

NOW PLAYING

D20 Neon

PULP AND NOIR FANTASY
CHARACTER OPTIONS FOR
5TH EDITION DUNGEONS AND DRAGONS

BY ZA'CHARY WESTBROOK

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Introduction

Welcome to d20 Neon, a new set of character options for noir and pulp adventures using the D&D 5e SRD, including new races, backgrounds, and classes.

You will notice that the classes only go up to 10th level. This is because the majority of D&D campaigns end at or before 10th level. Knowing this, the 10th level features of the Neon classes are major, capstone powers that provide a sense of completion for the character.

Another thing you will notice is a lack of spell slots. Magic is an extremely rare thing in noir and pulp stories. Arcane abilities that seem fairly minor in D&D, such as invisibility, are the stuff of superheroes in these genres.

Lastly, not all of the classes are combat based. This is a world where guns have made armor obsolete, so combat is far more lethal than in standard D&D game. This makes it necessary to build combat alternatives into the classes.

MECHANICAL CHANGES

OHP. If a character's HP is reduced to 0, but they are not outright killed, they are *incapacitated* instead of unconscious; still awake but too hurt to move. They make death saving throws as normal.

Sap. All bludgeoning weapons, including unarmed strike, have the Sap property. When you get a critical hit with a sap weapon, the target must succeed on a Constitution saving

throw or be knocked *unconscious*. The DC for this check is equal to half the damage taken.

Loud. All firearms have the Loud property. Firearm ranged attacks can be heard for 1000ft. in the open and 500ft. inside a building (if this 500ft. range intersects with an exterior wall, the shot can be heard up to 100ft. outside the building). All creatures within range know the direction the shot came from.

Concealed. Some weapons have the Concealed property. These weapons can be drawn by making a Sleight of Hand check as a bonus action. If the value of the check is higher than another creature's passive perception, that creature can be attacked as if it were surprised, on the turn the weapon is drawn.

Social Encounters. A social encounter that will require more than one skill check should be handled as if it were combat. Some non-combat features use combat terminology for this reason.

When rolling initiative for social encounters, instead of using the normal initiative bonus, characters add their charisma bonus.

Arcana. As magic is a significantly lesser element in *d20 Neon* than in regular *Dungeons and Dragons*, the Arcana skill has a broader use. As "arcane" means "known by only a few", the Arcana skill can be used as an obscure knowledge check. This

includes anything not already covered by a skill that might be taught in a university or trade school, but is not part of a character's background or class.

Arcana checks cannot be used to learn things that are actively kept secret.

Monster Levels. Challenge Ratings are not one-for-one with character levels. A 1st level character is roughly equivalent to a CR1/4 monster, according to *Xanathar's Guide to Everything*. The monster creation tools in the *Dungeon Master's Guide* provide a barebones starting point, but are not exhaustive.

Giffyglyph, however, has built an excellent set of monster creation tools for fifth edition based on fourth edition. 4e has a bad reputation, largely due to a very poor launch and several major departures from 3.5 logic that meant it didn't "feel" like D&D for experienced players. That said, the final form of 4e is the most versatile and improv-friendly version of D&D available. And Giffyglyph's monster creator for 5e is the best monster homebrewing tool I've ever seen, so that's what I used.

The main thing to remember is that a Level 1 monster is a roughly equal match for a 1st level character.

Combined Skill Checks. There are times that a PC might want to use two skills at the same time. Such as Athletics and Stealth to quietly open a stuck door or Deception and Stealth to look like you belong in a place that you don't.

To do this, the character must be proficient in at least one of the skills. Average the

bonuses for both skills. If the character is not proficient in one skill, they make the check with disadvantage. If the character has expertise in one skill, they make the check with advantage.

If the character has a feature that provides a bonus or other enhancement (such as the Scoundrel's 'Slick Moves') to one of the skills, it may be applied to the combined check.

RACES

d20 Neon has its own variety of races to choose from. This is done for a number of reasons. The first is balance. While there is plenty of high fantasy flavor to be found in the WotC races, some of their races are objectively better than others.

A standard human is probably the weakest race in the official game, while the variant human is the strongest. The races in this book have been created using the *Detect Balance* tool created by Eleazzaar to be all roughly equal.

The second reason is the role of magic. As has been said before, magic is meant to be a very rare thing in the genre of story this book is designed to facilitate. Quite a few official races have standard delayed magic, which is much rarer in this rule set.

Lastly, but most importantly, these races reflect the flavor of pulp, noir, gothic, steampunk, etc. These genres were all born during a scientifically-minded era, even when they admitted the existence of the mystic. So, while angels and demons have their place; elves, dwarves, and goblins are too much of folktales to make sense in the genre.

CLASSES

Not long ago, a survey by Wizards of the Coast confirmed what most seasoned players already knew: most characters never get past 10th level. This sort of makes the time and energy of thinking up and then balancing those “paragon” levels feel like a minor priority. Don’t get me wrong, if the demand arises, 11th-20th levels will be written. However, the basic 10 are going to get locked down first.

The classes you will find here are not reflavorings of the SRD classes. What the SRD classes did was boil down the characters we know and love from high-fantasy into broad concepts that could be customized through subclasses. That is what I have attempted, here, but with pulp adventures. In this book you will find...

- **Avenger** - a masked frontline combatant who specializes in knocking people unconscious
- **Enforcer** - a heavy striker who can immobilize one enemy while fighting another
- **Globe-Trotter** - a social adventurer who seems to always know someone useful wherever they are
- **Mystic** - a devotee to a church who can channel the powers of the outer planes
- **Planner** - a thinking man who harnesses the power of flashbacks in combat; prepared for anything
- **Scientist** - a support hero with a bag full of tricks
- **Scoundrel** - a charming anti-hero who can slip away from whatever trouble they get into

Not only do these classes reflect the unique tropes of early comic books and pre-WW2 dime novels, but they are also less combat focused than in the *D&D* SRD classes. Pulp novels are efficient little books, not the sprawling epics of fantasy. Your party might get jumped, but the random combat encounters which are such a key part of the *D&D* experience simply don’t make sense in a pulp/noir world. Most villains would rather find a way to make you useful than find somewhere to hide your body.

FIGHTING STYLES

In trying to focus the classes on the non-combat parts of the game, there was a real risk of making them useless in the inevitable combat encounters of the game. For me, the easiest way to balance these out was to separate them.

Fighting styles aren’t a one-trick pony anymore. They are, effectively, a second subclass for your character. Not only did this help in focusing the class features on the flavor of the class, but pulp characters aren’t quite as defined by how they fight as fantasy characters are. Part of this comes from pulp/noir focusing more on lone heroes. However, plenty of early comic heroes had sidekicks or support teams.

If you look at the fellowship of the ring, there’s the archer, the guy with the axe, the guy with the sword, the wizard. But if you look at Doc Savage’s squad, there’s no ‘the guy with the gun’. They all had guns. What differentiated them wasn’t so much how they fought, but what they did outside of combat. So, while the combat skills have become a bit more generic, the classes have a new and (hopefully) exciting kind of flavor.

Chapter 1: Races

A BRIEF HISTORY OF NOW

Eras are often defined by technological developments that made certain aspects of daily life much easier and opened new channels of wealth; changing both how people lived and who had the real power.

The transition from the Ancient World to the Middle Ages is often marked by the development of efficient steel manufacture. In the Ancient World, hunting dragons or giants was the work of armies, but the advent of relatively cheap steel made it possible for small groups and even lone individuals to successfully combat these creatures.

It was the dragons who first sought integration. With the age-old struggle between humans and dragons becoming a

more even match, it was a matter of time before the only options were coexistence or extinction. Over time, the dragons became patrons to the various realms of men and the royal families of the world began to include draconic blood.

The giants began forming more organized societies, called 'hosts'. They remained isolated, but the power they found in numbers kept the outside world at bay. Numerous hosts struck deals with the dragons presiding over nearby territories, giving their enclaves a protected status.

Both dragons and giants soon found niches for themselves in the broader economies of the world. Dragons, able to travel to other planes, could trade in goods literally impossible to get on the material plane. This, far more than anything else, has kept



dragons and their humanoid offspring in power around the world.

For the giants, it was even simpler. They were able to produce goods far faster than humans ever could.

There were a few wars left in the three great races of the material plane, but nothing like the genocidal enmity that had marked the old epics. For every enemy clan of giants, there was an ally. Dragons got marked for death for being high-kings instead of being dragons.

The Middle Ages weren't a time of peace, but it was peaceful enough that everyone learned to see how they could profit off each other. Nothing convinces people to sit down and play nice like the suggestion of making each other rich.

All that set the stage for the Modern Era and the Age of Steam. Giant production rocketed human engineering forward by centuries in a single generation and the dragons could work all sorts of miracles to iron out the wrinkles.

Big, coal-powered factories filled the air with toxins that caused all manner of problems for the dragons. They turned to their friends in feywilds and worked out cleaner forms of energy.

Once humans got it in their heads to fly, the dragons knew there was no stopping them, just profiting from it. All their balloons were inefficient and tended to explode. The ones that could actually fit a few giants caused as much pollution as the factories had, but the giants weren't about to let the humans have

all the fun with the oil and iron that the giants had dug up.

In the feywild, they had kilotons of levitating stone. The fey knew how precious it was on the material plane and the dragons knew how precious humans were to the fey. So, they set up adoption agencies; legal, regulated, and no less ethical than letting children starve on the streets.

It all sounds so clean and quiet. And it might be, if everyone played by the rules, but no one ever got rich by making all creatures equal. Not every dragon got to be a king. Not every giant got to be a mining baron. Not every human got to be a captain of industry.

Where there are proper channels of resource distribution, there are blackmarkets. Where there's people in power, there's people who take offense to it. Where there's money to made, there's a distinct lack of scruples.

That's the world you find yourself in, but just who are you?

HUMANS

Humans are one of the three apex species, along with dragons and giants. They're also the most numerous. How exactly did a bunch of apes manage to cut a world out of the hands and claws of such apparently superior creatures? Answering that is the whole story of mankind, but the short version is that they were smarter than the giants and more creative than the dragons.

Humans had to fight their way up the food chain to get to where they are. Over a million generations, they honed themselves into a



species that could think their way out of anything while still having the grit and guts to follow through.

Of course, they also tend to oversell themselves; and to themselves most of all. The famed explorers with their maps of distant places were adorable to the dragons that had long ago flown over those uncharted territories (to say nothing of the people who had been living there for time immemorial). The great heroes of legend, questing alone through a savage world, were

best remembered by the giants for the armies they had commanded.

BEINGS OF THE CENTER

The real secret to human success is that they are the lynchpin of the material plane. Giants represent that which separates the material plane from all others and dragons are manifestations of the ethereal plane, but in humans, all the forces that create and hold the multiverse together found some shred of representation.

The very existence of humans helps bind the great wheel together, no matter how violently its component parts might fight each other. Gods are the unmoved movers; they must exist or else the forces to which they are patrons would also cease to be. All that movement, that energy, though, has to go somewhere.

In the primordial time-before-time, energy flowed from the gods into a formless nothing where chaos broke things down as quickly as law built them up. Once the gods began sequestering themselves, their energy found a direction. Some say the gods were as surprised as anyone by the emergence of the material plane; a place where the chaos of growth was checked by the law of death and the good of life checked by the evil of homogeny.

Yet, this realm of paradoxes proved not to be a dumping ground for the spent energy of the outer planes. It reflected and recycled that energy back out, creating a circuit that gave Limbo borders and Mechanus motion. And its beating heart, the conduits for that circuit, were humans.

So, while the gods must exist, they must also create humans.

UNIVERSAL BREEDERS

This centric trait of humanity has also made them uniquely able to crossbreed with just about anything. Possessing strands of all these different energies has drawn them to the purer sources, while the strange cocktail of energies within them has made them intoxicating to so many of the those purer beings.

It was inevitable that they would mix their blood with giants, dragons, fiends, celestials, elementals, and fey. The result being that the material plane shows the diversity from which it was created in the shapes and colors of the humanoids that walk the surface of its worlds.

These results of interbreeding are not considered human in a strict sense. However, there have been so many of them that even the offspring of two apparently pureblood humans can have traces of other ancestries.

HUMAN SUBRACES

These are the varieties of human to be found in *d20 Neon*.

PUREBLOODS

Born with an even blend of traits from the planes, pureblood humans are considered to be either the basic template of humanity or its most perfected form.

DEFAULTING TO ADAPTATION

Purebloods' DNA best remembers the struggle to rise from 'very clever animals' to an apex species on this world. As such, they

are driven to adapt to their surroundings and make the best of their situation.

ABOVE AND BELOW

While the centers of civilization were built with blueprints drawn by pureblood humans, this was not a tide that raised all ships. The parts of the world that industrialization forgot—or outright exploited—are still home, predominantly, to purebloods.

PUREBLOOD TRAITS

Pureblood humans gain the following traits:

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Size. Your size is medium.

Speed. Your base walking speed is 30ft.

Languages. You can speak, read, and write Common and one other language.

Universal Donor. You have advantage of Constitution saving throws, as long as you are not Poisoned.

Being of the Center. You have proficiency in one skill of your choice.

Defaulting to Adaptation. You have proficiency with the tool of your choice.

EMPATHS

Nature is consistently inconsistent. Without any intervention, some humans are born with a foot a little further into one plane or

another. Such is the nature of empaths. These mildly psychic humans have a strong affinity for the feywilds.

TROUBLED YOUTHS

Empaths are born with a greater sensitivity to the emotions of those around them. This affects them particularly as children, when the sensitivity is harder to detect and when one is not equipped to properly deal with just one's own emotions.

As a result, empaths are products of their environment far more than other creatures; usually damaged on more profound emotional levels than seems possible for their experience. The best upbringing for an empath is one not only of love and support, but also of carefully curated exposure to the full range of human emotion.

MASTER MANIPULATORS

An empath must master their abilities or go mad. There is simply no middle ground.

Once they do learn to control their sixth sense, they can essentially peek at an opponent's cards in an argument or negotiation. Even the most muddle-headed lummo of an empath can spot nine lies out of ten.

BY HEART IF NOT BY EYE

Sensing a creature's emotions is sensing the creature, itself. With some practice, an empath can locate a creature just by the imprint they leave on the fabric of the emotional world around them.

This extension of the senses loses accuracy over distance to a greater degree than hearing, but a lesser degree than scent.

EMPATH TRAITS

As an empath, you gain the following traits:

Ability Score Improvement. Your Wisdom and Charisma scores increase by 2.

Age. Empaths age at the same rate as pureblood humans.

Size. Your size is medium.

Speed. Your base walking speed is 30ft.

Languages. You can speak, read, and write Common and one other language.

Master Manipulator. You have advantage on Insight and Persuasion checks.

By Heart if Not By Eye. You can make a Perception check to locate a creature you can't see, if you can connect to their emotions. The DC for this check is 10 + target's Charisma modifier + 1/30 ft of distance from you. You maintain this connection for 1 minute.

SEER

As empaths lean further towards the feywild than pureblood humans, seers lean further towards the shadowfell. They are more aware of death and the spirits of those that have died, but not moved on.

The ability to sense the dead is far less traumatic for children than the senses of an empath. Many seers do not fully develop their talents until adulthood. Child seers are frequently accused of having over-active imaginations. Even the death of a loved one tends to be less traumatic for a seer child.

SENSE UNDEAD

While ghosts and phantoms tend to leave some impression on the living, it is more keenly felt by seers. However, seers do not get the vague impressions of cold or prickles down the spine like other humans do. What they sense is much sharper and more full of the intent of the spirit; meaning that where others find any haunting “spooky”, a seer might be comforted by the benevolence of the spirit.

This sense is not limited to ghosts, either. Where ghosts, banshees, and other incorporeal undead clutter the fabric of the spirit world; zombies, ghouls, and other animate corpses are a gap in the same

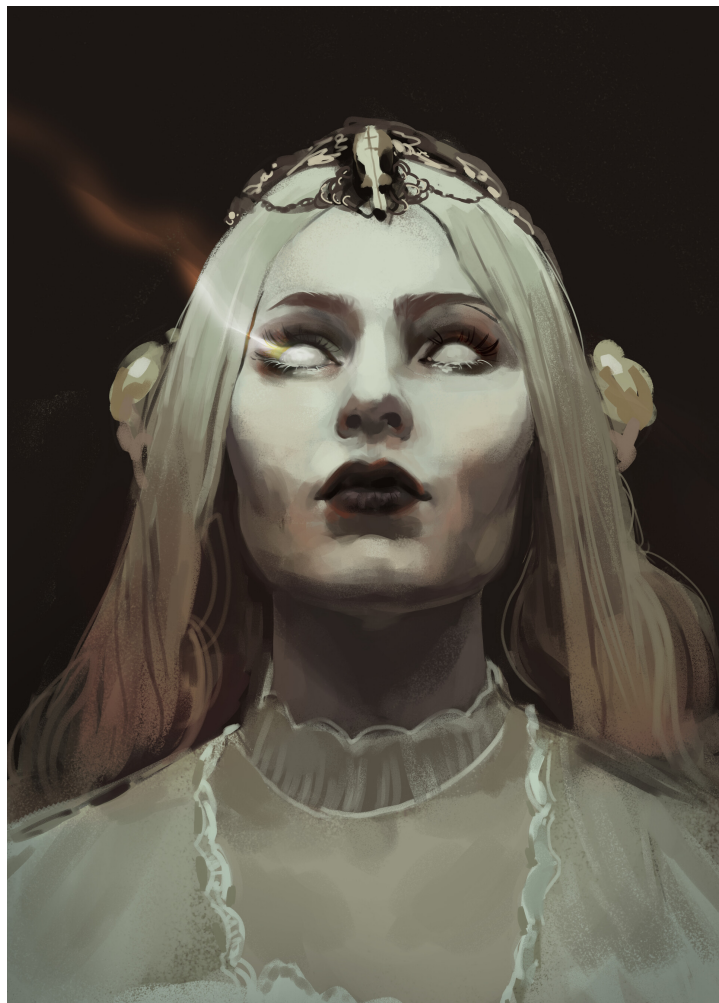
fabric. This gap can be more frightening to a seer than even the most malicious ghost.

SPEAKER FOR THE DEAD

With enough practice and training, a seer can communicate with the undead without needing to share a language with it. This psychic communication is limited by the potency of the seer’s expertise and how much the creature actually has to say.

MEMENTO MORI

Seers are low-level psychics and a living person has a spirit. As such, seers have some insight into the mortality of those around them and, with focus, they can make others acutely aware of this.



SEER TRAITS

As a seer, you gain the following traits:

Ability Score Improvement. Your Intelligence score increases by 1, and your Wisdom score increases by 2.

Age. Seers age at the same rate as pureblood humans.

Size. Your size is medium.

Speed. Your base movement speed is 30ft.

Languages. You can speak, write, and read Common and one other language.

Sense Undead. You can make a Perception check to know if there are any undead around you. The DC for this check is 5 + 1/30ft of distance

from you. Additionally, if your passive perception is equal or greater than 5 + undead's Con bonus + 1/30ft of distance, you sense them automatically.

Speaker for the Dead. You can attempt to communicate with any undead creature that has an Intelligence of 4 or more, even if you share no languages with them.

Memento Mori. You know the Toll The Dead cantrip.

NEPHILIM

Of all the creatures of the astral plane, humans most resemble certain orders of angels. As humans have reached out into the other planes, they have frequently found a mutual affinity with these angels. Unions are forbidden, but do happen.

The nephilim are the offspring of these unions and despite their celestial heritage are unwelcome in many upper planes, at least while they live.

SYMBOLIC WINGS

Nephilim begin to grow wings as children. These wings are a mark of their ancestry. The faithful of the Lawful Good planes know that these creatures were born of an unholy union, though they also know it was not the

Nephilim's choice. Some churches are more understanding than others.

Celestials do not need wings to fly. Like all other aspects of their appearance, the wings are symbols rather than facilities. Nephilim



have the same, though diminished, ability.

BRIGHT BLOOD

Light is part of a nephilim's nature. Even those most jaded by their rejection from

Arcadia still tend towards Lawful alignments. Most nephilim, especially those with aspirations of life in the outer planes, follow a Lawful Chaotic alignment.

This comes partly from instinct, but also from planes of Arborea and Ysgard welcoming the nephilim in life or death.

HOLY RESILIENCE

Light and life go hand-in-hand, as such nephilim are famously hard to kill and live much longer than pureblood humans.

NEPHILIM TRAITS

As a nephilim, you gain the following traits:

Ability Score Improvement. Your Strength score increases by 1, and your Constitution score increases by 2.

Age. Nephilim reach adulthood in their early teens and can live up to 300 years.

Size. The average nephilim is a foot taller than the average pureblood. Your size is medium.

Speed. Your base walking speed is 30ft. You have a flying speed of 30ft, but must land (or fall) at the end of your turn.

Languages. You can speak, read, and write Common and Celestial.

Bright Blood. You have darkvision up to 30ft.

Holy Resistance. You have resistance to poison and necrotic damage.

CAMBION

Just as some humans have reached for the heavens, others have reached for hell. The promise of power without the inconvenience of morality is attractive to more than a few. While others, desperate for any escape from dire circumstances, are exploited by the fiends of the lower planes.

When a fiend and a human reproduce, the result is a cambion. Many cambions live in the lower planes, though they rarely rise very high in whatever hierarchies may exist there.

A CURSED EXISTENCE

There is little sympathy for cambions on the material plane. Humans see them as bad omens or as little better than their infernal parents. This forces most cambions into the underworld of crime and the arcane.

BORN OF DARKNESS

Darkness means many things. On the surface, it is an absence, but an absence can be as powerful as presence if used properly. Cambions find strength in certain absences and tend to shroud themselves in mystery and secrets.

Looked down on by so many in the Material plane, a cambion survives by outwitting and out-maneuvering their enemies.

FLUENT IN LIES

Fiends are natural liars; their lie is their truth. That nature makes cambions very difficult to read and also very comfortable with the realities they create for themselves.

This does not mean that all cambions are untrustworthy or even evil. A few cambions

use this nature in pursuit of truth; after all, you can't play a player.



CAMBION TRAITS

As a cambion, you have the following traits:

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

Age. Cambions reach maturity in their late teens or early twenties and live less than a century.

Size. You are smaller than the average human. Your size is medium.

Speed. Your base walking speed is 30ft.

Languages. You can speak, read, and write in Common and Infernal.

Darkvision. You have darkvision up to 120ft.

Fluent in Lies. You have proficiency in either Deception or Insight.

Infernal Ancestry. You have resistance to fire damage.

Dark Gifts. You know the Vicious Mockery cantrip. At 3rd level, you can cast Hellish Rebuke once before taking a long rest. When you reach 5th level, you can cast Darkness once before a long rest. Your spell casting ability for these is Charisma.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Perception checks that rely on sight when in direct sunlight.

KRATOS

Giants are ancient and elusive creatures. Some say they are older than humanity, others that they are denizens of the elemental realms seeking refuge or solitude. Many have sought them out, whether for their gifts or as prizes. A determined and brave few have managed to reproduce with them, giving the world the krati.

WANDERING MOUNTAINS

Krati live in nomadic tribal groups that roam the empty places of the world. It is rare to see a kratos in a city, but they do come through cities to trade or request guarantees of safe passage.

They are burly creatures and acts of service to the tribe are rewarded with ceremonial



tattoos. The more tattoos a kratos has, the higher their status in the tribe.

A POSITION OF STRENGTH

Most cultures have feared krati, massive and ferocious looking as they are. They know they could mount a serious attack on a human city, take it for their own, build themselves a nation. Yet, they see the ways of civilization, forever locked in one place, and keep walking.

On occasion, a kratos will find ways to wander within the confines and comforts of civilization. In modern times, they have found that both crime and entertainment can provide a happy medium. It's not uncommon, these days, to see a gangster outfit with a couple krati on the payroll, temporarily. And krati circuses have begun to gain some notoriety.

OF THE LAND

It is not only the nomadic life that fulfills a kratos, but also closeness to nature. Cities

feel like tombs to most of them and they long for the wilds where life is free.

KRATOS TRAITS

As a kratos, you gain the following traits:

Ability Score Improvement. Your Strength score increases by 2, and your Constitution increases by 1.

Age. Krati reach physical maturity in their early twenties (they may be considered adults much earlier) and live just over a century.

Size. The average kratos is between 7 and 8 feet tall. Your size is medium.

Speed. Your base walking speed is 30ft.

Languages. You can speak, read, and write Common and Giant.

Home Turf. Choose a type of terrain. You have advantage on Survival checks on that terrain.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Of the Land. You have proficiency in the Nature skill.

Highly Mobile. With this trait you can cast Longstrider and Jump each once per day.

CHANGELING

Because humans exist at the center of the balance of the Great Wheel, their presence in non-material planes can facilitate magic that would otherwise be impossible. For this reason, many creatures seek to imprison a human in their realm.

The most prolific of these kidnappers are the fey. Over the centuries, they have refined the art of swapping human children for their own, ersatz creations. These creations are known as changelings.

NOT OF THIS WORLD

Changelings resemble humans to different degrees. Fey royals employ master craftsmen whose changelings are nigh indistinguishable from a human, though such masters always leave a maker's mark of some kind: heterochromia, runic birthmarks, etc.

For these, blending into human society takes little effort. For those made by lesser craftsmen, concealing their nature may be difficult, even impossible.

RACE OF THOUSAND NAMES

Throughout world history, changelings have been known by many names: werewolves, selkies, shifters. The magic used to animate a changeling's body echoes some part of nature, giving most the ability to take the form of an animal.

As connections between the feylands and the material plane are difficult to maintain, individual groups of fey tend to take children from the same region, leading to changelings with the same bestial forms.

A LIFE IN THE CRACKS

Even a changeling who can pass for a human never quite feels at home among them. Changelings tend to seek each other out and form their own communities in the cracks of human society.

The very fortunate form secret societies and enjoy the high life. Most find their society in theaters, circuses, or the all-embracing criminal underworld.

CHANGELING TRAITS

As a changeling, you gain the following traits:

Ability Score Improvement. Your Dexterity and Charisma scores each increase by 2.

Age. Changelings mature a little faster than humans, but rarely live past 70.

Size. Most changelings are below average height for a human. Your size is medium.

Speed. Your base walking speed is 30ft.



Languages. You speak, read, and write Common and one other language.

Not of this world. Your creature type is fey.

Blending In. You have proficiency in the Performance skill.

Bestial Form. Choose a from below.

BESTIAL FORM

As an action, you can transform yourself into form of a beast. Your Strength, Dexterity, and Constitution scores change to match the beast form (as do your HP and AC), but you maintain your Intelligence, Wisdom, and Charisma scores. While in your beast form, you cannot use any items or equipment that the beast could not use.

If you are not at max HP when you change form, subtract the amount of damage you have taken from the beast's HP.

You can maintain this form indefinitely, but you cannot rest until you use an action to return to your changeling form.

If your HP is reduced to 0, but you are not killed outright, you revert to your changeling form. If your changeling form has more than HP than the beast, you are conscious when you revert (minus the damage taken in beast form), but take one point of exhaustion. If you die as a beast, you die.

Beast Form Subraces table

Subrace	Beast Form (stat block)
Werewolf	Dire Wolf
Selkie	Seal (Dolphin)
Kitsune	Fox (Giant Badger)
Lamia	Giant Poisonous Snake
Corvan	Swarm of Ravens
Other	(Any medium beast)

PIXIE/SÌTH

On those occasions when a human and a fey reproduce, the result is a pixie or sìth. “Pixie” is the more common term, but those familiar with the feylands prefer “sìth”, as there is a pure fey creature called a pixie, which is very different.

Fey pixies are tiny, flying creatures with powerful, innate magic abilities. Humanoid pixies are small, usually only about 4ft. tall and can only sort of fly.



BENEVOLENT OUTSIDERS

Magic is an impression of the will on reality. The deeper the impression, the greater force of will is required. Fey are not biologically compatible with humans the way an angel taking material form is. Reproduction between the species is, essentially, a very powerful spell; the kind that requires a cooperative casting.

While pixies are not always born into loving families, per se, they are always wanted; at least, by their parents. This predisposes them to be nurturing figures, even when the broader society fears them.

ONE EYE OUT

Pixies have a deeper connection to the feylands than nephilim or cambions do to their respective other-planes. Pixies will frequently be aware of both the material world and its fey echo at the same time; which distracts them from time to time.

They are also innately magical, though not nearly to the degree of their fey parent. They some powers of flight, but their wings live in the feylands and can only be summoned to the material plane for short periods.

NO IN-BETWEEN

Given pixies natural magic and nurtured conscientiousness, they are ideally suited to the halls of formal magic training. Any magical school worth its salt has at least

one pixie on staff.

However, there are pixies who are drawn to very fringes of society because they feel that's where they are needed most. In either case, pixies strive to build social structures around them because without structure, there's no support.

PIXIE TRAITS

As a pixie, you gain the following traits:

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

Age. Pixies reach maturity around age 10. They live to be around 150.

Size. Average height for a pixie is 4ft. with a slender build. Your size is Small.

Speed. Your base walking speed is 25ft.

Languages. You can speak, read, and write in Sylvan and Common.

Summon Wings. As an action, you can summon your wings from the feylands. This gives you a flying speed of 15ft. and lets you hover for 1 minute. You can use this once before taking a short or long rest.

Fey Tongue. You can communicate with Small beasts, as much as the beast's Intelligence allows.

Fey Visions. You know the Minor Illusion cantrip. Your spell casting ability for this trait is Intelligence.

Nimble. You have advantage on Dexterity saving throws.

Chapter 2: Backgrounds

CRIMINAL JUSTICE

You have spent your adult life as an agent of the criminal justice system. You may have been a beat cop, a forensic scientist, or a lawyer. Whatever you did, you've spent years around criminals of all stripes and it's given you a sharp eye for those who are up to no good (or those who can be bought off).

Skill Proficiencies: Insight and Investigation

Tool Proficiencies: Tinker's tools, vehicles (land)

Equipment: A dress uniform or set of formal clothing, official ID, tinker's tools, a set of common clothes, and a purse containing 15gp.

Feature: Pattern Recognition

If you push someone hard enough, they're liable to do anything. First-timers get the shakes, career villains get a crazy calm. There isn't just one type of criminal, but there aren't a thousand, either.

Your passive Wisdom (Perception, Insight) can detect how nervous people are and whether they are concealing weapons.

Suggested Characteristics

A career in criminal justice tends to attract pragmatic, if not practical, kinds of people. They prefer the straightest path to their goals, even if they have to bend other things to make that path straight.

d8 Personality Trait

1	I throw my weight around liberally.
2	I was only ever in one gunfight, but someone died and I have to live with that.
3	If you're soft on a first-time offender, that'll only encourage them the second time.
4	Protect and serve. Simple as that.
5	Innocent people hurting boils my blood.
6	I like people. Most of them just want a quiet, happy life and I do my part to make that happen.
7	Everyone lies.
8	The system is just as crooked as the rest of society.

d6 Ideal

1	Authority. I don't make the laws, I just enforce them and you will respect that. (Lawful)
2	Protection. If people need help, I'm there. (Good)
3	Order. Peace and mutual respect are the hallmarks of true civilization. (Lawful)
4	Power. I've got ideas about how the world should be and I mean to make that happen. (Chaotic)
5	Above the law. Who watches the watchmen? Nobody! Hahaha! (Evil)
6	Community. I just want to help my neighborhood become a better place. (Good)

d6 Bond	
1	My partner matters more to me than anyone.
2	There's a case I never solved and it eats me up inside.
3	I keep everyone at arm's length so that my feelings don't compromise my job.
4	My best friend was killed in the line of duty and I intend to find the person who did it.
5	The criminal element in this city will know my wrath.
6	I'm tired. I've seen so much, but too much to quit, now.

d6 Flaw	
1	I expect everyone to avoid admitting to their mistakes.
2	I am far better at escalating than deescalating a situation.
3	I can find insults in just about anything.
4	I'm racist because my only interaction with _____ has been with their criminals.
5	I play aggressive, but I'm terrified of killing someone.
6	I have no faith in due process.

MEDICINE

You have graduated from medical school and spent at least a couple years working in a hospital.

Skill Proficiencies: Medicine and Survival

Tool Proficiencies: First Aid Kit

Equipment: A set of plain clothes, a certification to practice medicine, a first aid kit, and a purse containing 20gp.

FIRST AID KIT (10 gp, 8 lbs)

As an action you can heal a conscious humanoid for a number of hit points equal to 1d4 + your Intelligence modifier. Once a creature has been healed this way, they cannot benefit from the First Aid Kit again until the next day. The kit has five uses.

Feature: Prestigious Education

Once people know you're a doctor, they tend to trust your opinion on almost anything else. Your learned opinion has weight in discussions of politics, religion, and common sense; even if you don't actually know what you're talking about.

Suggested Characteristics

Medicine is an incredibly demanding course of study and stressful occupation. It takes determination and grit to reach the level you have.

d8 Personality Trait	
1	I have a disgusting story for every occasion.
2	Medicine is the noblest profession in the world, but I completely understand why so few pursue it.

d8 Personality Trait	
3	I only went in to medicine to make my parents happy. But I can't deny that the money's nice.
4	I don't really care about my patients. Illness is a puzzle to solve, that's it.
5	I know how powerfully I can affect people's lives for the better; but I also know that my failure could kill them.
6	The best part of being a doctor is the golf.
7	I measure my self-worth by how efficiently I cure my patients.
8	Of course, I think I'm smarter than you. You don't?

d6 Ideal	
1	Empathy. All I care about is making people healthy. (Good)
2	Progress. Losing ten test subjects finding a cure that will save a thousand lives is a win in my book. (Chaotic)
3	Debt. I was cured of potentially fatal illness as a child. I'm paying that forward. (Good)
4	Greed. I don't put on a bandage for less than a gp. (Evil)
5	Dignity. Illness reduces us. It is the duty of the physician to return one to their proper state. (Lawful)
6	Life. Death is just another disease to be cured. (Any)

d6 Bond	
1	I idolize the doctor that treated me when I was a child.
2	My patients are my life.

d6 Bond	
3	Someone I love has a terminal illness and I mean to find a cure.
4	I live for the gratitude of my patients.
5	I wouldn't have the energy to go on without the support of my loved ones.
6	I long to practice medicine among those who need it most.

d6 Flaw	
1	I'm addicted to a pain killer.
2	I talk down to those with "lesser" educations.
3	I hold the power of life and death in my hands. It is neat.
4	I don't see my patients as people.
5	My work matters more to me than my friends and family.
6	I get too attached to my patients.

EDUCATION

You have dedicated your life, thus far, to the pursuit of knowledge. Perhaps, you recently completed a degree or maybe you've been a teacher of some variety. Then again, learning doesn't only happen in a school. You could have been working in a lab or doing field research somewhere.

Wherever you have been, you're an egghead with an encyclopedic knowledge of your chosen subject and the will to put it to use.

Skill Proficiencies: History and Nature

Tool Proficiencies: Alchemist's Supplies, Calligrapher's Supplies, Cartographer's Tools, or Herbalism Kit

Equipment: A set of fine clothes, a set of common clothes, a tool of your choice, and a purse containing 15gp.

Feature: Depth of Knowledge

Choose an academic subject that you have specialized in. When you make an Intelligence check related to that subject, you may add double your proficiency bonus to the roll.

Additionally, you know how to research unfamiliar topics with greater efficiency than other people. When you have the opportunity to research something (such as access to a library), every hour you spend researching grants you information equivalent to a 4 on an Int check.

Suggested Characteristics

Those in the education field put a high premium on theoretical knowledge, though not to the exclusion of practical application.

d8 Personality Trait

1	All of my anecdotes require a PhD to understand and I have a million.
2	Learning new things is so fun!
3	It's a real burden being right all the time.
4	The world is a puzzle to be assembled but I've never seen the picture on the box.
5	The world is a puzzle to be assembled and I know exactly what the picture on the box is and you can't tell me different.
6	Can I go back to my books, please?
7	Ugh...emotions.
8	Of course, I think I'm smarter than you. You don't?

d6 Ideal

1	Mystery. There is a question that I must answer and nothing will stand in my way. (Neutral)
2	Life. Every step forward we take is a step away from nasty, brutal, short lives. (Good)
3	Wonder. I remember the first time I saw an electric light, it changed me. I want to feel like that again and always. (Chaotic)
4	Profit. Make something everyone wants and nobody has and, brother, you'll be rolling in it. (Evil)
5	Comfort. There has to be an easier way to do this stuff. (Neutral)
6	Respect. I want to be <i>the</i> expert on something; just the best. (Neutral)

d6 Bond	
1	There's a famous scientist whose respect I want to earn.
2	One of my assistants...I love them more than anything.
3	My parents are getting up in years and I want to give the best twilight years I can.
4	Crowds...cheering my name; can you imagine?
5	If it wasn't for my best friend and colleague, I wouldn't know what to do with myself.
6	My rival from school keeps me sharp and focused.

d6 Flaw	
1	I think I don't deserve the honors I've received and I'm terrified of the day that everyone figures it out.
2	I talk down to those with "lesser" educations.
3	I fantasize about bringing those who stand in my way to their knees, broken and pleading for my mercy.
4	I am annoyed by other people's "feelings".
5	My work matters more to me than my friends and family.
6	I can't understand priorities that differ from my own.

GANGSTER

You have ties to organized crime. Perhaps you were an errand boy for a mobster, perhaps your brother is the head of major criminal enterprise. Things like murder, theft, and violence don't faze you; sometimes they are just the most practical means to an end. You have survived this long by playing that game just a little better than everyone else.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: One gaming set, thieves' tools

Equipment: A crowbar, a set of dark common clothes including a mask, and a pouch containing 15gp

Family Role

There are some ties stronger than blood, but the mob won't keep you around if you can't pull your own weight. Choose a role that you played in your gang.

d8 Role	
1	Wheelman; there's nothing I can't drive and drive well.
2	Burglar: I get...in, the goods, and gone.
3	Distraction: I keep everyone looking in the wrong direction.
4	Pickpocket: I can lift anything off anyone.
5	Muscle: I hit things.
6	Fixer: I make things appear and I make them disappear.
7	Forger: papers, keys, badges, you name it.
8	Mastermind: I see the big picture and can plan for everything.

Feature: Underworld Contact

There's at least one person you can trust to get in contact with the rest of the gang. You know how to contact them, even when you're out of town; meaning you know the little people that will happily do this favor in hopes of getting the good kind of noticed.

Suggested Characteristics

Gangsters are businessmen at heart, they just see opportunities outside the law. They're just supplying a demand, profiting off the very invisible hand of the market. They're not all bad eggs, they're just above averagely willing to crack them.

d8 Personality Trait	
1	Even my backup plans have backup plans.
2	I'm always cool as a cucumber; nothing gets under my skin.
3	Am I casing the joint? I'm here, aren't I?
4	I'm much choosier about my enemies than my friends.
5	I never completely trust anyone.
6	I don't overthink things. I just what needs doing when it needs to be done.
7	Telling me not to guarantees I'll try.
8	What are you laughing at? You think I'm funny?

d6 Ideal	
1	Honor. A man's gotta have a code. (Lawful)
2	Liberty. Freedom and personal responsibility; let people get what they deserve. (Chaotic)

d6 Ideal	
3	Community. Everything I do is for the benefit of the community. (Good)
4	Greed. The golden rule; whoever has the gold makes the rules. (Evil)
5	Loyalty. It's us against the world. If we don't have each other, we got nothing. (Neutral)
6	Justice. An unjust law is no law at all. (Lawful)

d6 Bond	
1	I got debts to pay to people who deserve paying.
2	I got mouths to feed, back home.
3	Someone took something very important to me and I mean to have it back.
4	One day, everyone will know my name.
5	I did something terrible and I gotta make it right.
6	Someone I cared about is dead because I dropped the ball. That's never gonna happen again.

d6 Flaw	
1	Once I get a score in my head, there's no getting it out.
2	If I have to choose between money and loyalty, I usually take the money.
3	Plan? Nah, let's just go in and see what happens.
4	I have the biggest tell you've ever seen.
5	As soon as things look like they're going south, I'm out of there.

d6 Flaw

- 6** I have no problem with others taking the fall for me.

GRIFTER

Ever since you were little, you've had a sixth sense for what people want, what they like, and what they trust. People say you've got a trustworthy face and it doesn't take much to get them to open up to you. Once they've done that, you can wind them round your little finger and have them thank you for the privilege.

It's a rare and useful gift. Maybe you're a cynic who has used this talent to swindle suckers out of every loose penny. Maybe you spent a few years selling tonics out of the back of a truck. Or maybe you've been taking the game to the players, defrauding the fraudsters for the benefit of... someone.

Skill Proficiencies: Deception, Sleight of Hand

Tool Proficiencies: Disguise kit, forgery kit

Equipment: A set of fine clothes, a disguise kit, tools of the con of your choice (ten stoppered bottles filled with colored liquid, a set of weighted dice, a deck of marked cards, or a letter of recommendation from a famous millionaire), and a pouch containing 15 gp

Signature Gift

Every grifter has a game that they've honed to a razor's



edge; a tried-and-true favorite that has never—completely—failed them. Be it a pigeon drop, the Marovian prisoner, or the Listerschatz bonanza. Choose a scheme from the table below.

d6 Scam	
1	I cheat at cards.
2	I forge signatures.
3	I befriend and then defraud the rich.
4	I can become anyone, anytime, anywhere.
5	I hustle barroom games.
6	I convince people that cheap trinkets are priceless antiques.

Feature: Alter Ego

You have created a second identity complete with ID papers, employment and residence documents, clothes, and even a few photographs. Additionally, you do not need to make a check when attempting to forge a document while you possess a reference of the document, handwriting, and/or seal you are forging.

Suggested Characteristics

Grifters are bright and charming types who wear enough masks that others are never quite sure if they've seen your true face. But that true face may have darker ambitions than money; darker secrets than a fake ID; or darker methods than a dropped wallet.

d8 Personality Trait	
1	My favorite thing to steal is hearts.
2	There's no situation that can't be improved with a pun.

d8 Personality Trait	
3	I treat everyone like they're the coolest cat in town.
4	I will bet on anything.
5	I only tell the truth when there's a good reason to.
6	The only thing faster than my hands is my mouth.
7	I join every club or league that I can; you never know when being a card-carrying member will come in handy.
8	I lift anything I think I might use, later.

d6 Ideal	
1	Freedom. I'm not a part of the machine. (Chaotic)
2	Balance. I never steal from those who can't afford it. (Lawful)
3	Justice. I only steal from crooks and I always support small businesses. (Good)
4	Objectivism. If I can trick you out of it, I deserve to have it. (Evil)
5	Fairness. Society dealt me a bad hand. I'm just evening the score. (Lawful)
6	Ambition. One day, I'm going to be so much more than this. (Any)

d6 Bond	
1	I made the wrong people angry and must do whatever it takes to keep them from hurting me or those I care about.
2	When my mentor says "jump", I say "How high?"

d6 Bond	
3	I have a kid, somewhere, and I'm going to make sure they have the brightest possible future.
4	A conman took my family for all they had and, one day, I'll reclaim our fortune.
5	Some big cheese killed someone I loved. One day, I'll make them pay for that.
6	There is one con I regret running and I need to atone.

d6 Flaw	
1	I'm a sucker for a pretty face.
2	I spend faster than I swindle.
3	I am convinced that I am impossible to fool.
4	If the pay off is big enough, there's no score too risky.
5	I can't let a rich man go unmarked.
6	I don't stick my neck out for anyone.

HEIR

You were born with a silver spoon in your mouth. Until now, your life has been country clubs and cocktail parties. You went to a private boarding school, attended a prestigious university and got cars as birthday presents.

Now, though, something is driving you away from the lap of luxury and into more dangerous waters.

Skill Proficiencies: History and persuasion

Tool Proficiencies: One coming set

Equipment: A set of fine clothes, a penthouse key, and a purse containing 30 gp

Feature: Privilege

You are well known in high society. You can probably get a meeting with just about anyone in the upper echelons of society and you are certainly welcome at any of their parties. In fact, most people would probably apologize for not sending you an invitation.

Suggested Characteristics

Heirs were born into wealth. The halls of power are their natural habitat and frequently can't wrap their heads around the life of common people.

d8 Personality Trait	
1	I always treat the help with the utmost courtesy and tip generously. Know where your bread is buttered, old sport.
2	I intend to make a name for myself as a philanthropist.

d8 Personality Trait	
3	Manners taketh man and I would never stoop below my station.
4	I simply must have the latest fashions. Being at your best means looking your best.
5	Why get my hands dirty when I can pay someone to do it for me?
6	Nothing I have is mine and I must prove to myself that I deserve it.
7	I may forgive, but I don't forget.
8	Wrong me and I will burn your world around you. Only when you have nothing left will I crush you.

d6 Ideal	
1	Respect. I treat everyone with respect until they give me a reason not to. (Good)
2	Good Taste. Just because we're trying to kill each other doesn't mean we can't be civilized about it. (Lawful)
3	Self-Reliance. I am not my father. I will make my own name on my own terms. (Chaotic)
4	Justice. Those who possess power have a duty to use it for the benefit of all. (Good)
5	Power. You say "all", I say "enough". (Evil)
6	Family. This house will stand if we have to destroy everything around us to ensure that. (Any)

d6 Bond	
1	I will make my father proud.
2	The company is our life blood. Keeping it afloat is greater than self-preservation.

d6 Bond	
3	I will do anything to vouchsafe my family.
4	I'm in love with someone my family disapproves of.
5	My first love is this city and its people.
6	When I was young, someone I cared about was taken from me. That's a debt someone owes me and they will pay for it.

d6 Flaw	
1	I have very high standards of cleanliness and cannot sleep in places that do not meet it.
2	I know the truth of a scandal that could ruin my entire family.
3	I turn everything into a competition.
4	I believe that poverty is essentially a personal choice.
5	I never deny myself the pleasures of life.
6	I secretly despise almost everyone.

HOBO

You spent years riding the rails, finding work where you could and moving on when there was none. There are some who choose the hobo life, reveling in the freedom and priding themselves on seeing more of the country than most ever get the chance to. For most, though, they had no other choice. You gotta work for the money, so that means going where the work is.

In addition to the tenuous economic status of the hobo, there are plenty of other dangers. Townspeople are frequently distrustful and even hateful of migrant workers; and not without cause. There's plenty of bad apples in this bunch; people who are willing to slit your throat in your sleep for a few coppers. Maybe you survived by seeing the danger before it got too close and maybe you survived by slitting their throats first.

Skill Proficiencies: Insight, Survival

Tool Proficiencies: Your choice of carpenter's tools, cook's utensils, mason's tools, smith's tools, tinker's tools, weaver's tools, or woodcarver's tools

Equipment: one set of artisan's tools (your choice), a small metal pot, a pocket knife, a set of common clothes, and a pouch containing 5 gp

Feature: Hobo Signs

Necessity has created a secret language among migrant workers; both written and spoken. There are signs carved into fence posts and trees signifying hospitality or danger. Hobo conversations are so infused

with slang that an outsider has no hope of understanding it.

You, on the other hand, are fluent.

Suggested Characteristics

A hobo lives on trust, one way or another. People don't offer work if they think you'll abscond and they won't feed you if they think you'll take a better portion.

d8 Personality Trait	
1	I'm master of myself and no one else.
2	There's a whole world out there and you're a fool if you don't see it somehow.
3	I love meeting new people and hearing their stories.
4	I guess I've just got some gypsy blood in me because I can't help but keep moving.
5	This is the best I'm going to get out of life and I've accepted that.
6	All I want is to find a place I can put down roots.
7	Townies are all bought into the system, but I'm free to do as I please.
8	Every day is a new adventure for me.

d6 Ideal	
1	Freedom. I go where I like and no one can stop me. (Chaotic)
2	Respect. If people can't get along with one another, we're all goners. (Lawful)
3	Service. There's plenty of dirty jobs, but someone's got to do them. (Good)
4	Escape. I have to stay on the move or face dire consequences. (Any)

d6 Ideal	
5	Self-Reliance. I work for everything I get. (Lawful)
6	Ulterior. There's something or someone I'm looking for and this is the best way to find it/them. (Any)

d6 Bond	
1	None and the loneliness just about kills me, sometimes.
2	None, this whole world can burn for all I care.
3	I had a family once, but I was irresponsible. One day, I'll prove my worth to them.
4	I've got a sweetheart, somewhere, and when my luck turns, I'll go back to them.
5	There's someone looking to kill me if I don't get them first.
6	There's someone I can always count on to take me in and I'd do anything to repay them.

d6 Flaw	
1	I'm only happy when I'm drunk.
2	Getting close to people screw me to death.
3	I'll resort to violence at the drop of a hat.
4	I've got a bad habit of flopping in rich folks' homes.
5	I can't stop myself from skimming wherever I think I can get away with it.
6	I hear a lot of gossip and use that as leverage whenever I can.

JOURNALIST

You have worked for many years on a newspaper or similar news agency. Your whole life has been dedicated to the pursuit of truth and informing the public.

Skill Proficiencies: Investigation and Performance

Tool Proficiencies: None

Equipment: A set of common clothes, a camera, 3 rolls of film (25 frames each), a notepad and pen, and a purse containing 15gp

Feature: Go to Print

Whether you're still working for a news agency or not, you know people who are. You can contact them to try to get information about recent events or to protect certain information by making it public.

Suggested Characteristics

Journalism tends to attract a colorful, if academic, sort of person. Journalists are doggedly curious and more than happy to get in over their heads.

d8 Personality Trait	
1	I think of my work as the ultimate form of realist art.
2	I have a duty to keep people informed on what is happening in the world around them.
3	I write stories people actually want to read.
4	There's no such thing as objective reality; everything is propaganda. So, I make propaganda for the right people.

d8 Personality Trait	
5	Secrets are how the rich and powerful exploit the common man.
6	Journalism is great! It's like getting paid to gossip.
7	Telling stories brings me joy.
8	I get to meet so many interesting people doing this job.

d6 Ideal	
1	Truth. Anything damaged by the truth doesn't deserve to exist. (Lawful)
2	Fame. One day, people will bend over backwards to stay on my good side. (Chaotic)
3	Curiosity. I love unraveling mysteries. (Chaotic)
4	Ambition. People believe anything they read and, one day, I'll be the one deciding what that is. (Evil)
5	Stories. Everyone's got a story and it's my honor to tell those stories. (Good)
6	Justice. Journalists are the lawyers in the court of public opinion. (Good)

d6 Bond	
1	This agency means the world to me.
2	Someone has been exploiting my community for years and I mean to reveal them to the world.
3	My mentor is above reproach.
4	People entrusting me with their stories makes me feel valuable.

d6 Bond	
5	There are powerful people I admire and I'll do whatever I can to support them.
6	My readers are my best friends.

d6 Flaw	
1	I get so focused on a story that I ignore everything else in my life.
2	I don't care about the ethics of my behavior when chasing a story.
3	I will coach interviewees to get a juicier version of their story.
4	I easily jump to conclusions.
5	I drink too much.
6	I tend to treat everyone as a source, rather than a person.

SEMINARIAN

You have spent many years studying to be priest to a particular god or pantheon of gods. You have studied not only your sacred texts, but also the writings of various luminaries in your faith. While you may not yet be qualified to lead religious services, you do carry a certain degree of authority and expertise in the beliefs and rituals of your faith.

Choose a god, a pantheon of gods, or some other quasi-divine being from among those listed in appendix B or those specified by your DM, and work with your DM to detail the nature of your religious service. Where did you study and for how long? Is it an established and respected organized religion; a small cult to a lesser or forbidden deity; or a group that took a more ad hoc approach to seeking the divine?

Skill Proficiencies: History, Religion

Languages: Two of your choice

Equipment: A holy symbol, a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a pouch containing 15 gp

Feature: Community of the Faithful

As a seminarian, you have a certain degree of authority among those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to be received hospitably at a sacred site or community related to your faith. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple or school dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Suggested Characteristics

Seminarians are shaped by their experience in their religious communities. How they were educated in the history and tents of their faith, as well as their interactions with leaders and followers will affect their manners and worldview.

d8 Personality Trait	
1	I am a devotee of a particular luminary of my faith, and frequently reference their writings and wisdom.
2	I believe that the best way to make converts is to make friends and lead them to my god through my lifestyle.
3	I see signs in everything. My god is speaking to me, every day.
4	Nothing can stop me from being cheerful.
5	I have a quote or proverb for every situation.
6	I am waiting for the day we can wage holy war against the false gods worshipped by other faiths.
7	I am very accustomed to the lifestyle of the priests at my temple. Everything else is disappointing and tiring.

d8 Personality Trait	
8	I have lived in so insulated a community that I struggle with the mores of the outside world.

d6 Ideal	
1	Tradition. Our traditions are what keep us on the right path and should not be changed. (Lawful)
2	Orthodoxy. What's most important is the proper understanding and execution of the gods' will; even if we've been misinterpreting it for centuries. (Good)
3	Evangelism. Fill the seats and leave the rest in god's hands. (Neutral)
4	Ambition. My one goal in life is to reach the highest position in my faith. (Evil)
5	Mysticism. What my god wants is to connect with me. How that's done is their decision, I just have to follow. (Chaotic)
6	Faith. My guiding star is following my god's guidance. (Any)

d6 Bond	
1	There is a prophecy that I must learn to understand.
2	One day, I will take back my faith from the heretics corrupting it, now.
3	I owe everything to the people who raised me when I was abandoned as an infant.
4	All I do is feed my master's sheep.
5	I must save the church where I served.
6	I will defend with my life a sacred relic that my enemies seek to destroy.

d6 Flaw	
1	I think the main goal of religion is to propagate clean and decent living.
2	I have absolute faith in the leaders of my religion.
3	I am easily exploited by anyone who claims to be part of my faith.
4	I refuse to entertain new ideas.
5	I don't trust those who haven't proven themselves to be true believers of my faith.
6	It's very difficult for me to care about anything other than the mission of my faith.

SHOWMAN

You thrive in front of an audience. You know how to entrance them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life.

Skill Proficiencies: Performance and one skill from your specialty

Tool Proficiencies: Disguise kit, one type of musical instrument

Equipment: A musical instrument (one of your choice), a good luck charm, a costume, and a pouch containing 15 gp

Stage Specialty

In the theater, the more you can do, the better you are. Choose two-three specialties from the list below.

d8 Specialties	
1	Actor (Deception)
2	Singer (Insight)
3	Musician (Perception)
4	MC (Persuasion)
5	Comedian (Acrobatics)
6	Illusionist (Sleight of Hand)
7	Lecturer (History)
8	Poet (Arcana)

Feature: Busking

You're always ready to put on a show, whether it's concert hall, a club, or a street corner. You can always pick up some extra money and possibly a place to stay and a hot meal. In addition, once you've built up a reputation, you could be invited to do private performances where you can make valuable contacts.

Suggested Characteristics

A showman must first and foremost capture the attention of their audience. This leads people to be somewhat romantic about themselves, the world, and their art.

d8 Personality Trait	
1	The world is full of beauty and I want everyone to see it.
2	Just about everything reminds me of something that happened to me once.
3	My one true love is out there and I will find them.
4	I only feel like myself when I'm performing.
5	I love to verbally spar, just for the fun of it.
6	Nobody steals my spotlight!
7	I am my own toughest critic.
8	I always put my best foot forward and I expect others to do the same.

d6 Ideal	
1	Beauty. I must leave the world better than I found it. (Good)
2	Self-Expression. I have these thoughts and I have to get them out or I'll go crazy. (Chaotic)

d6 Ideal	
3	Fame. My name in lights. That's it, baby; that's what it's all about. (Evil)
4	Revolution. One great work of art can change the world. (Neutral)
5	Culture. We need to keep our traditional arts alive to remember who we are. (Lawful)
6	Truth. My work holds a mirror up to reality. (Chaotic)

d6 Bond	
1	If my only audience is my "family", that's enough.
2	I have a rival that pushes me to be better.
3	I have a rival and the world will know that I am the superior artist.
4	Everything I do is for my fans.
5	Without my partner, I'm lost.
6	My mentor's approval means more to me than anything.

d6 Flaw	
1	I take everything personally.
2	I can't perform if I'm not in love.
3	My mood changes with the wind.
4	I'm convinced that I'm a fraud and am terrified of the day everyone else figures that out.
5	The amount of effort I'm willing to put in is proportional to the size of the audience.
6	I am pretty sure that I'm a god or something similar.

SOLDIER

You served in the military for a number years as an enlisted man. It's the only profession you've known. Perhaps you joined up to prove your mettle, perhaps you wanted to serve your country, and perhaps you just needed the money.

Whatever the reason, you put in your tours. The war's over, now; or at least, your part in it is and you find a place for yourself in the world.

Skill Proficiencies: Athletics and one extra from your posting

Tool Proficiencies: One gaming set, vehicle (land)

Equipment: A dress uniform with insignia, a set of common clothes, a trophy (an enemy medal or insignia, a busted gun, a piece of shrapnel on a string), a deck of cards or set of dice, and a pouch containing 10 gp

Posting

While in the service, you with a particular set of duties. Choose one from the list below.

d8 Postings (Extra Proficiency)	
1	Infantry (Intimidation)
2	Cavalry (Animal Handling)
3	Recon (Stealth)
4	Engineering (Tinker's Tools)
5	Chaplain (Religion)
6	Medic (Medicine)
7	Quartermaster (Investigation)

d8 Postings (Extra Proficiency)	
8	Military Police (Insight)

Feature: Military Rank

In addition to your service, in general, your rank provides you with a certain degree of respect. Citizens of your country are generally friendly towards you, though foreigners are likely to view you with a certain distrust, even if they were allies.

Suggested Characteristics

The military draws in all kinds, from good ol' boys who want to serve their country to vicious brutes who want to beat on someone with impunity.

d8 Personality Trait	
1	I still live the clean and disciplined life of a soldier on base.
2	I still suffer from mild shellshock.
3	It's hard for me to bond with anyone. Civilians don't understand and other soldiers just remind me of the war.
4	I have hundreds of stories from my time in the service that can be applied to all kinds of everyday situations.
5	I don't flinch.
6	I'm always looking for an opportunity to fight someone.
7	I need everyone to know that I fought in the war and fear me because of it.
8	My preferred method of dealing with conflict is physical.

d6 Ideal	
1	Patriotism. For god and country. (Lawful)
2	Confronting Evil. There's bad people in this world and someone has to stop them. (Good)
3	Peace. I've seen enough of violence to know it solves very little. (Neutral)
4	Might. Survival of the fittest, son, and nothing's fitter than these abs. (Chaotic)
5	Profit. If you can't make money during a war, you can't make money. (Evil)
6	Power. I'll give you a choice: bow down or beat down? (Evil)

d6 Bond	
1	I come from a long line of soldiers and want to do my ancestors proud.
2	There is no country when the bullets start flying, there's just the men next to you.
3	I would go back to war if my country asked it of me in a heartbeat.
4	I am the sheepdog protecting the flock from wolves.
5	Honor above all.
6	I lost my best friend and now I'm living for the both of us.

d6 Flaw	
1	The war may be over, but those people are still my enemies.
2	If you didn't serve, I think you're a coward.
3	I served my country and now I think it's my country's turn to serve me.

d6 Flaw	
4	I have trouble believing that anyone who served could ever do something evil.
5	I enjoy torturing people.
6	I rarely get a full night's sleep. Bad dreams.



SPY

You have spent years working to some degree for an organization, clandestinely passing information to your handlers. You have mastered getting people to like you and tell you what you need to know, then disappearing before anyone can ask too many questions.

Skill Proficiencies: Deception, Persuasion

Tool Proficiencies: Disguise kit, thieves' tools

Equipment: one set of fine clothes, travel documents in a false name, a pouch containing 15 gp

Espionage Organization

Espionage isn't just for world powers in a time of war. Choose an organization that you spy on behalf of, either as an agent or an asset.

d6 Organization	
1	A foreign government
2	The local government
3	A resistance or insurgency
4	A major corporation
5	The mob
6	A secret society

Feature: Supply Drop

If your mission calls for it, you can request that your organization deliver equipment, information, and/or funds to help you achieve it. Your organization will only deliver what they believe you need and only when it won't expose your connection to them.

Suggested Characteristics

Successful spies cultivate airs of trustworthiness. They are careful, clever, and cunning. Which is not to say that they are always loyal, nor are they always trusted by their own organization.

d8 Personality Trait	
1	I do whatever needs to be done to further the interests of my organization.
2	I'm very big picture.
3	The things I do are evil, but they make the world a better place.
4	Charms before arms.
5	As soon as someone stops being useful, I'm okay with them dying.
6	This all just a game and I'm here to rack up points.
7	My chief weapon is seduction.
8	I don't want to do this, but the consequences are too great if I don't.

d6 Ideal	
1	Patriotism. I serve my organization to protect my people. (Lawful)
2	Peace. What can war but endless war still breed? (Neutral)
3	Sacrifice. By getting my hands dirty, I can keep those I care about clean and safe. (Good)
4	Thrills. Let's do this the fun way. (Chaotic)
5	Efficiency. I get things done quick and clean. (Neutral)

d6 Ideal	
6	Ambition. I'm building a nice little empire for myself. (Evil)

d6 Bond	
1	I'm in love with my handler or one of my assets.
2	The people I'm spying on killed someone I cared about.
3	I was betrayed and this is how I get my revenge.
4	My heartaches when innocents get hurt.
5	I want nothing more than to make my parents proud.
6	I have a child and I'm trying to make the world better for them.

d6 Flaw	
1	My own survival is mission one.
2	I take unnecessary risks for my own amusement.
3	I want my enemies to know who hurt them.
4	I drink too much.
5	My libido always wins over my better judgement.
6	I don't know who I am without this.

Chapter 3: Classes

The classes found in the official *Players Handbook* are extraordinary people, gifted by nature and deities to achieve things far beyond the capacity of common people. They are meant to be heroes, sung of in legend and fable.

They're the stuff that dreams are made of.

Our heroes, here, are not Hercules, Beowulf, or Merlin. No, the heroes we shall be adventuring with are more on the order of John Carter, Sam Spade, or the Shadow. There is something special about them, but they'll approach godhood.

Here is a brief overview of the classes in this book:

- **Avenger** - (dex, con) a Dextrous hero who takes the fight to the enemy
- **Enforcer** - (str, con) a Strong hero that would rather not start a fight but will absolutely finish it
- **Globe-Trotter** - (wis, cha) a Charismatic hero that's been everywhere and always knows somebody who can help
- **Mystic** - (int, wis) a Wise hero that can channel supernatural powers
- **Planner** - (dex, wis) an Intelligent hero that uses flashbacks to give themselves the upper hand
- **Doctor** - (con, int) an Intelligent hero that creates tools for any situation
- **Scoundrel** - (dex, cha) a Charismatic hero adept at running from the trouble they can't talk their way out of



AVENGER

Somewhere, on a secluded dock, an illicit cargo is being offloaded. Mr. Big, icon of the criminal underworld, watches as his next cash crop is stacked, crate by crate, in the back of his trucks. The coppers have all been bought off and the feds are chasing a half dozen false leads. Suddenly, a cackling laugh erupts from the shadows. Mr. Big's boys unload their heaters, but the laughter never stops. It sounds like it's coming from everywhere.

The ne'er-do-wells cast their eyes about only to discover they are surrounded. A man with a black mask lined in red stands atop a shipping crate. A woman in a white backless dress and black domino mask blocks a nearby alley. The main road is blocked by a giant of a man with coppery hair, golden

eyes, and well-tanned skin. All of them have pistols trained on Mr. Big himself. The fat man turns in place dumbfounded only to come eye to eye with the laughing man, a red scarf covering his nose and mouth.

THE EVIL IN THE HEARTS OF MEN

There are some criminals that the law can't or won't take down, and yet, justice must be served. From a penthouse window high above 34th avenue; from the bell tower of St. Patrick's church; from a cave secreted behind a waterfall; avengers watch over the world, ready to do what needs to be done to keep their cities safe.

Most avengers come from positions of privilege which give them not only the resources to carry on their crusades, but also



first-hand looks into the corruption that makes their existence necessary. They are people-of-the-world, deeply acquainted with the ways and deeds of men, who understand the lengths they must be willing to go to ensure justice for all.

SECRET IDENTITIES

An avenger makes enemies of all kinds; from evil crime bosses to by-the-book lawmen who can't be bought. This makes it critical that they hide their true identities from the world. By day, most avengers play foolish playboys or shrinking violets. If everyone believes them to be a coward, no one would question that they run from the first sight of danger—well before the masked vigilante appears on the scene.

The Avenger Table		
Level	Proficiency Bonus	Feature
1st	+2	Secret Identity, Fighting Style, Confidante, Origin
2nd	+2	Uncanny Power
3rd	+2	Ability Score Improvement
4th	+3	Improved Confidante, Fighting Style Improvement
5th	+3	Origin Feature
6th	+3	Ability Score Improvement, Hearts of Men
7th	+4	Extra Attack
8th	+4	Origin Feature, Fighting Style Mastery
9th	+4	Ability Score Improvement, Superior Confidante
10th	+5	Resurrection

Of course, no one can shoulder the burden of an avenger, alone. Every avenger has at least one confidante that knows their secret. This confidante helps them maintain their cover and, in times of extremity, may take up arms to assist their cause.

CLASS FEATURES

As an avenger, you gain the following class features.

HIT POINTS

Hit Dice. 1d10 per avenger level

Hit Points at 1st Level: 20 + your Constitution modifier

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

ARMOR CLASS

Your AC is equal to 10 + your Dexterity modifier + your Charisma modifier

PROFICIENCIES

Tools. Thieves Tools

Saving Throws. Dexterity, Constitution

Skills. Choose two from Acrobatics, Athletics, Insight, Intimidation, Investigation, Perception, and Stealth

EQUIPMENT

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

- (a) a martial melee weapon or (b) a one-handed firearm with 10 rounds of ammunition
- a costume that hides your identity
- a utility pack that can be hidden in your costume containing a flashlight, 10

evidence bags, a set of thieves tools, and a grappling hook with 50 feet of high-tensile wire on an automatic spool

SECRET IDENTITY

From 1st level, you need to have a secret identity. This is the 'civilian' face you present to the world. The key element of a secret identity is that no one would believe that person is really a masked avenger. Classic choices include being an empty-headed rich kid, being an intelligent coward, or a limp.

As an action, you can change into your costume. For the purposes of changing clothes only, you can take the Hide action as a bonus action. When you change into your costume, you must make a Stealth check against the passive perception of all creatures within 30ft. that might see you before your next turn.

Meta. It's basically impossible to keep your secret identity with other players. However, it is possible to keep it with the other PCs. If you choose not to include the other characters in your party in your circle of trust, you must make a Deception check when explaining where you were while you were in costume. Under any other circumstance, PCs making an Insight check to see if you're lying about either of your identities automatically fail.

FIGHTING STYLE

At 1st level, you can choose one fighting style from Chapter 4. You get the Improvement feature at 4th level and the Mastery feature at 8th level.

CONFIDANTE

From 1st level, you have a trusted confidante. This person knows your secret identity and can assist you in maintaining it. They may accompany you on your adventures, but do not engage in combat unless attacked.

Confidante stat blocks can be found in Chapter 8. Your confidante cannot be killed without the DM having your permission.

ORIGIN STORY

Nobody becomes an avenger because they lead a happy and fulfilling life. At 1st level, choose an Origin Story. Your Origin provides additional features to you at 1st, 5th, and 8th level.

Origin Stories are detailed at the end of this section.

UNCANNY POWER

Beginning at 2nd level, your dedication to your vigilante crusade has imbued you with a minor superpower. You may choose from the following:

- **Avatar of Death.** When you make an Intimidation check, you can conjure the spirit of death itself. Make a contested Charisma check with your Intimidation bonus + 5. If you are targeting multiple creatures, the target's check is made with advantage. If you succeed, the target(s) becomes Frightened.
- **Duellist's Challenge.** You can attempt to compel a creature into single combat with you. Target a creature within 30ft of you that can both see, hear, and understand you. You make a challenge to their honor

or ego. The target must make a Wisdom saving throw with a DC equal to 8 + your Charisma modifier. If the target fails, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you. This effect lasts for one minute.

- **Eldritch Arms.** As an attack action, you can summon a flurry of shadowy tentacles that batter all creatures within 10ft. of you. Each creature in that area must make a Dexterity saving throw with a DC equal to 8 + your Charisma modifier. On a failed save, the target takes d6 necrotic damage. On a successful save, the creature takes half as much.

You can choose the number of damage dice used, but the number may not exceed your Charisma modifier (minimum of 1). Each time you use this feature, you must make one Constitution saving throw for each damage die with a DC equal to the total damage done by the attack. On a failed save, you take 1 point of exhaustion.

For example, if your Charisma is 16, you can use up to 3d6 (15) for your Eldritch Arms. If the attack damages three creatures, the average total damage would be 45. So, you would need to make three separate Constitution saving throws at DC45 and each failure would result in one point of exhaustion for a maximum of 3 points of exhaustion.

- **Friend to Animals.** You may try to befriend a creature with an Intelligence of 3 or less. The creature makes a Wisdom saving throw with a DC equal to 8 + your Charisma

modifier. If the creature fails, it will regard you as a friend until you or your confidante attacks it. If it succeeds, its attitude towards you does not change and it becomes immune to this feature for 24 hours.

- **Hero Landing.** If you are falling, you can use an action to reduce your falling speed to 60ft. per round. You land on your feet and take no damage.
- **Mesmeric Invisibility.** You have learned an ancient method for clouding the minds of men to make yourself and your clothing invisible. While you are alone, make a Stealth check, adding your Charisma modifier. If this value is greater than a creature's passive perception, you are completely invisible to them. If a creature's passive perception is higher, it must make a perception check to attempt to see you properly.

Objects that you pick up while invisible remain completely visible, unless you can hide them under your clothes. Attacking or taking damage end this effect.

- **Power of Justice.** You can use your Bonus Action to empower your attacks with the power of justice. Your next melee weapon attack does an additional 1d4 radiant damage on a hit.
- **Regeneration.** At the start of your turn, you regain 1d4 hit points.
- **Seductive Wiles.** When you make a Persuasion check, you can attempt to put the target under your seductive influence. Make a contested Charisma check with your Persuasion bonus + 5. If you succeed,

the target is Charmed by you for the next hour. Once the hour is up, the target can rationally assess their interaction with you, but may still have a broadly positive opinion of you.

The target must be of an orientation to regard you as a potential romantic partner.

- **Weird Fog.** As an action, you can create a fog in a 20ft sphere around you. The sphere spreads around corners, and its area is heavily obscured. It lasts for one hour or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. The sphere does not move with you and it does not obscure your vision.

ABILITY SCORE IMPROVEMENT

When you reach 3rd level, and again at 6th and 9th 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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

IMPROVED CONFIDANTE

At 4th level, you can start using your Confidante's Improved stat block.

HEARTS OF MEN

By 6th level, you have developed a deep understanding of the criminal mind. This gives you advantage on Insight checks.

EXTRA ATTACK

At 7th level, you may make an additional Attack after you take the Attack action on your turn.

SUPERIOR CONFIDANTE

When you reach 9th level, you can start using your Confidante's Superior stat block.

RESURRECTION

At 10th level, you can come back from apparent death. When you die, you can reappear some time later with an explanation for your survival decided by you and the DM. You cannot return after a formal funeral or memorial service is held for you.

ORIGIN STORIES

Your origin story is how you came to don a mask and fight crime by night.

MURDERED PARENT

One or both of your parents/parental figures was murdered, victims of the darkness that stains these city streets. The trauma of this loss propelled you into an eternal vendetta against the scum of this world.

KNOCKDOWN BLOW

An eye for an eye leaves the whole world blind. You only kill when you absolutely have to, which has led you to studying non-lethal techniques for taking down bad guys.

Beginning at 1st level, any time you hit an enemy with a bludgeoning weapon, including your unarmed strike, you can force the creature to make a Constitution saving throw with a DC equal to the amount of

damage dealt. If the target fails, it becomes Unconscious.

KNOT EXPERT

By the time you reach 5th level, you've learned to tie strong knots quickly. As an action, you can tie up a creature with a knot that requires a DC20 Strength check to break.

Additionally, without making a skill check, you can tie a rope to a secure object and the knot won't slip.

NON-LETHAL RAMPAGE

At 8th level, you have learned to build momentum in your attacks. When you knock a creature Unconscious with your Attack action, you may make an additional Attack this turn.

OPERATIVE OF THE COUNCIL

You belong to an almost omnipresent secret society. Trained by them since youth, you are their hands in the world, enacting their will in pursuit of a better world. Work with your DM to define the objectives of the secret society.

LOADOUT

Your society has eyes, ears, and warehouses almost everywhere. Starting at 1st level, once per day, you can check in at a society outpost. When you do, you can acquire 100gp-worth of non-magical equipment or DC17-level information about goings-on in the area.

If there is a specific piece of equipment that will be useful for your current mission, you can make a Persuasion check to receive Special Equipment. Special Equipment must

be returned before any other equipment can be taken from any outpost. If the Special Equipment is lost or destroyed, you must replace it or else, you cannot get equipment from any outpost until a number of days have past equal to the Special Equipment's cost (1 day = 100gp).

There are no society outposts in wildernesses or areas that the Council has warned you are "beyond our reach". It is also possible for an outpost to have been raided by rivals, criminals, or even law enforcement.

[Note to DMs: making this ability unavailable to the player should be treated the same way you would making any other ability unavailable. It should be done sparingly and only to further the story in some way, such as a plot hook. It is also possible for other agents of the secret society to track down the PC to deliver specific information or equipment.]

IMPROVED LOADOUT

By the time you reach 5th level, you have earned enough trust from your society that you have access to more precious equipment. When you visit an outpost, you can acquire up to 200gp-worth of equipment. You can also acquire a limited number of magic items of common or uncommon rarity.

Using this feature, you can acquire up to two potions or one weapon or wondrous item. You cannot acquire a second weapon or wondrous item without returning the first item (or pieces of it, if it was broken).

Meta. Magic items acquired this way should be reskinned as technologies, unless your

secret society is arcane in some way. (See also: Magic Items in Chapter 5)

CHAMPION OF THE COUNCIL

At 8th level, you have proven yourself to belong among the elite operatives of your society. In recognition of your achievements and you prepare you for the more difficult missions ahead, the society awards you one Rare magic item.



ENFORCER

There's a knock on the door. You open it to find yourself face-to-face with a mountain of a man. You know why he's here. You made stupid bets with the wrong people. It's not your fault; you really thought you had a sure thing on your hands, if you could get the capital. The big man cracks his knuckles and you know your time is up.

She stands behind the chatty man, eyes trained on some null point in the distance.

Her clothes are nice, but not girlfriend nice, and her shoulder-width stance suggests a more professional relationship with the chatty man. But her frame is so lean that it's hard to imagine her being much use in a fight. Oh well, count yourself lucky you don't need to find out.

These are how enforcers get seen; the pragmatic types that get the job done by the most direct means. They rarely start a fight, but they are quite happy to finish it.



SEASONED TOUGHS

You've been knocked around plenty and it's not a good time. No mistake, you can take it just as well as you dish it out, but the guys who wear scars like crowns of glory end up dead or drooling at a premature age. Life has taught you to see trouble coming and how to deal with it, quick like and with a minimum of blows to the head.

There is also a diplomatic streak to enforcers. They're in control of themselves, if for no other reason than it is prerequisite to control a situation. The majority of people will step away from a fight if you give them the choice; let them keep their pride and they'll walk away. Sure, they'll hurl some insults at you, but it's nothing personal. They just want to feel tough and that's fine, as long as no one gets hurt. So, be nice, until it's time to stop being nice.

OBSERVE, AVOID, IMMOBILIZE

Kill a man and they put a bounty on your head. Beat a guy up and his buddies run in to help. Immobilize the boy and no one gets too bent out of shape.

Controlling a situation means keeping it from escalating without your permission. So, you observe; keep your eyes open for trouble. Avoid all the trouble you can, which includes swinging fists. Then, immobilize as many that would come after you as possible. That's how you look like the good guy on a police report.

The Enforcer Table		
Level	Proficiency Bonus	Feature
1st	+2	Immobilizing Grapple, Fighting Style, Personal Code
2nd	+2	Situational Awareness
3rd	+2	Ability Score Improvement
4th	+3	Disarm, Fighting Style Improvement
5th	+3	Code Feature
6th	+3	Ability Score Improvement, Telegraph Reader
7th	+4	Extra Attack
8th	+4	Code Feature, Fighting Style Mastery
9th	+4	Ability Score Improvement, Backhand
10th	+5	Walk It Off

CLASS FEATURES

As an enforcer, you gain the following class features.

HIT POINTS

Hit Dice. 1d12 per avenger level

Hit Points at 1st Level: 22 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 8) + your Constitution modifier per avenger level after 1st

ARMOR CLASS

Your AC is equal to 10 + your Dexterity modifier + your Wisdom modifier

PROFICIENCIES

Tools. None

Saving Throws. Strength, Constitution

Skills. Choose two from Athletics, Insight, Intimidation, Medicine, Perception, Persuasion and Survival

EQUIPMENT

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

- (a) a martial melee weapon or (b) a one-handed firearm with 10 rounds of ammunition
- a dagger that is concealed under your clothes
- a backpack containing a flashlight, bandages, a book of matches, a crowbar and 50 feet of nylon rope.

IMMOBILIZING GRAPPLE

From 1st level, when you succeed on a grappling check, you can negate the target as a threat while they are grappled. While

grappled by you, the target cannot Attack, but you can attack normally with your free hand.

Additionally, you have advantage on Insight, Intimidation, and Persuasion checks against a creature while it is grappled by you.

FIGHTING STYLE

At 1st level, you can choose one fighting style from Chapter 4. You get the Improvement feature at 4th level and the Mastery feature at 8th level.

PERSONAL CODE

A man's gotta have the code, as they say. From 1st level, your personal code grants you a feature. Additional features are granted at 5th and 8th levels.

SITUATIONAL AWARENESS

Starting at 2nd level, you have an instinct for threats around you. You have advantage on Initiative checks. If you are surprised, you can forgo this advantage to act in the first round.

Additionally, you can take the measure of your opponents, as a bonus action. When you do, the DM tells you the weapon attack actions available to up to three creatures that you can see.

ABILITY SCORE IMPROVEMENT

When you reach 3rd level, and again at 6th and 9th 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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

DISARM

At 4th level, when you successfully grapple a creature, they drop any weapons they are holding.

TELEGRAPH READER

Starting at 6th level, you can read the movements of opponents. As a reaction, you can double your Dexterity bonus for the purpose of calculating your AC against a single attack.

EXTRA ATTACK

At 7th level, you may make an additional Attack after you take the Attack action on your turn.

BACKHAND

At 9th level, when a creature within 5ft of you makes a melee weapon attack against you and misses, you can use your reaction to make an unarmed attack against them.

WALK IT OFF

By 10th level, you have developed sufficient endurance to recover from a fight faster than normal. At the start of your turn, if your HP is below 50%, you can restore 1d4 HP to yourself for every ten feet of movement you use on your turn. This does not apply to feet moved using the Dash action.

PERSONAL CODE

Your personal code guides your actions and shapes the skills you develop to survive on the mean streets.

RIGHT HAND

You're not a leader. Yeah, you can give orders and think for yourself, but left to your own devices, you'd just find a place with good music, better beer, and just become part of the furniture. The best way you know to make that beer money is to find one of those ambitious types and do their dirty work for them. You're loyal—that's how you keep getting paid—but if the work gets the wrong kind of dirty, you have no qualms about politely tendering your resignation.

Choose a boss that you work for. This can be another PC or an NPC that the DM has created.

BIG STICK DIPLOMACY

People offer you this kind of work because you look the part. Beginning at 1st level, you can use your Action to make an Intimidation check against a creature's passive wisdom. If you succeed, the creature ceases attacking you and your allies. They still don't like you, but they're open to talking this through.

Another creature can get the intimidated creature back in the fight by using an Action to make a Persuasion check against the value of your Intimidation check. If you or one of your allies attacks the intimidated creature, this effect ends.

CANNY SITUATIONAL AWARENESS

Starting at 5th level, when you use your Situational Awareness feature outside of combat, you can make Insight checks against the target creatures to determine how hostile they are towards you. This check can reveal if police regard you as a threat, if gangsters are luring you into a trap, etc.

VERY BIG STICK DIPLOMACY

At 8th level, you can target up to three creatures when you use an Action to make an Intimidation check.

LAW OF THE LAND

The law isn't perfect, but it's what we have to keep things peaceful and ordered. Enforcers living by this code tend to become police of one stripe or another, but those looking to travel, set their own hours, etc. may prefer to become bounty hunters.

AUTHORITY OF THE LAW

From 1st level, you have advantage on Intimidation and Persuasion checks against creatures whose alignment is not Chaotic.

NEGOTIATION

When you reach 5th level, you can interrupt a combat initiative roll to attempt to turn a combat encounter into a social encounter. Make a Persuasion check against the average Charisma score of all enemies in the encounter. If you succeed, the encounter becomes social and you are at the top of the initiative order. If any of your allies attacks, the encounter shifts to combat, but the initiative order does not change.

LEGENDARY LAWMAN

By the time you reach 8th level, your name has spread far and wide through the criminal underworld; to the point where going toe-to-toe with you is a badge of honor among the ne'er-do-well's of the world. You can leverage this fame to deescalate combat encounters.

During a social encounter where the enemy is intent on fighting you and your allies, you

can challenge the leader to a duel. Make a contested Persuasion check against the creature you are challenging. If you succeed, they agree, you fight them in a duel. If you fail, the social encounter continues. You can only use this feature once per social encounter.

Once your duel is over, your enemy's allies may or may not still attack. If the enemy creatures are lawful and you are victorious, they will agree to part peacefully; otherwise it is the DM's prerogative.



GLOBE-TROTTER

The affable, but poorly dressed, man that your scoundrel of a brother met in a bar last night claims to know the location of the lost treasure of Ahubajaar. You like him more than you think is wise and are trying to remain objective as he recounts the story of how he came upon this knowledge. As you discuss how to actually get there, your good sense starts noting all the travel difficulties you will encounter. "Don't worry," he says, smiling warmly. "I know a guy."

She's the woman of the hour and everyone at the cocktail party is dying to know when her next book will be available. As whip-smart as she is, the real jaw-droppers are the strange and exotic items she casually produces from a very beat-up satchel. There are bullet holes in the satchel and she has a thrilling tale about how they got there. Skeptical, you ask "And how exactly did you survive that?" With a smile and a wink, she says "Just lucky, I guess."

These are globe-trotters; brave and clever people who find themselves on wild adventures all over the world.

TRAVEL SMARTS

The key to being a good globe-trotter is knowing all the little tricks for getting places. They scoff at the notion of travel agents and wonder why the party would bother with commercial flights when there are perfectly good cargo ships that will get them there for half the coin. Yes, you'll be sleeping on crates, but that's part of the charm! Stuff like that makes the story so much better!

Being a great traveler of the world, though, requires a certain uncanny luck. You have to

listen to your gut and if you can't hear it, you'll just have to learn to listen better.

SOCIAL ANIMAL

Traveling can be a lonely prospect and some prefer it that way. However, if you're going to get in real trouble fun, you have to get to know the locals. If you just show up in a place and wander around, you might stumble on some interesting restaurants, but buy that cocky guy at the bar a couple drinks, make some plans for the next day, and now you're really onto something. Yes, this also increases the likelihood of plane crashes, chasing thieves through sewers, and having to save the world from awakening ancient evils, but is there really a downside to that?

CLASS FEATURES

As a globe-trotter, you gain the following class features.

HIT POINTS

Hit Dice. 1d8 per avenger level

Hit Points at 1st Level: 18 + your Constitution modifier

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

ARMOR CLASS

Your AC is equal to 10 + your Dexterity modifier

PROFICIENCIES

Tools. Calligraphy Set

Saving Throws. Wisdom, Charisma

Skills. Choose any three Intelligence, Wisdom, or Charisma skills.

EQUIPMENT

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

- (a) an exotic melee weapon or (b) a one-handed firearm with 10 rounds of ammunition
- (a) a typewriter [requires Criminal Justice, Doctor, Education, Heir, Journalist, or Seminarian background] or calligraphy set with 150-page notebook
- a backpack containing a flashlight, bandages, a book of matches, a crowbar and 50 feet of nylon rope.

The Globe-Trotter Table		
Level	Proficiency Bonus	Feature
1st	+2	I Know a Guy, Avenue
2nd	+2	Captivating Story, Fighting Style
3rd	+2	Ability Score Improvement
4th	+3	Gleaned Knowledge, Polyglot
5th	+3	Avenue Feature, Fighting Style Improvement
6th	+3	Ability Score Improvement, Sojourner's Luck
7th	+4	I Definitely Know a Guy
8th	+4	Avenue Feature
9th	+4	Ability Score Improvement, Reliable Knowledge
10th	+5	They Know Me Here

I Know a Guy

From 1st level, you have a network of friends and acquaintances that can get you just about anything you need. Once per day, you can roll to create an NPC 'Contact' that is within a half-day's travel of wherever you are. Contacts are at least friendly enough with you that they are willing to do business with you. Use the tables below to determine the

services that NPC can provide. You do not need to reroll to visit again.

The Contact Rarity Table covers the various Contacts that are possible to create. The Local Market Table is a d20 table where the availability of Contact rarities is cross-referenced with the level of civilization that you are in. When rolling on the Local Market

Contact Rarity Table	
Rarity	Contact (Services)
Common	• Distributor (seller of equipment at 10% discount) • Guide (someone who has lived in the area for a long time and is willing to show you around for free or take you somewhere specific for a small fee) • Shady Character (someone in the underworld who can provide information about the criminal element in the area and recent criminal activity, but not about plans or other insider information) • Transport Dealer (owner of several horses, camels, cars, etc. that can be purchased or rented at a 10% discount)
Uncommon	• Captain (the owner/operator of a boat or airship that can be hired for a bargain) • Doctor (a medical professional who can provide healing services, including curing madness, for a discount) • Prisoner (a criminal that is currently incarcerated and can provide low-level insider knowledge for a favor)
Rare	• Benefactor (someone rich who can provide up to 500gp of equipment in return for a favor) • Government Official (someone high up in the local government that can exchange favors) • Master Criminal (someone powerful in the criminal underworld who can provide insider information as payment for a job)
Legendary	• Head of State (a member of the highest level of government in the area that can exchange favors) • High Priest (the highest ranking member of a powerful church that can seek divine favor for your party in return for one of the following, based on their alignment: • An act of altruism (Good) • An act of justice (Lawful) • A sacrifice (Neutral) • A personal favor (Chaotic) • A sizable donation (Evil) • Magician (someone in the dark arts that can provide magic items at a 10% discount)

Local Market Table				
d20	Big City	Small Town	Rural Village	Wilderness
1	-	-	-	-
2-6	Common	-	-	-
7-11	Uncommon	Common	-	-
12-16	Rare	Uncommon	Common	-
17-19	Legendary	Rare	Uncommon	Common
20	Legendary	Legendary	Legendary	Uncommon

Table, your roll represents the maximum rarity available to you. Rare and Legendary contacts tend to require a side-mission for their services and if you need transport in a hurry, they may not be the best choices. Of course, the DM may decide that you owe them for later (as the DM may not have a side-quest at the ready).

AVENUE

Traveling around the world is great, but you also have to eat. At 1st level, you have an avenue that allows you to fund your travels. See the Avenues available at the end of this section.

CAPTIVATING STORY

From 2nd level, you have tons of stories from your travels that can capture the imagination of an audience in a social situation. Make a Performance check. The value of the check is the number of minutes the story takes. During this time, your audience is fully focused on you. They cannot make Perception checks and can only be distracted by a noise, movement or smell that rates at least 5 below their passive perception.

For example, if a creature is listening you and has a passive perception of 12, they

would not notice they were being pick-pocketed unless the related Sleight-of-Hand check was a 7 or lower.

To tell a second story immediately afterwards, make a Charisma check at DC5. If you succeed, you keep your audience's attention. For additional stories, add +5 to the DC for each story. If you lose your audience's attention, you cannot get it back using this feature.

Once you have finished your story, all members of the audience have a more positive opinion of you.

FIGHTING STYLE

At 2nd level, you can choose one fighting style from Chapter 4. You get the Improvement feature at 5th level.

ABILITY SCORE IMPROVEMENT

When you reach 3rd level, and again at 6th and 9th 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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

GLEANED KNOWLEDGE

At 4th level, you have proficiency in two of the following skills: Arcana, History, Nature, Religion, or Survival.

If you are already proficient in that skill, you get double proficiency.

POLYGLOT

Starting at 4th level, you have learned to read, write, and speak two additional languages.

SOJOURNER'S LUCK

When you reach 6th level, you've gotten so lucky so many times that you've just accepted that this how life is for you. When you roll a 1 on a d20, you may reroll it, but you must use the second roll.

I DEFINITELY KNOW A GUY

Starting at 7th level, you get a +5 bonus to your Acquaintance roll.

RELIABLE KNOWLEDGE

At 9th level, you get a +5 bonus to all Intelligence skill checks.

THEY KNOW ME, HERE

By 10th level, your exploits are so legendary and beloved that you can count on getting some kind of help, no matter where you are. Any time your HP is reduced to 0, you may roll on the Deus Ex Machina table, below.

AVENUE

If travel was cheap ~~everyone~~ a lot more people would do it. You have managed to find yourself among the fortunate few with the means and motives to not only travel, but adventure. This your globe-trotter's avenue, which provides additional features at 1st, 5th, and 8th levels.

FOREIGN LEGION

Military service is a time-honored way for young people with an appetite for adventure to get out of their hometowns and see the world. It can certainly be very dangerous, of course, but it's a chance to—hopefully—do

Deus Ex Machina table	
1d20	NPC (help offered)
1	Single Level 1 Supporter arriving in six turns (the supporter can stabilize you and get you to safety, if you haven't been moved by the time they arrive)
2-8	Three Level 4 Scouts (scouts can stabilize you and will engage in combat if necessary)
8-13	One Level 4 Scout, Two Level 6 Defenders (party can stabilize you will try to resolve the combat as quickly as possible)
14-19	One Level 4 Scout, Three Level 6 Defenders, Two Level 8 Strikers (party can heal you for 1d6 HP and will resolve the combat as quickly as possible)
20	One Guardian Angel (the Guardian Angel will heal you for 2d6 HP and resolve the combat as quickly as possible)

some good and see things you would never otherwise have the chance to.

TRACKING

Starting at 1st level, your Legion training has equipped you to navigate and survive the wilderness. When following tracks or looking for food and water in a wilderness, you have advantage on Survival checks.

Additionally, you have advantage when rolling on the Local Market Table of your I Know a Guy feature, while in a wilderness.

BACK DOOR DEALS

By 5th level, you have picked up some advanced trading skills. When contacts ask for money, they will also accept items of equal value.

FIGHTING STYLE MASTERY

At 8th level, your military training has granted you the Mastery feature of your fighting style.

BEST-SELLING WRITER

The problem with most stories about journeys is that they're poorly told. You have a way with words that's turned a couple simple trips—the kind anyone might take—into good, solid reads that the people just can't get enough of. Since then, you've had the funds to continue your travels and people keep buying the books.

TOAST OF THE TOWN

At 1st level, people who have heard of you have a generally positive opinion of you. Maybe they're fans or maybe they've just seen your name on books, either way, they at least think of you as a trustworthy and

upstanding member of society. When meeting a new NPC who speaks common, roll 1d20 and if the value is less than your Charisma score, the NPC has heard of you.

Additionally, when you use your Captivating Story feature, double the amount of time from the roll.

CREDIT LINE

Once you reach 5th level, your stories have proven so profitable that your publisher offers you a line of credit at their expense. While in a big city, you can purchase equipment or transportation up to 1,000gp. This increases by 1,000gp at 7th and 9th level.

GUIDED TOUR

By 8th level, your fame is such that wealthy patrons will happily fund your adventures for the small price of bringing them along. Use the Patron stat block and try to keep them from dying.

MYSTIC

You may not recognize the medallion hanging from her neck, but you know the robes that waft around her—despite the lack of a breeze—are vestments. You can't say if she's beautiful or not, only that there is something about her that you've never seen, yet know to belong to the higher planes. Lying there, trying to apply pressure to your seeping wounds, you wonder if she's a valkyrie, come to take you from the battlefield to Valhalla. Then, she touches your forehead and you feel your skin knit back together and the dark corners at the edge of your vision pull back. "Sorry, soldier," she says. "You don't get to die, today."

This guy has to be joking. The market has been flooded with mummies in the last decade and he's asking for five figures? You balk at his request, but he doesn't stop smiling. Damn fool thinks he's got cards left to play. Then, he snaps his fingers and the mummy springs to life. It jumps on the table between you and grabs you by the collar, its undead jaw gaping, ready to bite your face off. You're screaming, but you hear him say "Enough," as if he was talking to a waiter pouring his drink. The mummy backs away. "Now," he says. "I'm afraid to say my price has doubled."

Mystics are devotees of higher powers and, for their service, are awarded with eldritch abilities on this plane.

TRUE BELIEVERS

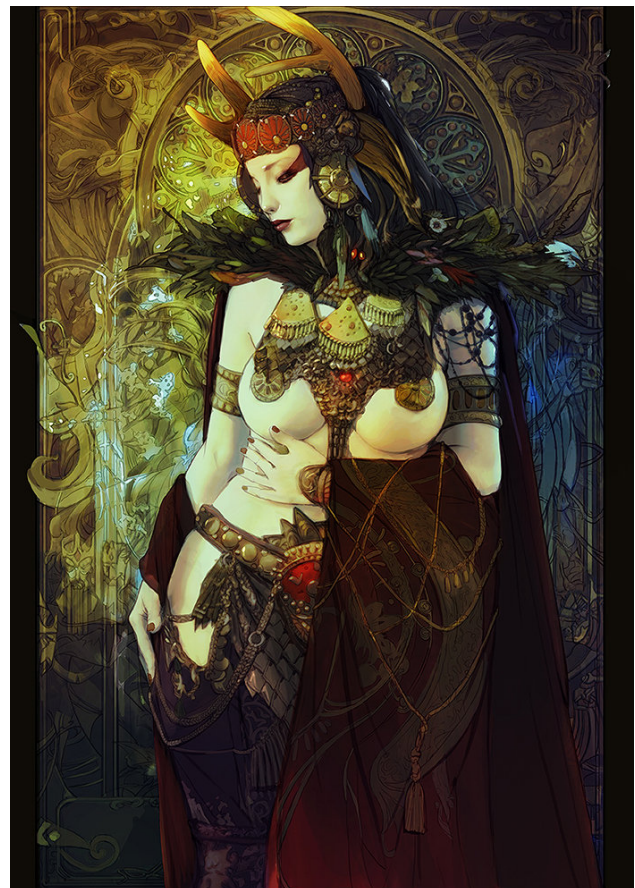
The source of a mystic's power is their faith. Of course, no one can blame them, the small miracles they work are fairly strong evidence. However, the mystic themselves is beyond

needing such evidence. The reality of the divine is stronger in them than their belief in the next sunrise.

This is not to say that Mystics are all zealots. Not every being in the outer planes wants a huge following or people willing to throw themselves from a tower to demonstrate their devotion. Some do, but more often, having a few creatures really dedicating themselves to mirroring the higher being's behavior on a lower plane is pleasure enough for them.

STRANGE WAYS

Such a powerful belief makes the barrier between the material plane and the outer planes feel quite thin. As such, mystics tend to be...eccentric. Their idea of normal is



The Mystic Table			
Level	Proficiency Bonus	Feature	Spell Slot Levels
1st	+2	Church, Church Contacts, Spellcasting	1st
2nd	+2	Fighting Style, Fortune Telling	1st
3rd	+2	-	2nd
4th	+3	Ability Score Improvement	2nd
5th	+3	Church Feature, Fighting Style Improvement	3rd
6th	+3	Mystic Studies	3rd
7th	+4	-	4th
8th	+4	Ability Score Improvement	4th
9th	+4	Church Feature	5th
10th	+5	Apprentice	5th

heavily influenced by the ways and deeds of the outer planes and this manifests in ways as diverse as the mystics themselves. There are healers who have the evilest-sounding laughs and razor-tongued shapeshifters who can't resist giving any passing dog some scratches.

CLASS FEATURES

As a mystic, you gain the following class features.

HIT POINTS

Hit Dice. 1d6 per mystic level

Hit Points at 1st Level: 16 + your Constitution modifier

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

ARMOR CLASS

Your AC is equal to 10 + your Dexterity modifier

PROFICIENCIES

Tools. None

Saving Throws. Intelligence, Wisdom

Skills. Choose any two from Arcana, Nature, Religion, Insight, Medicine, or Performance.

EQUIPMENT

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

- a simple melee weapon
- a holy book and symbol of your church (arcane focus)
- a backpack containing vestments, a flashlight, bandages, a book of matches, 5 candles and 50 feet of nylon rope.

CHURCH

At 1st level, you belong to a church that serves a deity or pantheon. Your church

provides additional features at 1st, 5th, and 9th levels. See the available churches below.

CHURCH CONTACTS

Starting from 1st level, you can find contacts from your church. These contacts can provide you and your allies with food and lodging. They can also provide healing for a price.

Spellcasting Services

<u>Spell</u>	<u>Cost</u>
Cure wounds (1st level)	10 gp
Identify	20 gp
Lesser restoration	40 gp + components
Prayer of healing (2nd level)	40 gp
Remove curse	90 gp + components
Speak with dead	90 gp
Divination	210 gp + components
Greater restoration	450 gp + components
Raise dead	1,250 gp + components

SPELLCASTING

From 1st level, your devotion to the deity or pantheon of your church grants you access to mystical powers. The spells available to you are determined by your Church.

Spell Slots

You have two spell slots. The Spell Level column of the Mystic table shows the level of those spell slots. You regain all spell slots after a short or long rest.

Spellcasting Ability

Wisdom is your spellcasting ability for your mystic spells, so you use your Wisdom

whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a mystic spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus
+ your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your mystic spells.

FIGHTING STYLE

At 2nd level, you can choose one fighting style from Chapter 4. You get the Improvement feature at 5th level.

FORTUNE TELLING

Starting at 2nd level, you can perform fortune telling services as a form of entertainment. How you go about this cannot oppose the alignment of your church.

Make a Performance check at DC10. Succeeding on the check improves the audience's opinion of you; failing by 5 or more lowers their opinion. You can make this as mass check—for an evening of fortune telling at a party, for example—or you can roll for individual fortunes. With individual fortunes, you can first make an Insight check at DC15. If you succeed, you have advantage on the Performance check.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again 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. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

MYSTIC STUDIES

When you reach 6th level, you have become proficient in Arcana and Religion. If you are already proficient in one or both of these skills, you have double-proficiency.

APPRENTICE

By 10th level, the church sends you an Apprentice. (See: Chapter 8)

CHURCH

Churches serve the earthly interests of a deity of pantheon. All churches have a primary alignment, even those that serve a pantheon with multiple alignments still have one that guides the core of their actions. Choose the alignment of your church, which will grant you a spell list and additional features.

LAWFUL

Your church is guided by a sacred code of laws.

SPELL LIST

From 1st level, as a member of a lawful church, you can cast the following spells, provided you have the appropriate spell slots.

- Arcane Weapon
- Ceremony
- Hold Person
- Magic Circle
- Faithful Hound
- Hallow

CHURCH CONTACTS IMPROVEMENT

By 5th level, the level of trust your church has in you grants you additional assistance from your church contacts.

When seeking healing from your church contacts, if the spell includes components in the price, the gp can be substituted for enough components for a second casting of the spell.

Enhance Weapon. For 50gp + an planar stone, the church can give a weapon +1 after a day.

LEGAL AUTHORITY

At 5th level, you have advantage on Persuasion checks in matters of state or sacred law.

THE LETTER OF THE LAW

At 8th level, your devotion grants you immunity to being Charmed.

GOOD

Your church is guided by altruism and the betterment of all.

SPELL LIST

From 1st level, as a member of a good church, you can cast the following spells, provided you have the appropriate spell slots.

- Cure Wounds
- Ceremony
- Aid
- Remove Curse
- Locate Creature
- Mass Cure Wounds

CHURCH CONTACTS IMPROVEMENT

By 5th level, the level of trust your church has in you grants you additional assistance from your church contacts.

When seeking healing from your church contacts, the gp can be substituted for labor in the church at 5gp/day of service.

Infuse Item. For 50gp + an planar stone, the church can infuse an item of your choice with

an Undead Ward. While the item is on your person, any undead creature that tries to attack must succeed on a DC13 Charisma saving throw or recoils from you. The creature moves backwards 5ft. and loses its attack.

CALMING PRESENCE

At 5th level, at the start of a combat encounter, before you roll your Initiative, you may make a Wisdom check. If the result of the check is higher than the initiative of all enemies, you can shift the combat encounter into a social encounter. This effect ends if any of your allies attack.

THE LIGHT OF LIFE

At 8th level, your devotion grants you resistance to necrotic damage.

CHAOTIC

Your church is guided by the pursuit of freedom and liberality.

SPELL LIST

From 1st level, as a member of a chaotic church, you can cast the following spells, provided you have the appropriate spell slots.

- Hellish Rebuke
- Ceremony
- Alter Self
- Counterspell
- Fabricate
- Animate Objects

CHURCH CONTACTS IMPROVEMENT

By 5th level, the level of trust your church has in you grants you additional assistance from your church contacts.

Morale Boost. Your church contacts can facilitate activities for you and your allies, once per day. There may be a charge for this, up to 100gp. The result is that you and your allies gain a +2 initiative bonus and advantage on Constitution saving throws for the next 48 hours.

Countercharm Infusion. For 50gp + an planar stone, the church can infuse an item of your choice with 2 charges of countercharm. Using a charge can cure a creature within 30ft. of being Charmed or Frightened. The item regains all charges with the next sunrise.

BOLDNESS OF SELF

At 8th level, your devotion grants you immunity to being Frightened.

EVIL

Your church is guided by the betterment of the church as a whole and the individuals that constitute it.

SPELL LIST

From 1st level, as a member of an evil church, you can cast the following spells, provided you have the appropriate spell slots.

- Shield
- Ceremony
- Enthrall
- Animate Dead
- Phantasmal Killer
- Dominate Person

CHURCH CONTACTS IMPROVEMENT

By 5th level, the level of trust your church has in you grants you additional assistance from your church contacts.

Assassinate. The church will kill someone for you. The target creature must be in the same area as the church you are visiting. This service costs 50gp per target creature's level. For an additional 100gp, they can deliver the body to you.

Curse Item. For 50gp + an planar stone, the church can curse an item of your choosing. When a creature attunes to the item, they become cursed. Discuss with the DM the nature of the curse.

SUPERIOR MIND

At 8th level, your devotion grants you resistance to psychic damage.

PLANNER

The fat man offers you a drink. You accept and he grins: "I don't trust a man who doesn't trust himself drunk." He's got quite a story to tell; one of ancient orders of knights, lost treasure, and unreliable lackeys. Of course, he's got the next ten steps laid out in his mind, he just needs an extra pair of hands to get some of it done. He can pay and he swears he has other people to do the really dangerous stuff.

When she walked in, she was a vision. The fact that she was with another guy was detail; this wouldn't be the first time, you swept a dame off from under some sap's nose. But you're fighting him, now, and the dame is standing on a table, shouting things out that don't quite make sense to you until the guy has laid heavy into you. There are some women you just don't hit on.

Planners are exactly that; the people looking at an objective and working out every possibility for reaching it, along with lists of things that could go wrong and how to deal with them; all in that Harvard list format.

EXPECTING THE UNEXPECTED

Planners are information hounds. You're not an expert on any one thing, but you have the rare and precious gift being able to take an information dump and turn it into a cohesive, multi-tiered plan with two contingencies for every step. There are those who say you can't plan for everything, but those people haven't seen your notebooks.

A byproduct of this is that the worst case scenario is always your first thought. Then, come the more realistic scenarios and then, the wildly improbable scenarios. Somewhere

in your library of notebooks are broad strategies for dealing with space aliens and giant death robots. You call them thought exercises, when anyone asks, but you're not ready to discount them as real possibilities.

PREPARATION IS THE JOB

You value the skills of a good forger, getaway driver, or triggerman, but what you do is the real work. A forger needs to know exactly which documents to copy; a getaway driver needs to know where to go; and a triggerman needs to know when to start shooting and who *not* to shoot. All of that is where you come in. You are not just the brains of the outfit, you're the stitching that holds the whole plan together.

The Planner Table		
Level	Proficiency Bonus	Feature
1st	+2	Flashbacks, Fighting Style
2nd	+2	Archetype
3rd	+2	Ability Score Improvement
4th	+3	Extra Bonus Action
5th	+3	Archetype Feature, Fighting Style Improvement
6th	+3	Ability Score Improvement, Slick Talker
7th	+4	Extra Flashback
8th	+4	Archetype Feature
9th	+4	Ability Score Improvement, Fighting Style Mastery
10th	+5	False Failure



Intimidation, Investigation, Perception, and Stealth.

EQUIPMENT

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

- a simple melee weapon
- a set of thieves tools and a set of cartographer's tools
- a pair of dark glasses and a set of fine clothes
- a briefcase containing a stethoscope, a crowbar, a dozen wooden tokens, four connecting slates, three sticks of chalk, and 50 feet of nylon rope.

CLASS FEATURES

As a planner, you gain the following class features.

HIT POINTS

Hit Dice. 1d8 per planner level

Hit Points at 1st Level: 18 + your Constitution modifier

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

ARMOR CLASS

Your AC is equal to 10 + your Dexterity modifier + your Intelligence modifier

PROFICIENCIES

Tools. Thieves Tools, Cartographer's Tools

Saving Throws. Dexterity, Wisdom

Skills. Choose any three from Acrobatics, Animal Handling, Deception, History, Insight,

FLASHBACKS

Planners are exactly that. They plan every eventuality and prepare for any hiccup. At 1st level, as a bonus action, you can trigger a flashback.

Flashbacks are a way for the player to add an important advantage to the current encounter, such as adding an item to their inventory, researching something or someone, bribing a guard, etc. When you trigger a flashback, you describe what you want to do. Each flashback can only have one objective (e.g. "learn about the ambassador's personal life", "befriend the guard dogs"). Once your objective is established, you make any skill checks the DM requests, maximum of three.

Flashbacks cannot change anything that has been said to have happened or be. If the DM says a door is locked, you can't use a

flashback to unlock it; but you can try to make a copy of the keys. A flashback can put a stick of dynamite in your bag, but it can't put a Ring of Protection on your finger once combat has started.

You can use this feature a number of times equal to your Intelligence modifier. You regain one use after completing a short rest and all uses after a long rest.

FIGHTING STYLE

At 1st level, you can choose one fighting style from Chapter 4. You get the Improvement feature at 5th level and the mastery feature at 9th level.

PLANNER ARCHETYPE

Starting at 2nd level, there is an archetype that you try to emulate. Available archetypes are detailed at the end of this section. Your archetype grants you features at 2nd, 5th, and 8th level.

ABILITY SCORE IMPROVEMENT

When you reach 3rd level, and again at 6th and 9th 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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA BONUS ACTION

When you reach 4th level, when you trigger a Flashback as a bonus action, you make an additional, different bonus action this turn.

SLICK TALKER

By the time you reach 6th level, you have learned to sway someone. You gain proficiency in Persuasion. If you are already proficient, you get double-proficiency.

EXTRA FLASHBACK

From 7th level, you can use your Extra Bonus Action to trigger another flashback this turn.

FALSE FAILURE

By 10th level, you've mastered planning for the worst. If all members of your party (including you) are captured, incapacitated, or unconscious, you can trigger a flashback to set up a contingency for this exact outcome. This does not count against your normal flashback uses.

PLANNER ARCHETYPES

While epic poems are filled with stories of heroes who leap into danger with nary a thought for their own safety, history books contain far more stories of people who sat back and carefully considered not only their next action, but their next ten. There is a certain kind of planner that has always sparked something in you and you've always tried to emulate their methods.

MASTERMIND

Some of the greatest planners in history were actually the bad guys. When you're working inside the system, there are usually written rules that you have to follow. It's those outside the system that have to get creative.

A SOLID PLAN

From 1st level, when you have to make an Investigation or Persuasion check during a

flashback, you have advantage on the check. Additionally, you can make Perception checks as a bonus action.

SENSE LEVERAGE

At 5th level, when you make an Insight check on a creature and the result is 12 or higher, in addition to whatever information you were trying to sense, you also sense the target creature's underlying key motivations. Do they want money, power, love, approval? You know and this gives you on one Intimidation or Persuasion check against them some time in the future.

ALWAYS BELONG

By 8th level, you've perfected the art of looking like you belong anywhere. Creatures with a Wisdom score lower than your Charisma score automatically fail on Insight checks against you.

STRATEGIST

Growing up, other kids were all talking about famous soldiers and legendary warriors. You, however, were taken with history's great generals. You dream of manipulating battlefields to overcome any superiority of numbers or arms that might come against you.

FIELD STRATEGY

From 1st level, your study of military strategy has given a repository of tactics you can

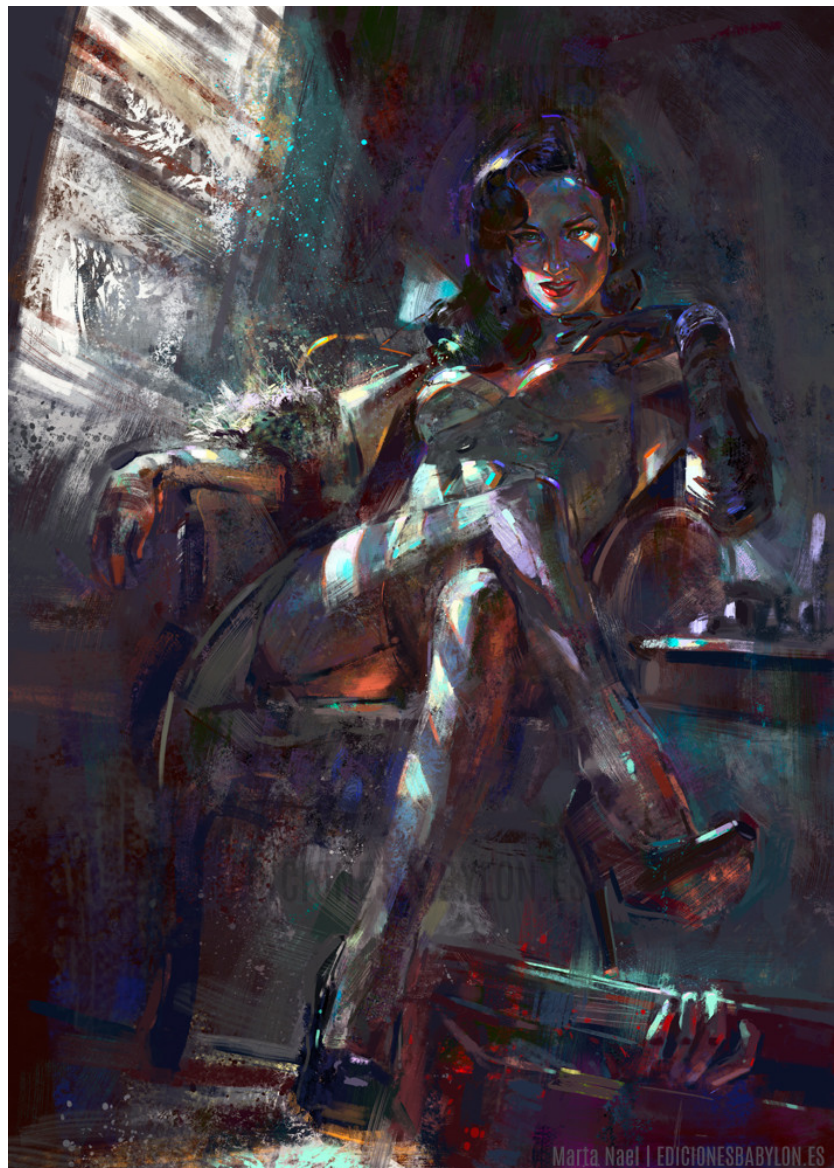
draw on almost reflexively. You can Help as a bonus action.

READY FOR ANYTHING

At 5th level, if your party is surprised during a combat encounter, you can use a flashback to cancel the effects of surprise.

QUICK LESSON

At 8th level, when a creature within 30ft of you rolls a 1 on a d20, you can use your reaction to let them roll again.



SCIENTIST

"Drink this!" The wild-haired woman shouts over the sound of nearby combat, holding a beaker of red fluid to your lips. You're bleeding out, feeling the cold of blood loss set into your fingertips. It's bitter, but you don't argue. "Right, now this," she produces a vial of pale blue fluid; this one tasting like the scent of freshly watered flowers. It makes you dizzy for a moment. "Good, now do your best not to move for the next hour or so." She draws her cutlass and turns back to the fray. You look down only to discover that your body is completely invisible.

The mercenary looms over you, brandishing his machete and ready to strike the blow that ends you. A shot rings out and a spray of blood splashes out from the mercenary's chest. He stumbles back as you feel a strong arm wrap around you. "I gotcha, buddy!" You manage to throw an arm around his neck as your savior pulls you back. Your friends close ranks. The medic begins bandaging your wounds. Peroxide stings against your broken skin. You wince. "Ha!" The medic says. "And you called me soft."

These are the scientists, champions of reason and workers of miracles.

SEEKERS OF KNOWLEDGE

Many adventurers see the title 'Dr.' on a crew manifest and assume there's a trim and prim man of letters aboard who will spend all of his free time in a cabin reading dry, old books. However, those highly educated people who do sign up for such excursions are invariably looking for something. There's plenty that can be learned from books, but those who wrote the books had to learn from something else.

DOCTORS WITHOUT BOARDS

The pursuit of knowledge is, at its core, the pursuit of freedom. Freedom from superstition, ignorance, and the vicissitudes of mother nature. So, it's little wonder how many doctors are willing to leave behind the bureaucracy of universities and hospitals to ply their trade with the wild and untamed hearts of adventurers abroad.

The Scientist Table		
Level	Proficiency Bonus	Feature
1st	+2	Scientific Discipline, Respected, Components
2nd	+2	Fighting Style, Expert Knowledge
3rd	+2	Ability Score Improvement
4th	+3	-
5th	+3	Discipline Feature
6th	+3	Fighting Style Improvement
7th	+4	Ability Score Improvement
8th	+4	Discipline Feature
9th	+4	-
10th	+5	Ability Score Improvement, Discipline Feature

CLASS FEATURES

As a scientist, you gain the following class features.

HIT POINTS

Hit Dice. 1d6 per scientist level

Hit Points at 1st Level: 16 + your Constitution modifier

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

ARMOR CLASS

Your AC is equal to 10 + your Dexterity modifier

PROFICIENCIES

Tools. Tinker's Tools, Poisoner's Kit, or Healer's Kit

Saving Throws. Constitution, Intelligence

Skills. Choose any two from Animal Handling, Arcana, Investigation, Medicine, Nature, and Survival.

EQUIPMENT

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

- an exotic melee weapon
- (a) a set of tinker's tools or (b) a poisoner's kit or (c) a healer's kit
- (a) an engineer's pack or (b) a chemistry pack or (c) a medic's pack
 - Engineer's pack: a tool belt with a parts bag, hammer, adjustable wrench, crowbar, set of screwdrivers, and a roll of industrial adhesive tape.
 - Chemistry pack: a satchel containing ten glass vials with stoppers, a pair of thin gloves, a small pair of scissors, a pair of tongs, a jeweler's loupe, a mortar and pestle, and a box of long-stem matches.
 - Medic's pack: a satchel containing a roll of bandages, a pair of thin gloves, a small pair of scissors, forceps, a scalpel, a whetstone, and a tourniquet.

SCIENTIFIC DISCIPLINE

At 1st level, you have a scientific discipline. Your discipline represents your area of expertise and grants you features at 1st, 5th, 8th and 10th level. Available disciplines can be found at the end of this section.

RESPECTED

From 1st level, you command an intellectual respect from everyone you meet. Regardless of your scientific discipline, people assume to be knowledgeable in any scientific area; including but not limited to economics, history, and law. You have advantage on Deception and Persuasion checks when discussing any scientific topic.

Additionally, you can gain access into any social event. You must have the proper attire and know at least one person in attendance. If the function is by invitation only, you have advantage on Deception and Persuasion checks to get one.

FIGHTING STYLE

At 2nd level, you can choose a fighting style found in Chapter 4. You gain your fight style's Improvement feature at 6th level.

EXPERT KNOWLEDGE

From 2nd level, you can cast certain spells as rituals. These are not magical or supernatural effects, merely the assessments of a well-read person. As you increase in Doctor levels, new ritual spells become available to you.

Regardless of the text of the spell, you must be able to spend the casting time examining any people or objects to be effected by the spell. The duration of the ritual spell is

Instantaneous and you do not require any components.

2nd	Detect Poison and Disease, Identify
6th	Detect Magic, Locate Animals or Plants
8th	Commune with Nature, Divination

ABILITY SCORE IMPROVEMENT

When you reach 3rd level, and again at 7th and 10th 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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

SCIENTIFIC DISCIPLINES

You have dedicated many years to studying a particular area of science. Your discipline grants you additional features at 1st, 5th, 8th, and 10th level.

CHEMIST

Everything is made of chemicals. Understanding the constituents of the world around you is like learning a language. For chemists, the world is one very large book full of recipes for potions and poisons; hereafter called 'Solutions'. A list of solutions is provided in Chapter 6.

COMPONENTS

As a Chemist, your components are plants and chemicals.

- Natural components: plants and animal parts

- Findable components: products that can be purchased at a market (e.g. baking soda, bleach, yeast)
- Specialist Components: chemicals that must be purchased through a processor (e.g. hydrochloric acid, formaldehyde, ammonium nitrate)

Upgrade Components. You can attempt to upgrade natural components into findable components using the Process skill (see Bonus Skills below). Succeeding at a natural:findable ratio of 5:1 is DC10 and a ratio of 2:1 is DC17.

Findable components can be upgraded to specialist components, if you have access to a lab. The upgrade ratio is the same as above.

Purchasing Components. Findable components can be purchased at a sufficiently stocked market. To find such a market, you must be in a small town (10gp/1lb) or city (5gp/1lb). Specialist components can only be purchased in a city (50gp/1lb).

BONUS SKILLS

From 1st level, you have additional skill and new ways to use some existing skills.

- Processing (Int): this is your skill for upgrading components
- Nature: you can use this skill to gather natural components. You can gather 1lb. with a Nature check of at least 5; 2lbs. at 10; 3lbs. at 15; and 4lbs. at 20.
- Survival: you can use this skill to locate natural components

BREWING

At 1st level, you can brew solutions as a downtime activity. Solutions can be found in

Chapter 6. Each solution has a component classification, an amount of components required, a brewing time, and a number of charges. For each solution, you must have an empty vial.

Some solutions call for a saving throw.

Solution saving throw DC = 10 + your Intelligence modifier

EFFICIENT BREWING

At 5th level, you can complete a solution in the half the brewing time.

PROCESSING PROFICIENCY

Starting at 5th level, you have proficiency in Processing.

EXPERT GATHERING

At 8th level, when you use your Nature skill to gather natural components, you gather 1 additional pound. Your Nature check value must be at least 5.

MIRACULOUS BREWING

By the time you reach 10th level, your brewing skills are the stuff of legend. You can brew a solution as an action. You can use this feature a number of times equal to your Intelligence modifier before taking a long rest.

FIELD MEDIC

It's a dangerous world and having someone along that can patch up the wounded is an indispensable boon for the wise adventuring party. Of course, no doctor wants to be dead weight, or worse, an easy target. Field medics are physicians, first and foremost, but the knowledge that heals can also wound.

KNOWN SPECIES

You have a list of Known Species. When you take this discipline, only your character's race is on the list. If you have access to a medical library, you can spend 1 day of downtime to add another humanoid race to the list.

MEDICINE

When you take this discipline at 1st level, you become proficient in Medicine. If you are already proficient in Medicine, double your proficiency.

Additionally, when you use a healer's kit on any injured humanoid creature, the creature regains HP equal to 1d6 + your Intelligence modifier. If the creature's race is on your known species list, the healing die increases to 1d8.

PHARMACEUTICAL CONTACTS

Also, at 1st level, you have a connection in the pharmaceutical industry. You can acquire medicinal items at half price in a big city and can order them, at full price, in a small town or rural village.

EXPLORATORY SURGERY

At 5th level, you can spend an hour dissecting a dead creature. Once you do, you can add that creature's species to your known species list.

RESCUE

By the time you reach 5th level, you have learned to efficiently move wounded creatures to safety. If you are within 5ft. of a willing creature, you can use your bonus action to lift them with one arm and carry them at your full movement speed.

CRITICAL HELP

Starting at 8th level, when you take the Help action to give an ally advantage on an attack,

MASTER HEALER

Once you reach 10th level, you increase the number of healing dice for your healer's kit



if the target is on your known species list, to 2.
your ally's first attack does critical damage on
an attack roll of 19 or 20.

SCOUNDREL

You haven't 100% followed what this guy is saying, but it does sound good. It sounds really good and the part he wants you to help with is super easy. Of course, you wonder why he doesn't do it himself, but then he reminds you that it's time-sensitive—just because there's a lot of moving parts—and he has to do something else. He's delegating, right? Man, this guy has great leadership skills. And he's so nice, it's like he's everyone's friend. Of course, you'll help. What could go wrong?

This girl is hanging on your every word. You can't remember the last time anyone made you feel so heard. In fact, you're the one that notices when the governor walks in; you're the one pointing him out. "Oh really?" she turns. "Can you wait one second? I wanna get a better look." She disappears into the crowd for a moment and you decide to order another round. Two gunshots ring out and everyone starts running. The girl runs back to your table. "Thank you, so much!" She smiles and is gone...again...forever.

These are the scoundrels, experts at getting out of the trouble they create.

PROFESSIONALISM WITH A SMILE

Scoundrels work at the very fringes of respectability; not quite depraved enough to be exiled to the underworld, but not quite clean enough to get invited to weddings. Most of what they do is morally grey, probably illegal, but also highly profitable. Things that public figures frequently need done, but can't be involved in doing by any reasonable number of degrees.

Making a living as a scoundrel means, above all, being likable and reliable. You get the job done and you do it with a friendly grin and a firm handshake. This is not just for clients, either. Bigger jobs require help, preferably the kind that won't want a cut of your pay. This means asset acquisition; getting others to assist just because they like you so much. Quick talking, quicker thinking, and the quickest hands are the marks of a master scoundrel.

WINNING THE GAME

Getting others on your side is just one side of the coin. The other side is not getting taken for a sucker. The powerful people with deep pockets that you work for didn't get where they are by playing fair. People who play fair don't have your number. There are a hundred and one ways a scoundrel can get played; not knowing the real score, walking into a trap, taking jobs from someone who can't pay.

It's a game and you have to play it faster and cleaner than every other player on the field. You have the advantage of being pro-league; this is your day-in, day-out. But that doesn't mean you can get lazy.

CLASS FEATURES

As a scoundrel, you gain the following class features.

HIT POINTS

Hit Dice. 1d8 per scoundrel level

Hit Points at 1st Level: 18 + your Constitution modifier

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

ARMOR CLASS

Your AC is equal to 10 + twice your Dexterity modifier

PROFICIENCIES

Tools. Thieves' Tools

Saving Throws. Dexterity, Charisma

Skills. Choose any three from Acrobatics, Athletics, Deception, Intimidation, Perception, Performance, Religion, Sleight of Hand, Stealth, and Survival

EQUIPMENT

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

- an exotic melee weapon

The Scoundrel Table		
Level	Proficiency Bonus	Feature
1st	+2	Fighting Style, Tricky Patter
2nd	+2	Slick Moves, Scoundrel Archetype
3rd	+2	Ability Score Improvement, Certified Player
4th	+3	Fighting Style Improvement
5th	+3	Archetype Feature
6th	+3	Ability Score Improvement, Unflappable
7th	+4	Fighting Style Mastery
8th	+4	Archetype Feature
9th	+4	Ability Score Improvement, Master of the Game
10th	+5	Slick Reflexes

- a set of thieves' tools

- (a) martial melee weapon or (b) a one-handed firearm
- a pack containing a flashlight, a pair of wire-cutters, a set of fake credentials, a phrasebook in a language you don't speak, a grappling hook, and 50 feet of nylon rope

TRICKY PATER

At 1st level, your way with words can charm a creature. To use this feature, make a Performance check in a situation where you would use a Persuasion check. The target makes a Wisdom saving throw against your Performance check. If the target fails, it is considered Charmed by you for the next hour. At the end of that hour, the target makes another Wisdom saving throw against the Performance check. If it succeeds, it knows that you tricked it; but if it fails, it rationalizes what you said and maintains a positive opinion towards you.

If a creature succeeds on the initial saving throw, it and all other creatures that could hear you are immune to this feature for 24 hours. Only creatures with an Intelligence of 5 or higher and that speak a language that you speak can be targeted.

You may use this feature a number of times equal to your Charisma modifier before taking a long rest.

FIGHTING STYLE

At 1st level, you can choose a fighting style found in Chapter 4. You gain your fighting style's Improvement feature at 4th level and Mastery feature at 7th level.

SLICK MOVES

Starting at 2nd level, you have learned to slip away from situations that you couldn't talk yourself out of. As a bonus action, you can take the disengage or hide actions or make another Stealth skill check.

SCOUNDREL ARCHETYPE

When you reach 2nd level, you adopt an archetype for underhanded dealings. Your archetype provides you with additional features at 2nd, 5th and 8th levels.

ABILITY SCORE IMPROVEMENT

When you reach 3rd level, and again at 6th and 9th 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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

CERTIFIED PLAYER

Starting at 3rd level, your breadth of skill allows to unravel the lies of others. You have advantage on Insight checks to tell if a creature is lying.

UNFLAPPABLE

By 6th level, you have seen all sorts of dangers and threats. You have advantage on saving throws against being frightened.

MASTER OF THE GAME

When you reach 9th level, you can make saving throws against being charmed with advantage.



SLICK REFLEXES

At 10th level, you have learned to see life-threatening attacks coming and adjust accordingly. When a creature gets a critical hit on you, but before damage is calculated, you can use your reaction to force the creature to reroll the attack.

SCOUNDREL ARCHETYPES

One of the great themes in mythology is the trickster god. There is something delightful about pulling the wool over someone's eyes that mankind simply cannot resist. While we are sure to nod and affirm that these are the bad guys, gosh darn it, we can't help but love them. So, it's

no wonder that there is a soft spot in our collective consciousness for the scoundrels of this world. Soft enough, that archetypes have emerged and that there are those who simply have to emulate them.

Scoundrel archetypes provide additional features at 2nd, 5th and 8th levels.

BURGLAR

There's an instinct in all of us; see something you want, take it. Not everyone has the combination of guts, know-how, and moral flexibility to actually follow through on that instinct; not more than once, anyway. Glorified thieves they may be, there is something romantic about the burglar; a magical combination of technical expertise and our own wish fulfillment fantasies.

DEFT HANDS

Starting at 2nd level, you have proficiency in Sleight of Hand. If you are already proficient, you double it.

Additionally, you can use your Thieves' Tools as a bonus action.

SLICK DEFENSE

From 2nd level, when you take the Disengage action, you can make an attack against one creature within 5ft of you. If you would hit the creature, it drops a weapon or object it is holding.

TRAP EXPERT

At 5th level, you add your Sleight of Hand bonus to your Thieves' Tools check when disarming a trap, cutting glass, or cracking a lock.

MIRACULOUS ESCAPE

At 8th level, if a creature would hit you with a melee attack, but before damage is calculated, you can use your reaction to both Disengage and move 5ft away from the creature. If this puts you out of the creature's reach, you take no damage.

You can use this feature a number of times equal to your Dexterity modifier before taking a long rest.

HITMAN

War is so gauche. Modern weaponry has stripped all honor and chivalry from it, to say nothing of how much costlier rebuilding has become. These days, if you must resort to force to get what you need done, a lone (and highly trained) gunman can get the job done much, much faster, cleaner, and without all the undue fuss.

SHOOT FIRST

Starting at 2nd level, in the first round of a combat encounter, if you attack a creature that is below you in the initiative order, the attack is an automatic critical hit.

STEALTH STRIKE

From 2nd level, you can sneak up on enemies to attack for extra damage. At the start of your turn, your target must be at least 10ft. away from you. Make a Stealth check, then move, then make your attack. If your Stealth check is higher than the target's passive perception, double the damage of the attack.

BECOME THE CROWD

At 5th level, if there are at least three creatures within a 10ft. radius of you, you can

make a hide check, even if there are no objects or structures that can provide cover. You gain a +1 bonus to the check for each creature within 10ft.

DOUBLE TAP

At 8th level, when you use your Stealth Strike, you can make a second attack against the same creature. The damage of the second attack is not doubled.



Chapter 4: Fighting Styles

Fighting styles are additional sets of features that provide bonuses in combat, as well as weapon proficiencies. Each style has a Basic, Improved, and Mastery feature.

When you take a fighting style, you gain the Basic feature. A character may only have one fighting style per class.

- **Assassin** - concealed weapon proficiency, bonus damage
- **Brawler** - improvised weapon proficiency, AC and HP benefits
- **Fencer** - finesse melee weapon proficiency, weapon techniques
- **Marksman** - firearms proficiency, benefits on ranged attacks
- **Pugilist** - d4 unarmed attack, unarmed techniques

ASSASSIN

Go unseen and kill enemies quickly.

BASIC

Proficiency. You have proficiency with weapons that have the Concealed property.

Assassinate. When you hit an unprepared creature with a weapon attack, you may add d6 damage equal to your Dexterity modifier (minimum of 1d6).

Unprepared. For the purpose of this feature, a creature is considered unprepared under any of the following conditions:

- The creature cannot see you.
- The creature is Charmed by you.
- The creature is Surprised, Incapacitated, or otherwise cannot take the attack action.

IMPROVED

Coup d'aide. If an ally is within 5ft. of a creature and the creature has not attacked you since your last turn, it is considered unprepared.

MASTERY

The Deepest Cut. Your assassinate damage bonus uses d8 instead of d6.

BRAWLER

Master fighting on the front line with whatever happens to be close by.

BASIC

Proficiency. You have proficiency with improvised weapons.

Tough. You add your Constitution modifier to your AC, unless it is negative.

IMPROVED

Hardened. When you gain this feature, add 1d6 to your HP. You gain an additional 1d6 every succeeding level.

MASTERY

Shake it off. You have advantage on Constitution saving throws against being knocked unconscious.



FENCER

Train to be lethal with a blade.

BASIC

Proficiency. You have proficiency with one-handed melee weapons.

Endurance Points. You have a number of Endurance Points equal to your Constitution modifier + 1 (minimum of 1). You regain spent Endurance Points after a short or long rest.

You can spend an Endurance Point to perform a technique. Some techniques call for a saving throw:

Technique save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

TECHNIQUES

Appel. When you declare a target, but before you roll for your attack, you can use an Endurance Point to stamp the ground to distract your opponent. The target must make a Wisdom saving throw. If it fails, its AC is reduced by 1d6.

Attaque au Fer. When you hit a creature with a weapon attack, you can spend an Endurance Point to attempt to disarm it. The creature must make a Dexterity saving throw. On a failed save, it drops an object of your choice. It lands at the creature's feet.

Doublé. When you make an attack that does not hit, you may expend an Endurance Point to give yourself advantage on your next attack against that creature this turn.

Parry. If an attack would hit you, you can expend an Endurance Point to force the creature to reroll its attack.

Prise de Fer. When you hit a creature with a melee weapon attack, you can spend an Endurance Point to try to "take" their weapon. The target must make a Strength saving throw. If they fail, they are considered grappled by you. They can escape either by making another saving throw on their turn or releasing the weapon.

Riposte. When a creature misses you with a melee attack, you can spend an Endurance Point to use your reaction to make a melee weapon attack against the creature.

IMPROVED

Heightened Endurance. You gain two additional Endurance Points.

MASTERY

Supreme Endurance. You have a number of Endurance Points equal to your level.

MARKSMAN

Take down your enemies from afar.

BASIC

Proficiency. You have proficiency with martial ranged weapons.

Focused shot. You can aim your shot at specific points on a target to give your ranged weapon attack additional effects. You must declare a focused shot before you roll for your attack. Some of these aimed shots call for the target to make a saving throw.

Focused shot save DC = 8 + your Dexterity modifier + half weapon damage

FOCUSED SHOTS

Center of Mass. You focus on the average point of all measurements of the creature, usually the stomach or chest. Your attack does half damage and the target must succeed on a Constitution saving throw or be stunned until the start of your next turn.

Head. By sacrificing all of your movement and your reaction for this turn, you can focus on the creature's head. Your attack is a critical hit on an attack roll of 19 or 20.

Kneecap. You focus on a key point of mobility on a creature. Your attack does half damage and the target loses half of its walking speed or flying speed (your choice) until it takes a long rest.

Shoulder. You focus on the creature's shoulder. Your attack does half damage and the creature must make a Constitution saving throw. On a failed save, it has disadvantage on Dexterity saving throws until it takes a long rest.

Weapon. You focus on a weapon or other object that a creature is holding. The attack does no damage to the creature, but may damage the target object. The creature must make a Strength saving throw with disadvantage. On a failed save, the targeted object falls at its feet.

IMPROVED

Your focused shots have additional effects.

Center of Mass. If your target is stunned, it must succeed on a Constitution saving throw at the start of its turn to end the condition.

Head. If your attack hits but is not critical, the target must make a Constitution saving throw. On a failed save it is blinded.

Kneecap. If your attack is critical, the target cannot regain its full walking speed or flying speed without a prosthesis.

Shoulder. If your target fails its Constitution saving throw, it also drops a weapon or object that it is holding.

Weapon. If your target succeeds on its Strength saving throw, it takes 1d6 force damage.

MASTERY

Sniper. You do not have disadvantage on long range attacks.

PUGILIST

Let your fists do the talking.

BASIC

Unarmed Attack. Your unarmed attack is treated as a 1d4 bludgeoning melee weapon with finesse.

Endurance Points. You have a number of Endurance Points equal to your Constitution modifier + 1 (minimum of 1). You regain spent Endurance Points after a short or long rest.

You can spend an Endurance Point to perform a technique.

TECHNIQUES

Swarm. On your turn, you can expend an endurance point to enter the same 5ft. area as your target. While in this area, you may add your ability modifier to bonus attacks and your target has disadvantage on attacks against you.

Out-Box. By spending an Endurance Point, you can make two attacks with your Attack

action. The damage of both attacks is halved, unless the attack is critical.

Slug. After you make your attack roll, but before you roll damage, you can expend an Endurance Point to increase your damage die to d6.

Counterpunch. When an enemy misses on an attack against you, you can spend an endurance point to use your reaction to make an attack against that creature with advantage.

Recover. When you take the Disengage action, you can spend an Endurance Point to regain HP equal to 1d4 + your Constitution modifier.

IMPROVED

Heightened Endurance. You gain two additional Endurance Points.

Step up. Your unarmed attack does 2d4 bludgeoning damage.

MASTERY

Supreme Endurance. You have a number of Endurance Points equal to your level.

Step up. Your unarmed attack does 3d4 bludgeoning damage.

Chapter 5: Magic

Magic is an extremely rare thing in *d20 Neon*. In order to manifest magical effects, you must be able to channel energies from another plane.

This can be accomplished by devoting yourself to the service of an extraplanar being or by using materials from other planes.

PLANAR STONES

Planar stones are the most common form of extraplanar material. They are the essence of the ethereal plane rendered into material form.

The primary source for planar stones is from dragons, who can bring them back after traveling through the space between planes. However, as creatures pass between planes, there is a small probability of these stones coming to the material plane on their own.

They are extremely valuable and finding deposits in the wilderness has been the goal of many expeditions. Naturally, dragons look unfavorably on these expeditions which threaten their monopoly over them.

DRACONIC HIERARCHY

During the Middle Ages, dragons began “civilizing” themselves by entering into trade agreements with humanoid kingdoms. Over time, these dragons became patrons to those kingdoms and nearly all royal

bloodlines have some draconic DNA in them.

These “royal dragons” represent the height of the draconic hierarchy, a position they have maintained by being able to rally armies to hunt down rival dragons.

Dragons that did not rise to this level, but instead chose to serve royal dragons are called “vassal dragons”. A key part of a vassal dragon’s code of fealty is that they never depart the material plane without their liege’s approval. A vassal dragon that violates this is unlikely to return to the material plane, except as a would-be usurper.

Leaving a royal dragon’s service can be difficult and is a rare occurrence, to the point that there is no standard method or ceremony for doing so. Historical cases have included vassals performing espionage against their liege in service to a foreign royal to prove themselves to that royal. Vassals that have requested leave have sometimes been asked to submit to wing clipping or removal of the glands that allow them their breath weapons.

In the Modern Age, many vassal dragons have found ways to elevate themselves. Wielding vast fortunes, while still—at least, nominally—serving a royal dragon. Most large corporations operate under the auspices of such vassals.

Still, there are wild dragons. Wild dragons do not have the life expectancy of civilized dragons and therefore have less developed powers of planar travel. A wild dragon looking to civilize without submitting to being a vassal will often seek out deposits of planar stones to begin trading with. Though, they must be careful in how they enter the market, lest they become targets of royal wrath.



Chapter 6: Equipment

d20 Neon is compatible with all equipment and magic items in standard *D&D*. However, there are certain additions and modifications in this chapter. The weapons listed in this book are recommended as they share flavor with the character options and some have expanded combat options.

NEW WEAPON PROPERTIES

Concealed. Can be drawn by making a Sleight of Hand check as a bonus action. If the value of the check is higher than another creature's passive perception, that creature

can be attacked as if it were surprised on the turn the weapon is drawn.

Loud. Attacks can be heard for 1000ft. in the open and 500ft. inside a building (if this 500ft. range intersects with an exterior wall, the shot can be heard up to 100ft. outside the building). All creatures within range know the direction the shot came from.

Sap. When you get a critical hit with a sap weapon, the target must succeed on a Constitution saving throw or be knocked *unconscious*. The DC for this check is equal to half the damage taken.

Exotic Weapons				
Name	Cost	Melee Damage	Ranged Dmg (Range)	Properties
Blinder Cap	30sp	1d4 slashing	-	Light
	Special: Razor blades hidden in bill of a flat cap.			
Cane	1gp	1d4 bludgeoning	-	Light, Finesse
	Special:			
Dagger Shoes	10gp	1d4 piercing	-	Concealed, Light, Finesse
	Special: Rolling a critical failure breaks the dagger. Still nice shoes.			
Derringer	75gp	1d4 bludgeoning	1d8 piercing (40/120)	Ammunition, Concealed, Light, Reload (2 shots), Loud
	Special: Ammunition 2gp (20)			
Garotte	10sp	-	-	Light

Exotic Weapons				
Name	Cost	Melee Damage	Ranged Dmg (Range)	Properties
	Special: Attacker makes a grapple check to attack. At the end of target's turn, as long as it remains grappled, it must succeed on a Con saving throw or go unconscious. The DC for this save is 5 + 5/round grappled. If the target remains grappled for three turns while unconscious, it dies.			
Hatpin	50sp	1d4 piercing	1d4 piercing (10/30)	Light, Finesse
	Special:			

Simple Melee Weapons				
Name	Cost	Melee Damage	Ranged Dmg (Range)	Properties
Blackjack	5sp	-	-	Light, Sap
	Special: On a hit, target must succeed on a Con saving throw against attacker's Str mod + 10 or be knocked unconscious.			
Club	1sp	1d4 bludgeoning	-	Light, Sap
	Special:			
Dagger	2gp	1d4 piercing	1d4 piercing (20/60)	Concealed, Light, Finesse
	Special:			
Hammer	1gp	1d4 bludgeoning	1d4 bludgeoning (20/60)	Light
	Special:			
Harpoon	7gp	1d8 piercing	1d8 piercing (30/90)	Versatile (1d10)
	Special:			
Hatchet	5gp	1d6 slashing	1d6 slashing (20/60)	Light
	Special:			
Shillelagh	2gp	1d8 bludgeoning	-	Heavy, Sap
	Special:			
Swordcane	15gp	1d6 piercing	-	Finesse
	Special: When drawn, provides +1 AC.			

Martial Melee Weapons				
Name	Cost	Melee Damage	Ranged Dmg (Range)	Properties
Basket-hilt sword	15gp	1d10 slashing	-	Heavy
	Special:			
Machete	10gp	1d8 slashing	-	
	Special: Has advantage against foliage and webs			
Main Gauche	15gp	1d4 piercing	-	Light, Finesse
	Special: When used as an off-hand weapon, ability modifier is added to bonus attack.			
Rapier	25gp	1d8 piercing	-	Finesse
	Special: Allows bonus attack as if light			
Sabre	25gp	1d6 slashing	-	Finesse, Light
	Special:			
Tomahawk	15gp	1d6 slashing	1d6 slashing (30/90)	Light
	Special:			
Truncheon	2gp	1d6 bludgeoning	-	Sap
	Special:			
Whip	2gp	1d4 slashing	-	Finesse, Reach
	Special:			

Martial Ranged Weapons (Firearms)				
Name	Cost	Melee Damage	Ranged Dmg (Range)	Properties
Pistol	150gp	1d6 bludgeoning	1d10 piercing (60/240)	Ammunition, Reload 7 Loud, Concealed
	Special: Ammo 4gp (20), Sap in melee			
Revolver	250gp	1d8 bludgeoning	1d10 piercing (80/320)	Ammunition, Reload 6, Loud
	Special: Ammo 4gp (20), Sap in melee			
Rifle (Standard)	300gp	1d8 bludgeoning	1d12 piercing (120/480)	Loud, Two-handed, Ammunition, Reload 7

Martial Ranged Weapons (Firearms)				
Name	Cost	Melee Damage	Ranged Dmg (Range)	Properties
	Special: Ammo 5gp (20), Sap in melee			
Rifle (Sniper)	350gp	1d8 bludgeoning	2d10 piercing (200/800)	Loud, Two-handed, Ammunition, Reload 4
	Special: Ammo 5gp (20), Sap in melee			
Shotgun	250gp	1d6 bludgeoning	2d8 piercing (30/120)	Loud, Two-handed, Ammunition, Reload 5
	Special: Ammo 5gp (20), Sap in melee			

SOLUTIONS

Solutions are items brewed by Chemists.

Natural Solutions				
Name	Components	Time	Charges	Effect
Effervescent Draught	7lbs	1 hour	5	For an hour, you gain 1d4 + 4 temporary HP.
	Special: Using more than 1 charge at a time on the same creature grants 5 additional HP.			
Hermes Soda	15lbs	15min	1	For an hour, increase the dexterity bonus to your AC by 5.
	Special:			
Invigorating Elixir	10lbs	15 min	1	For 1 min., you can add 1d4 damage to your melee attacks.
	Special:			
Liquid Dagger	10lbs	30min	1	When shaken and poured, the liquid becomes a jagged crystal that can be used as a dagger. The crystal does 2d8 necrotic damage and breaks after two hits or one critical failure.
	Special: The pieces of the broken crystal can be gathered on a Nature check with advantage. They can only be used to make another Liquid Dagger.			
Refreshing Draught	5lbs	30min	1	For 10 min., your base movement speed is doubled.
	Special:			

Natural Solutions				
Name	Components	Time	Charges	Effect
Smoke Bomb	5lbs	30min	1	When shaken and broken, the vial produces a cloud that spreads out in a 30ft. radius. All creatures within the cloud are blinded.
	Special: The cloud dissipates at the start of your next turn.			
Stone Blood	10lbs	30min	5	A creature that drinks one charge of this becomes Paralyzed for 1 hour.
	Special:			
Thorny Poison	10lbs	30min	5	A weapon or round of ammunition tipped with 1 charge of this does an additional 1d10 poison damage on its next hit.
	Special: The poison evaporates after an hour on the weapon/ammunition.			
Weapon Oil	10lbs	30min	2	A melee weapon covered in this can be lit on fire. While lit, the weapon does an additional 3d6 fire damage on a hit.
	Special: The oil burns up after 1 min.			

Findable Solutions				
Name	Components	Time	Charges	Effect
Blinding Poison	10lbs	15min	6	A weapon or round of ammunition tipped with 1 charge of this forces any creature damaged by it to make a Con saving throw. On a failed save, the creature is blinded for 1 minute. On a successful save, the creature is not blinded, but must make the same save at the start of its next turn.
	Special:			
Paralyzing Poison	10lbs	15min	6	A weapon or round of ammunition tipped with 1 charge of this forces any creature damaged by it to make a Con saving throw. On a failed save, the creature is paralyzed for 1 minute and appears dead.
	Special: Noticing that an affected creature is not dead requires a DC15 Medicine check.			

Findable Solutions				
Name	Components	Time	Charges	Effect
Meteor Shower Thrown (20/60)	10lbs	30min	1	When shaken and thrown, the vial explodes on impact, releasing several hot crystal shards at high velocity. Any creature hit by one of these crystals takes 1d6 piercing damage and 1d6 fire damage.
	Special: All creatures within 30ft must make a Dexterity saving throw. Creatures more than 10ft away from the impact point have advantage on the save.			
Ominous Cloud Thrown (20/60)	15lbs	30min	1	When shaken and thrown, the vial explodes on impact, releasing a vapor that spreads in a 10ft. radius and dissipates at the end of your turn. Any creature inside the radius must succeed on Wisdom saving throw or become frightened of you.
	Special:			
Vital Draught	7lbs	30min	6	Drinking 1 charge will restore 2d6 HP.
	Special:			

Specialist Solutions				
Name	Components	Time	Charges	Effect
Banishing Poison	10lbs	30min	6	A weapon or round of ammunition tipped with 1 charge of this suffuses the target with the essence of the Material Plane. The target must make a Con saving throw. If the creature is from another plane, it returns to its plane on a failed save. If the creature is from the material plane, it becomes incapacitated for 1 minute on a failed save.
	Special:			

Specialist Solutions				
Name	Components	Time	Charges	Effect
Compressed Sound Thrown (20/60)	10lbs	1 hour	1	When shaken and thrown, the vial explodes on impact, releasing a compressed gas, which produces a very loud noise. Creatures within 30ft of the impact point must make a Con saving throw. On a failed save, they take 5d6 Thunder damage and are knocked prone. On a successful save, they take half as much.
	Special:			
Aqua Vitae	7lbs	1 hour	1	If poured down the throat of a creature that has died within the last 10 minutes, the creature makes a Death saving throw. If it succeeds, it returns to life with 1 HP.
	Special: Coming back from the dead is an ordeal. The target takes a –4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.			

MEDICINAL ITEM

If you attempt to use a medicinal item without being proficient in Medicine.

Name	Cost	Effect
Antivenom	20gp	Inject a Poisoned creature to remove one poison.
Curative Injection	10gp	Restores HP equal to 1d8 + your Int modifier
- Greater Curative Injection	30gp	Restores HP equal to 2d8 + your Int modifier
- Superior Curative Injection	80gp	Restores HP equal to 3d8 + your Int modifier
Fibrillation Tonic	30gp	Give to a creature that died within the last minute to bring back to life with 1HP.
Formaldehyde Injection	75gp	If you inject a dead creature, it will not decay and cannot become undead for 10 days.
General Restorative	10gp	Can cure blinded, deafened, paralyzed, or poisoned.
Phencyclidine	10gp	For 1 minute, a creature is immune to being frightened and gains temporary hit points equal to your Int modifier.
Stabilizer	1gp	A creature with 0 hit points becomes stable.

Chapter 7: Feats

FATAL BOND

Prerequisite: Empath

You can use your By Heart... feature on a creature you can see. If you succeed on the Perception check, you create a fatal bond with the creature. Your attacks against that creature do an additional 1d6 psychic damage.

HARDENED BEAST

Prerequisite: Changeling

Your Bestial Form gets +2 AC.

MIND VAULT

Prerequisite: Pureblood

You have resistance to psychic damage.

NATURAL AWARENESS

Prerequisite: Kratos

While you are on the terrain of your Home Turf, you cannot be surprised.

RAPIER WIT

Prerequisite: Cambion

Your Vicious Mockery does 1d6 instead of 1d4 damage.

READY WINGS

Prerequisite: Pixie

You can use your Summon Wings feature as a bonus action.

SLEUTH

Your Investigation skill gets +3

SUSTAINED FLIGHT

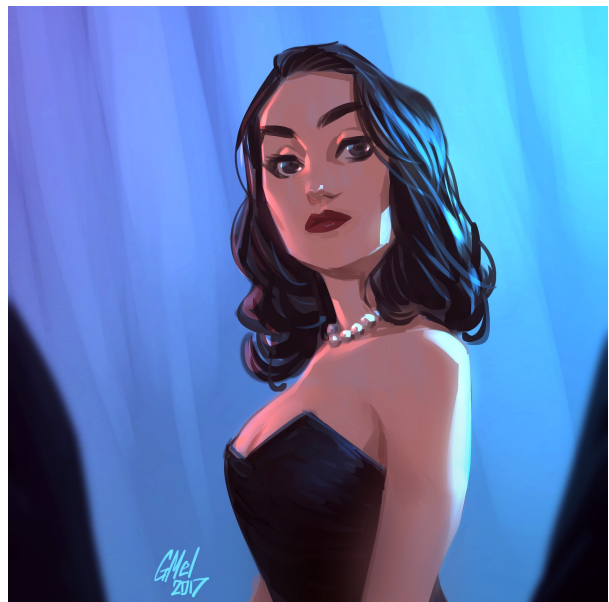
Prerequisite: Nephilim

Before you fly, make a Constitution saving throw at DC12. If you succeed, you do not have to land at the end of this turn. Repeat this saving throw at the start of each turn you are in flight.

VAMPIRE BANE

Prerequisite: Seer

Your Toll the Dead does 1d more damage.



Chapter 8: NPCs

APPRENTICE

When a mystic reaches 10th level, they are assigned an apprentice. This apprentice shares their spell list and receives their own turn in the initiative order.

APPRENTICE						
Medium humanoid, neutral						Level 1 Supporter
Armor Class 12						
Hit Points 20						
Speed 30						
STR	DEX	CON	INT	WIS	CHA	
8 (-1)	14 (+2)	10 (+0)	12 (+1)	16 (+3)	12 (+1)	
Saving Throws Wis +4, Cha/Int +2, Con/Str/Dex -1						
Skills Arcana +3, Religion +3						
Senses passive Perception 13						
Languages Common						
Challenge 1/4						
Attacks +3 to hit. <i>Hit</i> : 2 damage						
Attack DCs primary 11, secondary 8						
ACTIONS						
Spell Slots. Apprentice has two 1st level spell slots.						
Spell list same as Master's.						
Help. Can Help as a bonus action.						
Made with Giffyglyph's Monster Maker						

CONFIDANTE

A confidante is a trusted associate of avengers. There are three different varieties of confidante available: Athlete, Physician, Reporter. All three have a standard, improved and superior version.

ATHLETE						
Medium humanoid (Confidante), neutral						Level 1 Scout
Armor Class 12						
Hit Points 26						
Speed 30, climb 25, swim 25						
STR	DEX	CON	INT	WIS	CHA	
16 (+3)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	12 (+1)	
Saving Throws Str +4, Dex/Con +2, Cha/Wis/Int -1						
Skills Acrobatics +4, Athletics +5						
Senses passive Perception 10						
Languages Common						
Challenge 1/4						
Attacks +3 to hit. <i>Hit</i> : 2 damage						
Attack DCs primary 11, secondary 8						
ACTIONS						
Unarmed Strike. Melee Weapon Attack. 5ft reach, bludgeoning damage.						
Train. Social. At the start of each day, confidante can train one other creature. Trained creature can add 1d4 to one Str or Dex attack roll, skill check, or saving throw.						
Made with Giffyglyph's Monster Maker						

ATHLETE (IMPROVED)

Level 2 Scout

Medium humanoid (Confidante), neutral

Armor Class 12

Hit Points 30

Speed 30, climb 25, swim 25

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	12 (+1)

Saving Throws Str +4, Dex/Con +2, Cha/Wis/Int -1

Skills Acrobatics +4, Athletics +7

Senses passive Perception 10

Languages Common

Challenge 1/2

Attacks +3 to hit. *Hit:* 3 damage

Attack DCs primary 11, secondary 8

(Scout) Hard to Hit. When you are standing and unrestrained, attacks against you have disadvantage unless you are adjacent to two or more enemies.

ACTIONS

Unarmed Strike. Melee Weapon Attack. 5ft reach, bludgeoning damage.

Train. Social. At the start of each day, confidante can train up to three other creatures. Trained creature can add 1d4 to one Str or Dex attack roll, skill check, or saving throw.

Made with Giffyglyph's Monster Maker

ATHLETE (SUPERIOR)

Level 3 Scout

Medium humanoid (Confidante), neutral

Armor Class 12

Hit Points 33

Speed 30, climb 30, swim 30

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	12 (+1)

Saving Throws Str +4, Dex/Con +2, Cha/Wis/Int -1

Skills Acrobatics +6, Athletics +7

Senses passive Perception 10

Languages Common

Challenge 1

Attacks +3 to hit. *Hit:* 4 damage

Attack DCs primary 11, secondary 8

(Scout) Hard to Hit. When you are standing and unrestrained, attacks against you have disadvantage unless you are adjacent to two or more enemies.

ACTIONS

Unarmed Strike. Melee Weapon Attack. 5ft reach, bludgeoning damage.

Train. Social. At the start of each day, confidante can train up to three other creatures. Trained creature can add 1d6 to one Str or Dex attack roll, skill check, or saving throw.

Made with Giffyglyph's Monster Maker

PHYSICIAN

Level 1 Supporter

Medium humanoid (Confidante), neutral

Armor Class 12

Hit Points 20

Speed 30

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	16 (+3)	14 (+2)	10 (+0)

Saving Throws Wis +4, Con/Dex +2, Int/Cha/Str -1

Skills History +5, Medicine +4

Senses passive Perception 12

Languages Common

Challenge 1/4

Attacks +3 to hit. *Hit:* 2 damage

Attack DCs primary 11, secondary 8

ACTIONS

Unarmed Strike. Melee Weapon Damage. 5ft reach, +3 to hit, 2 bludgeoning damage.

Heal. Touch. Target creature regains 5HP.

Research. Social. Confidante can be sent away to research an academic topic. They return with information equal to a History, Medicine, Nature, or Religion check of 5 for each day gone.

Made with Giffyglyph's Monster Maker

PHYSICIAN (IMPROVED)

Level 2 Supporter

Medium humanoid (Confidante), neutral

Armor Class 12

Hit Points 23

Speed 30

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	16 (+3)	14 (+2)	10 (+0)

Saving Throws Wis +4, Con/Dex +2, Int/Cha/Str -1

Skills History +5, Medicine +4, Perception +4

Senses passive Perception 14

Languages Common

Challenge 1/2

Attacks +3 to hit. *Hit:* 3 damage

Attack DCs primary 11, secondary 8

ACTIONS

Unarmed Strike. Melee Weapon Damage. 5ft reach, +3 to hit, 2 bludgeoning damage.

Heal. Touch range. Target creature regains 7HP.

Bonus Actions. Dodge, Help, or Search

Research. Social. Confidante can be sent away to research an academic topic. They return with information equal to a History, Medicine, Nature, or Religion check of 5 for each day gone.

Made with Giffyglyph's Monster Maker

PHYSICIAN (SUPERIOR)

Level 3 Supporter

Medium humanoid (Confidante), neutral

Armor Class 12

Hit Points 25

Speed 30

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	16 (+3)	14 (+2)	10 (+0)

Saving Throws Wis +4, Con/Dex +2, Int/Cha/Str -1

Skills History +5, Medicine +6, Perception +4

Senses passive Perception 14

Languages Common

Challenge 1

Attacks +3 to hit. *Hit:* 4 damage

Attack DCs primary 11, secondary 8

ACTIONS

Unarmed Strike. Melee Weapon Damage. 5ft reach, +3 to hit, 4 bludgeoning damage.

Heal. Touch range. Target creature regains 9HP.

Bonus Actions. Dodge, Help, or Search

Research. Social. Confidante can be sent away to research an academic topic. They return with information equal to a History, Medicine, Nature, or Religion check of 5 for each day gone.

Made with Giffyglyph's Monster Maker

REPORTER

Level 1 Supporter

Medium humanoid (NPC, Confidante), unaligned

Armor Class 12

Hit Points 20

Speed 30

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Int +4, Wis/Cha +2, Con/Dex/Str -1

Skills Deception +3, Investigation +5

Senses passive Perception 12

Languages —

Challenge 1/4

Attacks +3 to hit. *Hit:* 2 damage

Attack DCs primary 11, secondary 8

ACTIONS

Unarmed Attack. Melee weapon attack. 5ft reach, +3 to hit.

Investigate. Social. Confidante can be sent to investigate a specific person, thing, or question. They return with information equivalent to an Investigation check equal to 5 per day gone.

Write Up. Social. Confidante can be given a full day to write a story about your exploits. People in the area where the story runs think better of you.

Made with Giffyglyph's Monster Maker

REPORTER (IMPROVED)

Level 2 Supporter

Medium humanoid (NPC, Confidante), unaligned

Armor Class 12

Hit Points 23

Speed 30

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Int +4, Wis/Cha +2, Con/Dex/Str -1

Skills Deception +3, Investigation +5, Performance +3

Senses passive Perception 12

Languages —

Challenge 1/2

Attacks +3 to hit. *Hit:* 3 damage

Attack DCs primary 11, secondary 8

ACTIONS

Unarmed Attack. Melee weapon attack. 5ft reach, +3 to hit.

Bonus Action. Can Dash, Disengage, or Hide.

Investigate. Social. Confidante can be sent to investigate a specific person, thing, or question. They return with information equivalent to an Investigation check equal to 7 per day gone.

Write Up. Social. Confidante can be given a full day to write a story about your exploits. People in the area where the story runs think better of you.

Made with Giffyglyph's Monster Maker

REPORTER (SUPERIOR)

Level 3 Supporter

Medium humanoid (NPC, Confidante), unaligned

Armor Class 12

Hit Points 25

Speed 30

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Int +4, Wis/Cha +2, Con/Dex/Str -1

Skills Deception +3, Investigation +7, Performance +3

Senses passive Perception 12

Languages —

Challenge 1

Attacks +3 to hit. *Hit:* 4 damage

Attack DCs primary 11, secondary 8

ACTIONS

Unarmed Attack. Melee weapon attack. 5ft reach, +3 to hit.

Bonus Action. Can Dash, Disengage, or Hide.

Investigate. Social. Confidante can be sent to investigate a specific person, thing, or question. They return with information equivalent to an Investigation check equal to 9 per day gone.

Write Up. Social. Confidante can be given a full day to write a story about your exploits. People in the area where the story runs think better of you.

Made with Giffyglyph's Monster Maker

BEAT COP

Medium humanoid (Deus Ex Machina, Big City), neutral

Level 4 Scout

Armor Class 13

Hit Points 36

Speed 30

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +5, Wis/Con +2, Int/Str/Cha +0

Skills Athletics +3, Investigation +3

Senses passive Perception 12

Languages Common

Challenge 1

Attacks +4 to hit. *Hit:* 6 damage

Attack DCs primary 12, secondary 9

ACTIONS

Revolver. Ranged weapon attack. Range (80/320), piercing damage.

Pistol Whip. Melee weapon attack. 5ft reach, +1 attack, 4 bludgeoning damage.

Made with Giffyglyph's Monster Maker

NURSE

Medium humanoid (Deus Ex Machina, Big City), neutral

Level 1 Supporter

Armor Class 12

Hit Points 20

Speed 30

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	16 (+3)	12 (+1)	14 (+2)

Saving Throws Int +4, Cha/Wis +2, Str/Con/Dex -1

Skills Medicine +3, Performance +4

Senses passive Perception 11

Languages Common

Challenge 1/4

Attacks +3 to hit. *Hit:* 2 damage

Attack DCs primary 11, secondary 8

ACTIONS

Heal. Touch range. Target creature regains 1d4 HP.

REACTIONS

Self-defense. When Nurse is grappled, Nurse can attack.

Made with Giffyglyph's Monster Maker

DEUS EX MACHINA

Globe-trotters make friends wherever they go. The highest level globe-trotters can depend on friends coming to bail them out of a sticky situation. Below are the deus ex machina creatures that can be called on in a big city.

GUARDIAN ANGEL

Level 10 Defender

Large celestial (Deus Ex Machina), neutral good

Armor Class 22

Hit Points 214

Speed 30, fly 30 (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	10 (+0)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Cha +12, Str/Wis +8, Int/Con/Dex +5

Skills Intimidation +13, Religion +6

Damage Resistances Non-magical bludgeoning, piercing, and slashing

Condition Immunities blinded, charmed, frightened, paralyzed, petrified, poisoned

Senses truesight 50ft., passive Perception 12

Languages Celestial, Common

Challenge 7

Attacks +9 to hit. *Hit*: 24 damage

Attack DCs primary 17, secondary 14

(Defender) Got Your Back. When standing next to an ally or attacking target, you can spend your reaction to redirect the attack onto yourself.

ACTIONS

Flaming Sword. Melee weapon attack. Reach 10ft., 6 slashing + 6 fire damage.

Heal. Spell. 30ft range, heal 2d6 HP.

Rebuke. Ranged Spell Attack. 30ft. range. Target must succeed on Wis saving throw or be frightened.

PARAGON ACTIONS

You can take 1 paragon actions, choosing to either move or perform one action. Only one paragon action can be used at a time and only at the end of another creature's turn. You regain spent paragon actions at the start of your turn.

Made with Giffyglyph's Monster Maker

RAID COP

Medium humanoid (Deus Ex Machina, Big City), neutral

Level 8 Striker

Armor Class 13

Hit Points 90

Speed 30

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +6, Str/Con +3, Int/Wis/Cha -1

Skills Athletics +6, Intimidation +6, Perception +4

Senses passive Perception 14

Languages Common

Challenge 4

Attacks +8 to hit. *Hit*: 22 damage

Attack DCs primary 16, secondary 13

(Striker) Cleave. You can attack two adjacent targets that are within reach, dealing full damage to each.

ACTIONS

Shotgun. Ranged weapon attack. Range (30/120), 11 piercing damage.

Made with Giffyglyph's Monster Maker

RIOT COP

Medium humanoid (Deus Ex Machina, Big City), neutral

Level 6 Defender

Armor Class 18

Hit Points 64

Speed 30

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	10 (+0)

Saving Throws Str +8, Con/Dex +5, Int/Wis/Cha +2

Skills Athletics +7, Intimidation +3

Senses passive Perception 11

Languages Common

Challenge 2

Attacks +5 to hit. *Hit*: 11 damage

Attack DCs primary 13, secondary 10

(Defender) Heavy Defence. Your defence is impenetrable. Gain +2 AC.

ACTIONS

Push. Melee weapon attack. 5ft reach, bludgeoning damage.

On a hit, target makes Str saving throw. On a failure, target is knocked prone.

Made with Giffyglyph's Monster Maker

Art Credits

Swang: History of now
Marc Scott: Humans
Inka Schulz: Seer
Yoann Lossel: Nephilim
Alex Shiga: Cambion
Kate Fox: Kratos, Changeling
Valtesaar: Pixie
Maggie Ivy: Grifter
Ryeowon Kwon: Spy
Alvaro Ramirez: Classes
Ryan Richmond: Avenger 1
Leandro Franci: Avenger 2
Miguel Mercado: Enforcer
Dunhuang Chen: Globe-trotter
Jake Moon: Mystic 1
Valentina Remenar: Mystic 2
Valtesaar: Planner 1
Marta Nael: Planner 2
Cheng Letian: Scientist
Anilya Larmina: Scoundrel 1
Sergey Samarskiy: Scoundrel 2
Chris Ortega: Fighting Styles
Miguel Membreno: Magic
Gleb Melnikov: Feats