listed challenge.

Actions

Multiattack. The kung-fu guy makes three iron fist attacks.

Iron Fists. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) bludgeoning damage.

Headstrong (Recharge 5, 6) (Non-Minion). The kung-fu guy makes five iron fist attacks.

LAND WHALE

Medium human, any alignment

Armor Class 13 (armor)

Hit Points 210 (20d8+120)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	16(+3)	22(+6)	12(+1)	12(+1)	10(+0)

Saving Throws Str +10, Con +10

Skills Athletics +10

Senses Passive Perception 11

Languages One language (usually English)

Challenge 12 (8,400 XP)

Actions

Multiattack. The land whale either makes two goliath fist attacks or two autocannon attacks.

Goliath Fists. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 18 (4d6+6) bludgeoning damage. Once the land whale is reduced below 99 hit points, its damage increases to 24 (6d6+6) bludgeoning damage.

Autocannon. *Ranged Weapon Attack:* +7 to hit, range 300/1,200 ft., one target. *Hit:* 15 (1d8+11) piercing damage, and the next hit increases damage by +2 (this is cumulative until the total damage is 1d8+31 or the land whale is stunned, incapacitated, or reduced below 0 hit points. This weapon has the AP property.

Sweep the Enemy (Recharge 6). The land whale makes an autocannon against each enemy in range that it can see.

KATANA CLICHÉ

Medium human, any alignment

Armor Class 20 (armor) or 19 with *minion*

Hit Points 120 (16d8+48) or 30 with *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	20(+5)	16(+3)	15(+3)	15(+2)	15(+2)

Skills Perception +7

Saving Throws Dex +10

Senses blindsight 60ft., passive Perception 17

Languages One language (usually English)

Challenge 14 (11,500 XP)

Minion. Katana Clichés can be used as minions in a battle. A Katana Cliché used this way decreases its AC to 19 and its hit points to 30. Three Katana Clichés count as 1 normal cliché at the listed challenge.

Focus Attack (Non-Minion). The cliché can make one of its attack rolls automatically hit (still roll), though its AC is reduced by 2 until the beginning of its next turn.

Actions

Multiattack. The Katana Cliché makes two katana attacks. Once per action, one hit is turned into a critical hit.

Katana. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 10 (1d10+5) slashing damage.

DRUG NUT

Medium human, any alignment

Armor Class 16 (armor)

Hit Points 152 (16d8+80)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	18(+4)	20(+5)	8(-1)	12(+1)	10(+0)

Saving Throws +5 Con

Senses Passive Perception 9

Languages One language (usually English)

Challenge 14 (11,500 XP)

Damage Resistances bludgeoning

Juicer. The drug nut has advantage on Strength, Dexterity, and Constitution saving throws. It also has advantage on attacks against targets it is grappling.

Actions

Multiattack. The drug nut makes two improvised weapon attacks, three if all attacks are against a grappled target.

Improvised Weapon. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 13 (2d8+5) bludgeoning damage

One-Handed Choke. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* a Medium or smaller target is grappled (escape DC18).

Menacing Lift (Recharge 5,6). *Melee Weapon Attack:* +10 to hit against a grappled target, reach 5ft., one target. *Hit:* 21 (4d8+5).

FORMIDABLE OPPONENT

Medium human, any alignment

Armor Class 20 (armor)

Hit Points 120 (16d8+48)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	22(+6)	16(+3)	16(+3)	16(+3)	16(+3)

Saving Throws Str +11, Dex +11, Wis +8

Skills Athletics +11, Acrobatics +11, Perception +8

Senses Passive Perception 18

Languages Common

Challenge 15 (13,000 XP)

Head Shot (Recharge 6). As a bonus action, you can double all dice damage on your last customized rifle attack (this stacks if the attack already is a critical hit).

Actions

Called Shot. The formidable opponent makes two customized rifle attacks—any hits are turned into critical hits.

Rifle Butt. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit:* 10 (1d8+6) bludgeoning damage, the target is pushed 5-feet, and you can immediately make a customized rifle attack.

Customized Rifle. *Ranged Weapon Attack:* +12 to hit, range 50/200 ft., one target. *Hit:* 11 (1d10+6) piercing damage, and the target's speed is reduced to zero until the beginning of the formidable opponent's next turn.

PISTOL PACKER

Medium human, any alignment

Armor Class 19 (armor) or 18 with *minion*

Hit Points 152 (16d8+80) or 38 with *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	20(+5)	20(+5)	10(+0)	14(+2)	14(+2)

Saving Throws Str +10, Con +10

Senses Passive Perception 12

Languages One language (usually English)

Challenge 16 (15,000 XP)

Minion. Pistol packers can be used as minions in a battle. A pistol packer used this way decreases its AC to 18 and its hit points to 38. Three pistol packers count as 1 normal packer at the listed challenge.

Ranged Response (Non-Minion). The pistol packer can Disengage, Dodge, Dash or make a single hammer shot attack as a bonus action.

Actions

Multiattack. The non-minion pistol packer makes four hammer shot attacks; the minion pistol packer makes two.

Hammer Shot. *Ranged Weapon Attack:* +11 to hit, range 40/160 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Pistol Whip. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage.

BIG BOSS

Medium human, any alignment

Armor Class 19 (armor)

Hit Points 207 (18d8+126)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	22(+6)	24(+7)	18(+4)	18(+4)	16(+3)

Saving Throws Str +11, Dex +11, Con+12, Int +9, Wis +9, Cha +8

Skills Perception +9, Intimidation +8, Persuasion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses Passive Perception 19

Languages Three languages (including English)

Challenge 16 (15,000 XP)

Health Bar. At the start of its turn, if the big boss has not been reduced to less than 100 hit points, he regains 5 hit points.

Weak Point. When an enemy scores a critical hit on the big boss, the big boss suffers 5 extra damage.

Actions

Multiattack. The big boss makes three groovy gauntlet attacks or two street howitzer attacks.

Groovy Gauntlet. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit:* 14 (2d8+6) bludgeoning damage, and the target is knocked prone.

Street Howitzer. *Ranged Weapon Attack:* +11 to hit, range 300/1,200 ft., up to two targets within 5 feet of each other. *Hit:* 22 (2d8+14) explosive damage. This weapon has the AP property.

Grenade Bandolier (Recharge 6). The big boss can toss a grenade to within 60 feet. Each creature in a 20-radius of the impact point must make a DC 17 Dexterity saving throw, taking 35 (10d6) explosive damage on a failed save, or half as much damage on a successful one.

Reactions

Action Point (Recharge 6). As a reaction to the end of an enemy's turn, the big boss gains a turn.

Second Phase (Once). When the big boss is reduced to 0 hit points or lower, as a reaction, the big boss regains 190 hit points, loses access to the health bar ability, and its action point ability now recharges on a 4, 5, and 6.

PENULTIMATE ANTAGONIST

Medium human, any alignment

Armor Class 19 (armor) or 18 with *minion*

Hit Points 220 (21d8+126) or 55 with *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	20(+5)	22(+6)	15(+2)	16(+3)	12(+1)

Saving Throws Str +13, Con +12

Condition Immunities poisoned

Senses Passive Perception 13

Languages Common

Challenge 19 (22,000 XP)

Minion. Penultimate antagonists can be used as minions in a battle. A penultimate antagonist used this way decreases its AC to 18 and its hit points to 55. Three Penultimate Antagonists count as 1 normal Antagonist at the listed challenge.

Actions

Multiattack. The non-minion penultimate antagonist makes two hammer shot attacks and two throttle hit attacks; the minion penultimate antagonist makes one each.

Throttle Hit. *Melee Weapon Attack:* +13 to hit, reach 5ft., one target. *Hit:* 12 (1d10+7) bludgeoning damage, and the target is pushed 5 feet. If the Penultimate Antagonist scores a critical hit, it rolls damage dice three times instead of twice, and the target is pushed 10 feet.

Hammer Shot. *Ranged Weapon Attack:* +13 to hit, range 300/1,200 ft., one target. *Hit:* 15 (2d8+7) piercing damage, and the target takes an half damage at the beginning of its next turn.

Reactions

Resilient Biology (Non-Minion). As a reaction, if the Penultimate Antagonist is hit with a non-critical attack, the attack misses.

POWERED ARMOR

EMPEROR

Huge construct, any unaligned

Armor Class 17 (natural armor)

Hit Points 157 (15d8+75)

Speed 30ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	16(+3)	21(+5)	15(+2)	16(+3)	12(+1)

Saving Throws Str +10, Con +9

Skills Acrobatics +7, Athletics +10

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from non magical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 200 ft., passive Perception 13

Languages Common

Challenge 9 (5,000 XP)

Actions

Multiattack. The emperor makes any other four attacks, though only one can be a railgun attack.

Alpha Strike (recharge 5,6): The emperor uses the Disengage, Dash, and multiattack action.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) bludgeoning damage, and the target is knocked prone.

Railgun. *Ranged Weapon Attack:* +8 to hit, range 300/1,200 ft. *Hit:* 19 (2d8+11) piercing damage, and the target is pushed 10 feet. This weapon has the AP property.

Shoulder-Mounted Machine Gun. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft. *Hit:* 12 (1d8+8) piercing damage.

Reactions

Ablative Armor (once). Once the emperor is reduced to half hit points (or 80), it loses its damage immunities, both ground and fly speed increase by 5 feet, and it is healed to full hit points.

HOSTILE ARMORED RESPONSE MECH (HARM)

Huge Construct, any unaligned

Armor Class 19 (armor)

Hit Points 207 (18d12+90)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	16(+3)	21(+2)	15(+2)	15(+2)	14(+2)

Saving Throws Str +11, Dex +8, Con +10

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from non magical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common

Challenge 15 (13,000 XP)

Actions

Multiattack. HARM makes three heavy piton leg attacks.

Perimeter Sweep. HARM makes a single electronic pulse rifle attack to each target within 50 feet it can see.

Heavy Piton Leg. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit:* 17 (2d10+6) piercing damage, and the target is pushed 15 feet.

Electronic Pulse Rifle. *Ranged Weapon Attack:* +8 to hit, range 200/1,000 ft. *Hit:* 18 (3d6+9) piercing damage. This weapon has the AP property.

Air Mortar (Recharge 6). HARM targets an area 20-feet in radius within 100 feet. Each creature in that area must make a DC 19 Dexterity saving throw, taking 66 (12d10) explosive damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The HARM can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. HARM regains spent legendary actions at the start of its turn.

Recovery. The HARM is healed of 10 hit points.

Fortified Platform. HARM stands up, costing no movement to do so.

Deployment. The HARM's AC increases to 21 until the end of the next enemy's next turn.

MINOTAUR BATTLE ARMOR

Large construct/vehicle, unaligned

Armor Class 13 (natural armor)

Hit Points 78 (12d8+24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	18(+4)	17(+3)	15(+2)	11(+0)	5(-3)

Saving Throws Str +9, Dex +7

Damage Resistances lightning, poison; bludgeoning, piercing, and slashing from non magical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 120 ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Minotaur Rush. The minotaur cannot be targeted by opportunity attacks. When the minotaur moves, it ignores difficult terrain. The minotaur cannot be knocked prone.

Actions

Iron Onslaught (Recharge 6). The minotaur makes a *slam* attack against each enemy in reach during its movement. On a hit, the target is knocked prone. The minotaur can only attack each target once.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) bludgeoning damage.

120mm Cannon. *Ranged Weapon Attack:* +7 to hit, range 300/1,200 ft., *Hit:* 19 (1d10+14) piercing damage. This weapon has the AP property.

Reactions

Eruption. When the minotaur is reduced below half hit points (or 47), as a reaction, the minotaur recovers from all conditions it suffers from and makes an *iron onslaught* attack.

UNIQUE OPPONENTS

JACKAL

Medium human, neutral evil

Armor Class 18 (armor) plus *instinctual camouflage*

Hit Points 153 (18d8+72)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	20(+5)	18(+4)	20(+5)	18(+3)	18(+4)

Saving Throws Dex +9, Con +8, Wis +8, Cha +8

Skills Deception +8, Intimidation +8, Perception +8, Stealth +8

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 18

Languages Common

Challenge 12 (8,400 XP)

Instinctual Camouflage. The jackal's AC increases to 20 against ranged attack.

Oswald Complex. When the Jackal scores a critical hit, he gain an additional action (he can only gain one action per turn..

Actions

Close and Personal. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage, and repeat the same attack. Continue repeating the attack until the jackal misses (or hits four times).

Assassin's Round. *Ranged Weapon Attack:* +9 to hit, range 400/1,600 ft., one target. *Hit:* 13 (1d8+5) piercing damage, plus the target suffers 1 damage at the beginning of it's turn until the jackal is killed, the target is killed, or five minutes have passed. This ongoing damage is cumulative with successive hits with *assassin round* (maximum ongoing 10 damage). This weapon has the AP property.

Cover to Cover. The Jackal uses the Disengage action, Dash action, and can make a Dexterity (Stealth) check.

MERC LEADER

Medium human, any alignment

Armor Class 17 (armor)

Hit Points 136 (16d8+64)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	18(+4)	18(+4)	17(+3)	16(+3)	18(+4)

Saving Throws Wis +7, Cha +8

Skills Insight +7, Perception +7

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 17

Languages Common

Challenge 10 (5,900 XP)

Knightly Presence. All allied creatures in sight of the merc leader gain a +2 bonus to damage rolls and saving throws. If the merc leader is killed, all allied creatures suffer a -2 penalty to damage rolls and saving throws for five minutes.

Relay Command. As a bonus action, one ally can take an action.

Actions

Multiattack. The merc leader makes three pinpoint pistol attacks.

Pinpoint Pistol. . Ranged Weapon Attack: +8 to hit, range 100/400 ft. Hit: 7 (1d6+4) piercing damage.

Patton Complex (Recharge 5, 6). One ally regains hit points equal to one quarter the target's original hit points.

Reactions

Placed Loyalty. If the merc leader is hit by a ranged attack, one ally within 20 feet swaps his location with the merc leader and suffers the hit instead.

JAGANNATH

Large construct, neutral

Armor Class 19 (natural armor)

Hit Points 189 (18d8+90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	18(+4)	15(+2)	16(+3)	15(+2)	15(+2)

Saving Throws Str +11, Dex +9, Con +10

Skills Perception +7

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from non magical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common

Challenge 15 (13,000 XP)

Direct Attack. The jagannath can use 20 ft. and make either a nuclear caster or a metal fists attack.

Phase Shield. The jagannath can spend 30 ft. of movement to erect the phase shield, which lasts until the beginning of its next turn. When the shield is up, the jagannath gains a +1 bonus to AC and can Disengage taking no action.

Actions

Multiattack. The jagannath makes two attacks from either the nuclear caster or its metal fists..

Nuclear Caster. Ranged Weapon Attack: +9 to hit, range 300/1,200 ft., Hit: 19 (1d10+14) energy damage, and the target suffers 10 energy damage at the end of its next turn. This weapon has the AP property.

Metal Fists. Melee Weapon Attack: +11 to hit, reach 5ft., one target. Hit: 17 (2d10+6) bludgeoning damage

Legendary Action

The jagannath can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The jagannath regains spent legendary actions at the start of its turn.

Nano-Reconstruction: The jagannath regains 10 hit points.

Topographical Analysis: The jagannath can take the Disengage action and move up to 20 feet.

Caster Surge: The jagannath makes a nuclear caster attack.

MISPLACED MARTIAL ARTS

Medium human, any alignment

Armor Class 20 (armor)

Hit Points 153 (18d8+72)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	20(+5)	18(+4)	14(+2)	15(+2)	15(+2)

Skills Acrobatics +10, Athletics +9, Perception +5,

Senses Passive Perception 15

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Languages Common

Challenge 13 (10,000 XP)

Like a Bullet. When Misplaced Martial Arts Master uses the Dash action, he gains a +4 bonus to AC.

Actions

Multiattack. The misplaced martial arts master makes two attacks from the following list: hiyaa!!, roundhouse, and front kick.

Hiyaa!! *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage, and if the attack is a critical hit, the misplaced martial arts master gains an action he must use this same turn. He can only gain two actions this way per turn.

Roundhouse. The misplaced martial arts master makes a single hiyaa!! attack against each enemy in reach.

Front Kick (Recharge 4-6). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+5) bludgeoning damage, and the target paralyzed until the end of the misplaced martial arts master's next turn.

SHELL

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 178 (17d8+55)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	17(+3)	21(+5)	12(+1)	16(+3)	8(-1)

Saving Throws Str +10, Dex +7, Wis +7

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from non magical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common

Challenge 11 (7,200 XP)

Regeneration. The Shell recovers 5 of its hit points at the beginning of its turn unless it has less than 100 hit points.

Actions

Multiattack. The shell makes three clamp attacks.

The Clamps. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage plus a Medium or smaller target can be grappled (escape DC17). The shell has advantage on attacks against targets it is grappling. The shell can grapple two different targets or one with both clamps—if the latter, the target has disadvantage when attempting escape. If grappling a target with both clamps, shell can make a rend attack.

Concealed Pulse Rifle. *Ranged Weapon Attack:* +10 to hit, range 200/1,000 ft. *Hit:* 16 (4d6+4) piercing damage. This weapon has the AP property.

Rend. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target the shell is grappling with both clamps. *Hit:* 23 (3d6+11) bludgeoning damage.