

MODERN DUNGEON5

A RULES EXPANSION
FOR 5TH EDITION OGL
RPG GAMES



paNik
productions

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Introduction

Modern Dungeon5 is a supplement to the 5th edition rules of the original fantasy roleplaying game. It is intended to provide the additional rules, classes, backgrounds, feats, and equipment necessary for playing in a 20th century, contemporary, or near-future setting while still fully adhering to the familiar, standard rules.

This book is not a stand-alone product. As an expansion to the existing 53 OGL rules, it does not reprint any rules or text used in the OGL. Meaning that you will still need to acquire a copy of the full rules or access the System Reference Document to be able to play.

Setting Independent

Modern Dungeon5 does not assume a default setting but is instead intended to provide a framework for creating a modern campaign world of almost any genre, be it fantasy, science fiction, noir, adventure, horror, or mystery. There are so many excellent contemporary settings from novels and earlier editions that we decided not to limit Modern Dungeon5 to any one genre or campaign world. With this document and the OGL you should be able to recreate just about any twentieth or twenty-first century setting.

For a sampling of original campaign worlds see paNik's upcoming Modern Dungeon5: Book of Worlds.

How to Use This Book

Chapters 1 through 6 provide more options for creating characters ranging from suggested updates to existing races and classes to new classes, backgrounds, equipment, and feats.

Chapters 7 through 8 explain modifications to the rules – or lack thereof – along with updated spells and magic.

Chapters 9 through 11 deal with dungeon mastering campaigns in a contemporary setting.

Thanks to our Kickstarter Backers

The following folks all generously contributed to the MODERN DUNGEON5 Kickstarter campaign. paNik productions offers a hearty "Thank You" to:

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Chapter 1: Races

The standard races are presented here in alphabetical order.

Which races are available for player characters or even exist at all is heavily dependent on the campaign's theme, genre, and level of magic (see Worldbuilding p. 130). Check with your dungeon master before creating any non-human character.



Dragonborn

Updated

Dragonborn clans are often forced to withdraw from human society in most modern settings. Even in worlds where they're protected by the Shroud (see the Shroud p. 137) they remain apart because their appearance is exotic enough that even a slight weakening of the Shroud would reveal their non-human origins. Such events are often reported as sightings of reptilian aliens and discounted by major media outlets but the dragonborn are wise enough to know they couldn't survive a significant incursion by any human military. Consequently, most clans have withdrawn into remote underground cave networks. There, their continual drive toward self-improvement causes them to amass vast libraries of forgotten, forbidden, and magical lore. A few travel to the surface to acquire rare books or to obtain bootleg internet access, but most such missions are handled by proxies.

Reskinned

Dragonborn's reptilian appearance makes them easily reskinable as lizard-like alien beings in a science fiction-based campaign. The only alteration necessary to maintain strict scientific realism is to limit their breath weapon options to poison and possibly acid damage types as these are traits already present in the animal kingdom.

The reskinned dragonborn might be alien invaders bent on conquest, dispassionate scientists looking to study humankind, or benevolent guardians determined to protect terrestrial races from other alien races. Alternately, they might still have a medieval culture and humankind is the invader.

Dwarf

Updated

Twenty-first century dwarves have had uneven successes. Their powerfully strong work ethic is a benefit but their long lifespans and cultural emphasis on tradition make them ill-suited for the fast-pace of modern business and culture. Many adult dwarves can clearly remember the Victorian era and remain convinced that recent technological innovations are merely novelties or passing fads. Their appreciation for well-crafted things makes them scoff at most flimsy and mass-produced commercial goods. "If it's *disposable*, why waste your time getting it in the first place?" they ask.

As a result, most clans live as they have for thousands of years: in the mountains, performing manual labor where their high Constitution and physical vitality compensate for their technological naiveté. In campaign worlds where the Shroud (see the Shroud p. 137) is present, most nearby human settlements believe the dwarves to be a religious sect that eschews technology, not unlike the Amish.

Naturally, a few dwarven clans – all hill dwarves – do embrace change and have established their own financial empires. By carefully investing the entire clan's disposable income and parlaying the profits into a controlling interest of various companies, they gradually but steadily increase their financial power. These dwarves favor companies that manufacture durable goods – and use their influence to emphasize the "durable" aspect. Items manufactured by a dwarf-owned company are built to last – not as long as items manufactured by dwarves themselves but they're almost always of higher quality than the human-run competition. In worlds with the Shroud, they often affect accents to seem like foreign investors in the hopes that this will explain away any cultural differences between themselves and their human neighbors.



Reskinned: Space Adventure

In a sci-fi campaign involving space travel, dwarves can be easily reskinned as a branch of the human race adapted to a high-gravity environment, either through genetic engineering or natural selection aboard a generation ship undergoing constant acceleration. A high gravity environment explains their short stature and increased stamina. Their darkvision and dwarven resilience traits are adaptive for a shipboard environment where toxins build up in the atmosphere over time – or for a heavily polluted industrialized planet. Any armor proficiencies arise from the experience of wearing bulky space suits. Their lawful tendencies and emphasis on tradition stem from the essential need to always follow procedure on a spacecraft.

Replace Dwarven Combat Training, Tool Proficiency and Stonecutting with the following traits:

Weapon Training. Choose three modern or futuretech weapons. Space dwarves are proficient in these weapons.

Scientific Training. Space dwarves have proficiency in any one tool or laboratory.

Stellar Lore. Whenever you make an Intelligence (Nature) or Wisdom (Survival) check relating to stars or navigating by the stars you are considered proficient in the relevant skill and add double your normal proficiency bonus instead of your normal proficiency bonus.



Reskinned: Apocalypse

In a near-future or post-apocalyptic campaign Dwarves can be reskinned as mutants or humans modified to thrive in toxic or mildly radioactive environments.

Replace Tool Proficiency and Stonecutting with the following traits:

Technical training. Apocalyptic dwarves have proficiency in any one tool or laboratory.

Chemical Lore. Whenever you make a Wisdom (Medicine) or Intelligence (Chemistry Kit) to identify a particular poison or toxic substance you are considered proficient in the relevant skill and add double your normal proficiency bonus instead of your normal proficiency bonus.

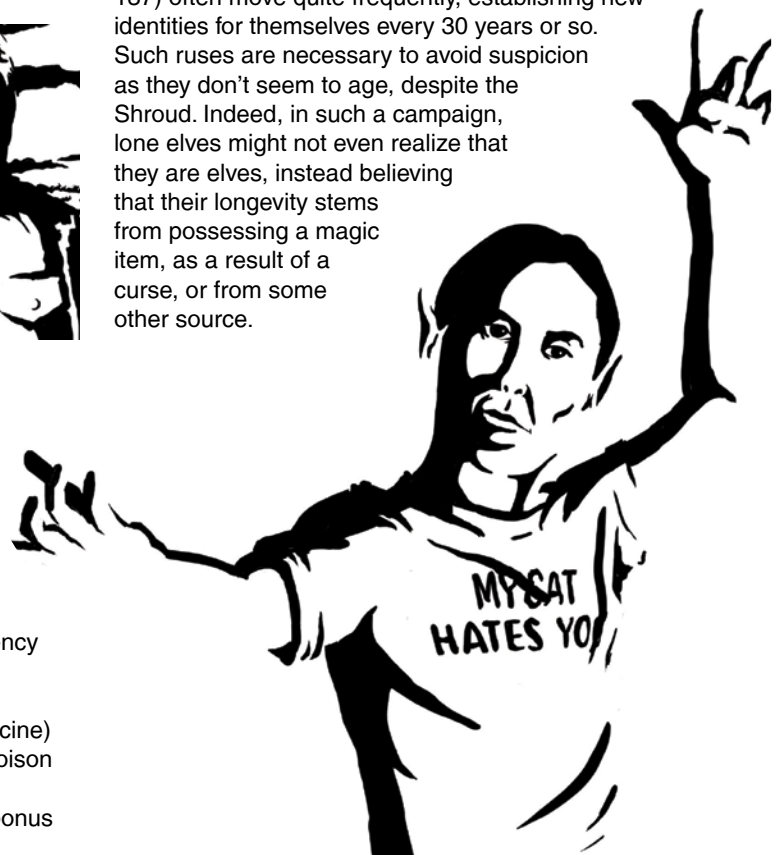
Elf

Updated

As innately magical creatures, elves fare poorly in campaign worlds with weak or feeble levels of magic (see *Worldbuilding: Magic Level* p. 130). High elves are rare in these worlds; the lack of magic results in somewhat shorter lifespans and plummeting birth rates. Other elven sub-races that have a stronger connection to nature tend to fare somewhat better – but this also makes them more vulnerable to pollution and environmental toxins. Regardless of their sub-race, elves tend to relocate to areas where pockets of magic remain. Usually these are remote regions, far from human civilization but might also be certain areas within cities, such as regions near to the intersection of multiple ley lines.

In worlds with cyclical levels of magic, elves migrate to other realms when magic wanes, only to return with the resurgence of magic. As bearers of lost and forgotten magical knowledge, such elves can pretty much write their own ticket – if they so choose. The first elf to patent *burning hands* can easily become a billionaire from collecting royalties from everyone else who thereafter learns it. Unfortunately, this also means that there are fewer opportunities for each successive wave of immigration.

Elves in worlds with an active Shroud (see the Shroud p. 137) often move quite frequently, establishing new identities for themselves every 30 years or so. Such ruses are necessary to avoid suspicion as they don't seem to age, despite the Shroud. Indeed, in such a campaign, lone elves might not even realize that they are elves, instead believing that their longevity stems from possessing a magic item, as a result of a curse, or from some other source.



Reskinned: Space Adventure

In a purely science-fiction campaign, Elves can easily be recast as a race adapted – or perhaps genetically engineered – to thrive in low gravity environments. Their slender frames are a consequence of low gravity (although to be strictly accurate they should also average a foot more of height without a corresponding increase in weight). Their long lifespan and resistance to charm and sleep make them ideal space travelers, especially sub-light travel, as they aren't easily swayed by outside sources to act against their mission. Additionally, their trancing and reduced need for sleep ensure that they remain productive four more hours a day than a human crew would. Finally, their enhanced Dexterity, Darkvision, and Keen Senses make them capable of precision work under even the most adverse conditions.

High elves, with their increased Intelligence are the best suited for the role of space traveler, but more natural sub-species also make sense if their ship is full of oxygen-producing vegetation (enhancing – or perhaps replacing – oxygen scrubbers). Other sub-species could be mutant offshoots. Any light sensitivity is an adaption to shipborne existence and innate magical abilities are psychic or psionic abilities instead of being magical in nature.

Replace Elf Weapon Training with the following trait:

Weapon Training. Choose three modern or futuretech weapons. Space elves are proficient in these weapons.



Reskinned: Future Earth

In a world with genetic modification the extremely wealthy will be able to produce designer babies, editing out undesirable attributes and replacing them with superior traits. Longevity, enhanced senses, and a reduced need for sleep are all highly sought-after traits and would be selected by the rich for their children. In a remarkably low number of generations, the extremely rich would begin to resemble elves. Even if their fortunes reversed themselves and they ended up financially destitute the genetic legacy would remain.

Replace Elf Weapon Training with the following trait:

Weapon Training. You have proficiency with the air rifle, hunting rifle, shortbow, and longbow.



Halfling

Updated

The ultimate integrationists, halflings adapt to the 21st century as well as humans do, perhaps even better. Their practical nature prevents them from becoming early adopters of technology but they will readily jump on board as new devices become mainstream. As lovers of fine foods, almost every Halfling has an Instagram account, to which they upload pictures of every meal. Likewise Facebook and email enable them to keep in closer contact with their families than would otherwise be possible. In addition to having dozens of relatives as a support network, halflings also benefit from hundreds of online friends and family members, most of whom would be willing to help out in a jam. Because of this, many businesses market heavily toward halfling consumers; they tend to be loyal customers and every new halfling customer is almost guaranteed to share a testimonial with their network. Of course, this works both ways. Institutions that treat halflings poorly tend to suffer in the long run.

Reskinned: Space Adventure

Halflings would make excellent space travelers due to their longevity and small size. Smaller passengers means more room for cargo. Their Brave trait is representative of the psychological resilience necessary for enduring long periods of isolation. Much like dwarves, some sub-species may have developed hearty constitutions to cope with a toxic native planet or an accumulation of shipborne poisons. Lightfoot halflings are instead adapted to serve as scouts, spies, diplomats, and first-contact emissaries.

Reskinned: Future Earth

In a near-future or later science fiction campaign, halflings could be the result of genetic experimentation attempting to cope with human overpopulation. Their small size means that they consume fewer resources (in theory, at least) and their perpetually cheery dispositions and Brave trait enable them to thrive in population densities that would drive baseline humans to madness.

Half-Elf

Updated

Most developed nations have laws preventing discrimination based on race or ancestry which, by the 21st century, have eliminated most of the prejudice a half-elf might experience in human cultures. Their long lifespans give half-elves plenty of time to build skills and most eventually become quite well-off before they reach old age. When humans begin saving for retirement, half elves of the same age are saving up for graduate school, their wanderlust driving them to periodically change careers. Darkvision and Fey Ancestry make them good investigators since they can perceive clues others might miss and they can't easily be dissuaded from a case. Their Charisma bonus allows them to excel at being negotiators, trial lawyers, executives, actors, or politicians.

In less progressive societies, half-elves are still regarded with a degree of superstition and may be shunned or exploited. In highly superstitious cultures, their longevity and Charisma lead many to believe that they are semi-divine in nature and individuals honor the half-elf, treating them like visiting royalty. Alternately, power-hungry individuals might capture half-elves in the hopes of transferring their longevity to themselves. Such places are the exception rather than the rule, but can be a shocking surprise to a traveling half-elf grown accustomed to equal treatment in their homeland.

Similarly, elvish culture does not change as rapidly as that of humans. Many elves still regard half-elves with a mixture of pity and condescension and as a result, half-elves typically favor their human half, preferring to live with their human relatives and avoiding elven society.



Reskinned: General Sci Fi

As the hybrid of two races, half-elves are possible in any science fiction universe. Especially one where elves are an offshoot of humanity (or vice versa) it makes sense that elves would retain reproductive capabilities with their parent species.

Reskinned: Near Future

A world that lacks elves can still have half-elves by giving them another origin. For instance, they might be an attempt to replace important individuals with genetically modified clones. The half-elven Charisma boost helps them impersonate the targeted individual. Likewise their Skill Versatility trait might represent knowledge that was sleep-taught to them in the cloning tube – or it could be the result of a biological predisposition toward certain talents. Their Fey Ancestry trait that makes them resistant to charm was intended as a safeguard to prevent tampering with the half-elf's mind so they couldn't be compelled to reveal information about their creator.

Reskinned: Future Earth

If several generations of designer babies results in elves (see Elves Reskinned: Future Earth), the offspring of such a creature and a baseline human would produce a half-elf, a being with some upgraded traits and some natural.

Half-Orc

Updated

Although half-orcs benefit from the same antidiscrimination laws that protect half-elves and other minorities, they don't fare as well as their more charming half-cousins. As children, their rapid growth sets them apart from others; teachers and their fellow students alike tend to find them intimidating, even if the half-orc doesn't mean to be. Upon reaching 6th grade, they're usually as large as an adult human and they reach full-size 2 years later. Most have dropped out of school or been expelled for bullying (whether the half-orc intentionally bullied or simply had an intimidating demeanor) before the 6th grade, though. Those that do manage to graduate high school are either extraordinarily academically gifted or deemed essential to an athletics program. The same situation applies to college. Most collegiate half-orcs are there on athletic scholarships; only the top 3% of half-orcs get into college on their academic merits.

The majority of half-orcs, lacking even a high school diploma, have difficulty finding legal employment and many turn to crime, which further diminishes their collective reputation. Forced to live in slums, gangs become their new tribe.

The places where half-orcs do excel are in regions of political instability where they often join militias, actual militaries, or mercenary groups. Their physical vitality and ferocity make them highly desirable as soldiers.

Reskinned: Apocalypse

A long-standing trope in sci-fi movies is that toxins and radiation can cause mutation, usually making the victim grow larger and stronger at the cost of becoming socially maladjusted or less intelligent. Orcs and half-orcs are therefore ideal candidates for representing the role of radioactive mutant. They might be changed by toxic run-off in the sewers, improperly disposed-of waste canisters, or atomic fallout. Alternately, they could be deliberately altered through scientific administration of hyper-steroids and mutagenic cocktails in an attempt to create enhanced soldiers.

In a harder sci fi universe, half-orc racial traits can be explained through natural selection caused by living in a harsh wasteland environment. The icy cold of nuclear winter and the burning deserts caused by global warming are both equally likely to result in half-orc-like creatures.

Reskinned: Future Earth

Stronger than humans and reaching physical maturity years before their human counterparts, half-orcs might be the result of a governmental program to create enhanced soldiers. Their Darkvision means they're spared the cost of expensive infrared goggles (while allowing the half-orcs use of their peripheral vision). They terrify enemy soldiers through their Menacing trait while Relentless Endurance allows them to survive wounds that would slay an ordinary human. Half-orc units may lack the discipline of conventional troops but they more than compensate with ferocity. When the war ends though, these "perfect soldiers" find themselves without a purpose and have the same difficulty assimilating into mainstream society as medieval half-orcs.



Human

As the "default" race in almost any 21st century campaign world, humans are the yardstick by which other races are measured. Accordingly, no special adjustments or reskinning are necessary.



Gnome

Updated

Life-long learners with an insatiable curiosity, gnomes generally do well in modern worlds, although the Shroud (see Shroud p. 137) can sometimes pose challenges for them. In some Shrouded worlds, gnomes appear to be human children, which limits their opportunities and blocks their access to most forms of higher learning. In others they appear as little people. In these worlds (or in worlds without a Shroud), their long lifespan ensures that even those born into poverty have plenty of time to overcome their circumstances and obtain at least one college degree. Many obtain multiple doctorates over the course of their lifetimes, although they don't necessarily work within the field for which their PhD applies.

Otherwise, they mostly live as their medieval ancestors did, although city-dwelling gnomes tend to favor basement apartments rather than burrows and they favor work in the sciences or information technology more than the traditional trades of tinker, gemsmith, or alchemist.

Reskinned: Alien Conspirators

Gnomes can be recast as “Grey” aliens simply by altering their appearance. Their size and speed are unchanged and the Grey’s large eyes explain the Darkvision trait. Their resistance to magic stems from their alien psychology – although in worlds completely without magic, their Gnome Cunning trait extends to all Intelligence and Wisdom saves, not just those against magic.

Greys are always dispatched to Earth on a mission, although they seldom reveal the purpose or precise nature of their agenda to natives. In many cases they are forbidden to discuss their mission, even to those they recruit to help them complete it. All such missions are in furtherance of some inscrutable agenda, unknown even to the greys themselves. For this reason, their alignment tends toward neutral much more than it does good.

Rock gnomes represent shipboard Greys, created to repair and maintain technological devices. Their Tinker ability gives them proficiency in Electronic toolkits instead of tinker’s tools. Additionally, it allows them to create small electronic instead of clockwork devices.

Other gnome sub-species represent greys that have been designed to interact with (and capture) living creatures for study.



Tiefling

Updated

The life of 21st century Tieflings are much like those of their medieval ancestors: they are greeted with the same suspicion and mistrust and face much of the same intolerance. Although they are technically protected by anti-discrimination laws, the reality is that bigots are very good at finding other, perfectly legal, reasons to deny Tieflings housing and employment. Consequently, they still tend to congregate in slums, often in orcish and half-orc neighborhoods where they are surrounded by individuals who have faced similar discrimination.

Some tieflings try to file down their horns and/or cover them with wigs or hair weaves. Teeth capping or a good set of dentures can eliminate their pointed teeth and full sclera contact lenses provide an effective, if uncomfortable way to make their eyes appear fully human. Those who can afford to do so, sometimes have their tails surgically removed to appear more “normal.” This is seen as a betrayal by most other Tieflings who frequently act violently against individuals who try to assimilate too thoroughly into human culture.

Even in worlds with a Shroud where Tieflings appear human to most eyes, they still subliminally make others uncomfortable. Individuals predisposed toward prejudice find that they take an irrational dislike to Tieflings, for no particular reason that they can explain.

Reskinned

In a campaign without magic, Tieflings could be explained as mutants, genetic constructs, or aliens. As a mutant or genetically engineered creature there are any number of horned, fanged, tailed, and/or nocturnal species from which to acquire their appearance and Darkvision traits. Sahara desert ants or Pompeii worms supply Fire Resistance, ink-exPELLing squids provide *darkness*, and bombardier beetles give their *hellish rebuke* ability. Although it’s unlikely for a single creature to manifest all of these traits through simple mutation, the fact that they already exist among various animal species indicate that it’s at least theoretically *possible*.

As aliens, Tieflings would have evolved on an excessively hot planet, possibly living in underground caves to escape the burning surface. Their home may have been a desert world or simply one where the average temperature approaches the boiling point of water. In such a world plant-life would have developed the ability to extract moisture from the air, eliminating the need for roots. Their sky may have been filled with sunlight-blocking, floating plants held aloft by lighter-than-air seed pods or it might simply have been obscured by permanent cloud cover. Such aliens might be peaceful ambassadors or might be covertly working to “terraform” Earth to be more like their home world.

Chapter 2: Updating Core Classes

The standard classes have been explicitly designed for use in medieval cultures and most need a few minor tweaks to maintain their viability in the contemporary era. The following section lists the suggested updates to each class where necessary. Expanded options for subclasses are also presented. In no way do these invalidate any existing subclasses; they merely provide player characters in a contemporary setting with supplementary options.

Barbarian

In this civilized era, there are fewer and fewer places where a raging primitive can thrive. Still, the barbarian class is useful for creating outlaws or psychotic characters subject to fits of rage.

Equipment

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

- (a) a shotgun or (b) any unrestricted martial weapon
- (a) a revolver or (b) any simple weapon
- An explorer's pack



Barbarian Primal Paths

At 3rd level, a barbarian gains the Primal Path feature. The Path of the Psychopath expands the list of available options.

Path of the Psychopath

Psychopaths have a low tolerance for frustration, lack of empathy, and poor impulse control. These qualities fuel their fits of rage and violent behavior. Some psychopaths are stereotypical sadists that revel in the suffering of others but many are simply self-interested individuals with an inability to relate to others. In other words, while psychopaths don't have to be evil, very, very few of them are good aligned.

Mask of Sanity

When you choose this primal path at 3rd level you gain proficiency in the Deception and Persuasion skills. Although incapable of true empathy, psychopaths have a knack for manipulating others.

Remorseless

Starting at 6th level, you gain resistance to psychic damage.

Cold-Blooded

Upon reaching 10th level, whenever you make a melee weapon attack using Strength, you may add your bonus damage as shown in the Rage Damage column of the Barbarian table, even if you are not currently raging.

Shallow Emotions

When you reach 14th level, you become immune to fear and the Frightened condition. Additionally you automatically have advantage when making saving throws against acquiring the Charmed condition. Psychopaths usually experience diminished sentiment and (except for rage) experience only fleeting emotions.

Bard

The 21st century has such a vast amount of knowledge to learn that it is impossible to learn it all. Instead most individuals tend to specialize in increasingly narrow areas of focus, leaving little room for those who aspire to become jacks of all trades. Additionally, it's increasingly difficult to make a living playing live music – and in most worlds magical effects are difficult, if not impossible to record.

Despite these obstacles, the bardic tradition endures. A few tenacious musician-mages manage to pass down knowledge the old fashioned way, forming master-apprentice relationships with new students, even though said students become harder to find each year.

Proficiencies

Weapons: Simple weapons, pistols and revolvers

Equipment

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

- (a) a semiautomatic pistol, (b) a revolver, or any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) an electric guitar or (b) any other musical instrument
- Undercover vest and stun gun



Bardic Colleges

Bards gain the Bard College feature at 3rd level. With permission from the Dungeon Master permission, the College of Radiance is available to bards in addition to those available from other sources.

College of Radiance

Members of the College of Radiance are as interested in flash as they are music. On stage, they often adopt glam-rock styles with outrageous costumes and dazzling light shows. Of course the audiences are unaware that said lightshow often originates from the Bard themselves.

According to legend, the College of Radiance was originally formed to combat the then-rising tide of undead, but their goals have become more diffuse and individualistic in recent years. Some view the organization's mandate to "bring light" to the world as a need to spread and knowledge. These often engage in charitable works that involve education and eradication of poverty. Other bards, interpret "bringing light" as introducing levity; these performers consider their work complete when their audience leaves entertained, their psychological burdens momentarily lightened.

Given that the college has fragmented and can't agree on an agenda, members seldom congregate. Even so, most feel still feel an obligation to assist their brethren when they encounter them.

Radiant Magic

When you choose this college at 3rd level you learn the dancing lights and light cantrips if you do not know them already. These spells do not count against the number of cantrips you know.

Radiant Spell List

The College of Radiance lets you choose from an expanded list of spells when you learn a bard spell. The following spells are added to the bard spell list for you.

College of Radiance Expanded Spells

Level	Spell
1st	<i>guiding bolt</i>
2nd	<i>moonbeam</i>
3rd	<i>daylight</i>
4th	<i>solar shield*</i>
5th	<i>laser beam*</i>
6th	<i>sunbeam</i>
7th	<i>prismatic spray</i>
8th	<i>sunburst</i>
9th	<i>prismatic wall</i>

*indicates a spell introduced in this book

Sparkle

Also at 3rd level, you can dazzle and overwhelm your enemies with burst of brilliant light. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to distract the attacker with glittering illumination, giving them disadvantage on their roll. Attackers that cannot be blinded are immune to this ability.

You may use this ability a number of times equal to your proficiency bonus. You regain all expended uses after you complete a long rest.

Shimmering Splendor

When you reach 6th level, you may add your Charisma modifier to the damage from any spell that you cast of 1st level or greater that deals fire or radiant damage.

Laser Therapy

Starting at 14th level you may choose to have your Song of Rest ability have either the standard effect or you may restore up to 30 hit points, divided as you choose among any number of creatures that you can see.

Cleric

Although cynicism and skepticism run rampant in the modern world, there is still room for faith. While genuine belief remains fairly common, a direct connection to the divine is incredibly rare in most campaign worlds, making clerics few and far between.

Still, player characters are meant to be exceptional, making them more likely to have the necessary devotion necessary to take levels in the cleric class. Whether an official member of the clergy or just an especially devoted layperson, modern clerics work to spread the faith.

Most modern faiths tend to emphasize peace and cooperation, attaching less value to fighting and conflict. As a result, the cleric of the twenty first century is considerably more cerebral and less hand-on than their medieval counterparts.

Equipment

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

- Any simple weapon
- (a) special response vest, (b) tactical vest or (c) light duty vest
- Taser
- (a) priest's pack, (b) diplomat's pack, or (c) an explorer's pack
- Holy symbol

Cleric Domains

In modern settings clerics may choose from the Communication domain and Innovation domains in addition to those available from other sources.

Communication Domain

In many metaphysical systems, language is the very essence of magic. In some myths the universe was spoken into existence. In others, it was a communication god that elevated mankind from the level of beasts by granting the gift of speech to them. Communication gods are sometimes depicted as messengers and negotiators. Such gods like Hermes and Papa Legba are often also associated with crossing (or guarding) boundaries and bridging the gap between opposing forces. Others, like Ogma and Bragi are associated with poetry.

In the modern world, these gods have expanded their portfolio to include media of all kind, including radio, television, and the internet. As ancient gods adapt to the

new modes of communication, newer esoteric gods vie for position, trying to carve out sub-domains for themselves. For instance LOL the god of memes is eternally at war with the mighty Emoticon, although the war is cultural, rather than military in nature.

Communication Domain Spells

Cleric Level	Spells
1 st	<i>command, comprehend languages</i>
3 rd	<i>enthrall, zone of truth</i>
5 th	<i>glyph of warding, tongues</i>
7 th	<i>compulsion, locate creature</i>
9 th	<i>legend lore, telepathic bond</i>

Blessing of Speech

At 1st level you learn three languages of your choice. You also become proficient in your choice of three of the following skills or tools: Animal Handling, Encryption/Decryption Software, Hacking Software, Insight, Persuasion, Programming Languages, or Religion.

Channel Divinity: Silent Communion

Starting at 2nd level you can use your Channel Divinity to coordinate your allies, enabling them to work together with mechanical precision.

As an action, you present your holy symbol and utter a small prayer. Any allied creature within 30 feet of you gains the ability to take the Help action as a bonus action once within the next minute.

Projective Empathy

When you reach 6th level, you may, as a bonus action, enter into empathic communication with another creature within 60 feet of you. If the creature fails a Wisdom saving throw they become capable of feeling your emotions and, to a lesser degree, physical sensations, including pain. For the next minute, whenever you sustain damage, the target creature suffers an amount of psychic damage equal to half the damage you just sustained. Creatures who are immune to being charmed are unaffected by this ability.

Once you have used this ability, you may not use it again until you have completed a long rest.

Divine Strike

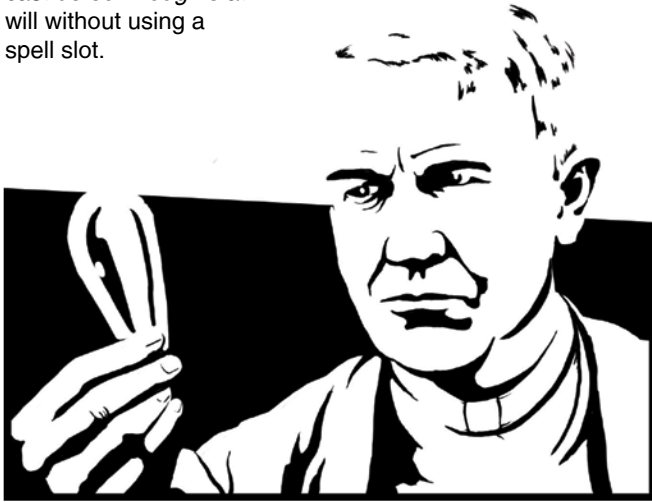
At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Telepathy

At 17th level you gain the ability to communicate telepathically with any creature that you perceive within 120 feet of you. You don't need to share a language with the

creature for it to understand your telepathic communication, but the creature must be able to understand at least one language. You may telepathically cast spells that only require verbal components (such as *healing word* or *geas*) without speaking.

Additionally, you may cast *detect thoughts* at will without using a spell slot.



Innovation Domain

Once nearly synonymous with domains centered on creativity, wisdom, and knowledge, Innovation has expanded into a domain of its own over the past few centuries. Driven by (or perhaps responsible for driving) the relentless pursuit of progress, the gods of innovation work to drive change and disrupt paradigms. Accordingly, they are often associated with chaotic alignments.

Followers of gods of innovation seldom pray for miracles. Instead, they ask to receive creative inspiration – new ideas which would allow them to solve their own problems. A novel solution is worth more to them than all the gold in the world.

Many ancient gods of inspiration such as Wotan, Apollo, Ea, Kvasir, and the Muses have adapted to the modern world and continue to inspire new idea in their followers. However, brand new gods have also emerged, representing abstract forces such as the March of Progress or Modernity itself.

Innovation Domain Spells

Cleric Level	Spells
1st	<i>identify, refill*</i>
3rd	<i>enhance ability, magic weapon</i>
5th	<i>phantom steed/phantom chopper*, refurbish*</i>
7th	<i>fabricate, stone shape</i>
9th	<i>animate object, creation</i>

*indicates a spell introduced in this book

Blessing of Creativity

At 1st level you gain proficiency in any two tools, weapons, or software of your choice.

Operational Excellence

Also at 1st level you may choose between air vehicles, ground vehicles, and water vehicles. You have proficiency with all vehicles of that type.

Channel Divinity: Rousing Inspiration

Starting at 2nd level, you can use your Channel Divinity to inspire and motivate your allies.

As an action, you present your holy symbol and make a short, rousing statement. All allies within 30 feet who can see or hear you receive a number of temporary hit points equal to twice your level.

Ingenious Tactics

Starting at 6th level you may call tap into the forces of divine inspiration to pioneer new tactics and innovative maneuvers. You may use your reaction to give yourself advantage on an attack roll, ability check, or saving throw or to give a creature attacking you disadvantage on an attack. You may use this ability a number of times equal to your Wisdom modifier. You regain any spent uses after completing a short rest or a long rest.



Ingenious Magic

When you reach 8th level, you may add your Wisdom modifier to the damage you inflict through cleric cantrips.

Futurist Avatar

At 17th level you can call the power of divine inspiration into yourself as a bonus action. For the next minute you may force all creatures within 30 feet of you to make an Intelligence saving throw or gain the incapacitated condition for 1 minute while an overwhelming and unrelenting barrage of new ideas and concepts are forced into their minds. A creature loses the incapacitated condition if it takes damage. Once the incapacitated condition ends, a creature cannot remember any of the ideas they were shown.

You may exclude allies from this effect.

After using this ability you must complete a long rest before you may use it again.

Druid

The druidic tradition is all but dead in the 21st century but a few reconstructionists and ecological activists have managed to preserve (or, in some cases, rediscover) the ancient lore. Most modern druids avoid cities and “civilization” in general, preferring to live in the few places that remain wild and untamed. There they battle against land developers, polluters, and any who would exploit the land and its resources.



Modern druids will not only refuse to use armor or shields made of metal but they will also avoid wearing or using items made from plastic and other synthetic materials.

Proficiencies

Weapons: Clubs, daggers, darts, hunting rifles, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Equipment

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

- (a) a wooden shield or (b) any simple weapon
- (a) hunting rifle or b) any two simple melee weapons
- Leather armor, an explorer's pack, and a druidic focus

Druid Circles

At 2nd level, a druid gains the Druid Circle feature. The Circle of Retribution is available to druids in addition to those offered in other sources.

Circle of Retribution

For centuries, humankind has exploited and abused the planet. The Earth has played victim long enough and now cries out for revenge – or so believe druids of the Circle of Retribution. The earth is crying out for vengeance and they are its voice. These eco-warriors lack the patience to combat polluters in the courts and take the fight directly to their foes. Accordingly many utilize the tactics of terrorists and guerillas, hiding from the world and emerging only to wreak havoc and destruction on their foes.

Most Circle of Retribution druids are content with halting the depletion of the natural world or at least preserving some small portion of the natural world but a few zealots hold that true balance can only be restored when humans are returned to a stone-age level of technology. Regardless of their end game, the Circle of Retribution all embrace the harsh and destructive side of nature and their magic reflect this.

Guerilla Tactics

When you choose this circle at 2nd level, you gain proficiency in Stealth.

Retribution Magic

The Circle of Retribution lets you choose from an expanded list of spells. The following spells are added to the druid spell list for you.

Retribution Expanded Spells

Level	Spell
cantrips	<i>acid splash, true strike</i>
1st	<i>bane, guiding bolt</i>
2nd	<i>acid arrow, misty step</i>
3rd	<i>bestow curse, stinking cloud</i>
4th	<i>black tentacles, dimension door</i>
5th	<i>cloudkill, contact other plane</i>
6th	<i>disintegrate, eyebite</i>
7th	<i>etherealness, finger of death</i>
8th	<i>demiplane, indindiary cloud</i>
9th	<i>astral projection, true polymorph</i>

Breath Taker

When you reach 6th level your connection to the dark side of nature allows you to drain a creature's vitality with a touch. When you touch a creature or hit them with an unarmed strike or weapon, they must make a Constitution saving throw or suffer a level of exhaustion in addition to any damage sustained. You may use this ability a number of times equal to your Wisdom modifier. You regain all expended uses after you complete a long rest.

Duality Touched

Starting at 10th level, your connection to both the light and dark side of spirituality gives you resistance to necrotic and radiant damage.

Off the Grid

At 14th level, you've internalized the hit-and-run lifestyle to such an extent that your magic works behind the scenes to shield you from detection. You cannot be scried or spied upon through magical means. Even mundane attempts to surveil you have disadvantage.

Fighter

Wherever there is conflict there will be a need for fighters. While time has changed the weapons and tactics fighters employ, their fundamental role has remained unchanged throughout the centuries.

Equipment

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

- (a) Special response vest or (b) undercover vest and semiautomatic pistol
- (a) Assault rifle, (b) sniper rifle, or (c) submachine gun
- (a) Revolver or (b) Taser and tonfa
- (a) a dungeoneer's pack or (b) an explorer's pack

Fighter Archetypes

At 3rd level, a fighter gains the Martial Archetype feature. The Sport Fighter option is available for fighters in addition to those from other sources.

Sport Fighter

From the ancient Olympics to the modern day prize fighters, sport combat has drawn in fighters across the ages. Catch Wrestling, Mixed Martial Arts, Pankration, and Kickboxing all fall under the umbrella of a sport fighter. The Sport Fighter is not subtle, they will close in quickly to catch and then pound down an opponent.

Unarmed Mastery

When you choose this archetype at 3rd level you may add your proficiency bonus to the damage inflicted by your unarmed strikes. Furthermore, your unarmed strikes are considered light weapons, allowing you to make a second unarmed attack each round as a bonus action.

Clinch Control

Beginning at 7th level, as a bonus action you can exercise greater control of a grappled opponent by twisting their joints painfully. If the opponent fails a Wisdom saving throw against a difficulty of 8 + your Strength modifier + your proficiency modifier they must subtract a d6 from their next action they take.

Quick Disarm

At 10th level, you may use your reaction to attempt to disarm an attacking opponent.

Knock Out Power

At 15th level, as a bonus action you can cause a grappled opponent to make a Constitution save with a difficulty of 8 +

your proficiency bonus + your Strength modifier. If they fail, they become incapacitated. Additionally, if you score a critical hit with an unarmed strike on any foe, the target must make a Constitution save or become incapacitated.

Any incapacitated character may make an additional saving throw to recover at the start of their subsequent turns.

Killing Blow

At 18th level you can use an action surge to make one of your successful unarmed strikes a neck-breaking attack. The target must have 50 or fewer hit points and is entitled to make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Strength modifier. If they succeed, they take double normal damage. On a failure they immediately drop to 0 hit points.

Well Rounded

Also at 18th level, you may use your advanced fighting skills to mimic the effects of weapons using your bare hands. You may choose to have your unarmed strikes inflict edged, force, or piercing damage.

Monk

The monk class is fundamentally unchanged in the 21st century. Whether training in remote Shaolin temples or simply practicing martial arts zealously for hours each day, monks are a capable, if uncommon, adventurers.

Monastic Traditions

At 3rd level, a monk gains the Monastic Tradition feature. The Way of Immobilization is available to monks, in addition to those offered from other sources.



Way of Immobilization

Some schools of martial arts teach a more elegant way to neutralize opponents than by bludgeoning them into a bloody pulp. The Way of immobilization teaches practitioners to first disarm their opponents, then to restrict their ability to do harm to others. In the process, one learns how to fearlessly handle foes that are much larger or smaller than themselves. Ultimately, the Way of Immobilization teaches a mastery of combat that transcends mere grappling.

While some who practice the Way of Immobilization take a pacifist's approach towards their abilities to manipulate and control an opponent, others choose to focus on the cruel delights of locking joints, choking, and inflicting pain on an opponent unable to escape. Most live somewhere between these two extremes.



Grappling Expertise

When you choose this archetype at 3rd level you gain expertise with grappling. You may add double your proficiency bonus to Strength (Athletics) rolls to initiate or defend against a grapple.

Agile Disarm

Also at 3rd level, you may attempt to disarm an opponent with an unarmed strike instead of a weapon attack. Additionally, you do not automatically suffer disadvantage if the opponent holds their weapon with two or more hands.

Joint Lock

Upon reaching 6th level, you can initiate a grapple against creatures up to 2 sizes larger or smaller than yourself; such targets do not automatically succeed on attempts to escape your grapple.

Choke Hold

Also at 6th level you may choose to inflict Martial Arts damage as part of a successful grapple.

Nerve Strike

Starting at 11th level you may pay 1 ki point to make one of your unarmed strikes a nerve strike. The target creature must make a Strength saving throw or have 1 limb of your choice be paralyzed. With one paralyzed leg, all terrain becomes difficult terrain for the creature. If all legs (or supporting limbs) become paralyzed, the creature falls prone. If an arm is paralyzed, the creature may not attack with it. The creature may make an additional saving throw at the end of each of its turns to throw off all paralytic effects.

Grapple Mastery

When you reach 17th level, targets you grapple automatically have disadvantage on attempts to escape the grapple.

Paladin

Evil exists in any world most worlds with divine magic will have paladins that are drawn to fight it. Although the majority of contemporary religions advocate peaceful conflict resolution, sometimes a sword (or firearm) really is the best way to protect the innocent.

Most contemporary paladins are members of secret societies. Resembling modern-day Templars, these cabals are typically dedicated to covertly stamping out (or at least combatting) supernatural creatures. On the other hand, sometimes a lone individual will swear a paladin's oath only to find that some holy force was listening and has granted them power in exchange for their service.

Equipment

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

- (a) a shotgun and riot shield or (b) two unrestricted martial weapons
- (a) a semiautomatic pistol or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- (a) Forced entry unit or (b) special response vest and riot shield

Paladin Oaths

The Oath of Rebirth is available to paladin characters in campaigns where it would be appropriate.

Oath of Rebirth

Paladins who swear the Oath of Rebirth believe that the world is teetering on the brink of destruction and could end at any moment. Some may believe that civilization will fall in a rain of atomic hellfire, others that it will be devoured in a zombie apocalypse, or implode due to overpopulation and competition for resources. Sometimes called the Domsday Knights or Armageddon Wardens, paladins who swear this oath are dedicated toward ensuring that goodness, hope, and justice survive in the wasteland to come. Toward that end some work to preserve knowledge and technology that will be necessary to rebuild, gathering powerful mystic artifacts and burying books and tools in airtight containers. Others, who are certain that the end will come in their lifetimes train and prepare themselves to protect the innocent from the coming darkness when it arrives.

Of course, it's also possible that the apocalypse has already come and gone in your campaign world, in which case those who have sworn the Oath of Rebirth have emerged from hiding and are actively working to re-establish law and virtue in a world almost devoid of either.

Tenets of Devotion

The exact phrasing of the oath varies between individuals but the intention and sentiment is always the same; paladins of this oath share these tenets.

Be Prepared. Never act impulsively. Always have a plan. And a plan B. Foolhardy risks mean waste. Resources will be scarce enough without ill-considered squandering.

Safeguard the Virtuous. Help others and protect those who cannot defend themselves but be wary of those who would exploit your benevolence.

Establish Law. Power unfettered by rules is tyranny. Justice can only thrive when everyone plays by the same rules – or at least suffers the same punishments under the law.

Expunge Evil. Desperate times call for desperate measures and people often do things they regret to survive. Everyone deserves a chance to atone but those who consistently choose to do wrong must be eliminated to prevent them from corrupting others.



Oath Spells

You gain the following oath spells at the paladin level listed.

Oath of Rebirth Spells

Paladin Level	Spells
3rd	<i>comprehend languages, purify food and drink</i>
5th	<i>augury, lesser restoration</i>
9th	<i>plant growth, tongues</i>
13th	<i>divination, guardian of faith</i>
17th	<i>greater restoration, legend lore</i>

Channel Divinity

When you take this oath at 3rd level you gain the following two Channel Divinity options.

Receptacle of Knowledge. As an action you may use your Channel Divinity ability to temporarily give yourself expertise with any 3 tools for 2 hours. When you make ability checks using these tools, you may add double your proficiency bonus to the roll.

Turn the Accursed. As an action, you present your holy symbol and speak a prayer censuring the unrighteous using your Channel Divinity. In a typical campaign “the unrighteous” usually constitutes undead and fiends but in a post-atomic apocalypse, the unrighteous might represent mutants or irradiated creatures. In a campaign world ravaged by alien conquerors the unrighteous could be the invaders. Each unrighteous creature that can perceive you and is within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw it is turned for 1 minutes or until it takes damage.

A turned creature must spend its turn trying to move as far away from you as it can and can’t willingly move to a space within 30 feet of you or take reactions. For its actions, it can only take the Dash action or try to escape from an effect that prevents it from moving. If there’s nowhere for the creature to move to it can take the Dodge action instead.

Detoxifying Aura

Starting at 7th level, your strength of purpose shields you from physical corruption. You and friendly creatures within 10 feet of you gain resistance to poison damage and have advantage on saving throws against acquiring the poisoned condition.

At 18th level the range of the aura increases to 30 feet.

Safe Zone

Beginning at 15th level, you may declare an area as large as a 90 foot cube to be a secured area. A secured area has the following effects:

- Every creature that is allied or neutral to you becomes immune to the poisoned condition and poison damage for as long as they remain within the secured area. Poison damage they may have already suffered is unaffected.
- Every creature within the secured area is affected by a *calm emotions* and *nondetection* spell.
- The secured area acts as an *alarm* spell, alerting you each time its border is crossed,
- Any “unrighteous” creatures who attempt to enter the secured area must make a saving throw against your spell save DC or be affected by a *hold monster* spell.

A secured area persists until you voluntarily release the effect as an action or you declare a different location to be a secure area.

Avatar of Restoration

At 20th level, you can assume the form of an avatar of the world restored as an action. For 1 hour, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- You emanate an aura of restoration in a 30-foot radius. Any toxic, poisonous, or radioactive substance within this radius is instantly neutralized, becoming inert. Any creature within the 30-foot radius becomes immune to poison damage, necrotic damage, and the poisoned condition (although they do not heal any existing damage).
- Flowers and grasses spring to life in the same 30-foot radius. Each round you may choose to duplicate the effects of a *plant growth* spell or cause plant seeds to germinate and instantly grow to a harvest-ready size as a *create food and water* spell.

Once you use this feature, you can't use it again until you finish a long rest.

Ranger

Although truly wild places are rare and far between in the modern era, Rangers are still fairly common in the modern era. Instead of defending the outskirts of civilization from wild creatures they work on the fringes of society, protecting it from the wild elements that emerge from within.

Equipment

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

- (a) a special response vest or (b) a light duty vest
- (a) two semiautomatic pistols or (b) a machine pistol
- (a) a dungeoneer's pack or (b) an explorer's pack
- A hunting rifle

Artificial Exploration

Modern rangers add the following to the list of favored environments that they choose from as part of their Natural Explorer ability: Urban, Highway, and Virtual.

Non-magical Rangers

Ranger can be a viable class in campaign worlds without magic. Substitute the following abilities for spellcasting and the ranger will remain balanced with other classes. Alternately, you may wish to use these alternate abilities, even in a campaign with magic.

Liminal Points

Instead of gaining spells at second level, Rangers in non-magical worlds gain access to liminal points representing their ability to operate in both law-abiding society and the criminal fringes. Starting at second level, they have a number of liminal points equal to their level.

Abilities which are normally activated by expending a spell slot (such as Primal Awareness) may instead be activated by spending a liminal point. Alternately, you may spend liminal points to add a bonus to any ability check on a one-for-one basis. You may spend the points after you roll but before you find out if the roll is a success or not.

You recover spent liminal points after a long rest.

Spell-less Abilities.

Also at second level, you may choose two of the following abilities:

At levels 5, 9, 13, and 17, you may choose an additional ability.

Acute Senses. Your senses are unusually sharp. You may spend a liminal point to give yourself advantage on a Wisdom (Perception) roll.

Eye for Detail. Your keen senses give you advantage on Wisdom saving throws against illusions.

Forensic Examiner. You have trained to forensically analyze evidence collected from crime scenes, including dead bodies. You may spend a liminal point to temporarily give yourself proficiency in any piece of scientific equipment or on any roll to determine time or cause of death.

Forensic Retrieval. You are an expert at examining scenes for evidence. You may spend a liminal point to give yourself advantage on Intelligence (Investigation) rolls.

Gut Instinct. You may spend a liminal point to use your action to momentarily ponder the outcome of a given course of action. You gain an intuitive sense of what will happen similar to the *augury* spell.

High Pain Threshold. (requires 13th level) You may spend 2 liminal points to give yourself resistance to nonmagical bludgeoning, piercing, and slashing damage for up to 1 hour. You also gain advantage on ability rolls and saving throws to resist pain, torture, or fatigue.

Informants. You have a number of criminal informants who are willing to sell you information (or trade it for the occasional favor). When you make a Charisma check to gather information you may spend a liminal point to add your proficiency bonus to the roll.

Internal Polygraph. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 10 or lower on the d20 as an 11.

Interrogator. You gain proficiency in Intimidation. Additionally, any character proficient in Persuasion can take the Help action on one of your Charisma (Intimidation) checks

Interviewer. You gain proficiency in Persuasion.

Keen Intuition. You have a knack for spotting traps and ambushes. You have advantage on Dexterity saving throws against traps and spells that you can see or hear coming.

Lingering Ammunition. When your weapon has run out of ammunition you may spend 2 liminal points to declare that there is “coincidentally” one round left in the chamber. Once you use this ability you may not use it again until you complete a short rest or a long rest.

Observant. You gain proficiency in Perception.

Nose for Trouble. You are always alert and ready for danger. If you are surprised at the beginning of combat, you may spend 2 liminal points to act normally, even if you would not normally be aware of your opponents.

Precision Strike. You may spend a liminal point to increase the damage inflicted by one of your attacks by 2d6. When you reach ninth level, the additional damage increases to 3d6. Once you use this ability you may not use it again until after you complete a short rest or long rest.

Procedural Mastery. You gain proficiency with Evidence Collection Kits and Surveillance Kits.

Slippery Movements. (requires 9th level) You may spend a liminal point to render yourself unaffected by difficult terrain for up to 1 hour. During this period you may automatically slip out of any handcuffs or bonds as a bonus action.

Student of Human Nature. You gain proficiency in Insight.

Tremendous Stamina. (requires 5th level). You may spend a liminal point as a bonus action to throw off the effects of one condition afflicting you or remove one level of fatigue. After using this ability you may not use it again until you have completed a short rest or a long rest.

Well-Informed. You know a little bit about everything and everyone. When you first encounter a new character who either has a criminal record or is a newsworthy figure you may, as a bonus action, spend a liminal point to “remember” a fact about them. You may spend multiple points to learn additional facts. The game master should warn you if there is nothing left to know before you spend the points.

Ranger Archetypes

The ranger class has broadened in the 21st century to include two additional archetypes: Detectives and the CyberSec Agent.

Detective

Insatiably curious yet deeply pragmatic, Detectives live to solve mysteries. Whenever there's a secret to expose or a puzzle to solve, you'll find an investigator delving for the truth. Although they prefer to use their brains to solve problems, they are also capable of defending themselves and subduing the guilty.

Forensic Reconstruction

Starting at 3rd level, you can use trace evidence found at a scene to piece together events that recently happened at the scene of your current location. You can discern the number of individuals who were present, who attacked whom and with what, and the direction in which any party traveled when they left. It takes 1 minute to determine this level of detail but spending more time may reveal more information. If the game master determines that more facts can be recovered from the scene, you can only uncover them if you have an evidence collection kit and succeed on an Intelligence (Investigation) roll.

Psyche Profile

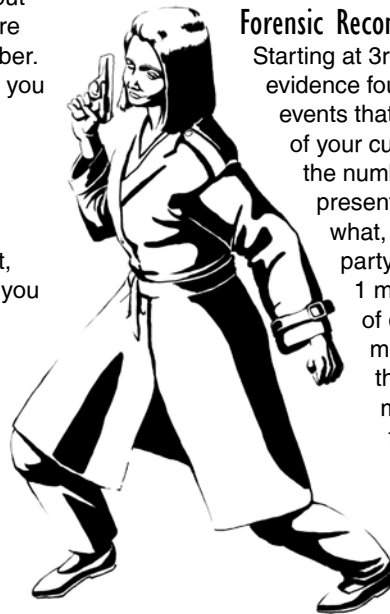
By the time you reach 7th level you've gained enough insight to discern an individual's alignment after engaging them in conversation for 1 minute or more. You may also learn an individual's alignment through your Forensic Reconstruction ability. If your campaign does not use the alignment system (or if you and your Dungeon Master prefer) you may instead learn a character's Ideal, Bond, or Flaw.

Internal Polygraph

Beginning at 11th level you know when someone is lying to you. You have advantage when opposing the Charisma (Deception) skill or saving against illusions.

Hard Boiled

At 15th level you are so inured to horrific crime scenes and human depravity that nothing shocks you. You have resistance to psychic and bludgeoning damage. As a reaction, you may spend either a spell slot or a liminal point yourself resistance to all damage types until the start of your next turn.



Cybersec Agent

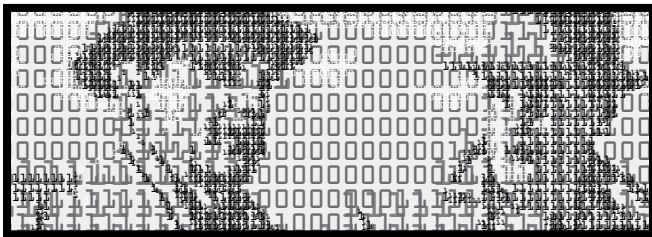
Cyber security agents patrol the newest frontier – the digital web, skirting the pixel-thin line between white hat security from black hat hackers. They safeguard the virtual world from online menaces.

Digital Security

Starting at 3rd level, you gain proficiency in computers, hacking software, and all security software applications.

If your campaign allows magic you may add the following spells to the Ranger spell list:

1st level: *phantom wifi**, *reboot**, *recharge**; 2nd level: *discern password**, *mental firewall*; 3rd level: *refurbish**



Instant Search Engine

When you reach 7th level, you gain the Well-Informed spell-less ability – except that you learn two pieces of information per liminal point spent. If you had already chosen Well-Informed as one of your abilities you may choose another ability instead.

If using spells instead of liminal points, you may spend a spell slot to learn two pieces of information per level of the spell slot. (i.e. using a 2nd level spell slot gives you 4 facts about your target).

Satellite Surveillance Macros

Starting at 11th level you can tap into satellite networks to track the location of almost any individual. You may spend a liminal point to take an action to duplicate the effects of a *locate creature* or *nondetection* spell. Alternately, you can spend 2 liminal points to duplicate the effects of *scrying* as an action. The target must be within range of a networked camera or outdoors (where it can be spotted by a satellite) to be scryed upon. These effects are not magical nor can they be dispelled or affected by an *antimagic sphere*.

Computer Simulations

Upon attaining 15th level, your computer expertise allows you to predict the optimal tactics to employ in a given situation by running software simulations. Whenever you or an allied creature fails an attack roll or a saving throw, you may use your reaction to re-roll with advantage. You may use this ability a number of times equal to your Wisdom modifier before you must complete a long rest or a short rest.

Rogue

Within any culture, there are scoundrels and profiteers looking to siphon off the prosperity of others. The most highly successful modern rogues emphasize charm and deception, bilking hundreds of people through Ponzi schemes and other frauds. However, there will never be a shortage of thugs willing to get their money the old fashioned way – through violence.

Proficiencies

Weapons: Simple weapons, pistols and revolvers

Equipment

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

- (a) semiautomatic pistol or (b) revolver
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Undercover vest, two switchblades, and thieves' tools

Roguish Archetypes

At 3rd level, a rogue gains the Roguish Archetype feature. Rogues may choose the traceur archetype In addition to the options available from other sources.

Traceur

Practitioners of the art of parkour, traceurs are experts at moving over, under, and through urban terrain. A traceur in motion is a blur of finesse and power, moving across the scene in seemingly impossible ways. Some are flashy free-runners while others are as silent as a ninja. There are virtually no obstacle that they can't glide, flip, or leap across.

Surefooted

When you choose this archetype at 3rd level, you gain the ability to quickly scurry over obstacles; climbing no longer costs you extra movement.

Additionally, standing up from a prone position only uses 5 feet of movement instead of the usual 15.

Rush

Also at third level if you move at least 10 feet toward a creature you may shove that creature as a bonus action. If you succeed on the contested roll, you may push the target up to 10 feet away.

Spring & Vault

At 9th level, your base movement rate increases by 10 and you are unaffected by all non-magical difficult terrain.

Parkour Mastery

Also at 9th level, as a bonus action you may give yourself advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you make in the same turn.

Unrestrained Movement

When you reach 13th level, you permanently benefit from the effects of a *freedom of movement* spell. Additionally, standing up from a prone position does not use any of your movement for that turn.

Swift Dodge

Starting at 17th level, any time you use the bonus action gained from your Cunning Action ability to Dash, you gain the benefits of the Dodge action as well.

Sorcerer

Most worlds with any significant amount of magic will have sorcerers. In cultures without a strong academic tradition or that discourage a formal study of magic sorcery might even be the predominant form of magic.

Proficiencies

Weapons: Daggers, darts, slings, quarterstaves, light crossbows, semiautomatic pistols

Equipment

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

- (a) a semiautomatic pistol or (b) any simple weapon
- (a) a Taser or (b) a stun gun
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

Sorcerer: Psychic Origins

Many science fiction campaign worlds allow for the possibility of psionic or psychic abilities but not magic. Additionally the horror genre is rife with characters that have innate psychic abilities but don't formally cast spells. These types of characters can easily be created by introducing the following sorcerous origins: Clairvoyant, Pyrokinetic, Telepath, and Telekinetic. A sorcerer with one of these origins has abilities that stem from psychic (or psionic) sources rather than magic.



Clairvoyant

Clairvoyants are frequently beset by visions, some pleasant, some steeped in horror. Some experience these visions as a form of intuition or insight while others are momentarily debilitated by the sheer power of the information imprinting itself on their senses. Neophyte clairvoyants often experience overwhelming visions which gradually become less taxing as they gain greater control over their psychic abilities.

Most clairvoyants work to correct injustices; often the only way to stop seeing images of murder victims is to bring their killer to justice. These individuals are driven to do good because it's the only way they can briefly know peace. Others use their clairvoyant abilities for their own benefit. Even abilities that only occasionally grant insight can make blackjack or roulette immensely more profitable. Such individuals often go to great lengths to conceal their abilities so as not to lose their advantage.

Expanded Spell List

The clairvoyant origin lets you choose from an expanded list of spells when you learn a sorcerer spell. The following spells are added to the sorcerer spell list for you.

Clairvoyant Expanded Spells

Spell Level	Spells
cantrips	<i>guidance</i>
1st	<i>identify</i>
2nd	<i>find traps</i>
3rd	<i>locate object</i>
4th	<i>divination</i>
5th	<i>legend lore</i>
6th	<i>find the path</i>
7th	<i>project image</i>
9th	<i>foresight</i>

Premonitions

When you choose this ability at 1st level, your psychic powers give you advance warning of impending danger. You gain advantage on ability checks to determine if you are surprised. Additionally you may add your proficiency bonus to initiative checks.

Foresight

Starting at 6th level if you know the *guidance* cantrip, you may cast it on yourself as a bonus action by spending 1 sorcery point.

Extended Clairvoyance

When you reach 14th level, your divination spells become more potent. You can apply the extended spell metamagic to any divination skill you cast without spending a sorcery point.

Ongoing Revelations

At 18th level, you may convert sorcery points into spell slots for half the usual cost – as long as that spell slot is used to cast a divination spell.



Pyrokinetic

The classic fire-starter, pyrokinetics excel at generating heat and causing flammable materials to ignite. Driven by their passions, they are often volatile and quick-tempered. Their power seethes and roils within them, sometimes gently, sometimes violently, but always seeking expression.

Almost all pyrokinetics have started at least one fire accidentally before they learned to fully control their powers. Such incidents often leave both physical and psychic scars behind. Consequently, many pyrokinetics deliberately exclude themselves from society for fear of accidentally blazing out of control again. Many become wanderers and vagabonds, always on the move but ever-incapable of escaping themselves or the spiritual embers shouldering within.

Expanded Spell List

The pyrokinetic origin lets you choose from an expanded list of spells when you learn a sorcerer spell. The following spells are added to the sorcerer spell list for you.

Pyrokinetic Expanded Spells

Spell Level	Spells
cantrips	<i>produce flame</i>
1st	<i>faerie fire</i>
2nd	<i>flaming sphere, heat metal</i>
4th	<i>fire shield</i>
5th	<i>flame strike</i>

Produce Flame Manipulation

Starting when you choose this origin at 1st level, when you cast *produce flame*, you can make the flame flare up to shed bright light up to a 30 foot radius and dim light for an additional 30 foot radius. You may also cause it to ebb so low that it only sheds dim light in a 5 foot radius.

As an action, you may also use the flame to ignite flammable materials with a touch.

You may also make a melee attack with the flame. Treat this as an unarmed strike that deals fire damage and uses your Charisma modifier instead of Strength for the purposes of calculating damage. This does not automatically end the spell (although throwing the flame does).

Fiery Affinity

Starting at 6th level, you gain resistance to fire damage.

Nourishing Flame

When you reach 14th level you gain the ability to draw the essence of a fire into yourself, extinguishing it and nourishing you. As an action you may spend 2 sorcery points to extinguish all normal fires within a 20 foot radius of yourself. You may also use this ability to cast *dispel magic* on magical fires, such as those from *wall of fire* spells.

Campfires and hearth fires provide you nourishment equivalent to a good meal. Larger fires such as house fires or forest fires not only feed you but eliminate a level of exhaustion as well.

Fireproof

At 18th level you acquire total immunity to fire damage. You also gain resistance to radiant and lightning damage.

Telekinetic

Telekinetics generate pure physical force with their minds. Initially, they can only clumsily levitate small objects but their power and precision grow with every level. Adolescent telekinetics are often plagued by poltergeist phenomena until they learn to fully control their powers. A few never accept that the power is within them and continue to believe that they are followed around by spirits or invisible demons that move things on their behalf.

A telekinetic's powers are influenced by their emotions, although less strongly than that of a pyrokinetic. Anger or other powerful feelings can accidentally activate their powers in sometimes subtle, sometimes spectacular displays. Consequently, most telekinetics struggle to suppress their emotions and try to remain stoic at all times.

Expanded Spell List

The telekinetic origin lets you choose from an expanded list of spells when you learn a sorcerer spell. The following spells are added to the sorcerer spell list for you.

Telekinetic Expanded Spells

Spell Level	Spells
cantrips	<i>shillelagh</i>
1st	<i>unseen servant</i>
2nd	<i>spiritual weapon</i>
3rd	<i>wind wall</i>
4th	<i>resilient sphere</i>
5th	<i>telekinesis</i>
6th	<i>move earth</i>
7th	<i>forcecage</i>
8th	<i>earthquake</i>

Mage Hand Legerdemain

Starting when you choose this origin at 1st level, when you cast *mage hand*, you can choose to make the spectral hand invisible. In addition to the standard uses, you use the hand to perform the following tasks:

- The hand can stow any single item it is holding in a container that another creature is carrying or wearing.
- You can remove an item that is within a container that another creature is carrying.
- You can manipulate complex objects (such as keyboards or touch-screen telephones)

You must succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check to perform these tasks unnoticed.

Telekinetic Shove

Starting at 6th level, as an action you may spend 1 sorcery point to shove a creature or object with telekinetic force. The target must be within 30 feet of you. You may push an untended object weighing 100 pounds or less 10 feet. If the target is a creature or held by a creature make a Charisma roll contested by the creature's Strength. If you succeed you may push the creature to the ground, rendering it prone. Or, if your target was an object held by the creature, you knock the object out of their grasp and up to 5 feet away in a direction of your choice.

Greater Telekinesis

Upon reaching 14th level, when you cast the *telekinesis* spell you may add your proficiency bonus when making contested rolls to move objects or creatures.

Additionally, you may cast *telekinesis* as an action by spending 5 sorcery points.

Telekinetic Flight

When you reach 18th level you can *fly* at will without expending a spell slot or taking an action.

Telepath

The ability to make direct mental communication with another mind is both a blessing and a curse. Many telepaths believe that they are going insane when they first begin hearing the thoughts of other people, a diagnosis that most medical professionals are happy to confirm. As a result, a sizable fraction of telepaths end up on anti-psychotic meds which usually impair their abilities, at least to some degree.

Those who avoid this fate develop rigorous mental discipline to keep their thoughts separate from everyone else's. Telepaths tend to follow one of two paths, becoming either manipulators – readily using their powers to learn one's innermost desires – or guardians – holding sacrosanct the right to privacy. The two camps don't necessarily align on the expected moral axis. Many manipulators use their powers to help others, reasoning that you must first understand someone's dreams before you can help fulfill them. Likewise, a fair number of guardian-types seem to have no problem with profiting from information “voluntarily” shared with them.

Expanded Spell List

The telepathic origin lets you choose from an expanded list of spells when you learn a sorcerer spell. The following spells are added to the sorcerer spell list for you.

Telepath Expanded Spells

Spell Level	Spells
cantrips	<i>vicious mockery</i>
1st	<i>speak with animals</i>
2nd	<i>detect thoughts</i>
3rd	<i>sending</i>
4th	<i>compulsion</i>
5th	<i>modify memory</i>
6th	<i>magic jar</i>
8th	<i>mind blank</i>
9th	<i>astral projection</i>

Telepathic Mind

Starting at 1st level, your psychic powers give you the ability to mentally contact other creatures. You can telepathically communicate with any creature that is within 30 feet of you and whom you can perceive. You don't need speak the same language with the creature for it to understand your messages, but the creature must be able to understand at least one language.

Additionally, you may send a message to any other telepathic creature with whom you have previously communicated, regardless of distance. They must be willing to receive your communication and be on the same plane as you.

Telepathic Bond

When you reach 6th level, you may cast *telepathic bond* as an action. You must spend at least 2 sorcery points or as many as 8; each point so spent allows one individual to participate in the *telepathic bond*.

Once you activate this ability, you may not use it again until you have finished a short rest or a long rest.

Telepathy

Starting at 14th level, whenever you sustain physical damage, you may use your reaction to telepathically broadcast your sensations of pain to another creature. The creature must be able to understand at least one language. If it fails a Wisdom saving throw, it suffers an amount of psychic damage equal to half the physical damage you sustained.

Mental Mastery

When you reach 18th level, you become immune to the charmed and frightened conditions, psychic damage, and any mind-affecting spells such as *detect thoughts*. You can voluntarily drop your immunities for any period of time if you so choose.

Warlock

Any campaign world with powerful supernatural entities will have individuals seeking to strike bargains with said entities. In worlds with weak or feeble magic (see Worldbuilding p 130) where learning to cast spells requires that much more effort, Warlocks may be the most common spellcasting class; the shortcut to power is that much more enticing when spellcasting is more difficult.

Proficiencies

Weapons: Simple weapons, semiautomatic pistols

Equipment

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

- (a) a semiautomatic pistol or (b) any simple weapon
- (a) a Taser or (b) a stun gun
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Undercover vest, any simple weapon, and two daggers

Patrons

At 1st level, a warlock gains the Otherworldly Patron features. In appropriate campaign worlds, the Signal is available to a warlock in addition to those available from other sources.

The Signal

Your patron is an inscrutable electronic entity that adopts at least the trappings of advanced technology. It might inhabit the internet or be completely disembodied. The Signal's pursues its mysterious and unfathomable agenda meticulously.

Warlocks that make pacts with the Signal receive strange cybernetic implants, which sometimes appear to be made of electronic components and sometimes appear as inert metals.

The Signal might be an actual artificial intelligence, some kind of fiend possessing a massive server complex or a creature originating from a dimensional plane of pure order. Whatever the Signal actually is and wherever it comes from, it will never reveal its actual name or true agenda.

The Signal Expanded Spell List

The Signal lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Signal Expanded Spells

Spell Level	Spells
1st	<i>identify</i> , <i>guiding bolt</i>
2nd	<i>see invisible</i> , <i>find steed</i> / <i>find ride</i> *
3rd	<i>nondetection</i> , <i>sending</i>
4th	<i>arcane eye</i> , <i>locate creature</i>
5th	<i>commune</i> , <i>legend lore</i>

*indicates a spell introduced in this book

Digital Lore

Starting at 1st level, you gain proficiency in computers, hacking software, and programming languages.

Diagnostic Interface

Also at 1st level, you receive a cybernetic implant that allows you to have constant contact with the Signal. You receive the following benefits:

- You may add your proficiency bonus to death saving throws. Via the implant, the Signal monitors and regulates your pulse, blood pressure, and other vital signs, making it more likely you'll survive sustaining heavy damage.
- After completing a long rest, you may give yourself temporary hit points equal to your Charisma modifier + your level in Warlock. Your implant boosts your endorphins, making you more resistant to pain.
- You always know which direction you are facing. Your implant is GPS enabled and gives you a flawless direction sense.



Tactical Analysis

Beginning at 6th level your implants can analyze an opponent's fighting style and identify their vulnerabilities – although this consumes much of its computational power. Before you roll an attack, you may declare that you are activating your tactical analysis ability. The attack is automatically a critical hit if it is successful. You may use this ability when damaging objects and creatures normally immune to critical hits at the Dungeon Master's discretion.

You may use this ability a number of times equal to your proficiency bonus. You regain all expended uses after completing a long rest.

Mental Firewall

When you reach 10th level, your implant begins to affect your mind, simultaneously making you more susceptible to the Signal's influence while denying access to others. You are immune to being charmed and frightened.

Predictive Analysis

At 14th level, the Signal significantly upgrades your implant's processing power, making it capable of predicting your opponent's statistically most likely moves. You gain the following benefits:

- You have advantage on Wisdom (Perception) checks that determine if you are surprised or not.
- When rolling initiative, you may roll twice and take the higher result.
- Once per round, you may use a bonus action to give yourself advantage on a single weapon attack, ability check, or saving throw.

Wizard

In any world where arcane magic exists there will be someone who will attempt to master it. Any academic might stumble across an ancient incantation only to discover that it produces repeatable results. Such researcher-wizards are the most publicly known – some worlds may even harbor universities that offer wizardry as a major – but many more operate in secret, using their powers to conceal their activities.

Proficiencies

Weapons: Daggers, darts, quarterstaves, Tasers, stun guns

Equipment

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

- (a) a quarterstaff or (b) a dagger
- (a) a Taser or (b) a stun gun
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

Arcane Traditions

At 2nd level, a wizard gains the Arcane Tradition feature. In addition to those available from other sources, the Technomancer tradition is available in appropriate campaigns.

Technomancer

Prerequisite: Magic in the campaign must have synergy or at least limited compatibility with technology (see Worldbuilding p. 130)

A creature of both past and present, the technomancer strives to incorporate the advantages of modern technology into the mystic traditions of the past. They turn a scientist's analytical eye towards spellcasting in an effort to revitalize ancient lore and integrate mysticism with machinery.

Some technomancers work to develop industrial uses for magic such as non-polluting power plants or toxin-free manufacturing. Others strive to push the state of the art past the bounds of what is possible through conventional physics, usually for a profit. They are unified by their insatiable curiosity and willingness to subject themselves to impossible risks.



Digital Spellbook

When you choose this school at 2nd level, you may choose to keep a digital spell book instead of (or in addition to) a physical spellbook. If you opt for both, you must decide in which spellbook to store each individual spell. Copying a spell into a digital spellbook only costs \$250 per level of the spell because no special inks are required – only the material components consumed while practicing the spell. Transcribing a spell into the digital spellbook still takes 2 hours per level of the spell. If you opt to copy the spell into both your digital and physical spellbook, you must spend the full \$500 per spell level.

Assuming that you back your files up to another location, replacing a lost or damaged digital spellbook is as easy as copying the files to a new tablet, laptop, or smartphone.

Electronic Knowledge

Also at second level, you gain proficiency in computers, programming languages, and any one software package of your choice.

Instill Magic

When you reach 6th level, you are able to temporarily store spells within technological devices. When a specific feature of the device is activated, the spell discharges normally. For instance, you could infuse magic into a set of headphones so it releases *charm person* on the listener when a certain song is played. Or you could instill *enhance ability* into a fitbit, triggered when the wearer reaches a set number of steps or resets the counter.

Only spells with a casting time of 1 action, 1 bonus action, or a reaction may be used with this ability and each device can hold only one spell at a time. The process takes 10 minutes and expends a spell slot at least one greater than the minimum necessary to cast the spell. When the spell is discharged, calculate the effects using the minimum spell slot possible.

You do not regain the expended spell slot until the spell is discharged *and* you complete a long rest.

Arcane Design Patterns

Starting at 10th level you learn how to apply certain coding principles to spellcasting. When you cast a spell that targets a line, you may instead choose to have it affect a cone-shaped area half as long. (For instance you could cause *lightning bolt* to affect a 50-foot cone).

When casting a spell that normally targets a cone, sphere, cube, or cylinder you may choose to have it affect a different shape (For instance, you could cause *fear* to affect a 30 foot cylinder instead of a cone). Alternately, you may change spells with a range of “self” to have a range of “touch” at casting time.

Digital Spellcasting

Upon reaching 14th level you may transmit spells with a range of “touch” through a telephone connection. You must speak any verbal components directly to the target; text communication is insufficient. Once you use this ability, you must complete a short rest or a long rest before you may use it again.



Chapter 3: New Classes

Augment

Barely breathing heavier than usual and definitely without sweating, a middle aged man runs a three minute mile, annihilating his personal best time – set decades prior. The small device at his waist making a small ticking noise as it filters fatigue toxins from his blood, he runs the course twenty more times before quitting out of boredom rather than exhaustion.

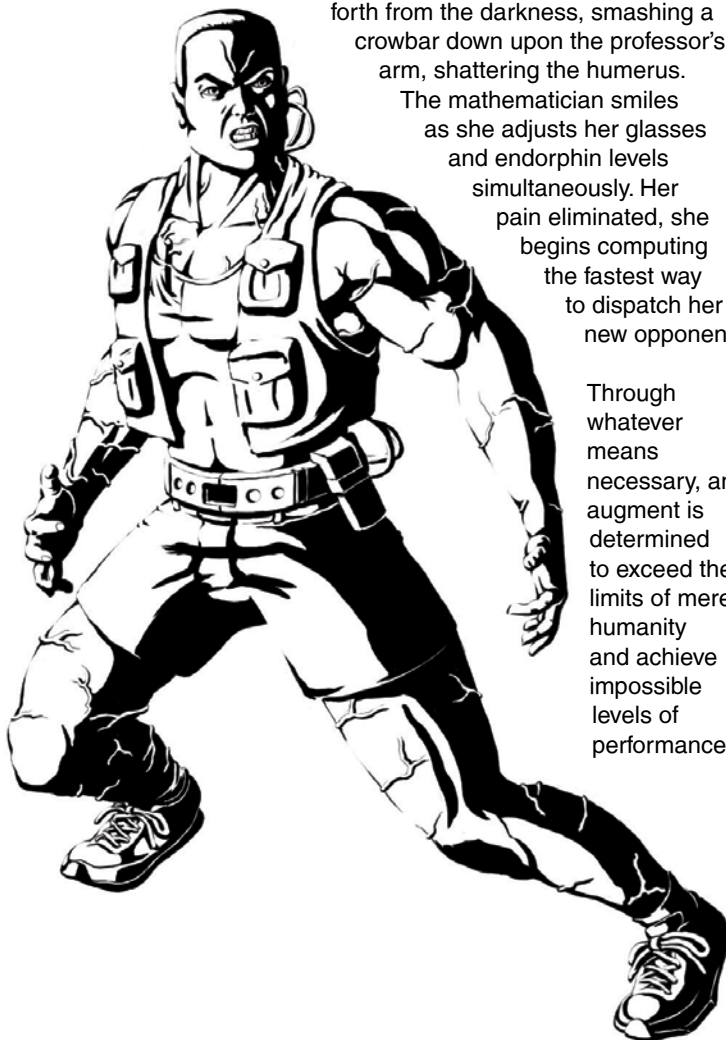
A slender woman leaps, panther-like, from a rooftop, somersaulting as she plummets. Grasping a clothesline, she twists, redirecting her momentum horizontally to carry her across the alleyway before bounding off a dumpster to land in a silent crouch. The injection that made super-parkour possible has three more hours before it begins to wear off.

With an improbably slow pace, a mathematician coolly walks between the hail of bullets, having calculated the path most likely to be safe.

Suddenly, an unexpected figure lunges forth from the darkness, smashing a crowbar down upon the professor's arm, shattering the humerus.

The mathematician smiles as she adjusts her glasses and endorphin levels simultaneously. Her pain eliminated, she begins computing the fastest way to dispatch her new opponent.

Through whatever means necessary, an augment is determined to exceed the limits of mere humanity and achieve impossible levels of performance.



Quest for Perfection

Every augment works toward becoming perfect but each one has a different definition of perfection. For some it's simply having an exquisitely sculpted body, regardless of what that body may or may not be capable of. Others strive to perform impossible feats of strength, grace, speed, or stamina. Augments use whatever performance-enhancing tools that are available, some of which are illegal. Others are so cutting edge that laws have yet to be written about them.

Constant Tinkering

Not every athlete who uses steroids or blood doping can be considered an augment. For a true augment these are beginner techniques; augments formulate multiple compounds into a personalized "stack" of chemicals that can be tailored to the needs of the moment. They follow this up with specialized training involving bio-feedback, breath control, and other performance-enhancing techniques. Although the process may vary, the results are always similar: enhanced strength, agility, and stamina, insensitivity to pain, and rapid healing.

Creating an Augment

The key feature of an augment is their goal: what form of perfection do they seek? Are they trying to attain perfect health, perfect stamina, or a perfect mind? Do they define perfection by being able to perform a flawless pirouette, by being the strongest, never forgetting anything, or by attaining total mastery of their mind and body? Does your character have an end-game in mind? Are they chasing perfection as a means to accomplish some other end or is the quest itself enough to sustain them?

Secondarily, you should decide on the methods by which they use to enhance themselves. Do they train relentlessly using a combination of exercise and biofeedback-based meditation, inject themselves daily with a cocktail of performance-enhancing medicines, pop pills every hour, or does a cybernetic implant monitor and moderate their body chemistry?

Quick Build

You can make an augment quickly by following these suggestions. First make Constitution your highest ability score, followed by Dexterity. Second choose the athlete background and the Chemical Cowboy methodology.

The Augment

Level	Prof Bonus	Features	Adrenaline Surges
1st	+2	Methodology, Lightning Reflexes	-
2nd	+2	Adrenaline Surge	2
3rd	+2	Pain Resistance, Toxin Resistance	3
4th	+2	Ability Score Improvement	3
5th	+3	Methodology Ability	4
6th	+3	Extra Attack	4
7th	+3	High Pain Threshold, Fatigue Suppression	5
8th	+3	Ability Score Improvement	5
9th	+4	Rapid Healing	6
10th	+4	Toxin Immunity	6
11th	+4	Methodology Ability	7
12th	+4	Ability Score Improvement	7
13th	+5	Auto-stabilization	8
14th	+5	Extra Attack (2)	8
15th	+5	Environmental Adaption	9
16th	+5	Ability Score Improvement	9
17th	+6	Methodology Ability	10
18th	+6	Regeneration	10
19th	+6	Ability Score Improvement	11
20th	+6	Adrenal Rejuvenation	12

Class Features

As an Augment, you gain the following class features.

Hit Points

Hit Dice: 1d12 per level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per level after 1st

Proficiencies

Armor: Simple weapons and martial weapons

Weapons: Light armor and medium armor

Tools: Choose two from chemistry kits, medical kits, or pharmacy kits

Saving Throws: Constitution, Dexterity

Skills: Choose two from Acrobatics, Athletics, Arcana, Insight, Intimidation, Medicine, and Nature

Equipment

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

- (a) light duty vest or (b) undercover vest and stun gun
- (a) shotgun or (b) two pistols or revolvers
- Chemistry kit, medical kit, and pharmacist kit

Methodology

You adopt a particular methodology for enhancing yourself. Choose from Chemical Cowboy, Geneticist, or Jekyll – all detailed at the end of the class description. The methodology you choose grants you features at 1st, 5th, 11th, and 17th levels.

Lightning Reflexes

At first level you gain a +2 bonus to all Strength (Athletics) and Dexterity (Acrobatics) ability checks. Additionally, you may add your proficiency bonus to your initiative rolls.

Adrenaline Surge

Starting at 2nd level you learn how to trigger your adrenal glands at will, giving you a bonus action for one round. This action may be used to take any combat action except Ready. You may use this ability a number of times as shown on the Adrenaline Surge columns of the Augment table.

You regain any expended uses of this ability when you finish a short rest.

Toxin Resistance

At 3rd level, your continual exposure to various chemical compounds gives you resistance to poison and necrotic damage. You also have advantage on saving throws against acquiring the poisoned condition.

Pain Resistance

Also at 3rd level, you may use your reaction and one activation of your adrenaline surge ability to temporarily shut down your pain receptors and give yourself resistance to all forms of damage until your next turn.

Ability Score Increase

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

Extra Attack

Beginning at 6th level, you can attack twice, instead of once when you take the attack action on your turn. This does not apply to attacks made as part of a bonus action. The number of attacks increases to three when you reach 14th level.

High Pain Threshold

Starting at 7th level you gain a number of temporary hit points equal to your level plus your Constitution modifier each time you finish a short rest or a long rest. Because you can suppress your pain response, you also have advantage resisting torture or pain-based effects.

Fatigue Suppression

Also at 7th level, you can temporarily suppress fatigue. For 1 minute you may ignore the effects of a number of exhaustion levels equal to your constitution modifier. Once you have used this ability, you may not activate it again until you have finished a long rest.

Rapid Healing

When you reach 9th level you may roll a d6 +6 + your Constitution modifier instead of a d12 + your Constitution modifier when spending Augment hit dice to recover hit points.

Additionally, you may spend hit dice during combat as a bonus action. You do not recover spent hit dice until you finish a long rest.

Toxin Immunity

At 10th level you become immune to poison damage and the poisoned condition.

Auto-stabilization

Beginning at 13th level you have advantage on death saving throws.

Environmental Adaption

At 15th level you can vary your pharmaceutical and training regimen to better prepare you for a given environment. At the end of each long rest, you may choose one of the environments listed below. You gain the Resistances, Vulnerabilities, and Additional Traits listed in the Environmental Adaption table below.

Regeneration

At 18th level as long as you are conscious and have one or more hit points, you may take an action to fully recover all lost hit points. You may not move or take any bonus actions or reactions during this round. This process is extremely taxing and you suffer a level of exhaustion each time you use it.

Adrenal Rejuvenation

When you reach 20th level you regain 2 uses of your adrenaline surge ability if you have 1 or fewer surges left when you roll for initiative.



Environmental Adaption Table

Environment	Resistances	Vulnerability	Additional Traits
Arctic	Cold, Thunder	Fire	Does not suffer disadvantage due to snow storms or snowblindness.
Aquatic	Bludgeoning, Cold	Lightning	20 feet swim speed
Desert	Fire, Force	Cold	Does not suffer disadvantage due to sandstorms.
Mountains	Cold, Lightning	Fire	Automatically acclimated to high altitude; 20 feet climb speed
Normal	-	-	-
Subterranean	Bludgeoning, Thunder	Radiant	Darkvision 30 feet (or +30 feet range if you already have darkvision)

Methodologies

Each augment uses slightly different techniques to enhance their bodies and minds but most have enough commonalities to be sorted into one of the following broad categories.



Chemical Cowboy

A chemical cowboy pursues an unattainable goal, whether it's to obtain athletic perfection or the ultimate pleasure. Less concerned with the science than the results, they expose themselves to the latest in performance enhancements and pharmaceutical wonders, taking terrible risks with their bodies but reaching unheard-of heights of performance.

Extreme Athleticism

At first level your enhanced metabolism and radically increased pain threshold make you capable of astounding feats of coordination and fitness.

You gain the following benefits while you are unencumbered and unarmored or wearing light armor.

- **Parkour.** You are unaffected by up to 10 feet of difficult terrain each round. These 10 feet do not cost you extra movement.
- **Speed.** You may move an extra 20 feet when you take the Dash action.
- **Sidestep.** You gain +1 to your Armor Class when you take the Dodge action.
- **Stamina.** You may give yourself advantage on a saving throw against exhaustion. After doing so, you may not use this ability again until you complete a short rest or a long rest.

Mighty Strike

At 5th level you may declare a melee attack to be a mighty strike. Opponents you hit must make a Strength saving throw with a DC of 8 + your proficiency bonus + your Strength modifier or be knocked prone in addition to taking damage.

You may use this ability twice. You regain all spent uses after finishing a short rest or a long rest.

Improved Extreme Athleticism

When you reach 11th level you gain the effects of a *freedom of movement* spell while you are unencumbered and unarmored or wearing light armor.

Evasion

Also at 11th level you can avoid certain area effects such as a dragon's breath or a *burning hands* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Miraculous Dodge

Upon reaching 17th level, whenever a creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to impose disadvantage on it. You must use this ability before you know the outcome of the attack roll. Your finely honed reflexes make it difficult to anticipate your movements.

Geneticist

There's only so much progress you can make through cybernetic or chemical upgrades. These limits can only be surpassed by constructing a perfect body from the ground up, starting with the most fundamental building blocks: D.N.A. If you can't enhance a human to perfection, you'll grow one from scratch. Your focus is on genetic manipulation, mutation, and cloning.

D.N.A. Mastery

You gain proficiency with evidence collection kits and genetics laboratories.

Clone Companion

Your experiments with human cloning have allowed you to create a flawed duplicate of yourself. This cloned companion generally resembles you but due to numerous errors that crept into the creation process, may have noticeably different traits or characteristics.

It requires 1 week of work and the expenditure of \$5,000 worth of chemicals to grow the clone. At the end of the week, your clone companion appears and awaits your orders. You can only have one clone companion active at a time but you may prepare backups in advance.



If your clone companion is ever slain, it dissolves into a sludge of protoplasmic goo within minutes.

You may determine the construct's attributes by rolling 3d6 or by using the point buy method with 17 points to spend. Your clone is the same race as you and has the usual racial abilities and attribute modifications. Clones come into the world with no memories or knowledge and thus have no skill, armor, weapons, or tool proficiencies. They are proficient in all saving throws and unarmed attacks, however.

Your clone can be the same size category as you or one category smaller. It begins play with the maximum hit points for a 1 hit die creature – where the hit die type is determined by size (d8 for medium size; d6 for small size). Each time you gain a level, your clone gains an additional hit die and associated hit points.

Whenever you gain the Ability Score Improvement class feature, your clone companion's abilities also improve. They can increase one ability score by 2 or raise two ability scores by 1. It cannot raise an ability score above 20.

Your clone's personality is shaped by its interactions with you. It tends to emulate your behavior and, left to its own devices, will manifest the same personality traits, flaws and alignment as you. You may train it to behave differently if you so choose. Its bond is always "I owe my creator everything for giving me life."

Your clone companion lacks a sense of initiative and will not take actions on its own other than to take cover if any is readily available. It acts on your initiative and obeys your commands as best as it can. It will continue to follow a command until it is no longer able to do so or the task is completed.

You may issue a new verbal command to your clone companion as a bonus action.

Your clone always uses your proficiency bonus. It also increases its armor class and maximum hit points by your proficiency bonus.

Clone Education

By the time you reach 5th level your clone companion has mastered basic life skills. It gains proficiency in all simple weapons and any four skills, tools, armor, or martial weapons of your choice.

Clone Autonomy

When you reach 11th level, your clone attains a degree of autonomy and self-sufficiency. Although it will always obey your commands, it is now capable of acting independently and spontaneously initiating actions of its own. For instance, if you fall to 0 hit points it can attempt to stabilize you without being specifically instructed to.

Additionally, the clone gains proficiency in another skill, tool, armor, or martial weapon of your choice.

Simulacra

Upon reaching 17th level you gain the ability to duplicate the effects of a *simulacrum* spell as a ritual. You may simultaneously maintain a number of simulacra equal to your Intelligence modifier (minimum 1). If you exceed this number, your earlier simulacra are instantly destroyed in the order in which they were created.



Jekyll

A Jekyll seeks to unlock the hidden potential the dark, shadowy portion of their psyche. They are less interested in controlling or learning from their unconscious mind than they are in merely letting it loose. Some undertake this methodology in the belief that they can harness their shadow's power for good while others hope that allowing their dark side to manifest is the first step to exorcising it completely. A few are just looking to get freaky and have a good time.



Altered State

When you choose the Jekyll methodology at first level you gain the ability to enter an altered state as a bonus action. The altered state is often bestial and primitive and may include minor physical transformations such as distorted facial features, a heavier brow ridge, and thickened body hair.

While in your altered state you have advantage on all Strength, Dexterity, and Constitution ability checks and saving throws. Your unarmed strikes are considered magical for the purposes of overcoming damage resistance and you become proficient with improvised weapons. If you are size Small, you can wield heavy weapons without penalty while in your altered state. If you are Medium sized, you can wield weapons designed for Large characters or wield two-handed weapons single-handedly while in your altered state. Unless otherwise stated in an item's description, assume that an oversized weapon does an extra die of damage (i.e. an oversized greatclub does 2d8 damage). A notable exception to this are oversized improvised weapons (such as stop signs or manhole covers) which deal 2d6 damage.

Your altered state may have a different alignment than you and ignores your ideals and bonds. Instead it has a second flaw which becomes your primary motivation for the duration of the change.

At levels 1 through 4 you may remain in your altered state for 1 minute per level.

At fifth through 10th level, you can remain in your altered state for 5 minutes per level.

At 11th through 16th level, you can remain in your altered state for 10 minutes per level.

At 17th through 20th level, you can remain in your altered state for an hour per level.

You may revert back to your normal state as an action – or you automatically revert when the duration expires. After you revert back to your original state, you must complete a short rest or a long rest before you can transform into your altered state again.

Manipulative Insight

When you reach 5th level, the experiences of your altered state gives you disturbing insights into human(oid) psychology, better enabling you to manipulate them better. As an action, you may make a *suggestion* while in your altered state. The saving throw DC is 8 + your Charisma modifier + your proficiency bonus.

After you use this ability you must complete a short rest or a long rest before you can attempt it again.

Terrifying Glower

Starting at 11th level, while in your altered state, as a bonus action you may attempt to intimidate a creature. If the creature fails a Wisdom saving throw with a DC equal to 8 + your Proficiency bonus + your Charisma modifier, they gain the frightened condition. The creature may make a saving throw to throw off the frightened condition at the end of each of their turns.

You may use this ability three times. Completing a short rest or a long rest refreshes all expended uses.

Cruel Strike

At 17th level you may expend one use of your adrenaline surge ability to target a creature's most sensitive and vulnerable areas. Your first attack that round is treated as if it dealt a damage type to which the target is vulnerable. Additionally, the target creature must make a Constitution saving throw against a DC of 8 + your proficiency bonus + your Dexterity modifier. If they succeed, they may not take reactions for the rest of the round. If they fail, they are incapacitated until your next turn.



Charmer

Smiling wide enough to flash his dazzling white teeth, the dashing young man in the Armani suit dazzles the ticket agent, causing her to swoon momentarily. Blushing she begins typing the commands that will get him on that flight after all.

Her presentation concluded, the smartly dressed sales representative turns off the projector and gestures for someone to turn on the lights in the room. Whether or not they'd buy her company's product was no longer the question; only how large the order would be.

While a gullible tourist walks inside the local Stop 'n Rob gas station to tries to cash in a useless lottery ticket, a skinny teen wipes the stupid look off her face and scurries away down an alleyway. It might not be the most creative scam, but the youth has always had a fondness for the classics.

Charmers are masters of social interaction, whether due to innate charisma, genuine interest in other people, or simply being good at manipulation.

Glamour and Allure

Modern life is a complex web of information exchange and social discourse. Charmers are those best able to navigate the web. They weave intricate tapestries out of gossip and favors.

Innately compelling, charmers have an appeal that few others can match. Many build careers as salespersons, recruiters, or negotiators, while others rely on their looks as models or seductive companions. Some are cultured dilettantes, having inherited wealth, but many are forced by circumstance to make a living on the other side of the law as grifters, scam artists, fixers, and favor brokers.

Animal Magnetism

Charmers are attractive people. More than just physical attraction – although most also have that characteristic. Something about them draws other people to them. Charmers learn to seize that attention and use it to twist others to their will. This manipulation can be subtle or overt. Some might shriek hysterically to distract an opponent in combat while others might accomplish the same feat with a half-step back and slight change of expression. Regardless of how the do it, they are all masters of misdirection, deception, and diversion on and off the battlefield.

Creating a Charmer

Your character's ability to network and connect to others are as important as their background and motivations. What drives them to crave attention? Were they popular or lonely in their youth?

What is the nature of their appeal? Are they manipulative and shrewd or genuinely warm and compassionate? Do they coast upon their good looks or work to make everyone around them feel good? Are they working toward a larger goal or is mere adulation enough?

Quick Build

You can create a charmer quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Wisdom. Second choose the Performer background. Third, choose the *distract* and *divert* charms.

Class Features

As a charmer, you gain the following class features.

Hit Points

Hit Dice: 1d8 per x level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons, semiautomatic pistols and revolvers.

Tools: none

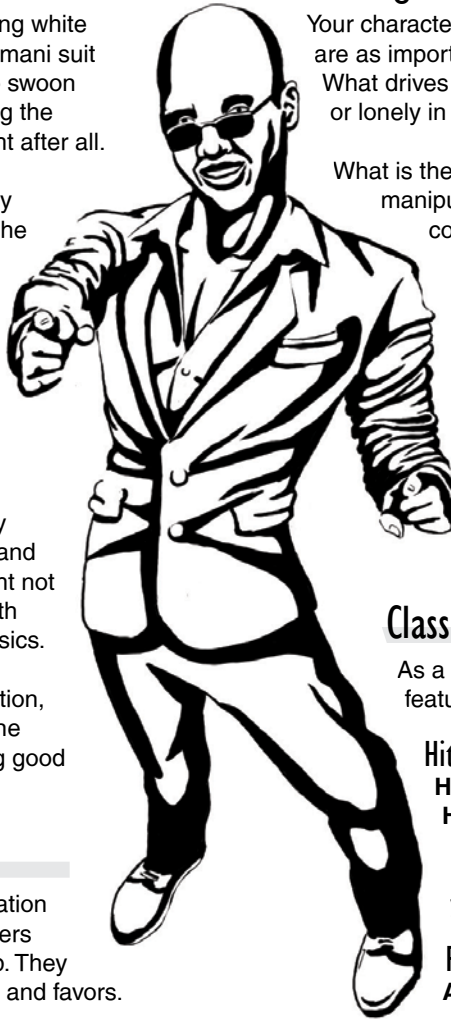
Saving Throws: Charisma, Wisdom

Skills: Choose three from Animal Handling, Deception, Insight, Intimidation, Perception, Performance, Persuasion, Sleight of Hand, Stealth

Equipment

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

- (a) semiautomatic pistol or (b) revolver
- (a) disguise kit or (b) photography kit
- smartphone



The Charmer

Level	Proficiency Bonus	Features
1st	+2	Charms, Motivation
2nd	+2	Subtle Action
3rd	+2	Charmer Archetype
4th	+2	Ability Score Improvement
5th	+3	Charm, Motivational Wellspring
6th	+3	Vicious Taunt, Motivation (d8)
7th	+3	Charmer Archetype Feature
8th	+3	Ability Score Improvement
9th	+4	Blasé, Charm
10th	+4	Network of Contacts, Motivation (d10)
11th	+4	Charmer Archetype Feature
12th	+4	Ability Score Improvement
13th	+5	Charm
14th	+5	Redirect Attack
15th	+5	Charmer Archetype Feature, Motivation (d12)
16th	+5	Ability Score Improvement
17th	+6	Charm
18th	+6	Jaded
19th	+6	Ability Score Improvement
20th	+6	Charmer Archetype Feature

Charms

At first level, you learn certain psychological tricks that you can use to befuddle, confuse, and misdirect opponents. You learn two of these tricks, called “charms” as described below.

If a charm requires a saving throw the difficulty is: 8 + your proficiency bonus + your Charisma modifier. You must be within 60 feet of a creature to use a charm on them.

You learn an additional charm at levels 5, 9, 13, and 17.

Agitate

Once you have someone’s attention, you know how to hold it. With a few choice words, as a bonus action you can enrage an opponent within 30 feet of you who can see and hear you, although they do not necessarily need to understand your language. If they fail a Wisdom saving throw their next attack must target you. If unable to attack you, they must move toward you as fast as they can, although they can choose a route that avoids opportunity attacks.

Deflect

You are especially skilled at seeming to be innocent and harmless, so much so that attackers often dismiss you as a credible threat. If you take no aggressive or hostile actions, an attacker must make a Wisdom save to bring themselves to target you. If they succeed, they may attack you normally. If they fail, they may choose to take a different action or to attack a different target. They may make a new saving throw each round.

Any creature that has perceived you attempt an attack action, use an ability that causes damage or cast a damaging spell is unaffected by this ability.

Disrupt Concentration

Your mockery disrupts concentration. When you use your Vicious Taunt ability the DC to maintain concentration is 5 plus half the damage inflicted.

Distract

Accustomed to being the center of attention, you have a flair for distracting opponents. You may take the Help action in combat as a bonus action. The creature you are helping may be up to 30 feet away from you.



Divert

Your mastery of body language allows you to divert a foe’s attention away from yourself as a bonus action. If the target fails a Charisma saving throw against this charm, your next attack against them has advantage.

Exquisite

You are so attractive and appealing, that even if an enemy can bring themselves to harm you they don’t apply full force to the attack. When you use your Deflect charm and an opponent strikes you win a melee attack anyway, reduce the damage by your Charisma modifier.

Master of Disguise

You gain proficiency in disguise kits. (If you already have disguise kit proficiency, you may choose another equipment proficiency). As long as you have a disguise kit, appropriate wardrobe and ample time to prepare, you can disguise your appearance without needing to make a Charisma check. If you are trying to masquerade as a specific individual, you have advantage on the Charisma (Deception) check as long as you have made the necessary preparations.

Mislead

When you are targeted for attack you may use your reaction to trick your attacker into attacking the wrong space, giving them disadvantage on their attack roll. If you have not already used all of your movement for the round, you may also move 5 feet as part of your reaction. This movement can provoke opportunity attacks, but not from the attacker you are misleading. You must be aware of the impending attack to use this ability.

Perplex

With a few choice words, as an action you can confuse and distract a single target within 30 feet of you who must be able to see you, hear you and understand your language. The target has disadvantage on their next saving throw.

Riposte

When you use your Deflect charm and an opponent manages to successfully attack you anyway, you may use your reaction to make an immediate counterattack. Your attack must either be unarmed or with a finesse weapon that you have concealed or can quick-draw.

Short Con

You may use the *friends* cantrip at will. This is a non-magical ability and cannot be dispelled nor is it affected by antimagic fields or the like.

Startle

As a bonus action you can cause an opponent within 30 feet of you to become frightened until the start of your next turn if they fail a Wisdom saving throw.

Motivation

Also at 1st level you can motivate others with a stirring oration or quick pep talk. To do so, use a bonus action on your turn to choose one creature within 60 feet of you who can hear you. That creature gains one Charmer Motivation die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Charmer Motivation die but must decide before the DM says whether the roll succeeds or fails. Once the Charmer Motivation die is rolled, it is lost. A creature can have only one Charmer Motivation or Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Charmer Motivation die changes when you reach certain levels in this class. The die becomes a d8 at 6th level, a d10 at 10th level and a d12 at 15th level.

Subtle Action

Starting at 2nd level, your ability to read body language and anticipate danger allow you to rapidly respond to threats. You can take a bonus action on each of your turns in combat. This action can only be used to take the Dodge or Disengage action.



Charmer Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your charming abilities: Commander, Entertainer, Grimace, or Undercover Agent, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 7th, 11th, 15th and 20th level.

Ability Score Increase

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

Motivational Wellspring

Starting at 5th level you regain any used expenditures of your Motivation ability when you finish a short rest or a long rest.



Vicious Taunt

Starting at 6th level you can mock a single creatures within 60 feet of you so savagely that they suffer lasting emotional harm. The creature must be able to hear you and understand your language. If they fail a Charisma saving throw against your Charm DC they suffer 3d6 + your Charisma modifier in psychic damage. With a successful save, they take half that amount.

Your taunts do an extra d6 damage at 9th, 12th, 15th, and 18th level.

As harmful as your words might be, they cannot kill. Damage from Vicious Taunt is always non-lethal. Additionally, once a creature has been harmed by this ability, they become immune to it for 24 hours.

Blasé

When you reach 9th level, your experience with manipulation and scams gives you advantage on saving throws against charm and enchantment spells or effects that would give you the charmed condition.

Network of Contacts

Upon reaching 10th level, you have cultivated a globe-spanning network of contacts from which you can ask information and favors. The favors for which you can ask include but are not limited to:

- Food and lodgings equal to a modest or better lifestyle for up to 5 creatures. (Yes this means you can couch-surf indefinitely as long as you're willing to relocate every few weeks.)
- Information regarding persons of interest
- Access to illegal or black market goods and services.

Redirect Attack

Starting at 14th level when you are struck by an attack or spell, you may use your reaction to trick your attacker into striking a target of your choice instead. The target must be within range of the attack and the attacker cannot be made to target themselves. The attacker is entitled to a Wisdom saving throw against your Charm DC. If they succeed, the attack strikes you as usual.

This ability does not function against area-effect spells or attacks. Once you have activated this ability, you may not use it again until you have finished a short or long rest.

Jaded

By the time you reach 18th level, you've experienced nearly every con, scam, and manipulative trick in the book. You gain resistance to psychic damage and immunity to charm spells and charm effects.

Charmer Archetypes

Charmers have many features in common, most obviously their charisma and personal magnetism. Still, different charmers steer their talents in a variety of directions, embodied by the charmer archetypes. Your choice of archetype is a reflection of how you focus your abilities. It is not necessarily an indication of your chosen profession but rather a description of how you prefer to apply your charm.

Commander

Commanders use their social aptitude to lead. Instead of conniving or persuading, they issue orders, compelling obedience through sheer force of personality. They excel at directing and organizing others. Often their leadership is the only thing that separates victory from defeat.

Instill Resolve

At third level you may use your Motivation ability to urge your allies to greater resilience and fortitude instead of enthusiasm and dedication. Any creature targeted by your Charmer Motivation ability can, as a bonus action, roll their motivation die to recover a number of hit points equal to the die roll.

Battle Cry

Upon reaching 7th level you may utter a motivational battle cry as a bonus action. All allies within 60 feet who can hear you gain a motivation die. Using this ability does not consume any unused motivation dice you might have.

Once you use this ability, you may not activate it again until after a short rest or long rest.

Forge Onward

At 11th level, you can make an inspiring speech to your allies as an action. Any non-hostile creature within 30 feet

of you and who can hear and understand your words can temporarily suppress the effects of a number of exhaustion levels equal to your Charisma modifier for up to 1 hour.

Alternately, allied creatures with the charmed, paralyzed, or stunned condition may choose to make an immediate saving throw with advantage to overcome that condition.

Once you use this ability, you may not activate it again until after a short rest or long rest.

Tactical Assist

When you reach 15th level your leadership capabilities and tactical acumen allow you to optimize the effectiveness of individuals under your command. When you use the Help action in combat you may grant assistance in the form of instructions and commands to a number of allies equal to your Charisma bonus (minimum 2). Additionally, you may be up to 60 feet away from the allies you are helping.

Living Inspiration

Upon reaching 20th level, any ally within 120 feet has advantage against being frightened. Your mere presence is enough to arouse courage. Additionally, you inspire such fanatical loyalty that if you take damage, an ally within 5 feet of you can choose use their reaction to step in and take the damage for you.

Entertainer

Entertainers live for the thrill of the spotlight and the acclaim of crowds. The character could be an actor, musician, comedian, street performer, or media personality. As adventurers, their performance skills make them natural manipulators. Emotions are their currency.



Compelling Performance

When you choose this archetype at 3rd level, you gain the ability to make a compelling performance as an action. The performance can duplicate the effects of either the *enthrall* or *hideous laughter* spells. (In the latter case, the subjects are subjected to a debilitating emotional state, not necessarily laughter. Targeted creatures may be overcome with uncontrollable weeping, for instance.) These are non-magical effects and cannot be dispelled or affected by antimagic fields and the like.

Once you activate this ability you may not use it again until you finish a short rest or a long rest.

Uplifting Motivation

When you reach 7th level, your motivation ability becomes even more inspirational. In addition to receiving a motivational die, creatures also receive a number of temporary hit points equal to your charmer level.

Stage Fall

At 11th level you may use your reaction to negate all damage from a single attack. In the process you are knocked prone and are knocked 5 feet back from the source of the attack for every 10 points of damage or fraction thereof that the attack would have dealt.

Once you activate this ability you may not use it again until you finish a short rest or a long rest.

Reading the Room

Starting at 15th level you may spend an action studying a creature to gain insight into its psychology so as to tailor your performance to better affect it. For the next minute, you may spend one use of your Motivation ability to add 1d8 to the save DC against one of your other Charmer abilities that you use against the studied creature. This increase only applies to the initial saving throw, not any subsequent saves.

Perpetual Performance

At 20th level when you have fewer than two uses of your motivation ability when you roll initiative you retain two uses.

Additionally, you may make a compelling performance at will.

Grimace

Sometimes smiles and flattery are less effective than a cold stare and a grimace. Stern and menacing, these grimacers influence others through fear and intimidation. While they may not be as affable or pleasant as their friendlier counterparts, none can argue their effectiveness.

Intimidating

You must be proficient in Charisma (Intimidation) when you choose this archetype at third level. If you are not already proficient, you may trade another skill proficiency in for proficiency in Charisma (Intimidation).

De-motivation

At third level you may use your Motivation ability to intimidate foes in addition to inspiring allies. You may use your reaction and one of the uses of your Motivation ability to subtract a Motivation die from an opponent's attribute check, saving throw, or attack roll. You may use this ability after the die is rolled but before the dungeon master determines if it is successful or not.

Two for Flinching

Starting at 7th level, you radiate such a palpable aura of menace that others flinch from your attacks, which makes them more lethal. You may increase the damage you deal with a weapon or unarmed attack by your Charisma modifier.

Frightening Gaze

At 11th level, you can intimidate a single creature so greatly that they become frightened of you. The creature can make a Wisdom saving throw against your Charm DC. If they fail they gain the frightened condition. If the targeted creature moves to a location where they can no longer perceive you, they may make an additional saving throw at the end of each of their turns.

Once you use this ability, you may not activate it again until after a short rest or long rest.

Vicious Mockery

At 15th level when you use your Vicious Taunt ability, the damage increases from d6s to d8s.

Terrifying Stare

At 20th level you can target a number of creatures equal to your Charisma modifier +1 with your Frightening Gaze ability.

Undercover Agent

Having undergone extensive training on infiltration and concealment, the undercover agent can blend in almost anywhere. They assume a false identity for months or even years at a time, patiently waiting for the perfect opportunity to complete their mission. Accordingly they learn to master – or at least mimic – abilities from various other classes.

Cover Identity

Starting at third level, you may create an alternate identity, complete with a different character background. When acting as your alternate identity, you gain the benefits of that background's feature.

For example an undercover police officer (i.e. Law Enforcement background) might go undercover as a Gangster, and could thereafter use the featured ability of either background.



You may only maintain one cover identity at a time. If you choose to replace your cover identity with another one it requires at least 1 month of downtime to establish your new persona. After the month has expired, you gain the featured ability of the new background.

Self-Reliance

Also at third level you become highly capable of acting on your own, without support from allies or minions. Your confidence in your own skills and judgement are often all that separate you from complete disaster. You may choose to target yourself with your Charmer Motivation ability.



Deep Cover

Upon reaching 7th level you can assume another identity so convincingly that you can even demonstrate the alternate identity's class abilities. Choose another class or Charmer archetype. You may choose to gain temporary proficiency in three of the class's weapon, armor, or tool proficiencies or you may choose to replicate a single class ability from levels 1-4, other than spellcasting.

You may switch to a different ability or set of proficiencies from the same class after a long rest. You may draw from a different class's abilities or proficiencies only after a week of intensive training during downtime between adventures.

Brutal Attack

Also at 7th level, you may choose to add a motivation die to a damage roll instead of an attack roll.

Danger Alertness

Starting at 11th level you gain advantage on Initiative rolls. The perpetual vigilance that arises from the ongoing chance of being discovered instills in you a fantastic awareness of potential danger.

Impenetrable Cover

When you reach 15th level, and are using your deep cover ability you may choose to gain temporary proficiency in the class's weapons, armor, and tools. You may also replicate any two class abilities (except spellcasting) of up to 12th level. You may switch to a different pair of abilities after a short rest and may choose a new class during a long rest.

Superior Motivation

At 20th level when you have fewer than two uses of your motivation ability when you roll initiative you regain two uses.

Expert

Clad all in black and masked like a ninja, a woman places the last of the charges. Thanks to her careful preparation, when she flips the switch, the outer wall and the bank vault will blow simultaneously. Her crew only has to grab what they can and safely walk out the impromptu exit to their getaway vehicle.

"But the ghost was just a video projected onto a smoke cloud from the wall over there. And the tapping...", said the intense young paranormal researcher before pausing momentarily to stride across the room and yank aside a heavy velvet curtain, revealing a cowering elderly figure. "...was Old Man Henderson the whole time!"

Amid the sound of furiously clacking keys, the hacker's screen lights up with a flashing display. Beneath the desk, she trips a switch with her knee, causing the room's lights to flicker dramatically. Frowning, she types even more intently. She'd retrieved the crucial data minutes ago. Everything else was just a bit of theatre designed to justify her enormous fee.

Experts are the best at their chosen field, united by the common search for excellence. Drawing on their knowledge and skills, they make excellent planners, coordinators, and organizers.

Scholars and Researchers

Experts devote themselves to mastering a particular skill or set of skills, giving them a singular focus that none can exceed and few can match. They are more than mere specialists, as experts are also able to apply their knowledge and skills to areas outside their area of specialization. Most focus on knowledge and information making them less than spectacular combatants. Still, foreknowledge is forearmed and only the foolish underestimate an expert.

Practice and Dedication

To the untrained eye, experts seem to lead ordinary lives, surrounded by books and computers. Many find work in academia, libraries, or scientific facilities. Others sell their services as consultants and advisors.

Still, the call of adventure lures even the most timid experts from their ivory towers and into the basements and sewers that comprise contemporary dungeons. None can predict when the latest scientific discovery or some obscure bit of trivia will spell the difference between life and death and many adventurers consider an expert to be a lucky charm.

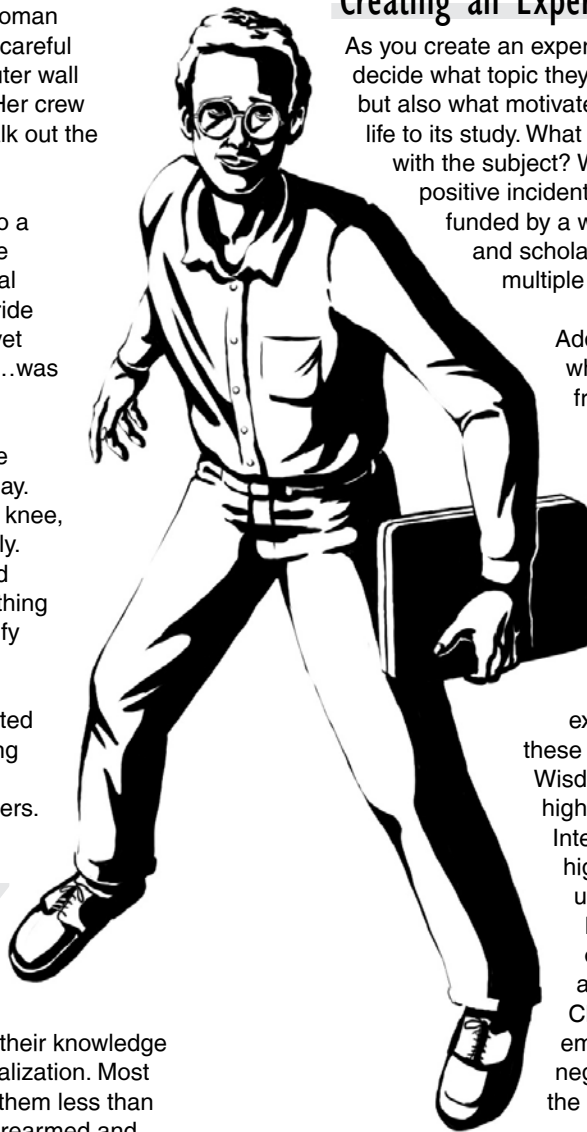
Creating an Expert

As you create an expert, you should not only decide what topic they choose to specialize in but also what motivated them to dedicate their life to its study. What was their first experience with the subject? Was it traumatic or a positive incident? Were their studies funded by a wealthy family, grants and scholarships or from working multiple jobs?

Additionally, consider what drew them away from their work and into adventuring? Are they pursuing an obscure lead in pursuit of even deeper knowledge? Was there a sudden lack of funding or simple boredom?

Quick Build

You can make an expert quickly by following these suggestions. First, Wisdom should be your highest ability score. Make Intelligence your next highest if you plan to take up the Occult Scholar or Researcher archetypes or if you want to excel at Investigation. Choose Charisma if you plan to emphasize networking and negotiation. Second, choose the Instructor background.



Class Features

As an Expert, you gain the following class features.

Hit Points

Hit Dice: 1d8 per x level

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

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

Proficiencies

Armor: Light Armor

Weapons: Simple Weapons, semiautomatic pistols and revolvers

Tools: Choose any two

Saving Throws: Intelligence and Wisdom

Skills: Choose three from Arcana, History, Insight, Investigation, Medicine, Nature, Persuasion, Religion

Equipment

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

- (a) a semiautomatic pistol or (b) a revolver
- any tools in which you are proficient
- smartphone
- desktop computer with 1 software package of your choice

The Expert

Level	Prof Bonus	Features	Arete Points
1st	+2	Canny Dodge, Expertise	-
2nd	+2	Arête, Specialty	2
3rd	+2	Ability Score Improvement	3
4th	+2	Encyclopedic Knowledge	4
5th	+3	Specialty Ability	5
6th	+3	Ability Score Improvement	6
7th	+3	Cover Mastery, Skill Virtuosity	7
8th	+3	Specialty Ability	8
9th	+4	Ability Score Improvement	9
10th	+4	Encyclopedic Knowledge (2), Reliable Talent	10
11th	+4	Specialty Ability	11
12th	+4	Ability Score Improvement	12
13th	+5	Expertise	13
14th	+5	Specialty Ability	14
15th	+5	Ability Score Improvement	15
16th	+5	Mental Discipline	16
17th	+6	Specialty Ability	17
18th	+6	Ability Score Improvement	18
19th	+6	Unconscious Recollection	19
20th	+6	Specialty Ability	20

Canny Dodge

At first level your quick thinking and analytical capabilities give you an edge defending yourself. If you are not wearing armor or carrying a shield and can see your attacker your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.

Expertise

Also at first level choose two of your proficiencies with skills or tools. Your proficiency bonus is doubled for any ability checks you make that uses either of the chosen proficiencies.

You gain additional abilities based on your selection at 7th level (see Skill Virtuosity). At 13th level you can choose two more proficiencies (skills or tools) with which to gain Expertise.

Arête

Starting at second level, you attain a level of excellence that allows you to accomplish deeds beyond the capabilities of most professionals in your field. This excellence is represented by a number of arête points. Your expert level determines the number of arête points you have, as shown in the Arête Points column of the Expert table.

You can spend these points to activate various arête abilities, as determined by your chosen specialty. If an ability requires targets to make a saving throw the DC is determined as follows.

Arete-based saving throw DC = 8 + your proficiency bonus + your Wisdom bonus.

You may also spend a point of arête on your turn to give yourself a bonus action. You may only use this action to take the Disengage, Help, or Search actions. You may use the Help action to assist an ally to attack an opponent as long as the target of the attack is within 30 feet of you and can see and hear you.

When you spend an arête point, it is unavailable until you finish a short or a long rest, at the end of which you regain any spent points.

Ability Score Increase

When you reach 3rd level, and again at 6th, 9th, 12th, 15th, and 18th 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.

Encyclopedic Knowledge

Starting at 4th level your detailed memory allows you to recognize creature traits that may help to defeat them. As a bonus action you may attempt a DC 10 Wisdom check to identify a creature. If you are successful you learn the vulnerabilities, resistances, and immunities (if any) of that creature. If a creature has no special vulnerabilities, resistances, or immunities, you instead identify one of its special abilities.

Circumstances and visibility can affect the roll. Penalties from cover apply if you can only see a portion of the creature. If the creature has taken steps to conceal its identity, you must overcome its disguise with a Wisdom (Perception) roll before you can accurately identify it.

At 10th level, once you have successfully identified a creature you may spend an arête point to target their most vulnerable spot. Your first attack that round deals an extra 2d10 damage.



Cover Mastery

By the time you reach 7th level, you have gotten really good at taking advantage of cover, exploiting it for maximum defensive value. You may treat cover as if it were one stage better. Half cover gives you a +5 bonus to AC and Dexterity saving throws and three-quarters cover makes it impossible to directly target you.

Skill Virtuosity

Also at 7th level you gain an additional ability based on the proficiencies to which you have applied your Expertise ability. These proficiencies grant a additional abilities that border on the supernatural. Based on the skill proficiencies chosen you may duplicate the effects of a spell as an action per the following chart.

Skill	Spell Simulation Ability
Acrobatics	<i>Jump</i> as a reaction
Animal Handling	<i>speak with animals</i>
Arcana	<i>see invisible</i>
Athletics	<i>spider climb</i>
Deception	<i>suggestion</i>
History	<i>heroism</i>
Insight	<i>detect thoughts</i>
Intimidation	<i>hold person</i>
Investigation	<i>find traps</i>
Medicine	<i>lesser restoration</i>
Nature	<i>locate animals or plants</i>
Perception	<i>locate object</i>
Performance	<i>hypnotic pattern</i>
Persuasion	<i>charm person</i>
Religion	<i>aid</i>
Sleight of Hand	<i>misty step</i>
Stealth	<i>blur</i>
Survival	<i>pass without trace</i>

The above spells are just guidelines. With game master permission you may swap out an ability for one of an equivalent or lower level. For instance, you might substitute *animal friendship* for *speak with animals* if you feel that better suits your Expert, or you might substitute *goodberry* for *locate animals or plants*.

Despite having the same effects as spells, these are not actually spells, nor are they magical and therefore cannot be dispelled, countered, or affected by antimagic fields. Instead they are the result of raw talent combined with extensive practice honing a skill to high-superhuman levels.

Unless otherwise specified, each spell ability may be used at will and requires an action. Calculate the effects as if using a 4th level spell slot.

Tool Proficiencies If you choose a tool proficiency instead of a skill proficiency, you gain the ability to construct and use a single gizmo or gadget prototype of first, second, or third level as a gadgeteer of the same level.

When you reach 13th level, you gain the spell-like ability (or gizmo/gadget) associated with one of the new proficiencies in which you gain expertise.

Reliable Talent

By 10th level, you have refined your skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Mental Discipline

At 16th level, your keen insight and reasoning abilities make you difficult to fool. You have advantage resisting mind-influencing effects such as being frightened or charmed or any effect that inflicts psychic damage. Additionally, if you would normally take half damage on a successful save against an attack dealing psychic damage, you instead take zero damage if you save.

Unconscious Recollection

By the time you reach 19th level you've forgotten more information than most individuals encounter over the course of their entire lives. However, your unconscious mind retains traces of this lost knowledge, from which it finds patterns and draws conclusions that elude your conscious mind. You may spend 4 arête points to duplicate the effects of the *commune* or *legend lore* spells as an action. Neither is actually a spell or a magical effect and cannot be magically suppressed, countered, or dispelled. These effects instead represent your intuitive ability to make connections.

Expert Specialties

At second level, each expert chooses a particular area in which to focus their training and studies.



Debunker

A seeker of truth, the debunker is determined to discover whether the supernatural is real or if it's all just smoke and mirrors. Some believe ardently in spirits and magic and seek concrete proof of that; others are convinced that magical practitioners are hoaxers and frauds. Either way, they learn the tricks and tactics of charlatans to better identify the fakes when they encounter them. Debunkers also study a variety of subjects ranging from psychology to stage magic to Hollywood special effects in their quest to deconstruct supernatural phenomenon.

Tricks of the Trade

At 2nd level you become proficient in Deception, Sleight of Hand, and surveillance kits.

Scientific Objectivity

At 5th level you may spend a point of *arête* as a reaction to give yourself advantage on any Intelligence (investigation) ability check, Wisdom (perception) ability check, saving throw against illusions or saving throw against being charmed.

When you reach 16th level (and automatically have advantage resisting mind-influencing effects) and fail a saving throw against a mind-influencing effect, you may spend a point of *arête* to succeed automatically.

Reverse Engineering

Also at 5th level, you gain the ability to construct a single prototype gadget, as a gadgeteer of the same level. This gadget must replicate the effects of any first or second level spell or ability similar to a first or second level spell that you have personally observed being cast or activated. For instance, if you have witnessed someone cast *misty step*, you can simulate it with holograms and smoke machines. Alternately, you can duplicate the effects of a first or second-level gadget you have seen in operation.

When using a gadget you have created, you may spend a point of *arête* to give yourself advantage on a single saving throw against malfunction. You may repair a malfunctioning gadget during a long rest. It takes 1 week of downtime to construct a new gadget.

When you reach 8th level, you may construct two prototype gadgets as above.

At 12th level, your gadgets can replicate the effects of any first through fourth level spell that you have personally witnessed or any ability resembling a first through fourth level spell that you have witnessed.

Upon attaining 15th level, you may construct three prototype gadgets as above.

Trained Observer

Starting at 11th level your keen senses and general awareness of potential chicanery give you proficiency in Dexterity and Charisma saving throws.

Debunking Speech

At 14th level, by explaining why a given threat is merely smoke and mirrors you can bolster your allies resistance. As a reaction, you may spend an *arête* point to give a number of allies equal to your Wisdom modifier advantage on saving throws against illusions, gaining the charmed condition, or gaining the frightened condition until the start of your next turn.

Situational Awareness

When you reach 17th level, you are able to perceive the location of any hidden or invisible creature within 20 feet of you.

True Sight

At 20th level, you gain the truesight ability to a range of 120 feet.



Hacker

A hacker's specialty is computer technology with an added emphasis on defeating electronic security and breaking into networks. They might work as a white hat shoring up security and patrolling the digital universe for malefactors or they might prefer black hat operations that steal data. Despite the negative association, black hats aren't necessarily evil. Many use their skills to expose illicit activities and reveal corruption.

Continual Upgrading

Technology is always changing and you are continually learning and adapting to keep up with the march of progress. When you choose this archetype at second level you gain proficiency with computers, electronic tool kits, and 1 software package of your choice. If you already have proficiency with computers or electronic tool kits, you may instead choose proficiency in any other tool.

You gain proficiency with an additional software package or computer-based tool at 5th, 8th, 11th, 14th, 17th, and 20th levels.

Facial Recognition Algorithms

When you reach 5th level you can expand the use of your encyclopedic knowledge class ability to identify not just the physical qualities of a creature but also basic facts about it. You may also identify details about specific individual creatures. As long as an individual's personal information can be found in some database, your Wisdom check will reveal their name, occupation, and last publicly known address. You must have access to the internet and some sort of digital camera (such as a smartphone, laptop, or tablet computer) to use this ability.

(Yes, anyone with the proper equipment and software proficiency can do the same thing – but the DC would likely be higher and it would take several minutes. You can do it as a bonus action.)

Social Networking

Upon reaching 8th level, you gain a worldwide following of hackers who are willing to aid your efforts. This group functions as a botnet (see Botnets p. 103) under your control. Unlike a standard botnet, your social networking group never expires or diminishes in strength.

Command Override

Starting at 11th level you may spend a point of *arête* to cause any screen within sight of you to emit a *hypnotic pattern* (as the spell). This is a non-magical effect and cannot be dispelled or affected by an *antimagic field*.

Augmented Reality

Also at 11th level your ability to multitask is unparalleled. If you have access to some sort of augmented reality headset, heads-up display, or other hands-free device you may make computer-related ability checks as a bonus action, allowing you to continue hacking, even in the middle of combat.

Expert Systems

Upon reaching 14th level you gain the ability to write next-generation software that simulates an Intelligence or Wisdom-based skill in which you are proficient. As long as this expert system has access to some form of video feed (such as cell phone camera, or augmented reality headset) it can assist you with that skill by taking the Help action once per round.

You may create any number of expert systems but only one can be active at any time. You may deactivate one expert system and reactivate another as an action.

Virtual Hologram

Starting at 17th level, you can simulate the *project image* spell as an action through using a combination of surveillance technology and hologram projectors by spending 2 points of *arête*.

Backdoor Access

When you reach 20th level, you can, as an action, spend a point of *arête* to declare that you have previously established a valid account and password for any system or network protected by less than military grade security. Thus, you can seize control of traffic signals or the city power grid as an action.

Medic

Medics study the medical sciences and master the ability to treat ailments and injuries. Thanks to their training and experience they can work seeming miracles on the battlefield, rapidly patching up injuries and restoring life to the fallen. Their expertise isn't limited to merely the healing arts; their in-depth anatomical knowledge also enables them to efficiently incapacitate opponents.

Medical Training

You must have proficiency in Medicine to choose the medic specialty.

Medical Excellence

At second level, you may use a medical kit to replicate the effects of one of the following spells by spending a point of *arête*: *cure wounds*, *false life*, and *detect poison and disease*.

These are non-magical effects and are not affected by anti-magic fields nor can they be dispelled.

For the purposes of determining effects, assume that each "spell" is cast at a level equal to half your Expert level.

Upon reaching 4th level you may replicate the effects of the following: *enhance ability*, *lesser restoration*, *gentle repose*, and *protection from poison*.

At 6th level you may also replicate the *feign death* and *revivify* spells.

At 8th level, you may spend 2 points of *arête* to replicate the *death ward* spell.

At 10th level, you may spend 2 points of *arête* to replicate *awaken*, *contagion* or *greater restoration*.

At 12th level, you may spend 3 points of *arête* to replicate the *heal* spell.

At 14th level, you may spend 3 points of *arête* to replicate the *regenerate* spell.

At 16th level, you may spend 4 points of *arête* to create a *clone* or *simulacrum*.

Debilitating Strike

At 5th level your medical knowledge makes you aware the most vulnerable places of an opponent's anatomy striking them in a way that momentarily disorients their target. After striking a foe with an unarmed strike, finesse weapon, or firearm the target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

This ability may only be used on targets with a discernable anatomy who are susceptible to critical hits only once per target until you finish a short or long rest.

Precision Strike

Starting at 8th level, your medical insight becomes keener, allowing you to add your Wisdom modifier to the damage you inflict with an unarmed strike, finesse weapon, or firearm.

Heathy Vitality

Your in-depth understanding of nutrition, exercise, and physical maintenance has made you exceptionally healthy. At 11th level you gain proficiency in Constitution saving throws.

Nerve Strike

At 14th level, you may target an opponent's nerve clusters, creating a parasympathetic reaction that briefly paralyzes them. You must succeed on a melee attack that either deals bludgeoning damage, is from a finesse weapon, or is unarmed. Your strike inflicts no actual damage but the target of the attack must make a Strength saving throw. If they succeed they have disadvantage on any physical action they take until the end of their next turn. If they fail they become paralyzed and can make a new saving throw to recover at the end of each of their turns.

Optimized Medicine

At 17th level, your mastery of the healing arts is such that you automatically heal the highest possible number of hit points when simulating a spell that heals damage.

Targeted Strike

When you reach 20th level your mastery of vulnerable anatomic locations enables you to strike at an opponent's most vulnerable location. Before you roll an attack with a weapon in which you are proficient you may spend 2 points of *arête*. If the attack hits it is automatically a critical hit.



Occult Scholar

Students first and occultist's second, occult scholars have an academic rather than a practical understanding of magic. They tend to be more interested in the history and culture of magical practices than actually casting spells – although they are certainly capable of that.

While their studies often give them a deeper understanding of magical theory than wizards they lack the skill and ability to wield the raw power of wizardry. However, they are frequently able to improvise minor changes to spell formulae and are better able to analyze magical writing and devices.

Spellcasting

When you choose the occult scholar specialty at 2nd level, you gain knowledge of spellcasting, including the ability to cast spells. See chapter 10 of the Players Handbook for the general rules of spellcasting.

Cantrips. You learn two cantrips of your choice from the druid and wizard spell lists. You learn an additional cantrip from either list at 10th level.

Spell Capacity. You have the capacity to prepare up to three spells from the druid and wizard spell lists. You must prepare these spells from a spell book as if you were a wizard. As you advance in levels you may prepare more spells as shown on the Occult Scholar chart.

Learning New Spells. Whenever you gain a level in this class you can add one additional spell of your choice to your spellbook. Each spell must be of a level for which you have spell slots as shown on the table below. During the course of play, you might find other spells that you can add to your spell book (as a Wizard).

Occult Scholar

Expert Level	Cantrips Known	Spell Capacity	Spell Slots per Spell Level						
			1st	2nd	3rd	4th	5th	6th	7th
2	2	3	2	—	—	—	—	—	—
3	2	4	3	—	—	—	—	—	—
4	2	4	3	2	—	—	—	—	—
5	2	4	4	2	—	—	—	—	—
6	2	5	4	3	—	—	—	—	—
7	2	6	4	3	1	—	—	—	—
8	2	6	4	3	2	—	—	—	—
9	2	7	4	4	3	—	—	—	—
10	3	8	4	4	3	1	—	—	—
11	3	8	4	4	3	2	—	—	—
12	3	9	4	4	4	2	—	—	—
13	3	10	4	4	4	2	1	—	—
14	3	10	4	4	4	3	1	—	—
15	3	11	4	4	4	3	2	—	—
16	3	11	4	4	4	3	2	1	—
17	3	11	4	4	4	3	3	1	—
18	3	12	4	4	4	3	3	2	—
19	3	13	4	4	4	3	3	2	1
20	3	13	4	4	4	3	3	3	2

Spellcasting Ability. Intelligence is your spellcasting ability for your spells since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting. You can cast a spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Experimental Magic Because you understand the theoretical underpinnings of magic, you are able to alter the manifestation of a spell. When you cast a spell that deals damage you may spend one or more points of arête to change the type of damage inflicted. For each point of arête spent in this manner you can move the damage type up or down one step on the below list. This does not affect any additional effects (such as imposing disadvantage or applying a condition to the target) that the spell might have.

Piercing — Slashing — Bludgeoning — Force — Thunder — Cold — Necrotic — Poison — Acid — Fire — Lightning — Radiant — Psychic

Academic Analysis

Starting at fifth level you may spend an arête point to *identify* magical and cursed items as the spell. This does not consume any spell slots.

Ritual Defense

At 8th level you can spend 3 points of arête to cast *magic circle* without using any of your spell slots. At the time of casting, you may spend additional points of arête to extend the duration by one hour per point.

Thaumaturgic Defense

Starting at 11th level, you can spend 2 points of arête to cast either *dispel magic* or *remove curse* without using any of your spell slots. You may increase the spell level by spending an additional 2 points of arête per level.

Thaumaturgic Disruption

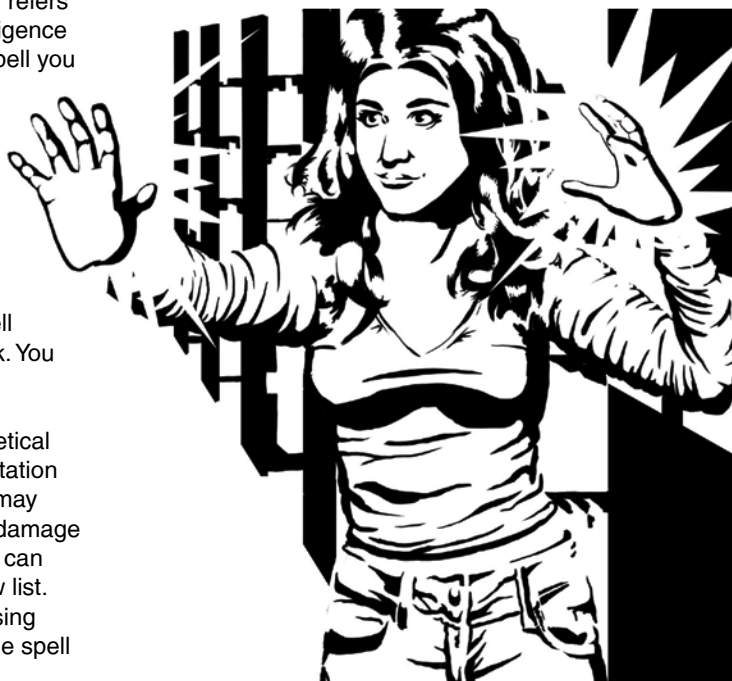
At 14th level you may spend 3 points of arête to cast *banishment* without using any of your spell slots. You may increase the spell level of *banishment* by spending an additional 2 points of arête per spell level.

Thaumaturgic Sight

Starting at 17th level you may spend 3 points of arête to cast *true seeing* without using any of your spell slots.

Thaumaturgic Prediction

When you reach twentieth level you may spend 5 points of arête to cast *foresight* without using any of your spell slots.



Saboteur

Saboteurs are interested in architecture, chemistry, and engineering, not because they want to design better version of things or to invent new items but because they want to blow them up. Ranging from the crazed bomber to the meticulous bomb disposal officer to the inspired special effects wizard, saboteurs are experts with all manner of explosives.

Munitions Expertise

At second level you gain proficiency with demolition kits, grenades, electrical tool kits, and thieves' tools.

Improved Munitions Expertise

When you reach 5th level your prowess with explosives allows you to spend 1 point of arête when you detonate an explosive or throw a grenade to produce one of the following effects:

- Increase the throwing range by +20/+40
- Increase the blast radius or area of effect by +10 feet
- Increase damage by +1d6
- Increase the save DC of the explosive by half your proficiency bonus.

At 9th level you are able to spend an additional point of arête to double the effect you place on the explosive or to add a second effect from the list above.

At 13th level you are able to spend 3 points of arête to place 3 effects (1 per point of arête spent) on an explosive or to place double one effect and a second effect from the list above.

At 18th level, you are able to spend 4 points of arête to place 4 effects (1 per point of arête spent) on an explosive, double 2 effects, or double 1 effect plus a second and third effect from the list above.



Shaped Charges

Starting at 8th level you gain the ability to devise explosives that explode in a controlled direction. When you place an explosive or throw a grenade you may spend 2 points of arête to change the area of effect from a sphere to a cone or line.

Durability

When you reach 11th level, cumulative mishaps with explosives have given you resistance to slashing, fire, and thunder damage.

Chemical Payload

At 14th level you may spend 2 points of arête to cause any grenade or explosive you set off to have a secondary effect. Choose from acid, fire, piercing, poison, or thunder. Half the damage inflicted by the explosion switches to that damage type. There are additional effects based on the chosen damage type:

Acid. Creatures within the area of effect must make a Dexterity save or any protective gear or non-magical armor suffers a cumulative -1 penalty to armor class. If the penalty reduces the effectiveness of the armor to AC 10 or below, the armor is destroyed.

Fire. Creatures within the area of effect must make a Dexterity save or catch fire and suffer 2d6 damage each round. Creatures may make an additional save to extinguish the flames at the end of each of their turns.

Piercing. The explosion inflicts an additional +2d10 piercing damage.

Poison. Creatures within the area of effect must make a Constitution save or be poisoned. They may make an additional save to recover at the end of each of their turns.

Thunder. Creatures within the area of effect must make a Constitution save or be deafened until they are treated with a successful Wisdom (Medicine) skill roll. The DC for this test is the same as your arête saving throw DC.

Dismantling Mastery

Starting at 17th level you have advantage on any ability roll to damage or disable equipment, vehicles, or devices. Additionally, you may add your Wisdom bonus to damage rolls made against equipment, devices, vehicles, or constructs.

Effective Detonation

When you reach 20th level you may spend arête points to ensure maximum damage when placing explosives or throwing grenades. For each point spent, one damage die inflicts the maximum damage. Alternately if using non-damaging grenades (such as tear gas grenades) you may spend arête to increase the saving throw DC.

Gadgeteer

A middle-aged man wearing a lab coat rummages through the pile of papers covering his desk like Christmas snow. With a look of satisfaction, he snatches up the control pad and begins 3-D printing his latest invention.

Quickly scanning the instrument panel display to ensure the telemetry was recording properly, a determined young woman says "All sensors nominal. Begin the launch countdown". Chuckling at her own joke, she pulls the lever that catapults her new drone into the sky. "Fourtreetwoone," she mumbles as she engages the remote piloting system.

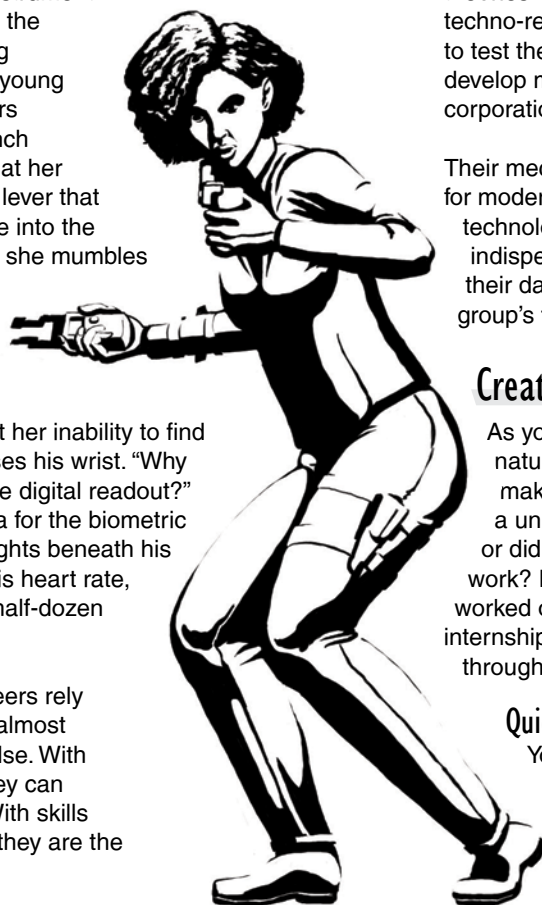
While the nurse sighs in exasperation at her inability to find a pulse, the cyborg raises his wrist. "Why don't you just look at the digital readout?" he inquires. "I paid extra for the biometric display option." Small lights beneath his skin pulse to indicate his heart rate, blood pressure, and a half-dozen other health indicators.

Unsurprisingly, gadgeteers rely heavily on technology, almost to the exclusion of all else. With the right equipment, they can accomplish anything. With skills bordering on wizardry, they are the ultimate tool-users.

Technical Innovators

Creative and adaptable, gadgeteers believe in a technological future and are determined to make that future a reality. They are highly knowledgeable and skilled individuals who nonetheless rely heavily on their tools and equipment. Whether they tinker in homemade workshops or design as part of a corporate research team, a gadgeteer finds delight in understanding and manipulating advanced technology.

Because of their in-depth understanding of how things work, gadgeteers develop the ability to construct radical new devices, called gadgets. Most are unreliable prototypes that falter after a few uses but while they operate, are capable of revolutionary new feats, heretofore unknown by science or industry.



Technology Run Amok

Gadgeteers' love of technology fuels their careers. They often seek work as engineers, scientists, or inventors where they can communicate with other like-minded individuals and keep abreast of the latest advances in science and technology. Many gadgeteers are also independent thinkers who eschew traditional wisdom in favor of their own radical new theories. Unable to find support for their strange ideas these techno-rebels adopt a life of adventuring as a means both to test their current devices and earn money with which to develop more. Others turn to adventuring because they fear corporations will steal (or already have stolen) their ideas.

Their mechanized wizardry makes gadgeteers well-suited for modern adventuring. Their knowledge of surveillance technology and applied science alone make them indispensable to their less-advanced colleagues and their damage-dealing gadgets happily augment any group's firepower.

Creating a Gadgeteer

As you create your gadgeteer character consider the nature of the education that gave them their gadget-making capabilities. Did they undertake formal study at a university and if so, do they have a graduate degree or did they drop out before finishing their undergraduate work? Did they apprentice to a crazy old inventor who worked on the outskirts of town or participate in a corporate internship? Or, perhaps they're self-taught, developing through trial-and-error?

Quick Build

You can make a gadgeteer quickly by following these suggestions. First make Intelligence your highest ability score, followed by Dexterity. Second, choose the scientist background. Third, choose the *mending* and *produce flame* gizmos and the *burning hands*, *disguise self*, and *expeditious retreat* spells.

Class Features

As a Gadgeteer, you gain the following class features.

Hit Points

Hit Dice: 1d8 per x level

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

Hit Points at Higher Levels: 1d8 (or 4) + your Constitution modifier per level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, pistols, and revolvers.

Tools: Choose any three.

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Acrobatics, Athletics, Investigation, Perception, Survival

Equipment

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

- (a) a semiautomatic pistol or (b) a revolver
- (a) a state of the art desktop computer or (b) a laptop
- Smartphone, electrical tool kit, mechanical tool kit (if proficient) and thieves' tools (if proficient)
- Undercover vest

The Gadgeteer

Level	Prof Bonus	Features	Gizmos	Spells Known	Prototype Slots	Max Slot Level
1st	+2	Gadgets, Tool Mastery	2	3	2	1
2nd	+2	Improvised Tool Mastery	2	4	3	1
3rd	+2	Gadgeteer Archetype	2	5	3	2
4th	+2	Ability Score Improvement	3	6	3	2
5th	+3	Jury Rig, Tool Proficiency (1)	3	7	4	2
6th	+3	Eureka Moment (1)	3	7	4	3
7th	+3	Gadgeteer Archetype feature	3	8	4	3
8th	+3	Ability Score Improvement	3	9	5	3
9th	+4	Push Performance	3	10	5	4
10th	+4	Tool Proficiency (2)	4	10	5	4
11th	+4	Gadgeteer Archetype feature	4	11	6	4
12th	+4	Ability Score Improvement,	4	11	6	5
13th	+5	Eureka Moment (2)	4	12	6	5
14th	+5	Monkey Wrencher	4	12	7	5
15th	+5	Tool Proficiency (3)	4	13	7	5
16th	+5	Gadgeteer Archetype feature	4	14	7	5
17th	+6	Quick Repair	4	14	8	6
18th	+6	Eureka Moment (3)	4	15	8	6
19th	+6	Ability Score Improvement, Tool Proficiency (4)	4	15	8	6
20th	+6	Multitasking	4	16	9	6

Gadgets

You have a knack for designing and building new revolutionary new devices. These devices are capable of wondrous and revolutionary feats far beyond the scope of contemporary technology. They are typically electronic in nature but some may be chemical, mechanical, or digital, taking the form of software applications.

Gizmos

At first level you have perfected two minor inventions that consistently and reliably function – at least when you operate them. It takes an action to activate a gizmo. You may activate a gizmo any number of times. Gizmos duplicate the effects of a magical cantrip but are non-magical in nature and are thus unaffected by *dispel magic*, antimagic fields and the like.

Non-gadgeteers may use your gizmos but because they lack your in-depth technical understanding of the gizmos they risk breaking them. Whenever a character without levels in the gadgeteer class activates a gizmo, the device must make a DC 12 Intelligence saving throw with disadvantage. Failure means that they activate the gizmo but damage it in the process so that when the effect duration expires, the gizmo is thereafter inoperable.

You may repair a broken gizmo during a long rest.

You may replace a lost or stolen gizmo during downtime between adventures as long as you have access to the necessary electronics kit, machine shop, chemical laboratory, or development servers.

Spells Known of 1st Level and Higher

At first level, you know 3 spells of your choice from the Gadgeteer spell list. This represents, not your knowledge of magic but your ability to replicate spell effects using technology.

The Spells Known column of the Gadgeteer table shows when you learn more Gadgeteer spells of your choice. Each of these must be of a level equal to or less than the number shown in the Max Slot Level column of the Gadgeteer table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally when you gain a level in this class, you can choose one of the gadgeteer spells you know and replace it with another spell from the gadgeteer spell list, which also must be of a level for which you have spell slots.

Prototype Gadgets

At first level you begin play with a prototype gadget that duplicates the effects of one of the spells you know. Because the device is a prototype that only you are familiar with, only you know how to operate it.

Most gadgets require a single action to cast, but those that duplicate spells that require a bonus action, a reaction, or longer than a single action require the same timeframe as the spells they duplicate. Range and duration are identical to the spells effect. Spell effects that require concentration do not require you to actually maintain the effect through your force of will as a spellcaster does, although it uses the same rules. Instead, maintaining the effect requires a degree of your *attention*. To maintain the effect you must adjust dials, input new data, change settings, or otherwise manipulate the prototype to maintain the effect. If your concentration is disrupted, your attention is similarly diverted and the effect is canceled.

Prototype gadgets are assumed to all require somatic components in the sense that you must physically hold the prototype and manipulate it to activate it. However, if a given spell only has verbal components, gadgets derived from that spell may be designed to be voice activated.

Gadgets never require additional material components or spellcasting foci. In a sense, each gadget is its own material component and/or spellcasting focus.

You can operate a gizmo at a higher spell slot (just as spellcasters do) up to the amount shown in the Max Slot Level column of the Gadgeteer chart. While this gives you more power with each activation, it also increases the chance of malfunction. If you choose, you may deliberately operate a gizmo at less than the highest level to reduce the chance of malfunction.

After each activation of a prototype gadget, you must roll an Intelligence saving throw. The DC for this is 12 plus the spell level at which the gadget is being activated. Failure indicates that the device activates normally but once the duration expires (or your attention is disrupted) something burns out, breaks, or becomes misaligned inside so that it cannot be reactivated until repaired.

You can repair a broken or inactive prototype gizmo during a long rest.

Prototype gadgets are fragile and always breaking, requiring constant tune-ups and adjustments. The Prototype Slots column shows the maximum number of prototype gadgets you are able to keep operational at any given time. If you attempt to carry more working prototype gadgets than the number shown on the Prototype Slots column of the Gadgeteer table the gadgets interfere with each other and you must make a saving throw against malfunction with

disadvantage *before* you attempt to activate a prototype.

Spellcasting Ability. Intelligence is your spellcasting ability for the purposes of calculating save DCs or a spell refers to your spellcasting ability.

Gizmo or Prototype save DC = 8 + your proficiency bonus + your Intelligence modifier

Gizmo or Prototype attack modifier = your proficiency bonus + your Intelligence modifier.

Tool Mastery

Starting at first level, you may add half your proficiency bonus, rounded down, to any ability check you make while using tools with which you are not already proficient.

Improvised Tool Mastery

At second level you can perform tasks (such as repairs) that normally require tools -- without proper tools as long as you are proficient in the necessary tools and have something with which to substitute. However, you do not receive your proficiency bonus to the roll.

Example: Automotive repair normally requires a mechanical tool kit to even attempt, but as long as you are proficient in a mechanical tool kit and can scrounge up a tire jack and crowbar, you can get the job done.

Additionally, you are proficient in improvised weapons.

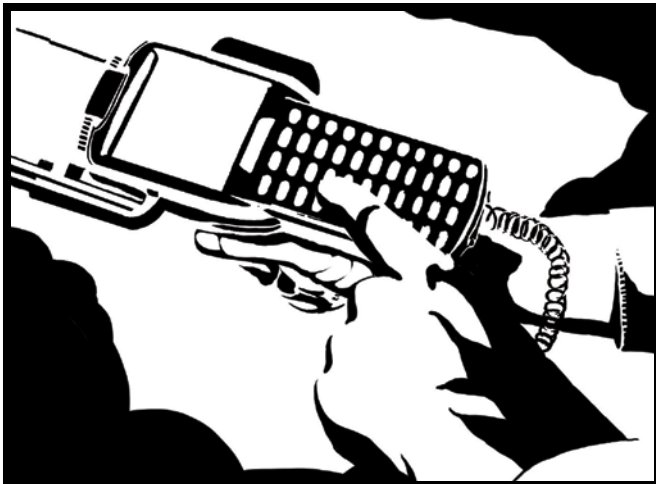
Ability Score Increase

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

Jury Rig

At 5th level you can coax an extra use out of a broken or defective machine or device as an action. The action can consist of a few quick repairs or a jump-start. Sometimes, all that's required is a good kick. In any case the machine will operate for 1 use or 1 hour, whichever is shorter, before lapsing back into its non-operational condition. You can use a broken cellular phone to make one last call, coax an extra 10 miles out of a damaged vehicle, or stick a shattered blade together long enough for one last stab but you cannot create ammunition or fuel out of thin air. This ability has no effect on gadgets.

Working such quick miracles is mentally taxing and you must finish a short or long rest before you can use it again. You must finish a long rest to use it on the same machine



Tool Proficiency

At 5th, 10th, 15th and 19th you gain proficiency in an additional set of tools, vehicle, piece of equipment, or weapon.

Eureka Moment

Upon attaining 6th level, you acquire the insight necessary to perfect one of your gadgets – or at least make it less likely to malfunction. Choose one of your first level spells. You have advantage on saving throws against malfunction with this gizmo. Unfortunately, you are still the only one who knows how to operate it and the gadget still counts against the total number of prototypes you can carry at any one time.

At 13th level, you may construct a second stable gadget from one of the first or second level spells you know.

At 18th level, you may construct a third stable gadget from one of the first, second, or third level spells you know.

Push Performance

When you reach level 9 you can push vehicles and devices beyond their normal tolerances and achieve unheard-of levels of performance. You don't alter the device in any way, you're simply better at using it than others. As a rule of thumb you can safely cause a device to operate at 25% beyond its maximum capacity. For vehicles, this generally applies to acceleration; computers to processing power, and communication devices to range.

If you are willing to sacrifice the device you can push performance as high as 150% the normal maximum. This damages the device, rendering it inoperable after an hour of use. You can repair it during a long rest.

You cannot push the performance of a gadget or gizmo.

Monkey Wrencher

At 14th level, you gain advantage on all attacks made against constructs and machines. Additionally, your weapon attacks against constructs and machinery are considered magical for the purposes of overcoming damage resistance or immunity.

Quick Repair

At 17th level, you may repair a single broken prototype gadget during a short rest. Once you use this ability, you may not use it again until after you have completed a long rest.

Multitasking

When you reach 20th level, you may operate and maintain concentration on two gadgets simultaneously. If something might cause you to lose concentration such as taking damage, you may make a separate saving throw for each gadget effect.

Gadgeteer Archetypes

Gadgeteers are united by their love of and aptitude for advanced technology but individual gadgeteers master different aspects of technology – represented by the gadgeteer archetypes. Your choice of archetype shows your area of specialization. Are you better at designing, building, or using technology? Or is it your goal to *become* technology?

Inventor

You are dedicated to creativity and innovation. You live for devising novel new devices and solutions. Whether they turn out to be practical or not is for engineering or marketing to determine. You just build them.

Experimental Devices

At 3rd level, you learn to construct an additional gizmo and you learn the formula for two more spells.

Upgrade

At 7th level, you can improve the performance of a vehicle, weapon, or item of non-magical, non-futuretech equipment. You must spend 1 minute modifying the device. Possible improvements include:

- +50% ammunition capacity
- +d6 to damage
- +1 AC bonus
- Add one type of damage resistance to armor
- +50% range
- +20% speed

You can only upgrade one quality per device.

These upgrades stack with any bonuses from your Push Performance ability. Unlike Push Performance, anyone who uses the upgraded device, vehicle, or weapon gains the benefit.

Improvements are temporary. Each time the device is used, roll 1d6. On a 5 or 6, the improvements are undone and revert back to its original specifications. You cannot upgrade the same item twice.

When you reach 14th level, you can choose to either

- Upgrade two properties of a device
- Upgrade one property, which will never revert

Laboratory Accidents

Upon attaining 11th level, various mishaps during construction have inured you to harmful chemicals and energies. You're sometimes surprised if you manage to go a whole day *without* being electrocuted, burned, or poisoned. Choose two of the following damage types: Acid, Cold, Fire, Lightning, Poison, or Thunder. You have resistance to those types of damage.

Kitbash

At 16th level you can build a single-use device that simulates the effect of any spell – subject to the limitations of scientific principles. (For instance, you can't scientifically *reincarnate* someone but you can transfer their memories and personality into a randomly cloned body – which has essentially the same effect as *reincarnate*. Likewise, science can't *commune* with a deity but computers can run analytic algorithms that serve the same purpose).

It takes 1 hour per level of the spell to construct the device but you may activate it at any point thereafter. Once activated, it operates for the normal duration of the spell, after which all circuits burn out, the operating system irretrievably crashes, and the device becomes otherwise useless.

If you do not have access to a proper laboratory or manufacturing facility in which to construct your device, you either have disadvantage on using it – or if it is resisted, defenders have advantage against it.

Operator

Once a prototype has been constructed, someone has to test it and you are usually that lucky soul. Whether you work as a test pilot, beta-tester, or field testing "volunteer", you're much more concerned with *using* cutting edge technology than with creating it.

Test Drive

At 3rd level, you double your proficiency bonus with any ability checks made using vehicles.

Nerves of Steel

Constantly exposure to suicidal danger has left you jaded and unable to be spooked. Upon reaching 7th level you gain advantage on saving throws against being frightened.

Vehicular Assault

Upon attaining 11th level, you can use a bonus action each round to operate a vehicle, allowing you to attack while driving or flying.

Miraculous Survival

At 16th level, you can survive seemingly inescapable peril only to emerge relatively unscathed a moment later. You manage to eject at the last instant, drop behind cover, or your wallet somehow stopped the bullet. When you are reduced to 0 hit points and not killed outright you can choose to drop to 1 hit point instead. If there is adequate available cover (and circumstances permit), you may use your reaction to make a Dexterity (Stealth) check to hide. Once you use this ability, you can't use it again until you finish a long rest.

Cyborg

Not content with having cutting edge equipment, you need to dance the cutting edge by *becoming* your equipment. Cyborgs upgrade themselves to have the latest and best.

Cybernetic Implants

At 3rd level, you may choose to incorporate up to half your gizmos and prototypes (round up) into your body as cybernetic implants. Cybernetic gadgets are always "in hand", allowing the cyborg to wield a two-handed weapon or two weapons without needing to switch out gizmos. Additionally, cybernetic gadgets cannot be lost or stolen without first surgically removing them. While this can complicate repairing a malfunctioning gadget, you can still do the work yourself by ensuring that access ports are installed in easily reachable places.

Feedback

After reaching 7th level, whenever you roll a malfunction on one of your cybernetic gadgets, you may choose to have the gadget remain operational. Instead of ceasing to work, the implanted gadget instead deals electrical damage to you in the amount of 1d6 per level of the spell slot used.

Direct Brain Interface

Upon attaining 11th level, you may mentally activate all your cybernetic gadgets, eliminating any need for verbal or somatic components.

Dermal Armor

At 16th level your skin is interwoven with nigh-unbreakable monofilament fibers giving you resistance to piercing, slashing, and electrical damage from nonmagical weapons.

Gadgeteer Spell List

The following are lists of spells available to gadgeteers to technologically replicate. Parenthetical text describe some suggested forms the gizmo and prototype gadget might take.

Cantrips

Fire Bolt (*micro napalm launcher*)
Friends (*pheromone gas*)
Mending (*quick-set adhesive*)
Minor Illusion (*holographic projector, sound system*)
Poison Spray (*toxic gas dispenser*)
Produce Flame (*futuretech cigarette lighter*)
Shillelagh (*electrified truncheon*)
Shocking Grasp (*electrified gloves*)
True Strike (*digital heads-up targeting display*)

First Level

Burning Hands (*pocket flamethrower*)
Charm Person (*pheromone or hypnotic gas, subliminal neurolinguistics programming*)
Color Spray (*holographic projector*)
Detect Poison and Disease (*medical scanner, chemical "sniffer"*)
Disguise Self (*holographic projector, memory-plastic mask and color changing clothing*)
Entangle (*tanglewire grenades, expanding chemical foam*)
Expeditious Retreat (*adrenaline shot, rocket propelled roller skates*)
Feather Fall (*diamagnetic field generator*)
Fog Cloud (*super gas grenade, smoke machine*)
Grease (*lubricant launcher*)
Jump (*rocket-assist boots*)
Shield (*diamagnetic force field generator*)
Silent Image (*holographic projector*)
Thunderwave (*shaped charges, sonic boom generator*)

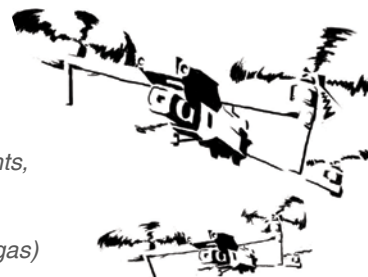
Second Level

Acid Arrow (*acid-filled balloon, super squirt gun*)
Augury (*AI predictive analytics, statistical regression analysis*)
Blur (*hallucinogenic gas, holographic projector, spatial distorter*)
Calm Emotions (*mood-stabilizing lithium gas, tranquilizers, subliminal messages*)
Enhance Ability (*performance-enhancing drugs, smart drugs, electro-neural stimulation*)
Find Traps (*metal-detector, x-ray scanner, millimeter-band radar*)
Flame Blade (*photonic sword, luminous saber, sun scimitar*)
Gentle Repose (*bio-suppression field*)
Heat Metal (*microwave pulse projectors*)
Invisibility (*photonic wave shifters, holographic masking*)
Lesser Restoration (*broad-spectrum antibiotics*)
Misty Step (*transdimensional phase shifters*)
Protection from Poison (*field chelation kit*)
Scorching Ray (*tight beam microwave emitter*)
Shatter (*resonant frequency auto-tuner*)

Spider Climb (*gecko-fiber gloves*)
Suggestion (*subliminal waveform generators, hypnotic infrasound*)
Web (*adhesive foam, monofilament tangle wire*)

Third Level

Blink (*extradimensional phase decoupler*)
Clairvoyance (*tiny remote camera drones*)
Daylight (*full spectrum lights, photonic emitters*)
Fear (*infrasound, hypothalamic-stimulating gas*)
Fireball (*plasma emitter*)
Fly (*jet pack, helicopter pack*)
Haste (*super-amphetamines, temporal dilation field*)
Hypnotic Pattern (*theta-wave stimulator*)
Lightning Bolt (*capacitance cannon, particle beam projector*)
Major Image (*hallucinogenic gas, holographic projector*)
Phantom Steed (*nanotech "folding" motorbike*)
Protection from Energy (*insulating garb, plane-wave form disperser*)
Revivify (*cardiac adrenaline injection, electrical defibrillation*)
Stinking Cloud (*smoke grenade w/ chemical payload*)



Fourth Level

Arcane Eye (*Nano-surveillance drones*)
Black Tentacles (*robotic collapsible tentacles*)
Divination (*predictive computational algorithms*)
Fabricate (*robotic laser sculptor*)
Fire Shield (*incendiary flame-proof suit*)
Greater Invisibility (*photonic wave shifters, holographic masking*)
Hallucinatory Terrain (*holographic projector*)
Locate Creature (*satellite surveillance application*)
Resilient Sphere (*force field emitter*)
Wall of Fire (*hyper-napalm flow dispenser*)

Fifth Level

Cloudkill (*toxic gas grenades*)
Commune (*analytical artificial intelligence*)
Creation (*portable 3-D printer*)
Flame Strike (*incendiary bomb*)
Mislead (*photonic wave shifters and holograms*)
Modify Memory (*cognitive restructurer*)
Passwall (*quantum phase shift transposer*)
Scrying (*hacked satellites and traffic cams*)
Teleportation Circle (*transporter pads, teleportation pods*)
Wall of Force (*magnetic induction field generator, force fields*)

Sixth Level

Disintegrate (*intrinsic field subtracter*)
Globe of Invulnerability (*probability destabilizier*)
Mass Suggestion (*subliminal waveform generators, hypnotic infrasound*)
Programmed Illusion (*holographic projector, sound system, limited A.I.*)

Trickster

Clad in a fluorescent marching band jacket that scintillates when a pulse from her black-light LED glasses hits it, the limber young woman does a backflip for no apparent reason other than the sheer joy of it. She follows this up by reciting lines from an Alice in Wonderland poem while somersaulting. All eyes are upon her, leaving none to watch her companion quietly unlock the front panel of the ATM.

An average looking guy cowers before the angry biker. "I'm sorry! I'm sorry! I didn't mean to knock over your bike" he whimpers. Just as the biker swings his fist, the smaller man stumbles and drops to one knee causing his aggressor to swing wide and topple to the ground, overbalanced. "That was an accident too! I swear!"

"So the question you gotta ask yourself is: Do I feel lucky?" snarled the grizzled old cop as he levels his revolver at the crouching youth. "Well... duh!" is her reply as she leaps into a passing car through an open window while mumbling some Latin doggerel. Instead of bullets, a lovely bouquet of flowers emerges from the barrel when the cop pulls the trigger. What are the odds that the cop picked up the novelty gun during their earlier scuffle?

Sometimes the master of destiny, sometimes its pawn, the trickster rides the wheel of fortune alternating between down and up, failure and success. Often it's hard to tell the difference because the trickster seems to be at their worst when things are going well and inexplicably fantastic when everything else goes wrong.

Ingenious Masterminds or Lucky Buffoons?

Much about a trickster is enigmatic. They might be calculating geniuses, hiding their ability to plan five steps ahead behind a mask of chaotic lunacy. Or they might be bumbling fools that stumble backward into success from time to time through sheer luck. Sometimes, they seem to alternate between the two roles, making it impossible to know what sort of game the trickster is playing – assuming that they even know, themselves.

Trickster abilities are fueled by misfortune. Mistakes and failure only make them more powerful. As a result, seem to blithely glide through life, unconcerned with whether they succeed or not in the moment. In their heart of hearts they *know* that it will all work out in the end, so why bother expending effort? This fatalistic attitude can often be

mistaken for apathy or resignation but tricksters are usually staunch optimists.

Agents of Destiny

Trickster life is a precarious balancing act. They seem to be luckiest immediately after some grave misfortune has befallen them, but at the same time they find their luck often vanishes if they begin to rely upon it too much. Some have theorized that tricksters are agents of balance, charged with ensuring that neither order nor chaos gains ascendance in the universe. Others view them as agents of pure chaos, working

to disrupt the status quo wherever they go. Some, usually the tricksters themselves, regard them as the ultimate levelers, fated to bring down the high, mighty, and corrupt.

Some tricksters embrace the adventuring life, often to the exclusion of having other interests or a career. This frequently results in their allies being drawn into danger as a result of their antics. Others yearn for a "normal" life but circumstances always seem to draw them into one adventure after another.

Creating a Trickster

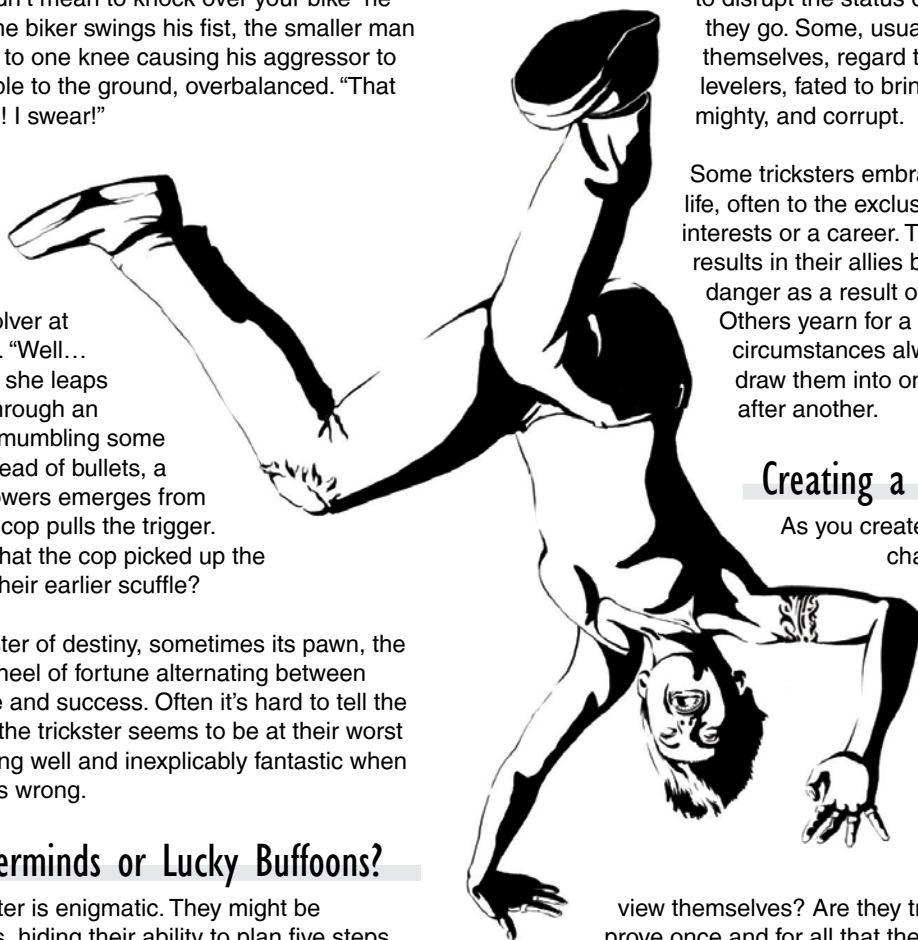
As you create your trickster character, consider

what their ultimate destiny might be? Are they even aware that they have a part to play in the grand production of fate? Do they accept their role or struggle against it? How do they

view themselves? Are they truth-tellers out to prove once and for all that the emperor has no clothes? Robin-hood type figures that provide for a community? Or are they just "regular people" caught up in events outside their control?

Quick Build

You can build a trickster quickly by following these suggestions. First make Dexterity your highest ability score, followed by Charisma. Second, choose the performer background.



The Trickster

Level	Prof Bonus	Features
1st	+2	Fortune's Favorite, Improvised Weapon Proficiency (d6)
2nd	+2	Prank Mastery (3)
3rd	+2	Archetype, Improvised Weapon Proficiency (d8)
4th	+2	Ability Score Improvement
5th	+3	Carefree Strikes (3)
6th	+3	Odd Man Out, Prank
7th	+3	Archetype feature, Improvised Weapon Proficiency (d10)
8th	+3	Ability Score Improvement
9th	+4	Evasion, Mischief Dice (4)
10th	+4	Improved Mischief (d10)
11th	+4	Carefree Strikes (4), Redirect Attack
12th	+4	Ability Score Improvement
13th	+5	Archetype feature, Improvised Weapon Proficiency (d12)
14th	+5	Pratfall, Prank
15th	+5	Improved Carefree Strikes, Mischief Dice (5)
16th	+5	Ability Score Improvement
17th	+6	Archetype feature
18th	+6	Elusive, Improved Mischief (d12)
19th	+6	Ability Score Improvement
20th	+6	Reversal of Fortune

Class Features

As a trickster, you gain the following class features.

Hit Points

Hit Dice: 1d8 per x level

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

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

Proficiencies

Armor: Light and medium armors

Weapons: Simple weapons, pistols, revolvers, and shotguns.

Tools: none

Saving Throws: Dexterity, Charisma

Skills: Choose two from Acrobatics, Deception, Insight, Performance, Sleight of Hand, or Stealth

Equipment

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

- (a) a semiautomatic pistol or (b) a revolver
- (a) taser or (b) stun gun
- (a) pepper-spray squirting flower or (b) 5 smoke grenades
- (a) bowling ball, (b) board with a nail through it, (c) Viking helmet, or (d) bandolier loaded with fresh fruit
- Undercover vest

Fortune's Favorite

While you are not wearing any armor your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You can trick the forces of the universe itself to defend you.

Improvised Weapon Proficiency

You may apply your proficiency bonus to attacks made with improvised weapons. Additionally, in your hands, improvised weapons inflict 1d6 damage (instead of the usual 1d4) plus your Strength or Dexterity modifier as appropriate for the weapon. Tricksters need to think on their feet and wring every possible advantage from their environment.

When you reach 3rd level, you deal 1d8 damage plus your Strength or Dexterity modifier when attacking with an improvised weapon.

When you reach 7th level, you deal 1d10 damage plus your Strength or Dexterity modifier when attacking with an improvised weapon.

Starting at 13th level, you deal 1d12 damage plus your Strength or Dexterity modifier when attacking with an improvised weapon.

Prank Mastery

When you reach 2nd level you learn pranks that are fueled by special dice called mischief dice.

Pranks. You learn a number of pranks, which are detailed under "pranks" below. You may choose which pranks you know individually, or have them randomly determined. If you decide to choose individual pranks, you may pick three. You learn two additional pranks at 6th and 14th level. Each time you learn new pranks, you may also replace a single prank that you already know with a different one.

If you opt to have your pranks randomly assigned, you have four pranks at any given time. At the end of each long rest, you lose your current set of pranks and receive four new different randomly assigned pranks. At 6th level you may have seven randomly determined pranks, ten at 14th level.

Mischief Dice. You have three mischief dice which are d8s. A mischief die is expended when you use it. You regain one spent mischief die when you fail a saving throw, critical ability roll, or all your attacks in the round fail. If there are no consequences for failing a given roll, you do not regain a mischief die. Alternately, you might regain a mischief die at the Dungeon Master's discretion if your character does something especially disastrous or foolish.

You gain another mischief die at 9th level and one more at 15th.

Saving Throws. Some of your pranks require your target to make a saving throw to resist the prank's effects. The saving throw DC is calculated as follows:

Prank save DC = 8 + your proficiency bonus + your Dexterity or Charisma modifier (your choice)

Pranks

Pranks are presented in alphabetical order. If your pranks are randomly determined you may roll percentile dice on the following chart.

Levels 1-5	Levels 6-20	Prank
1-7	1-6	Defensive Trip. When you are attacked in melee combat you may spend a mischief die as a reaction to cause your attacker to fall prone if they fail a Strength saving throw. When you reach 10th level you also inflict 1d6 + your Dexterity bonus in damage if the attacker fails their saving throw.
8-15	7-12	Dirty Fighting. As an action you can spend a mischief die to blind a creature by using a smoke bomb, throwing something in their eyes, or some other method. You must be within 15 feet of the creature and it is allowed a Dexterity saving throw. If they fail, they gain the blind condition. They may attempt another save at the start of their turn on each subsequent round. When you reach 10th level the range increases to 25 feet and you can attempt to blind an opponent as a bonus action.
--	13-20	Even Swap (6th level required) As an action you may spend a mischief die to cause an opponent to trade an item they are holding (such as a weapon) with one you are holding if they fail a Dexterity saving throw. When you reach 15th level, you do not have to be holding an object, you may snatch an item away from a foe if they fail a Dexterity save.
16-23	21-27	Fancy Footwork. As part of your movement you may spend a mischief die to ignore difficult terrain and increase your base speed by 10 feet for 1 round. When you reach 10th level you do not provoke opportunity attacks when using this ability.
24-31	28-34	Fast Escape. You may spend a mischief die to Disengage as a bonus action. When you reach 10th level, you also gain the effects of the Dodge action when you use this ability.
32-38	35-40	Instill Overconfidence. You may roll a mischief die and add the result to a Dexterity (Stealth) or Charisma (Deception) ability check to seem harmless or unimportant. When you reach 10th level you may also use this ability to take the Hide action as a bonus action.
39-45	41-47	Low Blow. You may spend a mischief die to add your Charisma bonus to a melee attack roll. If the attack is successful you may add the mischief die to the damage roll. When you reach 10th level you may use this ability with ranged attacks as well as melee attacks.
46-53	48-53	Lucky Reflexes. You may spend a mischief die to Dodge as a bonus action. When you reach 10th level your armor class also increases by 2 when you use this ability.
54-62	54-60	Mockery. You deride and insult a creature who must be able to hear you (although it does not need to understand your language) by spending a mischief die as an action. If the creature fails a Wisdom saving throw it suffers your mischief die in psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn. When you reach 12th level you may add your Charisma modifier to the damage.

Levels 1-5	Levels 6-20	Prank
63-69	60-64	Opportunist. You may spend a mischief die to add the result to your attack roll and damage when making an opportunity attack. When you reach 10th level the bonus damage increases to 2d8 instead of 1d10. When you reach 18th level, the bonus damage is 2d10.
70-77	65-70	Plea for Help. You may spend a mischief die to cry for help as a bonus action. The next creature that takes the Help action on your behalf or uses an ability from which you benefit gains a bonus die which works identically to (and does not stack with) the bardic inspiration ability. When you reach 14th level, any creature that assists you before the start of your next turn, gains a bonus die.
78-84	71-78	Taunt. As an action you may spend one of your mischief dice to mock and belittle a creature, enraging it. If the creature fails an Intelligence saving throw, it has disadvantage on all attacks except those against you. The creature must be able to see and hear you and must have a language, although it doesn't necessarily need to understand yours. The creature may make a new saving throw at the end of each of their turns. When you reach 10th level you may also Disengage as a bonus action when using this ability.
85-92	79-84	Unexpected Skill As a bonus action, you may add the result of your mischief die to a single ability check in which you are not proficient. After using this ability you must complete a short rest or a long rest before you can use it again. When you reach 12th level you may use this ability up to three times before resting.
93-00	85-91	Uplifting Spirit. As a bonus action you may roll a mischief die and give the result in temporary hit points to an ally. The ally must be able to see or hear you to benefit from the hit points. When you reach 12th level as a bonus action you may spend a single mischief die to give 2 dice worth of temporary hit points to a single ally or 1 die worth of temporary hit points to up to 3 different allies.
--	92-00	Vulnerability Strike (6th level required) You may spend one of your mischief dice when dealing damage to ignore damage resistance on one attack or to strike as if the attack was a damage type to which the creature is vulnerable. You do not need to know what specific damage type(s) to which a creature might be vulnerable (or resistant) to use this ability. When you reach 15th level, when using this ability your attack ignores one kind of damage immunity.

Archetype

At 3rd level, you choose an archetype that you strive to emulate. Choose Everyman, Harlequin, or Tychemancer all detailed at the end of the class description. The archetype you choose grants you features at 3rd level, and again at 7th, 13th and 17th level.

Ability Score Increase

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

Carefree Strikes

Starting at 5th level when you may choose to make 3 carefree attacks instead of one regular attacks when you

take the Attack action. You must be proficient with a weapon to make carefree attacks with it. However, your proficiency bonus does not apply to carefree attacks. If you have any abilities that you may normally substitute for an attack, you may not use them instead of a carefree attack.

When you reach 11th level you may choose to make 4 carefree attacks when you take the Attack action.

Odd Man Out

When you reach 6th level, whenever you and at least one allied creature are affected by the same effect and all your allies fail their saving throw, you automatically succeed. Through trickery, random chance, or the whims of destiny itself you somehow manage to be the exception that proves the rule.

If a group contains more than one trickster, only the highest level trickster succeeds on the save.

Evasion

Beginning at 9th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Improved Mischief

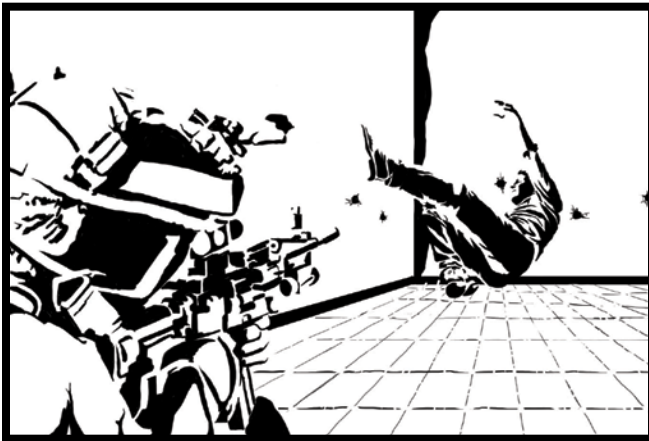
Beginning at 10th level, your mischief dice turn into d10s. At 18th level they turn into d12s.

Redirect Attack

Starting with 11th level, when a creature misses you with an attack roll, you can use your reaction to cause that attack to hit one creature of your choice, other than the attacker, that you can see within 5 feet of you. You may use this ability a number of times equal to your Dexterity modifier. You regain any spent uses after completing a short rest or a long rest.

Pratfall

When you reach 14th level, as a reaction, you can completely avoid an attack by falling prone, usually landing in an embarrassing or humorous position. You may use this ability after it is determined if the attack hits but you must use it before damage is rolled. Once you use this feature, you must finish a short or long rest before you can use it again.



Improved Carefree Strikes

When you reach 15th level you may apply half your proficiency bonus to carefree strikes.

Elusive

At level 18 you have become so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Reversal of Fortune

Once you reach 20th level, you regain all expended mischief die when you fail a saving throw, critical ability roll, or all your attacks in the round fail.

Archetypes

While every trickster is different, fate tends to push them in one of three archetypal directions.



Everyman

Sometimes the greatest trick a trickster can perform is on themselves. These tricksters convince themselves (and usually everyone around them) that they are average, unexceptional people. Wearing the guise of normality, the everyman *tries* to lead a conventional life only to have circumstances outside their control continually pull them into dangerous adventures.

Often viewed as hapless victims of bad luck or lovable losers, the everyman endures countless slings and arrows and, while they seldom "win" outright, they always manage to somehow stay in the game until the finish.

Oblivious

When you choose this archetype at 3rd level, you gain the ability to avoid being harmed by effects of which you are unaware. Whenever you fail a Wisdom (Perception) ability check to notice a trap or dangerous situation you have advantage on saving throws and damage resistance against that particular source of danger. Similarly, if you fail the Wisdom (Perception) ability check against being surprised, attacks against you have disadvantage for the first round of combat. This ability no longer applies once you become aware of a threat.

Inspirational Ineptitude

Upon reaching 7th level you can cause an allied creature to reroll a failed attack or saving throw with advantage. Your exceptional companions are so accustomed to compensating for your ordinary nature that they simply try harder when you're around.

Once you use this feature, you must finish a short or long rest before you can use it again.

Critical Improvisation

Starting at 13th level, your attacks with improvised weapons score a critical hit on a roll of 18-20.

Accidental Counterstrike

At 17th level your battlefield fumbling confuses enables you to awkwardly stumble past an opponent's defenses. If a creature attacks you and misses, you have advantage on your first attack against that creature until the start of its turn on the following round.



Harlequin

A Harlequin strives to be the center of attention. Often dressing flamboyantly, they behave outrageously, often playing the role of a clown. Whether their buffoonish antics are just misdirection for some other agenda or if the Harlequin is actually just a borderline lunatic is a secret that not even not even the Harlequin themselves may know.

Unpredictable Dodge

When you choose this archetype at 3rd level hostile creatures have disadvantage on opportunity attacks made against you. Additionally, creatures cannot gain advantage for ganging up on you. Your erratic actions make it difficult for attackers to anticipate your movements or to coordinate their responses against you.

Defensive Acrobatics

Upon reaching 7th level you may increase your Armor Class as a bonus action by moving unpredictably, engaging in somersaults and other gymnastic maneuvers. You may

choose to raise your armor class by +1 by reducing your movement by 10 feet for the round. Alternately, you may choose to increase your armor class by +2 by reducing your effective movement by 20 feet for the round. In either case, your actual speed is unaffected but you cover less ground because acrobatics are a less efficient method of travel than simply running. Bonuses to your armor class last until the start of your turn on the following round.

You must move a minimum of 5 feet on your turn to use this ability.

Can't Trick a Trickster

Beginning at 13th level you gain proficiency with Intelligence and Wisdom saving throws. Moreover you can spend a mischief die to give yourself advantage on a saving throw against acquiring the charmed condition.

Can't Cage the Wind

Starting at 17th level, you gain the benefits of a continual *freedom of movement* spell.



Tychemancer

Insatiably curious the Tychemancer is not content to drift around like a leaf borne by the winds of fortune. Believing luck to be one of the fundamental forces of the universe they study it the way a physicist studies electricity and like a scientist, they begin to find ways to deliberately manipulate the "luck force" to their own advantage.

Tychemancers are quick to point out that nothing is truly impossible according to quantum theory – only that some events are highly improbably. With sufficient mastery over luck, they reason they should be able to restructure the entire universe... if they play the odds correctly.

Tychemancer Spellcasting

Trickster Level	Cantrips Known	Spells Known	Spell Slots per Spell Level			
			1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

Spellcasting

When you choose this archetype at 3rd level, you gain the ability to cast spells.

Cantrips. You learn three cantrips of your choice from the bard spell list, one of which must be *vicious mockery*. You learn another bard cantrip of your choice at 10th level.

Spell Slots. The Tychemancer Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher. You know three 1st level bard spells of your choice, two of which you must choose from the enchantment and illusion spells on the bard spell list. The Spells Known column of the Tychemancer Spellcasting table shows when you learn more bard spells of 1st level or higher.

Whenever you gain a level in this class, you can replace one of the bard spells you know with another spell of your choice from the bard spell list. The new spell must be of a level for which you have spell slots and it must be an enchantment or illusion spell.

Spellcasting Ability. Charisma is your spellcasting ability for your bard spells. You use your Charisma whenever a spell

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

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Cruel Mockery

Also starting at 3rd level, when you cast the *vicious mockery* cantrip, you may add your Charisma modifier to the damage dealt on a failed saving throw.

Serendipitous Recharge

Upon attaining 7th level, you may convert your mischief dice into spell slots as a bonus action. You gain a spell slot with a level equal to the number of mischief dice spent minus one.

Sticks and Stones

When you reach 13th level, you may add your Charisma modifier in psychic damage to each successful weapon attack by taunting your target as you strike them. You may choose to have your weapon deal its regular damage type or psychic damage.

Rotten Luck

Once you reach 17th level, you can manipulate the forces of luck itself to bring misfortune to an opponent. You may spend a mischief die to cast *bestow curse* on a single creature. Determine the effects as if using a third level spell slot. You do not need to touch the creature to target them but they must be within 30 feet of you and you must be able to see them.



Chapter 4: Backgrounds

The following backgrounds are recommended for a modern-era campaign, although you can also use medieval-era backgrounds from other publishers by making minor modifications. You usually just need to update starting equipment and tool proficiencies to their modern equivalents.

As with the standard backgrounds, you are encouraged to customize a background's proficiencies and features to best suit your character's concept.

Starting Equipment. Unless otherwise noted, each character is assumed to have an apartment or house with access to the standard gamut of appliances such as a toaster, television, microwave oven, *et cetera*. Likewise they are assumed to have a complete wardrobe of clothing appropriate to their career and lifestyle.

Starting Vehicles. Whether or not player characters start out with a vehicle depends on the nature of the particular campaign setting and the characters within. In most cases, player characters should own an unexceptional form of transportation such as an older model car, pickup truck, or motorcycle. However, if the campaign is set almost entirely in a major metropolitan city with ample public transportation then vehicle ownership may be the exception, rather than the rule. The Dungeon Master is the final arbiter but generally either everyone or no one should start play with a vehicle – unless otherwise listed in the individual background.

Agrarian

You grew up on a farm or have spent most of your adult life working on one. You aren't afraid of hard work and think of a 10-hour day as the natural order of things. You've operated large farm equipment, and worked enough long hours outdoors to give your hands callouses that will never fade.

Discuss the nature of the farm you worked on with your Dungeon Master? What sort of crops did it raise? Was it a family farm or a corporate agribusiness? Were you part of the family, a hired hand, or migrant worker? What was your role in the business?

Skill Proficiencies: Athletics, Nature

Equipment Proficiencies: Vehicles (heavy machinery), mechanical tool kit

Equipment: Cellular telephone, mechanical tool kit, economy car



Farm Types

d6	Ideal
1	Cereal grains (wheat, rye, barley)
2	Garden vegetables (cabbage, lettuce, tomatoes)
3	Grapes (raisins and wine)
4	Orchard (fruits or olives)
5	Soybeans
6	Tubers (beets, carrots, parsnips, potatoes)

Feature: Community Ties

You live in or near a small town or village (cities simply don't have enough available farmland). You know the land and your community intimately and are made aware of any newcomers, changes, or gossip within hours of the event happening.

Additionally, you own multiple acres of land, at least one large barn, and several outbuildings which you can use for storage or to temporarily house up to 20 individuals.



Suggested Characteristics

Agrarians are a hard-working lot. The responsibilities of operating a farm make them reliable and stalwart but also averse to taking risks. Many staunchly believe in community and maintain strong ties to their neighbors but a few are taciturn loners who avoid outsiders of all kind.

d8 Personality Trait

- 1 I don't have much to say, but when I do I state my case and then shut up.
- 2 I place no stock in fancy or sophisticated ways; I like things simple, rugged, and built to last.
- 3 I seldom show emotion.
- 4 I don't trust anyone who doesn't have dirt under their nails.
- 5 Old time hospitality is important to me; anyone is welcome to share my dinner table.
- 6 Because I only get paid once a year at harvest, I tend to go hog wild buying frivolous things when money comes in.
- 7 I'm bursting with stories that happened to ol' Grandpappy or my Uncle Mose. You'll hear them all, eventually.
- 8 I am deeply religious, although I don't often make grand displays of my faith.



d6 Ideal

- 1 **Beauty** The world is best when filled with green, growing things. (Good)
- 2 **Fortitude** It's a hard life and only a few of us are strong enough to make it work. (Neutral)
- 3 **Pride** There's a right way to do things and a wrong way. I do not sacrifice quality and I will not compromise my standards. (Lawful)
- 4 **Profit** It's a difficult job and if I have to cut corners to make money or just to break even, I will. (Evil)
- 5 **Quality** I work to supply the world with wholesome organic foods, free from corporate pesticides or genetic modifications. (Good)
- 6 **Tradition** The old ways, the ways of my ancestors are important to me. (Lawful)

d6 Bond

- 1 Tradition is important. I have to maintain the family farm, whether I want to or not.
- 2 I will have revenge on the agricorp that forced my old farm out of business.
- 3 The farm is deep in debt. I'm working hard just to pay bills.
- 4 I am part of my community; they are part of my life.
- 5 There are secrets buried in my land. I intend to keep them that way.
- 6 I have to provide for my family.

d6 Flaw

- 1 I don't trust city folk. Big cities are full of corruption and moral decay.
- 2 I resent people who have had opportunities that were denied me.
- 3 I sometimes drink too much after a hard day's work.
- 4 The times and technology are always changing. It's hard to keep up.
- 5 I have a bit of a temper.
- 6 I don't know how to ask for help – and even if I did, I still wouldn't.

Variant Agrarian: Rancher

Although the experience was very similar, your time was spent on a farm that raised animals rather than plants. As a result you have proficiency in Animal Handling instead of Athletics.

Artist

You have a knack for creating images. It has taken years to hone your craft but your persistence and dedication have given you the ability to express your creativity through a visual medium such as drawing, painting, photography, sculpture, or digital media. Your skills are keen enough that you can earn a living by selling your work.

Skill Proficiencies: Insight, Perception

Equipment Proficiencies: Choose one of: animation software, graphic design software, painter's kit, sculptor's tools, or surveillance kit

Equipment: Economy car, unsold artwork worth \$1000.00, one of: laptop with animation and graphic design software packages, painter's kit, high-end digital camera, sculptor's tools

Media

Each artist has a favorite medium in which to work. Choose a preferred form of media or roll on the table below.

d8 Media

- 1 Animation
- 2 Commercial illustration
- 3 Graphic design
- 4 Painting, Oils
- 5 Painting, Watercolors
- 6 Pen and ink
- 7 Sculpture
- 8 Writing

Feature: Industry Figure

Your success in your particular area of specialty has brought with it a degree of fame. Individuals within your field recognize you or at least your name and are willing to share information with you. You are guaranteed admission to appropriate events, which can include food and lodging where appropriate.

For instance, if you are a traditional painter or sculptor you are recognized in the fine arts community and can wrangle invitations to gallery openings and art shows. Furthermore gallery owners and agents will share art world gossip with you. On the other hand if you are a writer or comic book illustrator you would get invited to bookstore signings and conventions. Visitors to a signing and conventioners will share industry news and gossip.

Suggested Characteristics

Despite the public perception of artists as either whimsical free spirits or temperamental cranks, most professional artists are pragmatic businesspeople accustomed to dealing with irrational clients. Irregular incomes force them to become

prudent and practical; many retain thrifty habits even after becoming successful although a few flaunt their success in an effort to emulate their patrons.

d8 Personality Trait

- 1 My mood shifts with the wind; hot and stormy one minute and cool and calm the next.
- 2 I become obsessive; once I start a task I commit everything to seeing it through.
- 3 I speak in short, rapid bursts because ideas come to me faster than I can articulate them.
- 4 I always correct anyone I find using politically incorrect language, regardless of whom the speaker might be.
- 5 I have enormous sympathy for people undergoing hardship.
- 6 Anyone who doesn't appreciate my work is obviously an uncouth barbarian.
- 7 I am so accustomed to the insular art community that I *expect* everyone to recognize me.
- 8 You're supposed to write/paint what you know so I'm always searching for new experiences.

d6 Ideal

- 1 **Aspiration** I will sharpen my skills until I am the best. (Neutral)
- 2 **Creativity** My work allows me to express my innermost thoughts and share ideas with the world. (Chaotic)
- 3 **Innovation** My work disrupts the status quo. I shake things up and challenge authority. (Chaotic)
- 4 **Inspiration** Nothing is more important than the Cause. My work inspires dedication and motivates others. (Any)
- 5 **Justice** Someone has to give a voice to the voiceless, disenfranchised, and downtrodden. (Good)
- 6 **Truth** All great art requires honesty and self-examination. (Lawful)

d6 Bond

- 1 My first show was my big break. I owe the gallery owner/patron/employer everything.
- 2 I am deeply infatuated with the person whom is the frequent subject of my work.
- 3 My studio space is sacred to me. It's the most important place in the world.
- 4 My greatest work is unfinished. I need to find the right inspiration to complete it.
- 5 Before my success, I shoplifted from a particular store to eat. Now, I have to find a way to pay them back.
- 6 My art stems from the burning need to win the heart of someone I love.

d6 Flaw

- 1 My muse is fleeting. I am always trying new things and seeking new experiences to try to find it.
- 2 My work is controversial and has offended many. Some even hate me for it.
- 3 Despite my obvious talent, I'm still waiting for my big break. No one has heard of me yet.
- 4 I'm drowning in debt from outstanding loans. Art school ain't cheap.
- 5 I'll do anything to get exposure. Anything.
- 6 Beneath my façade of independence, my parents still support me financially.

Variant Artist: Creative

Not everyone can be an industry figure; some have to work anonymously. Perhaps you secretly ghost-wrote a popular novel, worked on a screenplay or contributed to some other project that brought you fortune but not fame. If you decide that your creative career was largely uncredited, you can choose the Residuals feature (see below) instead of the Industry Figure feature.

Variant Feature: Residuals

Instead of industry recognition you earn royalty payments for work you've previously completed. You earn enough residual income to cover their basic lifestyle expenses. At first level you automatically earn enough each month to cover a Modest lifestyle (or to reduce the cost of a higher-grade lifestyle by a like amount). When you reach 10th level your earnings increase to automatically cover a Comfortable lifestyle.

If you experience commercial success throughout the course of game play, the Dungeon Master may rule that your residual income gives you an even higher level of lifestyle.

Athlete

Through daily training you have honed your body to near-perfection and are capable of physical feats that most people can only dream of. But near-perfection isn't enough. You'll keep pushing yourself until you're the very best you can possibly be – or you break.

Discuss with your Dungeon Master the nature of your sport. Are you a gymnast, runner, wrestler, boxer, body-builder, martial artist, skater or do you prefer a specific sport? Have you competed in the Olympics or are you a professional? What force drives you to work so hard and continually train?

Skill Proficiencies: Acrobatics, Athletics

Equipment Proficiencies: Thrown weapons

Equipment: Athletic gear (club), athletic pads (armor), smartphone with fitness applications, team uniform, mid-range car

Feature: Coach

You have a coach who helps you train and urges you to greater heights. Your coach is acquainted with numerous other coaches and industry figures and can network with them to obtain information. Their connections might also extend into seedier domains, allowing your coach to obtain certain performance enhancing substances of questionable legality for you.

Finally, your coach is proficient in sports medicine and can perform first aid, should you or your allies need it.

Suggested Characteristics

Relentless training takes a toll, not just on the body but also on the mind and social life. Not everyone can sustain the necessary mental and physical discipline to be an athlete. The rigors of constant training leave them little time for anything else.



d8 Personality Trait

- 1 Everything is a competition, one I intend to win.
- 2 I know the statistics of every professional player and share them with anyone who'll listen.
- 3 I fervently study current events to show that jocks aren't stupid.
- 4 There's no problem that can't be solved by training even harder.
- 5 I train hard so I deserve to party hard.
- 6 I exude a natural confidence. People have always looked to me for leadership.
- 7 The best way to solve problems is to confront them head-on.
- 8 I was raised to be polite and I always call everybody "Sir" or "Ma'am"

d6 Ideal

- 1 **Aspiration.** I have to be the best I can possibly be. (Any)
- 2 **Might.** Victory is the only thing that matters. It's survival of the fittest. (Evil)
- 3 **Responsibility.** I strive to be a role-model for everyone around me. (Good)
- 4 **Fame.** I want everyone to know my name and deeds. (Neutral)
- 5 **Fairness.** The same rules should apply to everyone in life as well as in the game. (Lawful)
- 6 **Community.** My individual contribution matters only as much as it helps the group. We win or lose as a team. (Any)

d6 Bond

- 1 My team is like a second family to me.
- 2 It is my duty to give back to the community that I came from.
- 3 My most loyal fans would do anything for me.
- 4 I owe everything to my old coach.
- 5 I can't forget my failure at the Olympics. It haunts my dreams.
- 6 I won't stop until I've beaten a particular world record.

d6 Flaw

- 1 An injury or scandal robbed me of my ability to compete, but I remain defiant.
- 2 My self-esteem is tied to my success; I become depressed if I'm not on top.
- 3 My body may be strong but my heart is oh-so fragile.
- 4 I gamble. It's a problem.
- 5 I have no respect for lazy couch potatoes.
- 6 My need to win is more important than peace or friendship.

Aviator

You worked for an airline or in an airport for years. During that time, you braved terrible storms, budget cuts, and the occasional terrorist attack. Your first love is the clear blue sky but the time has come to branch out into a second career.

Discuss the nature of your experiences with your Dungeon Master. What was your role within the airport? Were you a pilot, traffic controller, steward, air hostess, or some other role? Do you have any military experience? Did you leave on good terms with your co-workers, were you fired with prejudice, or are you fleeing something?

Skill Proficiencies: Nature, Perception

Equipment Proficiencies: Vehicles (air)

Languages: Any one

Equipment: Cellular telephone, mid-range car, pilot's license (if a pilot), and uniform

Feature: Air Travel

When you need to, you can secure free transportation on an airplane for yourself and your adventuring companions. You might work for the airline that employs you or call in favors from colleagues in another airline. Because you're exploiting empty seating on a flight and/or calling in a favor you can't guarantee that everyone will travel together, when the flight leaves, or whether the flight(s) take an efficient route. Your Dungeon Master will determine how long it takes to get you where you need to go.



d8 Personality Trait

- 1 I'm confident that I can overcome any challenge in any situation, whether it's in my wheelhouse or not.
- 2 I enjoy socializing both on and off the job. Wherever I go, I bring the party.
- 3 Everyone knows that I'm a straight shooter who seldom pulls punches.
- 4 I like it when things go according to plan and hate having to improvise.
- 5 I am an incorrigible flirt.
- 6 If I want it done right, I have to do it.
- 7 If being competitive was a competition, I would win every time.
- 8 I'm too busy to bother with frivolity and nonsense.

d6 Ideal

- 1 **Freedom.** I love the feeling of liberation I get when I'm in the air. (Chaotic)
- 2 **Responsibility.** It's my duty to ensure all the passengers are protected. Safety first. (Lawful)
- 3 **Greater Good.** Flight moves people to where they need to be and delivers crucial supplies to the needy. I'm just glad to be a part of the whole system. (Good)
- 4 **Family.** This is just a job that lets me provide for my family. (Neutral)
- 5 **Strength.** Flight is power. Power to shoot down and bomb your enemies into the stone age. (Evil)
- 6 **Patriotism.** Commercial flights are first line of defense for this country's air space. (Any)

d6 Bond

- 1 The airline's been good to me and there isn't much I wouldn't do to show my loyalty.
- 2 Someone has to warn the world about all the UFOs I've seen zipping through our skies.
- 3 A particular aviator from days gone by is my hero and I try to be just like them.
- 4 I'll never forget my first flight or the people who crewed with me.
- 5 I have a second family in a different city. It's getting harder to keep them from finding out about each other.
- 6 I strive to be completely self-sufficient. Teamwork is a crutch.

d6 Flaw

- 1 I will not tolerate any deviation from procedure, no matter how minute.
- 2 I once turned a blind eye to smugglers and the memory weighs on me.
- 3 I imbibe a little too much to help me unwind after long shifts.
- 4 I often disagree authority figures. Someday I'll argue myself out of a career.
- 5 I can never return to my hometown because everyone there knows my dark secret.
- 6 I'm suspicious of everyone's motives and have a hard time trusting.

Banger

Growing up, the gang was everything: friends, family, protection, career and identity. You forged bonds that will last your entire lifetime. You were likely jumped in at an early age and have proved your loyalty many times since then.

In tun, the gang has rewarded you with protection, parties, an identity, a career, and the chance of upward mobility

Discuss the nature of the gang with your Dungeon Master. What are the gang colors and initiation rituals? What is the source of their income and what crimes do they regularly commit? Are they affiliated or at war with any other gangs?

Skill Proficiencies:

Deception, Intimidation

Equipment Proficiencies:

Thieves' tools

Languages:

One of your choice

Equipment:

Battered mid-range sedan with \$2500 hubcaps and air suspension, burner cellular telephone (x3), crowbar, thieves' tools, \$200.00 in illicit goods

Feature: Gang Membership

The gang looks after its own. Anyone who attacks you or even publically shows you disrespect will face retribution from a half-dozen gang members within a few days. Faster, for particularly egregious offenses. Additionally, the gang can supply you with basic firearms as long as you're not choosy about the particular model of weapon.



This support does not come without expectations or restrictions. The gang will expect to have a say in where you live, whom you socialize with, and your choice of romantic partner(s). Failure to comply can result in violence, expulsion from the gang, or even your death.

Suggested Characteristics

Bangers can behave coarsely but are also extremely loyal. Ambition drives them but poverty shapes their attitude.

d8 Personality Trait

- 1 I chain smoke cigarettes constantly.
- 2 I can't stop bragging. I have to seem like a big shot, even if it means gross exaggeration.
- 3 I love indulging in the luxuries that come from a life of crime.
- 4 The leader may be the brains of the organization but I'm the heart.
- 5 Each of my tattoos marks a major life event.
- 6 I don't like to over-think things and make all my decisions on the spur of the moment.
- 7 Violence isn't the problem. Violence *solves* problems.
- 8 I seldom show my feelings. Emotions are a sign of weakness.

d6 Ideal

- 1 **Greed.** Whatever it takes, I will someday live so large that I'll use \$100 bills for toilet paper. (Evil)
- 2 **Honor.** I ain't no scrub. You show me respect me or I show you trouble. (Lawful)
- 3 **Loyalty.** I follow orders because I respect the chain of command. (Lawful)
- 4 **Power.** Being in the gang gives me the power to do what I want, when I want. (Evil)
- 5 **Restraint.** I make sure nobody deals to kids and do what I can to reign in the really psycho members. (Neutral)
- 6 **Vengeance.** I'll show the wealthy and anyone who ever looked down on me what life is really about. (Any)

d6 Bond

- 1 It's too late for me but I've *got* to keep my younger sibling out of the life.
- 2 Someone else went to prison for my crime. I can never repay them but I try to look after their family anyway.
- 3 The leader better watch their back. It should be me calling the shots.
- 4 The gang is a family tradition. Most of my ancestors were members.
- 5 My best friend was crippled saving me during a gunfight. I can never repay that debt.
- 6 My true love lives in rival territory and is off limits to me.

d6 Flaw

- 1 Everything I say comes out as an insult whether I meant it that way or not.
- 2 I party harder than I should, indulging in substances better left alone.
- 3 I need others around me to feel brave. I flee from danger if I'm alone.
- 4 I have trouble trusting members of other cultures or races.
- 5 I can't help but swipe small tchotchkes and trinkets from new places I go.
- 6 I feel compelled to prove myself if anyone ever challenges my courage.

Celebrity

You are famous. Whether you sought attention or were thrust into the spotlight by circumstances beyond your control is irrelevant: The public's eyes are upon you. Both a curse and a blessing, you are recognized all over town, if not the entire country, and the lack of privacy is a small price to pay to affect the lives of so many.

Discuss the way you became famous with your Dungeon Master. Are you a newscaster, disk jockey, actor, musician, comedian, talk show host, or are you famous simply for being famous? Is your press mostly positive or the result of some scandal? Is your public persona different from your usual personality?

Skill Proficiencies: Performance, Persuasion

Equipment Proficiencies: Disguise kit, any one musical instrument

Equipment: Disguise kit, stack of business cards from industry figures, luxury car, oversized sunglasses, smartphone

Feature: Fan Base

Whether they love you or hate you, people listen to you. By issuing a public statement on a tabloid news show, appearing on a talk show, or possibly just making a few tweets, you can rouse a portion of the public to action. (Whether they act out of devotion or outrage depends on your reputation and the nature of your statement). Only a small fraction of the general public can be moved to act and their motivation lasts a few days at best but their actions are usually enough to temporarily make a local business unprofitable, or to ensure maximum attendance at an upcoming event.

Suggested Characteristics

Life in the public eye is not like life for the average citizen. Although many revel in the spotlight, some find that they aren't cut out for fame and grow to resent their fans. Even those that enjoy acclaim are affected by their notoriety.



d8 Personality Trait

- 1 The very best of the best isn't good enough. I always order off the menu. Go custom made or go home.
- 2 I must absolutely be the center of attention at all times.
- 3 I am determined to show that fame hasn't changed me; I'm still a man of the people.
- 4 The industry is full of snakes. I can't afford to trust anyone.
- 5 Nobody snubs *me*. To insult me is to make a lifelong enemy.
- 6 I never break character. I'm always "on".
- 7 I'm nothing like my public persona. It's all an act.
- 8 Fame has made me overconfident. I'm used to things happening when I snap my fingers.

d6 Ideal

- 1 **Change.** Change is the only constant. I reinvent myself as necessary. (Chaotic)
- 2 **Charity.** I use my fame to spread awareness of my favorite cause. (Good)
- 3 **Generosity.** Popularity might seem frivolous but mine ensures that a lot of good people have jobs and can feed their families. (Good)
- 4 **Freedom.** When you're famous you can do what you want, whenever you want. (Chaotic)
- 5 **Greed.** There should always be a way to convert my popularity into money. (Neutral)
- 6 **Respect.** All people deserve respect. Famous people just deserve a little more. (Lawful)

d6 Bond

- 1 My agent or publicist is my best friend and has been with me since the beginning.
- 2 When nobody's looking I secretly pine for my hometown honey.
- 3 My illegitimate child is out there somewhere, adopted years ago. I need to find them.
- 4 I idolize a past celebrity (such as Marilyn Monroe or Martin Luther King Jr.) and try my best to live up to their standards.
- 5 I'm contractually obligated to mention a certain product or brand at least once in every public appearance.
- 6 I'm always taking notes for the autobiography I'll someday write.

d6 Flaw

- 1 I'm actually quite shy and hate being recognized in public.
- 2 I crumple under pressure. I have all that I can handle and any additional stress is simply overwhelming.
- 3 I have low self-esteem and flattery almost always works on me.
- 4 I have a dark secret from before I became famous. No one must know.
- 5 My bills are mounting and my opulent lifestyle is a sham.
- 6 I backstabbed my old crew to get where I am. They're scheming to bring me down.



Clergy

You felt a calling from God at some point in your life, possibly recently or possibly in your youth. Maybe you fought the call or embraced it immediately. In either case, your career is to bring the word to your fellow human beings and minister to their spiritual needs. You enact the sacred rites on holy days and counsel individuals, helping them to keep the faith.

Choose a particular faith to follow. Work with your Dungeon Master to ensure that it's appropriate for your particular campaign.

Skill Proficiencies: Performance, Religion

Equipment Proficiencies: none

Languages: One of your choice

Equipment: Book of sacred doctrine, economy car, holy symbol, small collection of theological tomes

Feature: Congregation

Troubled individuals come to you for guidance and you have a congregation of faithful to whom you minister. As a result, you are sometimes made aware of troublesome events in your community without having to investigate. As long as you comport yourself according to the values of your faith, members of your congregation will grant favors or perform tasks for you. They will not endanger themselves or break any laws but would be willing to volunteer for a charity, canvas a neighborhood, provide temporary housing for wayward visitors, or repair damaged equipment and buildings, for examples.

Suggested Characteristics

Heavily trained by their church, the clergy study all aspects of their religion. The nature of their faith affects their personality. A fire-and-brimstone evangelist may tend towards being loud and flamboyant while a philosophical Taoist may be more contemplative and serene. Also depending on their faith they may acknowledge and try to minimize their personal flaws or, by disregarding said flaws, allow them to run rampant.

d8 Personality Trait

- 1 I idolize a particular hero of my faith and constantly refer to that person's deeds and example.
- 2 I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
- 3 I see omens in every event and action. My god tries to speak to us, we just need to listen.
- 4 Nothing can shake my optimistic attitude.
- 5 I quote (or misquote) sacred texts and proverbs in almost every situation.
- 6 I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.
- 7 I've enjoyed fine food, drink, and high society among my congregation's elite. Rough living grates on me.
- 8 I've spent so long in the church that I have little practical experience dealing with people in the secular world.

d6 Ideal

- 1 **Tradition.** The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)
- 2 **Charity.** I always try to help those in need, no matter what the personal cost. (Good)
- 3 **Change.** We must help bring about the changes the gods are constantly working in the world. (Chaotic)
- 4 **Power.** I hope to one day rise to the top of my faith's religious hierarchy. (Lawful)
- 5 **Faith.** I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)
- 6 **Aspiration.** I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any)

d6 Bond

- 1 I would die to recover an ancient relic of my faith that was lost long ago.
- 2 I will someday get revenge on the corrupt temple hierarchy who branded me a heretic.
- 3 I owe my life to the priest who took me in when my parents died.
- 4 Everything I do is for the common people.
- 5 I will do anything to protect the temple where I served.
- 6 I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

d6 Flaw

- 1 I judge others harshly, and myself even more severely.
- 2 I put too much trust in those who wield power within my temple's hierarchy.
- 3 My piety sometimes leads me to blindly trust those that profess faith in my god.
- 4 I am inflexible in my thinking.
- 5 I am suspicious of strangers and expect the worst of them.
- 6 Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

Emergency Responder

While most people run away from trouble, you run toward it. You might be motivated by a desire to help people and save lives, or it might be the adrenaline and excitement that drive you. In any case, you work in as a fire fighter, in an ambulance, or in an emergency room where quick thinking and experience often make the difference between life and death.

Skill Proficiencies: Athletics, Medicine

Equipment Proficiencies: First aid kit, vehicles (automobiles)

Languages: One of your choice

Equipment: Smartphone, first aid kit, mid-range car, uniform

Feature: City Planning

Your experience at driving the city streets have given you an intuitive sense of the traffic patterns and roads. At any given time of day you can always find the most efficient route to your destination. You are always the first to arrive on scene, even if traveling in your personal vehicle. If you fire up the sirens, you can get there three times as fast as the traffic would normally allow.

Suggested Characteristics

It's no surprise that an emergency responder might become an adventurer. Their job requires a clear head and emotional resilience. While they often operate on their own and are capable of self-sufficiency, they also understand the power of teamwork and readily cooperate with their peers.

d8 Personality Trait

- 1 I quote safety regulations and cite the individual paragraph and line in every situation.
- 2 Never tell me something is impossible. I'm a born risk-taker.
- 3 I am serenely calm, even in a crisis.
- 4 I am hardest on those I actually like.
- 5 Having lost people in the line of duty, I'm slow to open up to new folks.
- 6 My team know they can rely on me for anything.
- 7 My appetite is uncontrollable. I eat off everyone else's plates.
- 8 I constantly take naps because I want to be rested when a call comes in.

d6 Ideal

- 1 **Glory.** I strive to set the record for the most spectacular rescue (Any)
- 2 **People.** I am loyal to my teammates because they always have my back. (Neutral)
- 3 **Preparedness.** Maintaining and double-checking equipment at all times is crucial because you never know when a call will come in. (Lawful)
- 4 **Pride.** Most jobs don't matter but my work is important. It has a direct impact on people's lives. (Neutral)
- 5 **Protection.** It is my duty to save lives. (Good)
- 6 **Tradition.** My family has been first responders for 4 generations. I must honor their legacy. (Lawful)

d6 Bond

- 1 I'm always on the lookout for my next ex-spouse.
- 2 I once panicked and it cost someone their life. I'm forever trying to atone for that momentary lapse.
- 3 I'll do anything to prove myself to my mentor.
- 4 I protect people who cannot protect themselves.
- 5 This job taught me confidence and made me the person I am today.
- 6 Nothing is more important than the other members of my crew.



d6 Flaw

- 1 I have a secret death wish and take unnecessary risks.
- 2 I'm a sucker for a pretty face.
- 3 I'm a regular adrenaline junkie. I crave excitement and action.
- 4 I fidget constantly and it's hard for me to be completely still.
- 5 The things I've seen haunt me and I may have post-traumatic stress disorder.
- 6 I follow the regulations, even if I know better.

Entrepreneur

You hate working for anybody else. If you have to work for somebody, it might as well be yourself. Toward that end you've started your own business, taking all the risk and reaping all the reward for yourself. You are an innovator, a fount of new ideas, and a driver of change.

Discuss the nature of your business with your Dungeon Master. Do you operate a storefront or is it an internet startup? Is it local or nationwide? Do you sell a service or product? Do you have many, few, or no employees?

Skill Proficiencies: Insight, Investigation

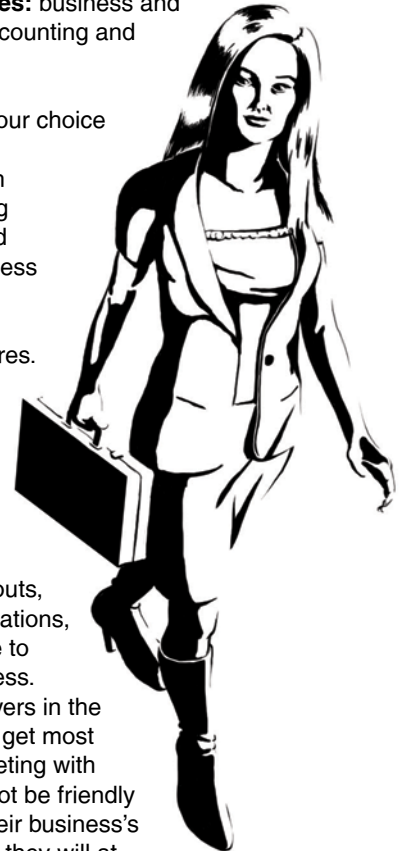
Equipment Proficiencies: business and accounting software (accounting and inventory)

Languages: Once of your choice

Equipment: laptop with business and accounting software, voice-activated smartphone full of business contact information with a wireless earpiece and conference calling features.

Feature: Business Savvy

You are familiar with business reports, balance sheets, banking statements, leveraging assets, mergers, investors, buyouts, corporate policies, regulations, taxes, and anything else to do with running a business. You know the major players in the business world and can get most executives to take a meeting with you. They may or may not be friendly to you, depending on their business's relationship to yours but they will at



least agree to talk to you as a courtesy. Furthermore, you can generally wrangle invitations to important events in your own industry.

Suggested Characteristics

Energetic go-getters, entrepreneurs are never content to passively await their fate. They aggressively seek it out. Some are benevolent and work to help others while many are only interested in personal profit.

d8 Personality Trait

- 1 I'm my own boss because I don't like taking orders from other people.
- 2 I like starting projects more than finishing them. The Next Big Thing is always more interesting.
- 3 I carefully ponder every decision, examining all the options before acting. You can't be too careful.
- 4 Nothing can stop me when I make up my mind. Death is just a setback.
- 5 Opportunity is everywhere. You just have to look with the right set of eyes.
- 6 Rules were made to be broken. By me. Whenever I feel like it.
- 7 I am a control freak and I tend to micromanage others.
- 8 Success or failure hinges on partnering with the right people.



d6 Ideal

- 1 **Aspiration.** I'm going to grow this company until it's at the top of its industry. (Neutral)
- 2 **Community.** My business provides jobs to people who wouldn't otherwise have one. (Good)
- 3 **Greater Good.** The product or service I provide benefits the needy. Ultimately it will make the whole world a better place. (Good)
- 4 **Greed.** No matter who gets hurt, it's just about the money for me. (Evil)
- 5 **Innovation.** My service or product will certainly change the world. (Chaotic)
- 6 **Power.** My business gives me control over my life and influence over others. (Lawful)



d6 Bond

- 1 I'm working my butt off just to pay the interest on my business loans.
- 2 I might have come from money but I'm determined to prove I can succeed on my own.
- 3 I froze my partner out of the business early on. I can never atone for this misdeed – or live with the guilt.
- 4 I am loyal to my employees and will do anything to protect them.
- 5 *The 48 Laws of Power* is pretty much my bible.
- 6 My ideas and products are all imitations of another, more successful company's.

d6 Flaw

- 1 I can't resist a bargain, whether I can afford it or not.
- 2 No one can know that I started my company with money embezzled from my former employer.
- 3 No amount of money or success ever fills the emptiness inside.
- 4 My belief in my inevitable success blinds me to the possibility of failure.
- 5 I have a family in the big city – and another one in my home town.
- 6 I'm a big picture guy only. I hire people to do the heavy lifting and sweat the details for me.

Homeless

You live outside mainstream culture, eking out a living on the fringes of society. You might perform day labor, beg for change, subsist on garbage, or some combination of the three. You constantly walk the razor's edge between just barely getting by and starvation but nothing makes you feel more alive than the nearness of death.

You dwell in an abandoned industrial building, cardboard box, vehicle, condemned house, or in a tent on the outskirts of town. You might live alone or with a group of disparately-minded individuals unified only by their rejection of conventional norms.

Skill Proficiencies: Stealth, Survival

Weapon Proficiencies: Improvised Weapons

Languages: One of your choice

Equipment: Bedroll, overcoat, screwdriver (improvised weapon), shopping cart full of recyclable materials, and 2 tattered common outfits.

Homeless characters do not begin play with a residence or compliment of appliances.

Feature: Rambler

You have an innate understanding of regional geography and you always remember the approximate position of terrain, settlements, and other features. You can find or shoplift food and fresh water for yourself and up to five other people each day provided that you have access to sufficient stores, dumpsters in which to dive or land with abundant resources such as berries, small animals, and fresh water.

Suggested Characteristics

The homeless are nothing if not resilient but their resilience comes with a cost. Daily confrontation with hardship or those who would take advantage of them make them suspicious and paranoid. Most find it difficult to trust or rely upon anyone but themselves.

d8 Personality Trait

- 1 I am emotionally volatile, exploding at anyone for no apparent reason.
- 2 Everybody lies. I judge them by their actions, not their words.
- 3 If at first I don't succeed, I try, try again until I do.
- 4 I smoke multiple packs of cigarettes a day, cheap smelly ones.
- 5 Whenever I'm in a building, the first thing I do is count the exits.
- 6 I don't like people and I'm glad that they ignore me.
- 7 Comfort is overrated. It's much better to be free.
- 8 I defy the expectations of family, society, and culture and always do the unexpected.

d6 Ideal

- 1 **Liberty.** Nobody can tie me down. I'm free to go wherever I want. (Chaotic)
- 2 **Honor.** I only take things people can afford to lose. (Lawful)
- 3 **Generosity.** I always share any windfalls I get with my friends and allies. (Good)
- 4 **Ruthlessness.** I'll throw anyone under the bus if I have to. Or if I just feel like it. (Evil)
- 5 **People.** Ideals are for fools. I'm only loyal to my friends. (Neutral)
- 6 **Freedom.** They may eventually capture my body but my mind is always free. (Chaotic)



d6 Bond

- 1 My spouse and child are out there somewhere. Someday I'll find them.
- 2 It was my fault someone died while on a job with me. I know I can never make up for it, but I keep trying.
- 3 I lost my home trying to recover something important that was stolen from me long ago.
- 4 You wouldn't know it but I come from money. I'm the black sheep nobody talks about.
- 5 Protecting and feeding stray animals may be the only thing keeping me going.
- 6 The church has always been good to me so I pick up garbage from the lot when nobody's looking.

d6 Flaw

- 1 Whenever I see cops, I run. I have a record and can't afford any more years.
- 2 I'm bad with money. It's always spent before I even get my hands on it.
- 3 No danger is too great and no risk too impossible if money's on the line.
- 4 I'm a poor liar with a fairly obvious "tell".
- 5 I have substance abuse issues.
- 6 You can call it mental illness if you want but I *know* they're out to get me.

Information Technology

You work with computers. The mysteries of connectivity, encryption, networking, hardware upgrades, software installation, database administration and network security are as clear to you as glass. It's a lonely career; nobody wants to talk to the IT geek, but that's O.K. You rule a digital kingdom infinitely more fascinating than any office politics could be.

Skill Proficiencies: Investigation, Perception

Equipment Proficiencies: Computers, any three software packages

Equipment: Laptop, mid-range car, smartphone, any two software packages

Feature: Online Network

As an information technology specialist, you have cultivated a network of similarly skilled individuals who will share information with you. This network includes people from all over the globe, most of whom you've only met electronically. Individual members of your network may be willing to assist you in performing online research or hacking attempts although you need ample time to reach them – and you may need to adjust your schedule to accommodate your contact's time zone.

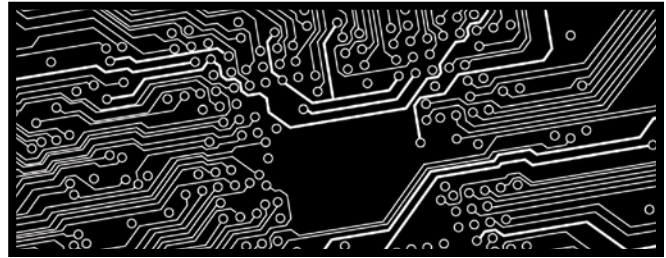


Suggested Characteristics

Dismissed as geeks or nerds, IT professionals nonetheless support and repair the technological infrastructure that makes modern social networking possible. While many are lacking in the social graces, others are charming extraverts who can hobnob with the best of them.

d8 Personality Trait

- 1 I'm only too happy to share everything I know about anime and manga with anyone I meet.
- 2 I love internet memes, but only if I'm the first to discover them.
- 3 I am fueled by caffeine and slam an energy drink at least once an hour.
- 4 I seldom laugh, but when it do it resembles a braying donkey.
- 5 I tend to mumble when I talk.
- 6 I'm always looking to complete my collection of vintage action figures.
- 7 I debate every topic, no matter how trivial it might seem.
- 8 I don't own much but it's always of the highest quality available to me.



d6 Ideal

- 1 **Freedom.** Information wants to be free. Despite a few bad apples, file sharing and hacking are for the greater good. (Chaotic)
- 2 **Logic.** Like a Star Trek Vulcan, emotions only distract me from what's important; the only truth comes from intellect and reason. (Lawful)
- 3 **Mastery.** Information is power and I want power over everything. (Evil)
- 4 **Live and Let Live.** It's best not to interfere in the lives of others. (Neutral)
- 5 **Greater Good.** Technology improves people's lives and it's my duty to help that happen. (Good)
- 6 **Ambition.** There's no problem that can't be solved. (Neutral)

d6 Bond

- 1 My online gaming guild is like a second family to me.
- 2 I have sworn revenge on the black hat hacker that once burned me.
- 3 I will dare any dumb stunt if it gets more views for YouTube channel.
- 4 Statistics show that the end of civilization is both inevitable and rapidly approaching.
- 5 I must return tenfold any damage or unauthorized access to my network.
- 6 By strictly moderating message boards, I'm trying to make the internet a more civil and fair place.

d6 Flaw

- 1 I'm not actually me. I stole someone else's identity and that's whose life I now live.
- 2 I've been cyberstalking a certain celebrity. Someday they will return my affection.
- 3 I'm hooked on MMORPGs and play late every night to the extent that my work suffers.
- 4 I *must* upgrade to the latest hardware, even if it bankrupts me.
- 5 I once made a mistake that led to my employer going bankrupt, but no one knows about it – yet.
- 6 I use the same insecure password on all my accounts, even though I know better.

Instructor

Information is your life. Whether you lecture in a classroom, are a corporate trainer, tutor online, are a teaching assistant, or one of the many inhabitants of academia, your vocation is acquiring information and passing it on to others.

Choose a subject area to specialize in such as biology, literature, or mathematics. Work with your Dungeon Master to determine the nature of your position.

Skill Proficiencies: History, one other Intelligence-based proficiency

Equipment Proficiencies: Choose one tool or software proficiency

Languages: One of your choice

Equipment: Arts & crafts supplies, Laptop computer, external hard drive, spare textbook

Feature: Knowledge Base

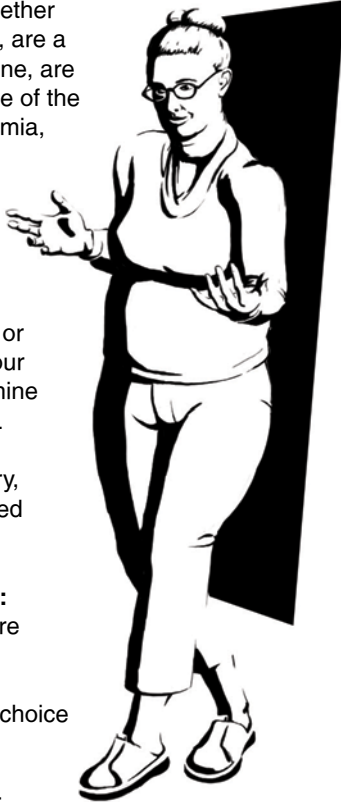
When you attempt to learn or recall a piece of knowledge, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, research laboratory, university, or an expert in that field of knowledge. Your Dungeon Master might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found.

Suggested Characteristics

Contending with both the grinding inefficiency of a large bureaucracy and unruly students on a daily basis tends to wear down even the most idealistic instructor. Many become resigned and fatalistic but some manage to retain a degree of enthusiasm for their career.

d8 Personality Trait

- 1 I am constantly making reference to historical incidents or quoting poems.
- 2 I am never late and do not tolerate tardiness in others. Punctuality is essential.
- 3 I drone on and on in a lackluster monotone.
- 4 I refer to *everyone* as Mister or Missus plus their last name.



d8 Personality Trait

- 5 I crack horrible and outdated jokes.
- 6 My cheery demeanor masks my growing depression.
- 7 I always seem tired because I work a second job to pay my bills.
- 8 I devour trashy romance novels as fast as they can be published.

d6 Ideal

- 1 **Responsibility.** It is my duty to shape young minds into strong citizens. (Lawful)
- 2 **Greater Good.** Knowledge hoarded is knowledge lost. Sharing what I know is essential to maintaining a well-functioning society. (Good)
- 3 **Free Thinking.** Questioning and examining are the foundation of strong minds. (Chaotic)
- 4 **Progress.** The only hope of a better life for many of my students is a good education. (Chaotic)
- 5 **Discipline.** I'm one of the few things reigning in the chaos and disorder of youth. (Lawful)
- 6 **Cruelty.** Now that I'm in charge, I abuse my authority every chance I get. (Evil)

d6 Bond

- 1 I'd never make it through each week without the support of my fellow faculty.
- 2 My old mentor who first inspired me is slowly going senile. This tragedy motivates me to make the most of the time I have.
- 3 I feel responsible for my student's lives in addition to their education.
- 4 The book or doctoral thesis I'm currently working on will change the world once it's finally complete.
- 5 I conduct research at odd hours so all my friends are digital.
- 6 I sleep with my most attractive students.

d6 Flaw

- 1 I'm so sick of kids. I'm just marking time until retirement.
- 2 I stay in academia to avoid the pressures of the real world. Someday all my debt will catch up with me.
- 3 I've been teaching out of standardized textbooks for so long, it's hard for me to come up with new ideas.
- 4 I stammer when speaking; I'm much more comfortable with the written word.
- 5 I spend so much of my time explaining things that everything I say turns into a lengthy lecture.
- 6 I'm so accustomed to being in charge, it's hard for me to be a team player.

Variant Instructor: Student

You've remained a part of the educational system without becoming a teacher.

If you feel that your experience with academia is better represented by years of graduate school than by teaching, you may substitute the following for your starting equipment.

Equipment: Backpack, case of energy drinks, smartphone

Investigator

All secrets yearn to be found out – and you're just the one to do the finding. You've always been insatiably curious and that quality has served you well in your career as an investigative journalist, reporter, detective, or private investigator. Occasionally, your curiosity gets you into trouble, but never anything you couldn't handle.

Skill Proficiencies: Insight, Investigation

Equipment Proficiencies: Surveillance kit

Languages: One of your choice

Equipment: Early model mid-range car, investigator's license, smartphone, surveillance kit

Feature: Informants

You have several contacts who are affiliated with criminal organizations. These contacts are willing to share information with you, but will not take risks on your behalf and they may expect favors in return. You know how to reach your informants but it sometimes takes time to arrange a meeting.

Suggested Characteristics

From the hours spent sifting through evidence for clues to the tedium of maintaining surveillance, investigators need patience. Some work in stoic silence while others grumble continuously, but all put in long, boring hours.

d8 Personality Trait

- 1 Book learning is nice, but it's no match for intuition. I make all my decisions with my gut.
- 2 Horrific crime scenes have left me desensitized and I often crack inappropriate jokes at inopportune times.
- 3 I excel at reading people. Actually speaking to them is another matter entirely.
- 4 I act like I'm a little stupid so people will underestimate me and/or blurt out clues in frustration.
- 5 I always dress loudly. My wardrobe includes lots of Hawaiian shirts and clashing stripes and patterns.
- 6 I like to gamble – but only on a sure thing.
- 7 I carry a crucifix everywhere and keep an array of small statues of various saints in the car – just in case.
- 8 Hardly anyone ever notices me. Unless I'm speaking I blend into the background.

d6 Ideal

- 1 **Justice.** I solve crimes so the victims will know peace. (Good)
- 2 **Intellect.** Everything is a puzzle which I intend to solve, if only to satisfy my own curiosity. (Neutral)
- 3 **Fairness.** No one is above the law and no one can escape it. (Lawful)
- 4 **Free Thinking.** Each case is a chance to exercise my curiosity and creativity. (Chaotic)
- 5 **Vengeance.** Somebody needs to punish the bad guys but I choose to enjoy it. (Evil)
- 6 **Ambition.** Someday I will be the world's greatest detective. Someday.(Any)

d6 Bond

- 1 Visions of the victims I failed to save haunt me. Work is the only thing that drives them away.
- 2 I only accept cases that interest me. A knife grows dull if used too often.
- 3 The demands of this job cost me my marriage and kids. Solving mysteries is all I have left.
- 4 A person in authority killed someone I care about. I won't rest until I bring them down.
- 5 A felon convicted because of my work is now free and looking for revenge.
- 6 I idolize a particular detective and try to live up to their unattainable standard.

d6 Flaw

- 1 I have trouble reining in my temper.
- 2 My dark secret is that I once planted evidence on a skell that I knew was guilty.
- 3 In my heart of hearts I know that I am always right, even if the facts state otherwise.
- 4 Alcoholic detectives are a dime a dozen. I'm a cliché.
- 5 Once I set my mind on a goal, I am relentless and unable to concentrate on anything else.
- 6 I can't effectively play "bad cop" to save my life.



Laborer

They say robots will eventually eliminate all manual labor but until that day arrives there's you. You do an honest day's work for an honest day's pay, even if the pay is barely enough to sustain you. You perform unskilled labor – or work in industries that offer on-the-job training such as food service, landscaping, custodial maintenance, postal delivery, warehousing, or movers.

Skill Proficiencies:
Athletics, Survival

Equipment Proficiencies:
One artisan's toolkit

Equipment: Cellular telephone, pickup truck, your choice of artisan's toolkit

Feature: Interchangeable

You are often seen as being interchangeable with any other worker in the eyes of your employer(s) and other "important" people. Such individuals will not remember you or details about you unless you give them a reason to (such as physically accosting them). While this might be trivializing or personally insulting it also means that you can gain access to most facilities as long as you dress the part. If you can acquire the necessary uniform you can walk around nearly anywhere unchallenged. Even the most secure buildings employ janitors or landscape workers.

This feature does not give you the ability to completely bypass physical security; a locked door is still a locked door. However, building staff are likely to hold doors open for you and security guards might possibly wave you through if you look ordinary enough.

Suggested Characteristics

The demands of performing physical labor every day leave the laborer with little time – or energy – left over at the end of the day. Many have a hard time unwinding and party as hard as they work while others spend their precious time off playing sports or interacting with their families.



d8 Personality Trait

- 1 I'm always cheerful and glad to see everyone. It's always a beautiful day.
- 2 I develop crushes on new folks at the drop of a hat.
- 3 Tell me something is impossible and I'll find a way to do it anyway.
- 4 I make friends with everyone. I can't afford enemies.
- 5 Wanderlust motivates me to migrate from city to city. Someday I'll find a home.
- 6 So-called intellectuals lack common sense. Education fries your brain.
- 7 I'm constantly fidgeting and can't sit still.
- 8 I try to sound intelligent but accomplish the opposite by mispronouncing big words.



d6 Ideal

- 1 **Conformity.** I do my best to in order to fit in with the people around me. (Neutral)
- 2 **Optimism.** I work hard now but eventually I'll rise through the ranks and be a boss myself someday. (Lawful)
- 3 **Honor.** If I bring dishonor upon myself, my entire family suffers the loss. (Lawful)
- 4 **Change.** The seasons change. Times change. Culture changes. We all must change with them. (Chaotic)
- 5 **Greater Good.** Everyone is responsible for bringing the most happiness to their community. (Good)
- 6 **Might.** Money is power. Both belong to whomever is bold enough to seize them. (Evil)

d6 Bond

- 1 I will someday visit a horrible revenge upon those who drove me from my homeland.
- 2 My happiest dream is to have a large family and many grandchildren.
- 3 My friends from the bar are the best anyone could ask for.
- 4 A prosperous individual sued my family into poverty, making me mistrust the legal system.
- 5 I'm drowning in the debt from medical bills and lack of insurance.
- 6 No matter how far away I am, my family is the most important thing in the world to me.

d6 Flaw

- 1 If violence isn't the answer, *lots of* violence probably is.
- 2 I party harder than is healthy for me.
- 3 Life is about acting. Stopping to think is just a waste of time.
- 4 I keep an actual list of everyone who has ever wronged, insulted, or offended me in some way. They'll all pay.
- 5 This country would be so much better off if only I were in charge.
- 6 It's hard for me to trust strangers – and most people are pretty strange.

Law Enforcement

Merely upholding the law isn't enough; you're sworn to enforce it. You might work as a police officer, SWAT, federal agent, or state trooper where you arrest wrongdoers and protect the public. You might be assigned to patrol the streets or push papers around at the booking desk but either way you know that your fellows in blue have your back.

Skill Proficiencies: Investigation, Perception

Equipment Proficiencies:

Handguns, vehicles (automobiles)

Equipment: Department-issued pistol, handcuffs, mid-range car, smartphone

Feature: Serve and Protect

Thanks to your position in law enforcement, you can carry a firearm and make arrests, even in on your time off. However, you can only detain individuals for a limited time (usually 24 hours) without charging them – and you need compelling evidence to make charges stick. If attacked, you can count on your fellow officers to back you up – or at least seek retribution on your behalf.

In exchange for these benefits you are expected to behave ethically and comply with all laws. Depending on your particular role, you may also have a monthly arrest or citation quota.

Even if you end your career, your fellow officers are still likely to give you the benefit of the doubt when it comes to possible corruption or suspicious activity on your part.

Suggested Characteristics

Law-enforcement is a tough job. Caught between criminals who hate them and citizens who often fear them, they often have nowhere to turn – except to each other. Officers develop a comradery and loyalty toward each other that is matched only by troops who have fought together.

d8 Personality Trait

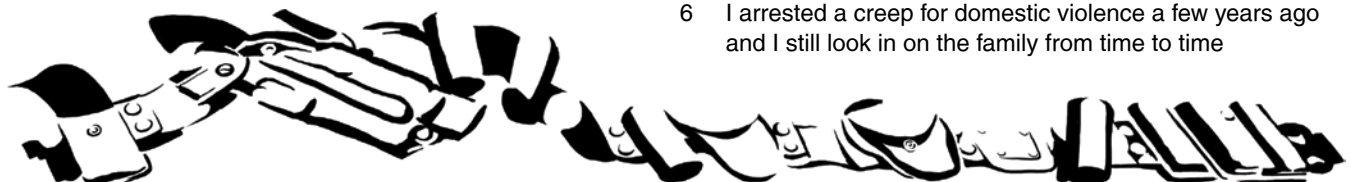
- 1 I have trouble trusting anyone. Everybody lies to cops.
- 2 I'm the first to take ownership for finding a solution, even if I didn't cause the problem.
- 3 I speed everywhere, even when I'm off duty because I know I can always beat the ticket later.
- 4 The only emotion that I feel safe expressing is anger.
- 5 Education is for eggheads. Experience is what really matters.
- 6 I'm always hustling for overtime and usually volunteer to work holidays.
- 7 I know it's a stereotype but just can't turn down a donut.
- 8 I secretly like it when suspects run because it gives me a chance to show off.

d6 Ideal

- 1 **Fairness.** Rules are rules. Everyone must follow the law. (Lawful)
- 2 **Safety.** Serve and protect is why I started this career. (Good)
- 3 **Power.** I like busting heads and getting away with it. (Evil)
- 4 **Ambition.** I plan to rise through the ranks until I'm the boss of everyone. (Lawful)
- 5 **Honesty.** I tell it like it is, even if it's not what you people want to hear. (Neutral)
- 6 **Growth.** Society can only move forward and progress if it's not being eaten from within by crime and corruption. (Chaotic)

d6 Bond

- 1 Another cop once saved my life. To this day, I always watch out for my allies.
- 2 I'm going to clean up this neighborhood or die trying.
- 3 A local crime lord has me on the payroll.
- 4 My family has been police for so many generations that we even bleed blue.
- 5 I make a point of attending every cop funeral within 50 miles.
- 6 I arrested a creep for domestic violence a few years ago and I still look in on the family from time to time



d6 Flaw

- 1 I never break any laws, even the trivial ones.
- 2 I give folks the benefit of the doubt... if they're the same race as me.
- 3 There's nothing wrong with skimming a little from big busts. People depend on me to provide.
- 4 I was an addict before I joined the force. Sometimes I'm still tempted.
- 5 Procedures? More like guidelines I sometimes follow.
- 6 This badge is all the justification I need.

Legal

Your career has revolved around the practice of law. You are not necessarily a lawyer; you might work as a law clerk, paralegal or judge. You are nonetheless knowledgeable in courtroom procedure, legal ethics, and the law itself.

Discuss with your Dungeon Master the nature of your role within the legal system. If you practice law, what is your specialty?

Skill Proficiencies:
History, Persuasion

Equipment Proficiencies: none

Languages: Choose any one

Equipment: Briefcase, laptop computer, smartphone

Feature: Procedural Familiarity

As an officer of the court, you have access to court information and the criminal history of any individual arrested in your city or region. You may be able to request similar information on individuals charged with federal crimes or from farther away.

Additionally, your familiarity with legal procedure and evidentiary admissibility make you much less likely to leave usable evidence behind should you be present at a crime scene.

If you are an actual lawyer, you are also licensed to practice law in your state but are subject to greater scrutiny regarding possible ethical misconduct.



Suggested Characteristics

Legal professionals must dance atop the often thin line between ethical boundaries and their clients best interests. This type of high-stress career combined with the public perception of lawyers as greedy opportunists produces individuals who thrive under pressure.

d8 Personality Trait

- 1 I am incredibly impatient and tend to finish other people's sentences for them.
- 2 I always calculate the top five worst case scenarios for every situation.
- 3 If I smile when I say "it's all good", it is most assuredly not.
- 4 They call me a cold fish but I *have* emotions. I just don't display them for everyone to see.
- 5 I will persevere, no matter how long it takes or how many tries.
- 6 I like to talk so much I carry on a monolog even if there's no one to hear me.
- 7 There's no such things as "facts", only assertions that I can challenge.
- 8 I record virtually all my conversations, even in private.

d6 Ideal

- 1 **Sine Qua Non.** I love the law. Without it, there could be no civilization. (Neutral)
- 2 **Fairness.** The law must apply to everyone equally, no matter how wealthy or powerful they are. (Lawful)
- 3 **Inspiration.** The rules are less important than creativity. You win the game by finding the biggest loopholes and making the best argument. (Chaotic)
- 4 **Authority.** Laws are just one of the tools I use to enforce my will upon the world. (Evil)
- 5 Laws are there to protect the weak from being stepped on. (Good)
- 6 **Dedication.** My knowledge and skills are best used to further the causes I believe in. (Any)



d6 Bond

- 1 I do my best to protect citizens from the criminal scum that threaten them.
- 2 Everything I do is to make the world a safer place for my family.
- 3 An innocent was sentenced to life because of a mistake I made. Most of my free time goes to trying to right this wrong.
- 4 Criminals murdered someone close to me and to find justice I had to either pursue the law or dress up as a bat.
- 5 I work hard to give my clients the best possible representation, no matter what it costs me personally.
- 6 I'd be helpless without my staff backing me up.

d6 Flaw

- 1 I learned the hard way that money can't buy happiness, so I'll have to see if *more* money can.
- 2 I'm hard on everyone, especially myself.
- 3 Regardless of the circumstances, it's all about me.
- 4 If I have to decide between friendship and money, money wins 9 out of 10 times.
- 5 If I have to decide between ethics and money, money wins 9 out of 10 times.
- 6 Despite being fearless in the courtroom, I run from danger like a chicken on meth.

Mariner

You worked for years on a seagoing vessel, encountering and overcoming (or at least enduring) mysterious waters, powerful storms, and even the occasional pirate. You love the sea but now it might be time to give a land-based career a shot.

Discuss the type of ship on which you worked with your Dungeon Master? Was it a fishing vessel, cargo ship, tugboat, or warship? If a warship, was it a surface ship or submarine? Has the vessel been retired or sunk or is it still trawling the oceans? What were your duties and what was your relationship with the captain?

Skill Proficiencies: Athletics, Perception

Equipment Proficiencies: Mechanical tool kit, vehicles (boats)

Languages: Choose any two

Equipment: 50 feet of nylon rope, lucky charm (such as a rabbit's foot or 4-leaf clover), and a check for back pay (around \$3,000.00)

Feature: Nautical Journey

When necessary, you can obtain free passage on a ship for yourself and your adventuring companions. You might travel on the ship in which you serve or another ship with which you have a good relationship (possibly one with a former crewmate as a captain). You can't guarantee an efficient route or even a comfortable passage because your passage is essentially a favor granted to you. Your Dungeon Master will determine how long it takes to arrive at your destination. In return for the ride, you and your companions may be expected to help out during the journey. This is especially likely if the particular vessel is a cargo ship that lacks guest quarters.

Suggested Characteristics

Even with the aid of modern technology, mariners have a harsh life, one that mandates they become either reliable or unemployed. While they appreciate the freedom of living on the sea they also recognize that teamwork and on-ship community are essential to survival.

d8 Personality Trait

- 1 To say that I curse like a sailor is to seriously overestimate a sailor's vocabulary.
- 2 I exaggerate to make my stories more entertaining.
- 3 The only reason to work hard is so I can play even harder later.
- 4 I like meeting people and making friends. Each new port is brimming with new opportunities to network.
- 5 My friends have always found me trustworthy and reliable, regardless of the circumstances.
- 6 Bar fights are just my way of saying "hi" to a new port.
- 7 The only thing more satisfying than hard work is tricking someone else into doing it for me.
- 8 I usually reek of lemons because that's the only thing that gets rid of the fishy stench.

d6 Ideal

- 1 **Opportunity.** Anything can happen at sea, from profit to ruin but it's a place of equal opportunity for all. (Chaotic)
- 2 **Allegiance.** Loyalty to people is vastly more important than to institutions or ideologies. (Neutral)
- 3 **Ambition.** My goal is to one day own my own vessel and be captain of my own destiny. (Any)
- 4 **Community.** Ships only function when there's respect between the crew and its captain. (Good)
- 5 **Justice.** Everyone has to do their fair share to keep a ship running. (Lawful)
- 6 **Power.** Once I'm in international waters, I can pretty much get away with anything. (Evil)

d6 Bond

- 1 People come and go, but I'll always honor and respect my ship.
- 2 I was promised profit-sharing but got less than minimum wage and nobody will make things right but me.
- 3 I would lay down my life for my crew... some of them anyway. I don't back those who cross me.
- 4 My ship was stolen and my crew slain by pirates or mercenaries who left me for dead but I will have my revenge on them.
- 5 I long for a lost lover but it's been made plain that I could not stay. No harbor is my home.
- 6 Safety often depends on rigorously following the chain of command.

d6 Flaw

- 1 I can't pass up a bet, no matter how poor the odds might be.
- 2 My limitless ego will surely lead to my inevitable downfall.
- 3 Too many of my off-duty hours are spent in a semi-conscious stupor from hard partying.
- 4 Planning is for losers. I can only focus on immediate goals and what's in front of me.
- 5 Because I lack imagination, I make a point of following and enforcing procedures, whether they're applicable or not.
- 6 My competitive nature draws me into too many unnecessary contests.

Medical

You are dedicated to the healing arts. You're treaded wounds, infections, and all manner of diseases and have seen every fluid of a body is capable of secreting. You might be a doctor, psychiatrist, nurse, dentist, medical technician, veterinarian, or even a medical intern.

Discuss your career with your Dungeon Master. Do you have a specialty? Do you work for a hospital, in a private practice, or unlicensed clinic?

Skill Proficiencies: Insight, Medicine

Equipment Proficiencies: First aid kit, medical kit, medical machinery

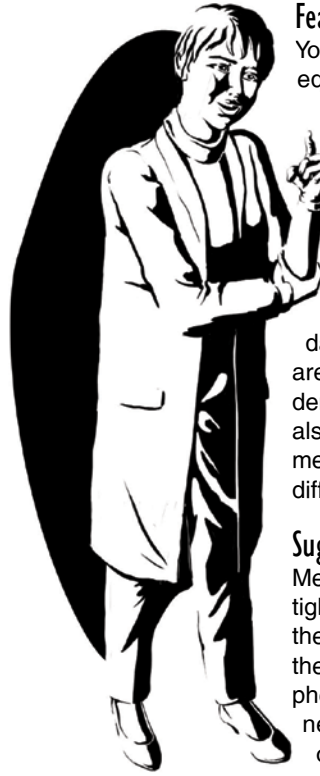
Equipment: First aid kit, luxury car, medical kit, smartphone

Feature: Medical Testing

You have access to medical equipment such as x-ray machines that are not available to the general public. With some clever juggling of paperwork you can have nearly any medical test performed by sending tissue samples away to specialized laboratories, although it may take several days to get the results. If you are an actual doctor, psychiatrist, dentist, or veterinarian you can also write prescriptions for various medicines which would otherwise be difficult or illegal to otherwise obtain.

Suggested Characteristics

Medical personnel balance the tightrope between compassion and the detachment necessary to do their job. They need to have the phenomenal emotional fortitude necessary to lose a patient and go on to treat another moments later and the stress takes a toll on them.



d8 Personality Trait

- 1 I over-explain everything using small words because I'm used to talking to patients.
- 2 I'm terribly socially awkward in informal settings outside the office.
- 3 I read books and online articles compulsively. There is always more to know.
- 4 Someone is constantly trying to steal my confidential data. I know it.
- 5 My personal and professional personas are so different that my friends don't recognize me on the job.
- 6 During a crisis I'm the first to have a plan and start issuing orders.
- 7 Endless paperwork has taught me to be meticulous and fastidious in everything I do.
- 8 I once worked a 96-hour shift with only brief catnaps to rest in.



d6 Ideal

- 1 **Rehabilitation.** Everyone deserves a chance to get better, physically, mentally, and morally. (Good)
- 2 **Change.** My work changes lives and gives people the freedom to do as they choose. (Chaotic)
- 3 **Ambition.** I plan to make a name for myself in the industry. I'll be known as the best one day. (Any)
- 4 **People.** A healthy community depends on healthy bodies. My work builds both. (Lawful)
- 5 **Dominion.** I like deciding who lives and who dies. (Evil)
- 6 **Fairness.** Everyone deserves equal treatment regardless of who they are and what they've done. (Neutral)

d6 Bond

- 1 My patients depend on me. They have no other affordable healthcare options.
- 2 My business partner is the only reason I got through school. I owe them everything.
- 3 I wish my true love and I hadn't drifted apart in college.
- 4 The office where I maintain my practice is the most important place in the world to me.
- 5 I've spent my entire life trying to solve the grand mysteries of life and death.
- 6 I try to attend every reunion and fund raiser for the old *alma mater*.

d6 Flaw

- 1 I only view problems as medical issues, regardless of whether they're actually mental, social, or spiritual in nature.
- 2 I'm bad at patient confidentiality. I like to talk about the interesting cases.
- 3 Anything supernatural has a rational and logical explanation and I can prove it if I have to.
- 4 I really have trouble unwinding after working long, demanding shifts and it's affecting my sleep.
- 5 Medicine is a puzzle I like to solve. If only I could do it without having to talk to people.
- 6 I'm clearly a superstar and only fools don't immediately recognize that fact.

Variant Medical: Researcher

Not everyone with a medical background actively treats patients. Some stay more or less sequestered performing medical research. You focus more on statistics and gathering data. Your only interaction with sick people is during clinical trials.

If you decide that your medical career centers on research instead of patient care, you can choose the Discovery feature (see below) instead of the Medical Testing feature.

Variant Feature: Discovery

Through your medical research you have made a singular and awesome discovery which no one else knows. You should work out the precise details of the discovery and its implications for your campaign with your Dungeon Master. You might have invented a cure for an obscure disease, developed a new performance-enhancing drug, or perfected a revolutionary surgical technique. Even if your discovery is universally beneficial, there may be some parties interested in suppressing it. If you cure diabetes, for instance, insulin manufacturers have a vested interest in stopping you.

Military

You have always been a career soldier, enlisting soon after high school. Basic training toughened your body and taught you self-discipline, shooting, basic survival skills, and marching, lots of marching. You might have remained as a private or sought specialist training or advancement as an officer but the army was home to you for years.

Which branch of the armed forces did you join? Did you sign up in a patriotic response to a national news event or were you an army brat, with several generations of soldiers in your family history? Or were you conscripted into your nation's army in response to a foreign invasion? Did you train for a specialty such as bomb disposal, marksmanship, vehicles, or drone operation?

Skill Proficiencies: Athletics, Intimidation

Equipment Proficiencies: Demolition kits, rifles, vehicles (ground)

Equipment: Cellular telephone, combat fatigues, dress uniform, trophy taken from a fallen enemy (such as a pistol, knife, banner, or flag), pickup truck

Feature: Military Rank

Even if you are not currently a member of the military, you retain your military rank in the eyes of other characters with a military background. Current soldiers will show you respect and will be inclined to comply with your wishes but will not disobey direct orders to do so – unless they were formerly under your command and retain personal loyalty to you. If you are currently an officer, you may issue orders to soldiers of a lower rank and can requisition equipment.

Suggested Characteristics

The military lifestyle requires discipline and loyalty. Military personnel who have served together share a bond stronger than almost any other. Most develop a lifelong sense of comradery with other service persons, even those from rival services. Many return from war with deep scars, having only received treatment for their physical wounds.



d8 Personality Trait

- 1 I have an educational story for every occasion. Some of them are even true.
- 2 No one can out-glare my thousand yard stare.
- 3 I revel in my strength and enjoy violence for its own sake.
- 4 No plan survives contact with the enemy; it's best to always keep things simple.
- 5 The fart joke is the apex of humor for me – and I like to laugh.
- 6 I maintain constant military discipline and posture. I call every civilian “Sir” or “Ma’am”.
- 7 As a former drill sergeant (or member of a gunnery crew) the lowest volume at which I can communicate is a bellow.
- 8 People come and go too easily, so there’s no point in making friends or getting to know anyone.



d6 Ideal

- 1 **Patriotism.** My country (or state or city) is the best in the world. All others are just less important. (Any)
- 2 **Duty.** I do whatever I have to and always follow orders. (Lawful)
- 3 **Power.** The strongest creature or force always wins. That’s just basic survival of the fittest. (Evil)
- 4 **Peace.** Having been to war, I can attest that nothing justifies it. (Neutral)
- 5 **Autonomy.** It is the duty of every soldier to question their orders and only follow the just and moral ones. (Chaotic)
- 6 **Community.** It is my honor and duty to serve the people of my nation by laying down my life in their defense. (Good)

d6 Bond

- 1 Any ally willing to risk their life for me is an ally worth dying for.
- 2 Nothing must ever besmirch the honor of my old unit.
- 3 At the time, I hated my old drill sergeant but they made me who I am today and their training saved my life several times over. Someday I’ll find them and thank them.
- 4 My old company and I would willingly sacrifice our lives for each other.
- 5 I fight, not just for my country but for our entire way of life.
- 6 I isolate myself from everyone. No one can be trusted.

d6 Flaw

- 1 I don’t respect people who have never served their country.
- 2 I have occasional panic attacks due to the post-traumatic stress disorder I suffer from.
- 3 I hate my enemies more than anything. There can be no mercy or compromise, only destruction and misery for them.
- 4 I always follow the chain of command and obey orders, no matter how stupid they might be.
- 5 I never apologize for anything; it’s a sign of weakness.
- 6 The service taught me to sleep whenever I can. So I do.

Minor

You are younger than the legal age of majority. You spend your days at school but you have your nights free – unless you are truant or old enough for a part-time job.

Discuss with your Game Master your family life, what your caregivers parenting style is, and what, if any, your responsibilities and extracurricular activities are. You should also work out on your family’s income level and what kind of lifestyle they maintain.

Although every character was technically a minor at some point, choosing this background means that the character is currently an underage minor in a world of adults.

Skill Proficiencies:

Deception, Insight

Equipment Proficiencies:

Video game software

Equipment: backpack, smartphone loaded with games and social media apps, your choice of either a musical instrument or athletic uniform

While minors have access to common household items, they do not technically own these items (apart from their wardrobe) and may face consequences if these items are lost or destroyed.



Family

The immediate family is more relevant and significant to minors than other backgrounds. Choose or randomly determine the family members you live with.

d6 Primary Caregivers

- 1 Biological mother and father
- 2 Single biological parent
- 3 Single biological parent and step-parent
- 4 Foster care
- 5 Grandparent
- 6 Two adoptive parents

You should also choose the number of siblings you live with (or roll 2d4 - 4).

Feature: Under-aged

As an under-aged character, most individuals tend to underestimate you and are at least somewhat inclined to be protective of you. If an opponent must choose to attack you or another target, they will generally choose the other target – unless you give them a reason not to.

You do not have to pay to maintain a lifestyle. Unless you run away from home, your caregiver is responsible for feeding, housing, and clothing you. Additionally, you are ever convicted of a crime, you face radically lighter sentencing than an adult (unless your crime was vicious or depraved enough that you are tried as an adult).

You and your character's age determine whether you are size Small or Medium. Similarly, if you are below the age of 16, you are not automatically proficient with Vehicles (automobiles).

Once you reach adulthood through the course of play, you may exchange this background for any appropriate alternative.

Suggested Characteristics

Caught between childhood and adulthood, minors are still in the process of figuring out the world and their place in it. While many affect apathy and indifference, their emotions are powerfully strong, overwhelmingly so at times. Coupled with condescension from adults, this leads to often unpredictable behavior and emotional outbursts.

d8 Personality Trait

- 1 I don't respect age or wisdom. The past is dead. It's all about the future.
- 2 My friends can always rely on me no matter what, and they know it.
- 3 I speak like profanity is perishable – and we're near the expiration date.
- 4 I eat constantly because my metabolism can deal with it.
- 5 I know the dating habits of just about everyone within a 20 mile radius.
- 6 Looking up from my phone is too great a burden to even contemplate doing.
- 7 I play at least two hours of "Call of Conquest" every night. I want to go pro.
- 8 I don't believe anything I'm told. Photos or it didn't happen.

d6 Ideal

- 1 **Honesty.** I am who I am and I make no bones about it. (Neutral)
- 2 **Growth.** Everything in life is constantly changing; my life, my relationships, and even my body are all different from day to day. (Chaotic)
- 3 **Aspiration.** I work hard in school so I can get into college and make something of my life. (Any)
- 4 **Individuality.** Everyone should be free to pursue whatever interests make them happiest. (Chaotic)
- 5 **Stratification.** Everyone should know their place and stick to their own kind. (Evil)
- 6 **Responsibility.** It's our duty to listen to adults, do what they say, and learn what we can. (Lawful)

d6 Bond

- 1 I have a crush on someone in my class, but they have no idea.
- 2 Someone watched over me when I came to this school. I can never repay them for that.
- 3 My social clique look out for me and I, them.
- 4 The people I've ghosted still follow me around like puppies.
- 5 I will get revenge on the upperclassmen who hazed and pranked me.
- 6 Whatever it takes, I will defeat my rival.



d6 Flaw

- 1 It's more important to be correct than it is to have friends.
- 2 Everyone is so lame. They can't help being uncool compared to me.
- 3 I don't question fact or information that I hear from my immediate circle of friends.
- 4 There's never enough money. I'll do almost anything to get more.
- 5 I frequently hear criticism or insults when none were implied.
- 6 I trust too easily and too readily.

Adult Students

The above is intended for characters age 17 or younger. For adult students or individuals attending college consider the alternate instructor: student background.

Performer

You live for the stage and are happiest when all eyes are upon you. Regardless of your method of performance, you know how to stir the emotions of the crowd, rousing them to excitement, lulling them into melancholy, or inspiring a host of other emotions through your words and/or movements. Whether the result of raw talent or the hours perfecting your technique, you have the potential to touch the souls of others.

Are you a musician, dancer, comedian, or actor? Do you merely entertain or do you try to enlighten as well, spreading a through your art?

Skill Proficiencies: Insight, Performance

Equipment Proficiencies: Recording/editing equipment, any three musical instruments

Equipment: Microphone, any one musical instrument, recording equipment, mid-level car

Feature: Steady Gigs

You can always find a place to perform, usually in a bar, but sometimes in concert halls, stadiums, or other venues. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as put on a show each night. In addition, you have a degree of localized fame. When strangers recognize you in an area where you have performed, they generally greet you with a positive attitude.

Suggested Characteristics

Performers often have personalities that are at odds with their public persona. For such individuals, the wilder their antics are in front of an audience the more withdrawn and introverted they are in private. On the other hand, some performers never break character.

d8 Personality Trait

- 1 If it isn't perfect, it's just not acceptable.
- 2 I trade put-downs and insults like currency. I especially like ones in foreign languages.
- 3 My bubbly demeanor lightens the mood around me making it hard to be unhappy when I'm around.
- 4 I believe in romantic love and I'm on a quest to find "the one".
- 5 Regardless of the circumstances, I have an applicable tale to tell.
- 6 I change my wardrobe to match my mood, dressing flamboyantly when I'm happy and in somber tones when I'm not.
- 7 I'm only alive when performing and I become despondent if I go too long between gigs.
- 8 I am a gossip maven, exchanging information everywhere with everyone.



d6 Ideal

- 1 **Innovation.** Creative ideas and innovative deeds are what the world needs now. (Chaotic)
- 2 **Inspiration.** My performances influence people to act in support of my cause(s). (Any)
- 3 **Adulation.** It's all about seeing the crowd react to my performance and knowing they're moved. (Neutral)
- 4 **Integrity.** Good art comes from within. It shows not just universal truth but also reveals something of the artist's inner being as well. (Any)
- 5 **Tradition.** We learn who we are from the songs and legends of history. To save the future I must keep the past alive. (Lawful)
- 6 **Greed.** The fame, the cheers, and most importantly, the money is for me. All for me. (Evil)

d6 Bond

- 1 Whatever it takes to outshine my worst rival, I will gladly do.
- 2 I will chase after fame until I catch it.
- 3 Nothing is too good for my friends and allies. I share the love.
- 4 Someone special gave me my favorite instrument. I'd go out of my mind if anything happened to either.
- 5 I'm always nice to the crew and support staff and they worship me as a result.
- 6 I'd be lost without my manager. They take care of the day-to-day stuff.

d6 Flaw

- 1 I severely angered a public figure who is now working against me.
- 2 I always seem to let my friends down, no matter how hard I try.
- 3 I fall in love at the drop of a hat and fall out of it almost as easily.
- 4 I speak my mind, even if it's not an appropriate time or place.
- 5 Some scandal or another is always dogging my heels. I can't get good press to save my life.
- 6 No publicity stunt is too dangerous or stupid for me to try.

Variant Performer: Stage Magician

If instead of telling jokes, singing, or acting you mastered ventriloquism, puppetry, stage magic or special effects, you can substitute Performance and Sleight of Hand for the usual Skill Proficiencies.

Politician

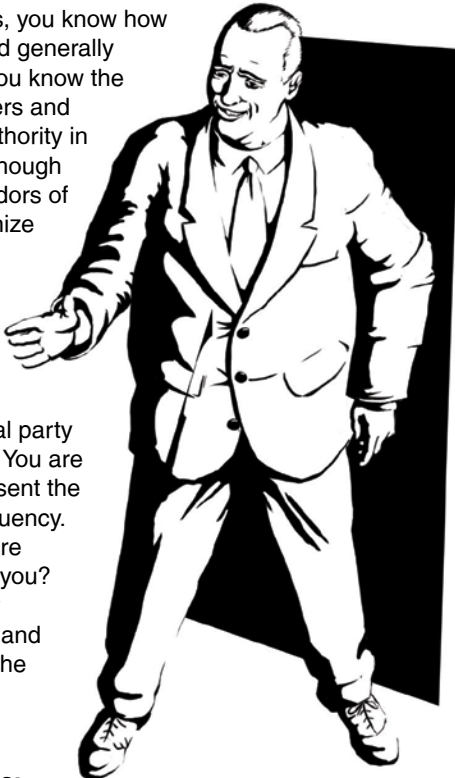
You have always been interested in government. Whether you run for office yourself or work behind the scenes, you know how to wheel, deal, and generally get things done. You know the movers and shakers and who is the real authority in any institution. Although you walk the corridors of power, you recognize that you can't win every vote and you've bitterly learned the value of compromise.

With which political party are you affiliated? You are expected to represent the will of your constituency. Do you, or are there issues that divide you? Are you genuinely idealistic or jaded and cynical due to all the politicking and back-biting?

Skill Proficiencies:
Deception, Persuasion

Equipment Proficiencies: none

Equipment: Desktop computer, luxury car, smartphone



Feature: Analytic

Your expertise at navigating the corridors of power has given you the ability to evaluate the power structure of an institution, organization or group. You can determine who the important figures in a crowd are, or who the most important person in a group happens to be. This is not necessarily the most popular or wealthiest individual, but the one who wields the most power, be that power social or financial in nature. This takes at least 1 minute of observation to accomplish in a small room, 10 minutes for a party or gallery opening, or up to an hour where large crowds are distributed over a sprawling region.

For instance, information requests about one of Malevolcorp's patents would normally be escalated through the normal bureaucratic chain of command until they eventually stall at the vice-president of R&D's desk. With the analytic ability you recognize that the real decision making power is held by the special projects director – enabling you to continue investigating.

Suggested Characteristics

Politicians walk the razors edge of trying to represent their constituents while simultaneously appeasing their donors. Beholden to almost everyone in some way, they must navigate a complex web of favors and special interests while trying to keep the majority of people happy most of the time.

d8 Personality Trait

- 1 I'm so skilled at faking sincerity that everyone who shakes my hand feels warm inside.
- 2 I like to catch people off guard by asking seemingly impertinent questions.
- 3 I read a dozen new books every week.
- 4 I may not be popular but everyone knows that I brook no nonsense and am tough on crime.
- 5 No matter how dark a situation might be, I always have hope that we can improve things.
- 6 I always give the appearance of listening intently to everyone, even when I'm not paying attention.
- 7 I pepper my speech with down-homey colloquialisms to seem more relatable.
- 8 I remember everyone who has ever wronged me. When the time is right, I'll make them pay.



d6 Ideal

- 1 **Responsibility.** The people are obligated to show me respect just like I am obliged to respect my superiors (Lawful)
- 2 **Liberty.** People must be protected against tyranny. (Chaotic)
- 3 **Ambition.** I will align myself with any faction or pay lip service to any ideology if it helps me. (Any)
- 4 **Generosity.** I will use my talents to benefit the world, and not to amass power or wealth for myself. (Good)
- 5 **Might.** It's only appropriate that the strong should rule over the weak. (Evil)
- 6 **People.** You scratch my back and I'll scratch yours. That's what keeps the whole system running. (Neutral)

d6 Bond

- 1 Swindling money out wealthy contributors is my favorite part of the job.
- 2 I grew up extremely poor and am working to ensure that no one else ever has to endure such poverty.
- 3 My immediate family is the most important thing in the world to me.
- 4 It's important that I be perceived as a self-starting "Man of the People."
- 5 When I was forced to stop chasing my lost love I entered politics and started chasing votes instead.
- 6 I am deeply indebted to the party and am working hard to pay it off.

d6 Flaw

- 1 Things would be so much better if I didn't have to worry about elections and could just order people around like a tyrant.
- 2 When the going gets tough, I head for the hills. Shrieking.
- 3 I am slow to adopt new ideas and technologies. The old ways are best.
- 4 You can fool some of the people all of the time, but you can't fool me. Ever.
- 5 No job is too dirty, no task too unethical – as long as it gets me votes.
- 6 My faith in my own destiny is so great that I'm incapable of acknowledging the possibility of failure.

Scientist

Everything has a rational explanation, even if we don't know what that explanation happens to be. Possessed of a powerful curiosity, you are determined to understand the world by viewing it through the lens of science. Whether you work for a university, government, or the private sector, you seek the truth by closely examining the minutia of the world.

Choose a specialty or particular branch of science in which you've concentrated your studies.

Skill Proficiencies: Investigation, Perception

Equipment Proficiencies: Laboratory equipment, chemistry kits, evidence collection kits

Equipment: desktop computer, economy car, smartphone



Feature: Laboratory

As a scientist you have access to a laboratory where you can perform tests that would otherwise be impossible for the layperson. This enables you to analyze mysterious substances and to determine their properties. You can delegate most tests to your co-workers and assistants, allowing you to pursue other tasks while the analysis is being conducted.

Depending on the nature of your scientific specialty, you may be able to use the lab's resources to formulate chemical compounds or explosives or to build machinery and robotic drones.

Suggested Characteristics

Alternately revered and reviled, scientists strive to increase mankind's body of knowledge. Poring over reams of data they seek to extrapolate universal truth from limited data sets. For some, the quest is its own reward. Others work toward the betterment of mankind, for their own personal goals, or in service to powerful agencies.



d8 Personality Trait

- 1 I feel the need to explain at great length everyday scientific phenomena such as condensation or friction.
- 2 I have no patience for superstition and legend.
- 3 I love practical jokes, the more elaborate and ingenious, the better.
- 4 I have to say everything twice. Once using accurate terminology and once using words small enough for everyone else to understand.
- 5 Logic dictates that I consider all sides of a debate before I come to a decision.
- 6 I'm a sports fanatic. Outside the lab, I play pickup games every chance I get.
- 7 I speak rapidly and softly in a monotonous mumble.
- 8 I think better when I fidget.

d6 Ideal

- 1 **Creativity.** Free thinking is the only way science can advance; dogma is deadly. (Chaotic)
- 2 **Knowledge.** Science empowers everyone. The path of improvement is paved with knowledge. (Good)
- 3 **Beauty.** To perceive the patterns that surround us and to understand the elegant laws that govern the universe is to appreciate their beauty and complexity. (Neutral)
- 4 **Mastery.** The pursuit of knowledge is more important than ethics or human lives. (Evil)
- 5 **Egalitarianism.** Scientific law applies equally to everyone. You don't get much fairer than that. (Lawful)
- 6 **Logic.** I cannot allow my thought processes or values to become corrupted by emotion. (Lawful)

d6 Bond

- 1 I borrowed money from some not-nice people to fund my research – and I have to pay it back soon.
- 2 I plunged into science headfirst in an attempt to avoid feeling the heartbreak of rejection.
- 3 I'd risk anything to make a new scientific breakthrough.
- 4 Someone stole important research data from me. It's imperative that I get it back.
- 5 There's a special place in my heart for the old *alma mater*, where I performed my first experiments.
- 6 Various special interest groups fanatically oppose me and my research.

d6 Flaw

- 1 I'm so accustomed to solving complicated problems that I sometimes overlook the simplest answers.
- 2 I once caused a terrible laboratory accident wherein people were injured. It haunts me to this day.
- 3 I'm impatient and always eager to jump to animal and even human trials before it is time.
- 4 I don't improvise very well. I need a plan for every occasion.
- 5 Complex equations are easy; human behavior is the greatest mystery.
- 6 I can't stay organized. Everywhere I go, a mess follows.

Tradesman

You've mastered a trade and make your living doing it.

You might have gone to trade school or studied as an apprentice but you've mastered your craft. It's often difficult and exhausting labor, but without your knowledge and skills, honed over years of practice, it couldn't get done and without anybody maintaining the infrastructure, civilization would collapse. You could be an animal trainer, auto mechanic, bricklayer, carpenter, electrician, handyman, machinist, pipefitter, plumber, repairman, or master of any other skilled trade.

Choose a particular trade for your character.

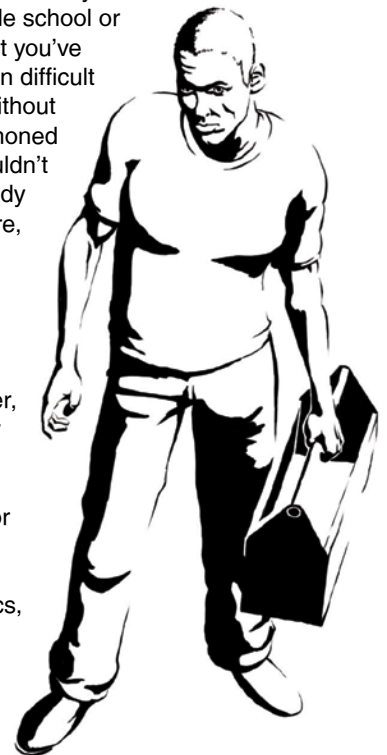
Skill Proficiencies: Athletics, Perception

Equipment Proficiencies: Any one type of artisan's tools, vehicles (automobiles) or vehicles (heavy machinery)

Equipment: Any one set of artisan's tools, mid-range car, union membership card

Feature: Union Membership

As an established and respected master of a trade, you belong to a trade union and can rely on certain benefits that membership provides. If you are unable to work, the union will provide you with a Modest lifestyle until you are restored to health. If you were injured on the job, the union will also cover your medical bills. Some cities and towns have a union hall, which offers a central place to meet other members of your –



and related – professions. Union halls can be good places to meet potential patrons, allies, or employees.

Large unions wield considerable political and economic power. If you are accused of a crime, they may provide legal assistance if the case involves the union in any way. In the face of rampant injustice, the union may vote to strike, which can have far-reaching effects across the city or even the nation.

You must pay union dues of \$40 per month. If you miss a payment, you must make it up to restore your membership to good standing and continue to receive membership benefits.

Suggested Characteristics

Members of the working class, tradesmen are solid, hardworking individuals as a rule. They tend to prioritize practical matters and disparage flights of imagination. Very few are innovators but when they're in a familiar situation, nobody does a better job.

d8 Personality Trait

- 1 The job is so much more fascinating and nuanced than people think and I share the details of that with anyone who'll listen.
- 2 I take apart and try to reassemble anything I can get my hands on.
- 3 I'm all business. I don't like chit-chat or small talk.
- 4 If it's worth doing, it's worth doing right. I won't accept slipshod work.
- 5 I try to negotiate the price of everything. There's always a better deal to be made.
- 6 I treat everyone I meet like my new best friend.
- 7 I obsessively try every new fad diet so I won't be a stereotype, unable to keep their pants hitched up.
- 8 I don't have any patience for eggheaded intellectuals who don't know a hammer from a wrench.

d6 Ideal

- 1 **People.** Personal politics don't matter nearly as much as friendship. (Neutral)
- 2 **Family.** I'm building a lasting business, one I hope to pass down to my children someday. (Lawful)
- 3 **Greed.** I don't do anything without getting paid for it. Charity doesn't pay my bills. (Evil)
- 4 **Helpfulness.** My job is about turning broken things into working things and bad days into not-so bad days. I like making people happy – or at least less unhappy. (Good)
- 5 **Freedom.** I like best the flexibility of setting my own hours and working for whomever I want to work. (Chaotic)
- 6 **Persistence.** When I agree to do a job, I make sure that job gets done, come hell or high water. (Any)

d6 Bond

- 1 I'd be starving without the union. I automatically support anything it does.
- 2 A major corporation put the family business out of business. I plan to get even someday.
- 3 The most important person in the world to me is the person I originally apprenticed to.
- 4 Someday I'll show everyone in my home town that I've made something of myself.
- 5 My work crew is like a family to me. We always hang out together after hours.
- 6 I'm always on the lookout for my next ex-spouse.

d6 Flaw

- 1 I used to embezzle money from the union pension fund and will do anything to keep that a secret.
- 2 I believe that almost everyone is out to cheat or trick me in some way.
- 3 I'm too competitive and try to surpass everyone around me, even if it's outside my area of expertise.
- 4 I'm good at the work, just not the bookkeeping and paperwork that comes with it.
- 5 I've been known to cut corners, especially with safety, if it means getting the job done on time and under budget.
- 6 I hate to share credit, especially if I did the lion's share of the work.

Wealthy

Wealth has a culture and a society all of its own, one which you know how to navigate. You're rich, one of the wealthiest one percent in the nation. When you're not playing golf, relaxing at the country club, or partying on your yacht, you're often profoundly bored. Do you amuse yourself with philanthropy or by greedily trying for an even bigger slice of the pie?

What is the origin of your wealth: investments, inheritance, rising through the corporate ranks or some other source?

Skill Proficiencies: History, Insight

Equipment Proficiencies: Any two of vehicles (automobiles), vehicles (air), and vehicles (water)

Languages: Two of your choice

Equipment: A wardrobe of fine clothing, a sports car or luxury sedan, and a credit card with a \$25,000 limit.

Feature: Socialite

Regardless of your actual income level, you are recognized as coming from a wealthy family – at least by other wealthy individuals. You can use your name and/or familial status to obtain invitations to social events – or to be permitted to crash a private function. Furthermore you can ask favors of your connections. Favors might range from obtaining proprietary information, borrowing a personal jet, to a loan of money. Regardless of the nature of the favor, you will be expected to repay it in some manner.



Suggested Characteristics

Cultured and privileged, the wealthy are the cream of the crop – and they know it. Some recognize the responsibilities that come with their position and have a *noblesse oblige* attitude toward the less fortunate. However, many wallow in entitlement and elitism, viewing poverty as a moral failing.

d8 Personality Trait

- 1 I work extremely hard to make everything I do seem completely effortless.
- 2 Any accommodation less than five stars is just simply unacceptable. I won't stay there.
- 3 I refuse to get my hands dirty. I have people to do that for me.
- 4 I recognize that I'm not better than anyone else. It's just money.
- 5 I ruin anyone who crosses me. Then I sue their family.
- 6 I have immaculately formal manners.
- 7 I work 50 hour weeks, not because I have to but because I like to.
- 8 I memorize the names of everyone I meet.

d6 Ideal

- 1 **Loyalty.** Family are the only folks I can trust to love me not for my money. (Any)
- 2 **Community.** I feel responsible for the little people. Someone has to look out for them. (Good)
- 3 **Honor.** Everyone deserves to be treated with basic decency, but I deserve a little more due to my position. (Lawful)
- 4 **Power.** Money is power and I have enough of get away with anything I want. (Evil)
- 5 **Autonomy.** I must prove to myself and the world that I can succeed on my own without my family's resources. (Chaotic)
- 6 **Greed.** Life is a game I'm determined to win. Money is how you keep score. (Evil)

d6 Bond

- 1 My patriotism is limitless. I'll do whatever's good for the country, regardless of the cost to myself.
- 2 I have to protect the family's investments. Especially from the family.
- 3 It's important that I come across as "regular folks." I'm no snob.
- 4 I must prove myself a worthier heir than my bastard half-siblings, cousins, and any other would-be inheritors.
- 5 Everything I do is to earn the approval of my family.
- 6 I leave the day-to-day management of my empire to brokers and financial advisers.

d6 Flaw

- 1 Me. Me. Me. It is about me. It's ALL about me. All the time.
- 2 I'm the black sheep of the family, constantly bringing embarrassment to my relatives.
- 3 In all honesty, I really do believe I'm better than everyone else.
- 4 I've never worked a day in my life and I don't plan to start.
- 5 I simply cannot comprehend why the poor don't just buy their way out of poverty.
- 6 Poor people go insane. I'm wealthy enough to be merely eccentric.

Variant Feature: Trust Fund

Instead of socializing with the movers and shakers, you prefer to avoid the spotlight, using your wealth to buy a degree of anonymity. You never have to work to support yourself; you automatically have a Wealthy lifestyle which you do not have to pay for. The trust fund also covers your transportation and lodging expenses while traveling.

Single Background Campaigns

The previous background options work well for a standard campaign where a group of diverse characters come together from disparate backgrounds. However, there may be times when you want to narrow the focus and run a campaign where all the players are part of a pre-existing group – one where they all have the same effective background. Your setting might be a police precinct, making it natural for everyone to play a police officer. Alternately, it could center around gang warfare where everyone has the Banger background.

One way to handle this situation is to require all players to have the same background. This streamlines character creation and usually gives everyone an automatic reason to work together as a team. On the other hand, it can result in a weaker party with a less diverse pool of skills from which to draw. Additionally, players might find the game less interesting and some may chafe at the restriction.



A better solution is to expand player capabilities instead of limiting their available options.

First, decide which background applies to everyone overall. Every character begins with the starting equipment and feature of that background, plus any other gear the Dungeon Master deems appropriate. For instance, everyone in an all-Military background starts play with the Military Rank feature, a cellular telephone, combat fatigues, dress uniform, trophy, and pickup truck. (That's sufficient if the player characters are meant to be discharged veterans but if they're active duty servicepersons the Dungeon Master should probably also throw in a rifle, ammunition, and some rations.)

Players may also choose any *other* background for their character and receive the usual benefits including starting equipment and background feature. They receive the standard skill proficiencies from their chosen background but may choose to swap any equipment proficiencies for those granted by the group background. For example, Jason wants to play a medic in the aforementioned military game. He receives proficiency in Insight and Medicine (not Athletics or Intimidation) but decides that since he only received a basic medical training he is only proficient in First aid kits. He decides to trade in the other two tool proficiencies granted by the Medical background for proficiency in Rifles and Vehicles (ground).

A party comprised entirely of such characters will be slightly more powerful than one built using the standard rules but not so much that it breaks the game.

Suggested single-background campaigns include:

- A group of **Athletes** stranded in a remote environment while on their way to a competition.
- The **Aviator** crew of a crashed jumbo jet, charged with protecting the non-player character passengers from harm.
- A group of reformed **Bangers**, working to drive out their rivals and clean up the neighborhood.
- An office full of **Entrepreneurs** and similar white-collar workers, under siege by the zombie hordes outside their building.
- A group of hactivists that use their knowledge of **Information Technology** to battle evil corporations and their corrupt minions.
- There are hundreds of shows featuring **Law Enforcement**. Any could provide inspiration.
- There are almost as many shows about **Legal** professionals.
- And just as many movies about the **Military**.
- A campaign of **Minors**, can be a real challenge but media such as E.T. And Stranger Things demonstrate that it can be done.
- A group of traveling **Performers** might roam the countryside battling the supernatural by day and rockin' out by night.

These are just some ideas to get you started. Other possibilities abound.

Some players may have character concepts that are incompatible with the overall background, such as playing an adult in an all-teen game. Assuming that the concept is valid for the campaign and the Dungeon Master permits their chosen background they don't have to take the overall background or its benefits but don't receive any extra abilities or equipment to compensate.

For example: Rick has just binge-watched The Shield and declares he wants all characters to be cops in his upcoming campaign. In this case, everyone will be issued a firearm, badge, *et cetera* and be able to arrest people so individual backgrounds will represent what characters did before they became cops.

Nik chooses Military because his character had been a soldier. Annie opts for Performer because her character's passionate hobby is a garage band. Jason chooses Investigator because his character will be a detective but Andrew insists on being a criminal informant. His character will have the Banger background but will not be issued police equipment or be able to effect arrests.

Chapter 5: Equipment

The modern world teems with items for sale. Amazon and other online storefronts allow for nearly any item to be shipped to you in as little as 1 day and even in campaigns set before the internet, shopping malls and mail order catalogs gave even the remotest individuals many times more purchasing options than their medieval counterparts. Consequently, there are simply too many available items to possibly list them all. This chapter will focus on the items most useful for adventurers.

Starting Equipment

Character starting equipment is determined in the usual way: with equipment drawn from your background and class. Alternately, you can start with a randomly determined amount of money based on your class and use this money to purchase items.

Starting Wealth By Class

Class	Funds
Augment	2d10 x \$300
Barbarian	2d10 x \$150
Bard	2d8 x \$400
Charmer	2d4 x \$250
Cleric	d10 x \$300
Druid	2d6 x \$150
Expert	2d10 x \$300
Fighter	2d10 x \$300
Gadgeteer	2d10 x \$500
Monk	5d4 x \$10
Paladin	2d8 x \$400
Ranger	d10 x \$300
Rogue	2d10 x \$150
Sorcerer	2d4 x \$250
Trickster	2d6 x \$250
Warlock	2d4 x \$500
Wizard	2d10 x \$150

Wealth

In the modern era, wealth is more of a measure of the total resources available to an individual than it is an indicator of how much cash they might have on hand.

Although there may still be times when characters have to trade goods to obtain certain items of products, this is the exception rather than the rule. The notion of a barter

economy is largely missing from the developed world and almost everything is evaluated by its equivalent value in currency. Furthermore, ownership is often more than mere possession. Most high-value items such as real estate property, vehicles, or expensive jewelry require a deed of ownership or some form of registration so claiming such items as treasure is usually a temporary measure in all but the most lawless areas. Consequently, characters will not usually be able to claim the property of fallen opponents – at least not legally.

Coinage

For the sake of convenience this document lists all costs in U.S. currency.

Selling Treasure

There are markedly fewer venues for selling items in the modern world than there are for purchasing them, especially if you want to make an immediate sale. Most used items sell for 50% or less of their retail value at a pawn shop or used item store. If you can afford to wait a month or more, you can may be able to get between 65% and 75% of retail value through an online storefront, auction house, or eBay.com.

Arms and Armor. Undamaged armor and melee weapons can be sold for half cost through most legitimate venues. Guns are a more complicated issue. Each legally manufactured firearm is issued a serial number during the manufacturing process and is registered in a federal database. If you have the proper paperwork you can generally sell a used registered firearm for around 75% of the listed value. Without the registration paperwork (or if the serial number is removed), the value of a firearm starts at 50% and drops precipitously if the buyer has reason to believe it was used in commission of a crime.

Vehicles. Vehicles lose value quickly. The act of driving a new car off the lot devalues it by 10%, meaning that if you drove it back, you could only sell it for 90% of what you paid at *most*. Each additional year of use also reduces the value by at least another 10%. Thus, a 5-year old car is worth only 40% of what it cost when new. This assumes that the vehicle has never been in an accident as is well maintained. If there is significant visible damage, divide the value by 10. Even if the damage has been fully repaired, the vehicle's maximum value is still halved.

You will only receive this calculated value for a vehicle if you have the legal title and sell it to a private individual, which takes time to arrange. If you're in a hurry to sell, a dealer will pay 2/3 the actual value so that they can profit by selling it at full calculated value. If you do not have legal title, you'll have to negotiate with an understanding buyer or sell at salvage

prices. In either case, you can expect to receive only one tenth of the calculated value.

Gems, Jewelry, and Art Objects. Although many of these items have a high dollar values – most major museums have at least one million dollar painting in their collection – and they grow more valuable with each year, it's only possible to sell them for anything near this amount if you're the legal owner and can prove it. All expensive *objects d'arte* have certificates of authentication and other documents that prove that they are authentic and were purchased legally. Without the proper paperwork, no ethical or reputable institution or collector would even consider purchasing such items; you can't exactly sell the Hope diamond to the fence on the corner. Characters will have to track down a private collector and arrange a sale. Even then, it's a buyer's market; player characters are only likely to receive a maximum of 2/3rds of an item's value.

On the low end of the scale are items such as gold watches, necklaces, and other items which might be unique but have no historical or cultural value. Treat such objects like manufactured goods.

Manufactured Goods. Characters can pawn pre-owned items such as toasters, televisions, and sporting equipment for half of their retail price if they're in a "like new" condition. Signs of use or weathering can reduce this amount to 25% or less of the retail price. Many pawn brokers will refuse to buy goods they believe to have been stolen (whether they actually were or not) and are required to notify the police of the attempted sale. Disreputable pawn brokers will accept potentially stolen goods but will only offer 25-30% of the value (10% with visible damage) because they know they can gouge the thief.

Alternately, characters can sell used manufactured goods through an online storefront or auction site like eBay for up to 2/3rds the retail price, but it may take a month or more to arrange the sale.

Magic and Futuretech Items. Assuming your campaign world even has magic, selling magic items is every bit as problematic in the modern world as it throughout in the medieval period. Only the most affluent 1% of the population have enough money to purchase common magic items, many of which are designed exclusively for the wealthy so there are no other potential buyers. Even so, most wealthy usually prefer to buy directly from the manufacturer or to commission magic items specifically for themselves. No matter how fabulous they might be, second-hand items are *gauche*. The only exception is if the previous owner was someone famous. Someone will always be interested in acquiring Elvis Presley's Boots of Kicking regardless of how tattered or malodorous they might become.

Only the top third of the top 1% can even consider buying a high value magic item – and that's assuming they even want

one. No matter how much an adventurer might prize their +2 sniper rifle, it doesn't have many household uses which makes for a small market. Additionally, fraud is rampant. For every would-be seller of a legitimate magical item, there are 2-3 hoaxers hawking bogus look-alikes. Would-be sellers of magical items should expect a thorough background screening at the least.

Armor and Shields

Modern armor is largely made of layers of Kevlar and padding, making it more lightweight than metal armor. Consequently, only light and medium armors are commonly available.

Modern armor is designed with adjustable Velcro straps to be "one size fits all". This is especially true of armors that only cover the chest. Accordingly any character can wear any armor designed to fit their size category unless they have some special quality that would prevent them from doing so.

Armor Proficiency While any character can wear any armor, only those who are proficient in an armor know how to wear it effectively. Any character who wears armor in which they lack proficiency has disadvantage on any ability checks, saving throws, or attack rolls involving Strength or Dexterity. Additionally, they cannot cast spells.

Armor Class (AC). The armor you wear determines your base Armor Class.

Heavy Armor. Heavier armor interferes with a character's ability to move quickly and stealthily. Unless the character meets the minimum Strength requirement (as shown in the Strength column) their speed is reduced by 10 feet.

Stealth. If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Light Armor

Athletic Padding. Use these stats for any protective sporting gear such as football pads, hockey pads, or a baseball catcher's pad.

Undercover Vest. This thin and lightweight Kevlar vest is designed to be unobtrusive and can be covertly worn beneath a loose-fitting shirt.

Light Duty Vest. A lightweight tactical vest designed to be worn for extended periods by police officers or troops. It is thin enough to be worn under a shirt but is bulky enough that it can be easily noticed at close range.

Medium Armor

Tactical Vest. A heavier, less comfortable version of the light duty vest, the tactical vest gives full-torso protection using the toughest protective materials while still maintaining a degree of flexibility.

Special Response Vest.

A tactical vest with a ceramic plate over the chest, the special response vest also incorporates additional groin and neck protection. It is typically employed by riot police and budget-conscious S.W.A.T. teams.



Fire-Fighter's Suit. While not armor *per se*, this bulky silver-coated suit makes the wearer immune to mundane fire and heat and gives resistance to supernatural fire and heat. Any additional protection is largely from the bulky layers of insulation that act as padding.

NBC Suit. A Nuclear/Biological Contamination is a bulky full-body plastic garment that, once sealed, completely isolates the wearer from the external environment. As long as the suit remains unbreached (i.e. the wearer doesn't suffer any piercing or slashing damage) the wearer has resistance to radiation and is immune to disease, airborne poisons, and contact poisons.

Heavy Armor.

Forced Entry Unit. This suit consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Extremely cumbersome by modern standards, this armor is generally only used by S.W.A.T. officers anticipating staunch resistance or expecting to go up against heavy firepower.

Shields

Riot Shield. Riot shields come in a variety of sizes and shapes. Most are made of a non-conductive clear plastic allowing officers a clear view of the field. So-called "capture shields" are designed with a convex, "reverse curve" to aid the wielder in pinning a subject. Such shields give advantage to grapple attempts.



Getting Into and Out of Armor

The time it takes to don or doff armor depends on the armor's category.

Don. This is the time it takes to put on armor. You benefit from the armor's AC (or other protective qualities) only if you take the full time to don the suit of armor.

Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

Category	Don	Doff
Light Armor*	1 minute	2 actions
Medium Armor	3 minutes	1 minute
Heavy Armor	5 minutes	2 minutes
Shield	1 action	1 action

* Treat tactical vests as light armor for the purposes of calculating the time to put on or remove them.

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Athletic Pads	\$150	11+ Dex modifier		Disadvantage	20 lb.
Undercover Vest	\$350	12 + Dex modifier			4 lb.
Light Duty Vest	\$650	13 + Dex modifier			8 lb.
<i>Medium Armor</i>					
Tactical Vest	\$900	14 + Dex modifier			10 lb.
Special Response Vest	\$1,200	15 + Dex modifier		Disadvantage	15 lb.
Fire-Fighter's Suit	\$275	12		Disadvantage	10 lb.
NBC Suit	\$500	11		Disadvantage	10 lb.
<i>Heavy Armor</i>					
Forced Entry Unit	\$1,500	17	Str 13	Disadvantage	25 lb.
<i>Shield</i>					
Riot Shield	\$650	+2	-	-	6 lb.

Weapons

Modern weapons share the same properties as their medieval counterparts and are grouped into simple and martial proficiency categories.

Ammunition Unlike medieval weapons into which only one arrow, bolt, or quarrel can be loaded at a time, modern weapons typically hold multiple rounds of ammunition that can be fired before needing to reload. The parenthetical number before the weapons range shows the weapon's ammunition capacity. It takes an action to reload a weapon unless noted otherwise in the weapon's description.

Firearm ammunition can not be reused after being fired.

Automatic. The weapon is capable of firing multiple rounds of ammunition in one action. This property can be exploited in 3 ways:

Burst Fire. In burst mode, the shooter fires a cluster of 5 rounds at a single target making it more likely that the target will be hit by multiple bullets. Increase the damage by an extra die. (i.e. 2d8 becomes 3d8). The shooter must be proficient with the weapon in question to use burst mode.

Suppressing Fire. The shooter fires indiscriminately at all targets in a cone the length of the number shown in parentheses after the automatic property. A weapon must have a minimum of 20 rounds of ammunition remaining to attempt suppressing fire and each use of suppressing fire consumes 20 rounds of ammunition.

Until the shooter's next action, any creature within or entering the area of effect must succeed at a DC 13 Dexterity check or be struck by a bullet and suffer the weapon's standard damage. Suppressing fire uses a character's entire action, regardless of the number of attacks they may normally be able to take.

Walking Fire. The shooter fires a large number of bullets at multiple targets within the weapon's normal range, "walking" the stream of bullets between targets. Walking fire consumes 3 rounds of ammunition for every 5 feet the shooter "walks" the attack. The shooter makes an attack roll against each target using only half their proficiency bonus on the "to hit" roll. Walking fire uses a character's entire action, regardless of the number of attacks they may normally be able to take. The shooter must be proficient with the weapon in question to use walking fire.

Automatic weapons often require a minimum Strength to use effectively. Attacks by characters who do not meet the minimum requirements have disadvantage on attack rolls and saving throws against suppressing fire have advantage.

Shocking. This weapon delivers electrical shocks. The target must make a DC 15 Constitution check or be stunned for 1 round and suffer 1 level of exhaustion. All shocking weapons technically use ammunition in the form of batteries or high volume capacitors but are not designed to be reloaded in the field. Shocking weapons can only be reloaded during a short rest or recharged during a long rest.



Restrictions. This weapon has legal limitations on who is permitted to own or operate it. Restrictions come in five categories.

None. There are no restrictions on the sale or ownership of the item. Buying one through the black market usually means at least a 20% discount.

Registered. Each sale of the weapon is registered in a state-wide or federal database along with the buyer's personal information and address. If the weapon is ever suspected of having been used in a crime, police will know where to find the owner. You can get around this restriction by buying an unregistered weapon through the black market for 50% more – or for 2 times the cost if you want to be sure the weapon has no history of its own.

Licensed. As above, except that only individuals with a specific license can buy the item. Using the item without a valid license is a crime. Without a license, items cost 2 times as much on the black market.

Military. The weapon is only available to military or in some cases, law-enforcement personnel. Possessing an item may or may not be a crime depending on the item and state, but law enforcement will definitely pay close attention to anyone bearing military-grade gear. Military gear is only available through the black market at 3 times the listed price.

Illegal. It is illegal to use this item as a weapon, although it may be possible to legally purchase it as a collectable. The black market cost is typically the same as the listed cost.

Special Weapons

Firehose. Used against fire, a firehose automatically extinguishes all non-magical flame in the 5' square at which it is targeted. However, it can also be pointed at individuals who suffer bludgeoning damage from the high water pressure. Creatures struck by the stream must also make a DC 15 Strength check or be knocked prone.

Flamethrower. Flamethrowers fire a 30 foot line of flame. There is no to-hit roll needed but targets within the path of the flames must make a DC 13 Dexterity saving throw in order of their proximity to the flame thrower wielder. The first target who fails their saving throw takes 3d6 points of damage. On subsequent rounds the napalm ammunition acts as alchemist's fire and burns for an additional 1d4 points of damage until the target extinguishes the flames by making a DC 10 Dexterity check.

Fire from a flamethrower damages objects and ignites flammable objects that aren't being worn or carried.

Pepper Spray. Effective only if sprayed in the face, pepper spray requires the attacker to make a to-hit roll. Armor only applies if the target is wearing a helmet with a faceplate. Creatures who are struck by the spray must make a DC 14 Constitution saving throw or be poisoned. They may make a new check at the end of each of their turns to recover. Pepper spray weapons cannot be reloaded or recharged.

A larger and more concentrated version, intended to deter bear attacks is available for 10 times the price. It has a range of 10/15 and a 16 DC.

Speargun. The range listed is for using the weapon underwater. Double the range if firing in the atmosphere.

Super Watergun. A battery-operated squirt-gun, the super watergun does no intrinsic damage. It is primarily used by adventurers as a delivery mechanism for holy water or chemical payload.

Grenades. Because grenades do not have to directly hit the target to be effective, the DC to place a grenade in the desired location is always 10. On a roll of 7-9 the grenade lands 5 feet away from the desired square (determine direction randomly). If the result is 4-6 the grenade lands 10 feet away and if the result is 1-3 the grenade lands 20 feet away.

Grenade, Fragmentation. Fragmentation grenades explode doing 4d6 slashing damage against all targets within 20 feet. Targets who succeed on a DC 15 Dexterity saving throw take only half damage.

Grenade, Smoke. On the round it is thrown, a smoke grenade fills a 10 foot radius with thick, heavily obscuring smoke. On the following round the smoke expands to a 20'

radius area. The smoke typically lingers for 1 minute outdoors although wind conditions can cut this duration in half (or even less, for particularly strong breezes). In an unventilated, confined space (such as a room 30' x 30' or smaller) the smoke can linger as long as an hour.

Grenade, Tear Gas. Tear gas grenades function like smoke grenades except that any character inside or passing through the smoke cloud must succeed on a DC 15 Constitution saving throw or be blinded. A blinded creature may make a new save at the end of each of their turns if they are no longer within the affected area.

Grenade, White Phosphorous. White phosphorous grenades act like fragmentation grenades except that they deal 3d6 fire damage. Additionally, the phosphorous continues to burn the target for an additional 1d6 points of damage at the end of each round until the phosphorus is pried or scraped from the wound by making a DC 15 Dexterity (Medicine) check. Because phosphorus does not require oxygen to burn, smothering or immersing it in water will have no effect.

Machine Gun. Machine guns can only make suppressing fire or walking fire; they cannot fire bursts or single rounds of ammunition. The listed ammunition capacity is for a single belt of ammunition but multiple belts can be linked together allowing for continuous fire. Machine guns require either a turret, tripod, or a Strength score of 15 or higher to use effectively.

Minigun. The rotating barrels of a minigun give it an incredible rate of fire with a low risk of overheating. Miniguns can *only* use automatic fire. Moreover, their burst fire does double the listed damage, the Dexterity check against suppressing fire is DC 16, and shooters use their full proficiency bonus when walking fire. However, miniguns consume twice as much ammunition; bursts use 10 round, suppressing fire consumes 40 rounds, and walking fire uses 6 rounds per 5' of walking fire. The listed ammunition capacity is for a standard belt of ammunition but multiple belts can be linked together for continuous fire. Miniguns require either a tripod or minimum Strength score of 19 to use effectively.

Pistols and Revolvers. Pistols and revolvers attacks made in melee do not automatically have disadvantage unless the shooter is using autofire or has the grappled condition.

Pistol, Air. Also known as dart guns, air pistol ammunition delivers a dose of drugs or poison in addition to inflicting a point of damage. (The cost of the chemical payload is not included in the price). Air pistols are extremely quiet and do not automatically expose the shooter when fired from hiding.

Rifle, Air. A larger and more powerful version of the air pistol air rifles function in the exact same manner except for their increased range.

Rocket Launcher. Also known as a LAW (Light Anti-Tank Weapon) a rocket launcher is a single-use weapon. It takes one action to activate and extend the firing tube and another action to actually fire the weapon. Rockets use the same rules as grenades, but only explode in a 10 foot radius because the explosive is shaped to channel the blast in one direction. Rockets have a minimum range of 30 feet. If fired at a target closer than 30 feet the rocket does not have time to arm and does not detonate.



Shotgun. Shotgun ammunition consists of large shells full of small projectiles which is highly effective, but only at short range. If firing outside the weapon's normal range, reduce the damage by one die type.

Shotgun, Sawed Off. Removing the barrel from a shotgun makes it not only more concealable but more lethal as it sprays shot over a wide area. Sawed-off shotguns are completely ineffective outside of the normal range, but within normal range attacks have advantage. Sawed-off shotguns attacks only have disadvantage if the shooter is grappled.

Name	Cost	Damage	Weight	Properties	Restriction
<i>Simple Melee Weapons</i>					
Brass knuckles	\$30.00	1d4 bludgeoning	1 lb.	Light	Varies, Often illegal.
Collapsible Baton	\$75.00	1d4 bludgeoning	1 lb.	Light	None
Stun gun	\$35.00	—	1 lb.	Ammunition (5), light, shocking	Registered.
Tonfa	\$40.00	1d4 bludgeoning	1 lb.	Light	None.
<i>Simple Ranged Weapons</i>					
Firehose	—	1d4 bludgeoning	10 lb.	Range (10/30), special, two-handed	None
Flamethrower	\$900.00	3d6 fire	50 lb.	Ammunition (10; range 30), special, two-handed	Military
Molotov Cocktail	—	1d6 fire	1 lb.	Thrown (range (20/60)	Illegal
Pepper spray	\$30.00	—	—	Ammunition (5; range 5/10), light, special	None
Speargun	\$120.00	—	2lb.	Ammunition (range 25/50), loading, special	None
Super Watergun	\$20.00	—	1 lb.	Ammunition (10 range 25/50), special	None
Taser	\$70.00	—	1 lb.	Ammunition (2; range 20/40), light, shocking	Registered
<i>Martial Melee Weapons</i>					
Bayonet	\$55.00	1d6 piercing	1 lb.		Illegal
Chainsaw	\$90.00	3d6 slashing	10 lb.	Two-handed	None
Sword cane	\$100.00	1d8 piercing	2 lb.	Finesse	Illegal
<i>Martial Ranged Weapons</i>					
Grenade, Fragmentation	\$75.00	4d8 slashing	1 lb.	Special, thrown (30/60)	Military
Grenade, Smoke	\$20.00	—	2 lb.	Special, thrown (30/60)	Military
Grenade, Tear Gas	\$50.00	—	2 lb.	Special, thrown (30/60)	Military
Grenade, White Phosphorous	\$100.00	3d6 fire	1 lb.	Special, thrown (30/60)	Military
Grenade Launcher	\$550.00	As grenade	9 lb.	Ammunition (range 300/800), loading	Military
Machine Gun	\$2,750.00	2d12 piercing	22 lb.	Ammunition (50; range 200/600), automatic (80), special	Military
Minigun	\$15,000.00	3d10 piercing	40 lb.	Ammunition (100; range 200/600), automatic (90), special	Military

Name	Cost	Damage	Weight	Properties	Restriction
Pistol, Air	\$55.00	1 piercing	2lb.	Ammunition (range 80/240), light, loading, special	Registered
Pistol, Holdout	\$350.00	2d6 piercing	1 lb.	Ammunition (2; range 60/200), light, loading	Illegal
Pistol, Machine	\$400.00	2d6 piercing	4 lb.	Ammunition (20; range 100/300), automatic (40)	Registered
Pistol, Semiautomatic	\$400.00	2d6 piercing	2 lb.	Ammunition (12; 100/300), light	Registered
Revolver	\$500.00	2d8 piercing	3 lb.	Ammunition (6; 100/300), light, loading	Registered
Rifle, Air	\$75.00	1 piercing	5 lb.	Ammunition (range 140/420), loading, special	Registered
Rifle, Assault	\$650.00	2d8 piercing	8 lb.	Ammunition (30; range 250/750), automatic (60)	Registered
Rifle, Hunting	\$500.00	2d10 piercing	7 lb.	Ammunition (6; range 275/825), loading	Registered
Rifle, Sniper	\$2,000.00	2d10 piercing	20 lb.	Ammunition (5; range 400/1200), loading	Registered
Rocket Launcher	\$500.00	5d10 piercing	5 lb.	Range (600/1800), loading	Military
Shotgun	\$500.00	2d8 piercing	8 lb.	Ammunition (2; 120/360), loading	Registered
Shotgun, Sawed Off	\$500.00	3d6 piercing	4 lb.	Ammunition (2; 50), loading, special	Registered
Shotgun, Semiautomatic	\$600.00	2d8 piercing	7 lb.	Ammunition (5; 120/360)	Registered
Submachine Gun	\$1,500.00	2d6 piercing	6 lb.	Ammunition (30; range 120/360), automatic (60), light	Registered

Custom Weapons

A comprehensive list of the myriad types of firearms with all their minute variations is beyond the scope of this document. If you prefer a more detailed approach to firearms, you can use this optional system to create different versions of generic guns by applying one or more of the following qualities to the base statistics:

Accurate This firearm model is especially accurate. Increase the short range of the weapon by 10%. The long range is unaffected. Cost usually increases by 20%.

Concealable Designed to be small and easy to hide, this model gives advantage to Dexterity (Stealth) rolls to conceal it. The model must also have either the Reduced Ammunition or Short Range quality (and often has both) without the corresponding decrease in cost. Increase cost by 10%.

Disassembles The weapon breaks apart into multiple, harmless-seeming pieces. Reassembling the weapon requires 1 minute. Double the normal cost.

Extra Ammunition This model holds more ammunition than usual. Increase the ammunition capability by 50% and the cost by 30%.

Heavy This model weighs 30% more, making it unpleasant to carry but also able to absorb more recoil. When using the weapon for suppressing fire, the DC increases by +1.

Heavy Caliber This model uses larger-than-usual sized ammunition. Increase the die type of damage by one (i.e. 2d6 becomes 2d8). Such firearms frequently also have the Heavy Recoil quality. Cost usually increases by 10%.

Heavy Recoil This model has an especially strong kick, making it difficult to control. Add your Strength modifier to the attack roll instead of Dexterity. Add neither modifier to the damage roll, unless negative.

Laser Sights This model comes mounted with a laser that projects a red dot on anything the gun is pointed at. When firing at a creature within the weapon's short range, add 1 to your attack rolls. Cost increases by \$100.

Massive This model is especially large and bulky. Remove the light quality if it would normally have it and increase weight by 25%. Reduce the cost by 10%.

Non-Ferrous The weapon is composed entirely of non-magnetic materials such as ceramic. It may pass through metal detectors. Triple the listed cost.

Poor Quality This model is known to have manufacturing quality control issues. Whenever you roll a natural 1 on an attack roll with this weapon, it jams. If you are proficient with the weapon in question, you can clear the jam as an action. Reduce the cost by 20%.

Reduced Ammunition This model holds only 2/3rds the listed amount of ammunition. Reduce cost by 15%.

Reduced Range This model doesn't go as far as others of its type. Reduce the short range, long range, and cost by 20%.

Explosives

Det Cord. Det (short for "detonation") cord is a rope-like twine that burns so quickly (4,000 yards per second) that it might as well be exploding. Det cord is often used to string multiple explosive charges together for simultaneous detonation, but it can also be looped around a tree, post, or other object to cut that item in half. The cost and damage shown here are per 5 foot increment of cord used on a given target. Each additional 5 feet increases the damage by +1d6 to a maximum of 7d6.

Dynamite. A single stick of dynamite deals 3d6 damage to all targets within a 5 foot radius. Multiple sticks can be wired together to detonate simultaneously. Each additional stick increases damage by +1d6 (to a maximum of 10d6) and the effect radius by +5 feet (to a maximum of 20 feet). Creatures within the effect radius take only half damage if they succeed on a DC 15 Dexterity saving throw.

Plastic Explosive. The cost and damage shown here are for a 1 pound block of plastic explosives. When detonated, it deals damage to all targets within a 10 foot radius. A successful DC 15 Dexterity saving throw will halve this damage. Multiple blocks can be wired together to detonate simultaneously. Each additional block increases the damage by +2d6 and the radius of effect by +2 feet.

Adventuring Gear

This section describes items that have special rules or may require further explanation. A comprehensive list of common items and their prices would easily eclipse this document in size. If the cost of a given item is in doubt, we recommend performing a quick internet search and taking the average price of the first three results.

Bolt Cutter. Bolt cutters can cut through standard padlocks, handcuffs, and chain link fences if you succeed on a DC 6 Strength check.

Camping Kit. Camping kits consist of a small tent, tent stakes, mallet, sleeping, blanket, canteen, a multi-tool or

survival knife, flashlight or lantern, box of matches, insect repellent and other essentials for surviving in the wilderness. For double the cost, it also includes a GPS transponder, an air mattress (with pump), inflatable raft, flare gun, and a wideband 2-way radio.

Fire Extinguisher. Required to be easily available in public buildings and workplaces, fire extinguishers reduce the strength of a fire in a 5 foot square by one die per round. (i.e. a 3d6 fire only inflicts 2d6 damage after being sprayed with a fire extinguisher for 1 round). Full-size fire extinguishers hold 5 rounds of fire retardant spray or foam. Smaller models such as are found in kitchens hold 2 rounds of chemicals.

Handcuffs. Restraints designed to lock two limbs (typically the wrists) of a prisoner together. They fit any Medium or Small-sized humanoid creature. They typically have AC 19 and 12 hit points.

Motion Sensors. Motion sensors work through a variety of different methods. Some detect vibrations in the ground, others variations in air pressure, while others consist of a network of invisible laser beams. Motion sensors automatically detect any creature or object that moves through their area unless they succeed on a DC 20 Dexterity (Stealth) check and move no faster than 5 feet per minute.

The cost shown here is for each 5 foot cube (125 cubic feet) that is covered by the sensor network. Setting up a motion sensor is a DC 8 Intelligence skill check. If you are proficient in electronic tool kits you may add your proficiency bonus to the roll. It takes 10 minutes per 5 foot cube covered by the motion sensors to install and properly calibrate them.

Night Vision Goggles. Night vision, or infrared, goggles effectively give the wearer darkvision, seeing in dim light within 60 feet as if it were bright light and in darkness as if it were dim light. You cannot perceive color while wearing night vision goggles.

Search-and-Rescue Kit This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight "space" blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades and one signal flare.

Spike Strip. Designed to help the police end car chases, each strip comes rolled in a spool about the size of a small suitcase. You can deploy a spike strip by rolling it across a roadway (without entering the lane of traffic). Until the strip is activated, the spikes do not protrude and cars can pass

Name	Cost	Damage	Weight	Restriction
<i>Explosives</i>				
Det cord	\$20.00	3d6 fire	1 lb.	Licensed
Dynamite	\$35.00	3d6 bludgeoning	1 lb.	Licensed
Plastic Explosive	\$50.00	5d6 bludgeoning	1 lb.	Licensed

safely over it. When the user activates it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend.

Spike strips inflict 2d4+1 damage to tires (see Vehicles p. 104). Creatures moving over the strip at greater than half their normal speed must make a DC 13 Dexterity saving throw to avoid stepping on the strip and suffering 1d4 points of damage.

SCUBA Kit. Consisting of an air tank, respirator, rebreather, and wetsuit, SCUBA Kits supply the user with about an hour's worth of air, although the increased pressure from especially deep dives can reduce this time to minutes.

Zip-Ties. Originally designed to hold small bundles of cable together, larger zip-ties also make effective single-use restraints. They typically have AC 15 and 2 hit points and are destroyed when removed.

Item	Cost	Weight
Bolt Cutter	\$40.00	5 lb.
Camping Kit	\$400.00	35 lb.
Fire Extinguisher	\$70.00	3 lb.
First Aid Kit	\$30.00	3 lb.
Handcuffs	\$30.00	—
Motion Sensor	\$25.00	—
Night Vision Goggles	\$1,500.00	2 lb.
Search and Rescue Kit	\$200.00	7 lb.
SCUBA Kit	\$2100.00	40 lb.
Spike Strips	\$275.00	22 lb.
Zip-Tie	\$1.00	—

Tools

The following tools enable you to accomplish tasks that you would otherwise be unable to do on your own, such as access the internet or repair a machine. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool.

Chemistry Kit. This medium-sized briefcase contains test tubes, litmus strips, and small bottles of various chemicals. Proficiency with this kit allows you to add your proficiency bonus to any ability checks you make to identify chemicals. This kit also allows you to create small amounts of simple chemical compounds such as acids, explosives, or poisons.

Computers. A multi-purpose electronic device, a computer is capable of storing and displaying vast amounts of information in text, graphic, video, or audio format. Through use of an included modem (wif-fi or cabled) computers can communicate to other computers via a local network or the

internet. In this manner they enable researching nearly any subject. Proficiency with computers means that you can assemble, upgrade, and repair computer hardware. You may also install, upgrade, and repair operating systems and drivers.

Desktop computers consist of the computer itself, a flatscreen monitor, keyboard, and mouse or input tablet.

Laptop computers combine the elements of a desktop into a single compact unit, replacing the mouse with a touchpad.

A state of the art (a.k.a. SOTA) computer is almost always a desktop computer built from the most powerful, cutting edge components. State of the art computers are usually required to effectively run hacking software packages or any futuretech software (see futuretech p 127.). A state of the art computer can be miniaturized to fit in a laptop case for double the price.

Tablet computers are even more streamlined with a touch-screen monitor. They are designed for portability and convenience of use rather than performance.

Demolitions Kit. Demolition kits contain electronic timers, radio receivers, blasting caps, and detonators – everything necessary to set up an explosive for remote detonation. Without a demolitions kit, you cannot detonate plastic explosives and can only control when dynamite detonates by cutting the fuse length. If you are proficient with a demolitions kit, you may add your proficiency bonus to any ability checks you make to prepare or place explosives.

Disguise Kit. Disguise kits contain makeup, brushes, wigs, a mirror, and other accoutrements including sculpt-able latex for making prostheses. It does not contain uniforms or clothing. Proficiency with this kit allows you to add your proficiency bonus to any ability check to create a visual disguise.

Electrical Tool Kit. Consisting of wire cutters, strippers, spare wires, gauss meter, voltage meters, and a soldering gun, the electrical tool kit allows you to preform repairs to electrical equipment. If proficient with this kit you can add your proficiency bonus to any ability checks you make to repair or create electrical devices. You may also use an electrical tool kit to attempt to bypass keypads and electronic security devices.

Evidence Collection Kit. Consisting of rubber gloves, plastic bags, tweezers, sample jars, swabs, plasters (for taking molds of footprints or tire tracks), and all the equipment necessary to dust for fingerprints, this kit is used to gather evidence from crime scenes (or other locale) for later analysis in a laboratory. Proficiency with this kit eliminates the chance of accidentally contaminating the evidence samples. Non-proficient characters must make an Intelligence (Investigation) to accurately collect forensic evidence.

First Aid Kit. A small metal box full of bandages, antiseptic cream (or spray), scissors, alcohol wipes, superglue, and tape. Some advanced versions also contain aspirin, topical analgesics, and even cardiac defibrillators. Each kit has 10 uses. You may expend one of the uses to stabilize a character at 0 hit points without needing to roll Wisdom (Medicine).



Mechanical Tool Kit. This kit consists primarily of various wrenches, sockets, and screwdrivers. Proficiency with this kit allows you to add your proficiency bonus to ability rolls made to repair vehicles or to assemble or disassemble most things.

Medical Kit. A more advanced version of the first aid kit, this kit also includes sutures, scalpels, blood pressure cuff, stethoscope, and a cardiac defibrillator. Proficiency with this kit lets you treat a creature's injuries as an action, allowing them to immediately roll a number of hit dice up to your proficiency bonus – recovering hit points as if during a short rest. Alternately, you can use the kit to remove the stunned or unconscious condition from a creature with a DC 10 Wisdom (Medicine) check.

Painter's Kit. Painter's kits consist of canvasses, brushes, an easel, and a compliment of either oil or acrylic paints. Proficiency with this kit allows you to create 2-dimensional works of visual art.

Pharmacist Kit. Essentially a portable pharmacy, proficiency with this kit allows you to add your proficiency bonus to ability rolls made to prepare, preserve, compound, analyze, and dispense medicinal drugs. If you are proficient with this kit you may also make Wisdom (Medicine) rolls to remove the paralyzed or poisoned conditions from a target. The DC for such rolls is the same as the original saving throw DC of the condition.

Photography Kit. A photography kit contains a camera, light meter, flash, and various lenses – although in the 21st century all of these are tools are incorporated directly into a digital camera. Proficiency with this kit allows you to capture accurate images in sub-optimal conditions such as while moving or in dim lighting. It also includes the ability to compose aesthetically pleasing, professional-grade shots.

Surveillance Kit. A surveillance kit contains electronic listening devices, phone taps, cameras, and various other electronic devices for receiving recorded information. Proficiency with this kit allows you to add your proficiency bonus to any ability roll made to place a bug or hidden camera, tap a telephone line, intercept cellular phone signals, and to "bounce" calls through multiple switches, making it harder to trace.

	Cost	Weight
Chemistry Kit	\$650.00	6 lb.
Computer, Desktop	\$1000.00	12 lb.
Computer, Laptop	\$1200.00	4 lb.
Computer, SOTA	\$3500.00	12 lb.
Computer, Tablet	\$150.00	1 lb.
Demolitions Kit	\$275.00	5 lb.
Disguise Kit	\$200.00	5 lb.
Electrical Tool Kit	\$1000.00	20 lb.
Evidence Collection Kit	\$60.00	6 lb.
First Aid Kit	\$30.00	3 lb.
Mechanical Tool Kit	\$350.00	25 lb.
Medical Kit	\$500.00	5 lb.
Painter's Kit	\$100.00	3 lb.
Pharmacist Kit	\$900.00	6 lb.
Photography Kit	\$500.00	2 lb.
Sculptor's Kit	\$400.00	25 lb.
Surveillance Kit	\$10,000.00	9 lb.

Modern Equipment Packs

Although the essential nature of adventuring gear and character equipment packs remains unchanged, the precise gear that makes up a given pack has changed considerably.

Burglar's Pack (\$400). Includes a backpack, crowbar, electrical tape, flashlight with extra set of batteries, grappling hook, hammer, lighter, lockpicks, multitool, box of 50 pairs disposable latex gloves. The pack also has 50 feet of nylon rope strapped to the side of it.

Diplomat's Pack (\$2,500). Includes a combination briefcase, fine business suit, laptop computer, pack of manila folders, portable projector, and valid passport.

Dungeoneer's Pack (\$400). Includes a backpack, crowbar, duct tape, flashlight or headlamp, gas monitor, gloves, hammer, insulated clothing, 10 pitons, 10 glowsticks, 10 days of energy bars and a canteen. The pack also includes 50 feet of nylon rope strapped to the side of it.

Entertainer's Pack (\$550). Includes a suitcase, 2 costumes, microphone and portable amplifier, 10,000 airline miles, and 5 days of energy bars.

Explorer's Pack (\$600). Includes a backpack, bedroll, collapsible tent, flashlight, GPS, insect repellant, mess kit, 50 waterproof matches, 10 days of MRE rations, and a canteen.

Priest's Pack (\$300). Includes a briefcase, an alms box, 10 candles, 5 blocks of incense, a censer, vestments, prayer book, and hymnal.

Scholar's Pack (\$2,500). Includes a backpack or briefcase, 5 reference books, laptop computer, online research database subscription.

Laboratories

Truly advanced scientific procedures are too complicated, sensitive to disruption, or time-intensive to perform in the field with a mere kit. Tasks such as determining a material's chemical composition, matching D.N.A. or testing tissue samples for the presence of drugs all require the kind of large (and expensive) equipment that can only be found in a laboratory.

Laboratories typically cost several million dollars, effectively making them priceless as far as player characters are concerned. Player characters (even wealthy ones) are unlikely to ever acquire the necessary resources to construct their own laboratory. That said, they may have access to such labs as part of their background or they may be able to bargain for temporary access.

Laboratories do not require their own individual proficiency. If you are proficient in a related kit or have "laboratory equipment proficiency" from a background, you may add your proficiency bonus to ability checks made using a laboratory.

Note that while most laboratories have the necessary tools and raw materials to create various substances, it still requires a specialized manufacturing plant to create industrial quantities of a medicine or material. You might be able to invent a defoliant that kills shambling mounds in a chemistry lab but you will need an entire factory to make enough of it to blanket the city and halt their invasion.

Chemistry Lab. A chemistry laboratory contains everything necessary to identify the chemical composition of an object, identify poisons, test for drug use, and determine the approximate age of organic matter, among others. It can also be used to discover, invent, and formulate new chemical compounds such as fuels, pesticides, fertilizers, toxins, explosives, and many others.

If you are proficient in a chemistry kit, you are also proficient with a chemistry laboratory. Proficiency with a demolition's kit allows you to apply your proficiency bonus only to ability checks made to create or analyze explosives using a chemistry lab.

Forensics Lab. A specialized version of the chemistry lab, a forensics lab substitutes a ballistics studio, fingerprint computer/database and blood spatter analysis section – among others—for the facilities to manufacture new formulas. It contains everything necessary to analyze crime scene evidence for clues.

If you are proficient with either a chemistry kit or an evidence collection kit, you are proficient with a forensic laboratory.

Genetics Lab. An even more specialized laboratory, a basic genetics lab includes gene sequencers and specialized databases for comparing and matching D.N.A. samples and identifying whether an individual has a particular gene. More advanced labs also contain the equipment necessary to splice D.N.A. or synthesize entirely new sequences and create altered or entirely new life-forms. It does not, however, include space to incubate such creatures.

Unlike other laboratories, a genetics lab does require a tool proficiency of its own. If you are proficient with evidence collection kits you may use your proficiency bonus when testing D.N.A. for matches with a genetics lab.

Medical lab. Medical labs incorporate the chemical-analysis and drug-testing capabilities of a chemistry lab but also include advanced medical imaging devices such as C.A.T. and P.E.T. scanners, along with standbys such as X-ray machines and others.

If you are proficient with a medical kit or with Wisdom (Medicine) you may use a medical laboratory to treat a creature's injuries. Doing so allows them to immediately recover up to half their hit dice. They may then choose to roll these hit dice to recover hit points as if during a short rest.

Software

Computers can run specialized programs that dramatically extend their functionality. Rather than tracking individual applications, software is grouped according to purpose; if you are proficient in one program, you are proficient in all applications that perform the same or similar functions.

Accounting and Business Software. Accounting and business software contains everything necessary for running a business including such functions as inventory control, sales transactions, tax records, and employee information. Proficiency with this software package means you can add your proficiency bonus to attempts to find information stored within the application or to analyze patterns within the data.

Animation Software. Ranging from creating 2-D traditional animation to cutting edge photorealistic 3-D animations, animation software is primarily used for entertainment purposes but high-end packages be used to insert false elements into video footage. If you are proficient with this software you may add your proficiency bonus when attempting to create entertaining, educational, or merely convincing animations.

Encryption/Decryption Software. Encryption software encodes information to make it unreadable (and therefore useless) without the appropriate decryption software to decode it back to its original state. If you do not have the appropriate "key", or decryption application, it is extremely time consuming to decrypt an encrypted message or signal. To do so, you must make an Intelligence check with a DC

equal to 20 + 5 times the futuretech level of the encryption software (or minus 5 times the retrotech level). If you are proficient with decryption software, you may add your proficiency bonus to the roll. A successful roll means that you've reverse-engineered the "key" in 2d6 minutes. Failure means decryption will take 2d4 months (or 2d10 years in the case of futuretech encryption).

Graphic Design Software. Essential for creating 2-dimensional images, graphic design software allows for the enhancement or doctoring of still images or the forging of documents. Proficiency in this software lets you add your proficiency bonus to ability checks made to create digital works of art or forged documents.

Hacking Software. Hacking software consists of a variety of applications designed to thwart computer security systems and give you access to data you'd be unable to access. Because security software, viruses, and hacking software are in a perpetual arms race the names of the individual applications are constantly changing – indeed most of the best programs are written by their respective users and don't even have names. Accordingly, any grade of retrotech hacking software is all but useless (see retrotech p 127). Proficiency in hacking software allows you to add your proficiency bonus to Intelligence checks made to defeat computer security. Once you gain access to a system, the information you seek may be encrypted (see Encryption/Decryption Software above).

Programming Languages. Not actually software *per se*, programming languages allows you to create your own applications. For game purposes, all programming languages are equivalent to one another. If you are proficient with a programming language you may add your proficiency bonus to ability checks made to create or modify software.

Video Editing Software. Video editing software allows you to cut, paste, and otherwise edit video footage. Proficiency with this software means that you can edit a film to be aesthetically pleasing or entertaining. You can also edit elements from one file into another (such inserting an individual into crime-scene footage or altering someone's face into that of a different person) and even add completely false elements generated by animation software (such as weapons, alien invaders, or giant animals) by making a Wisdom check. If you are proficient in Video Editing Software you may add your proficiency bonus to the roll. The result of your roll is the DC for subsequent Intelligence (Investigation) or Wisdom (Perception) checks to spot the falsification.

Video Games. Ranging from 2-dimensional side-scrollers to immersive 3D massive multiplayer roleplaying games, video games are a source of entertainment and stress relief for many. Proficiency in video games allows you to add your proficiency bonus to ability checks made in competitive play.

Software

Cost

Accounting and Business Software	\$500.00
Animation Software	\$2000.00
Encryption/Decryption Software	\$100.00
Graphic Design Software	\$100.00
Hacking Software	\$400.00
Programming Languages	\$0.00
Video Editing Software	\$250.00
Video Game	\$40.00

Expert Systems

Expert systems are software applications designed to mimic human behavior. Despite being referred to as Artificial Intelligence (or A.I.), expert systems are still a long way away from being truly sentient. At present, they're only capable of simulating a small sub-set of the human cognitive processes but what they lack in versatility they make up for with speed.

Expert systems are often coupled with specialized hardware such as microphones for language translation software or cameras for facial recognition software. For the sake of simplicity, proficiency in an expert system also includes the ability to operate and repair any associated physical components.

Auto-Piloting Software As of this writing, fully self-piloting vehicles are still considered futuretech. At present, such software is only capable of maintaining a given course and speed, slowing down or stopping to avoid obstacles, and routine tasks such as parallel parking. The system cannot yet reliably navigate an entire journey from start to finish but is more than capable of taking over steering for a few rounds if you need your hands and/or attention free for other tasks.

Facial Recognition Software. Facial recognition software serves two purposes: To determine if a given individual is within a given photograph or video and to determine the identity of an individual from a photo or video. Detecting whether a known individual is or is not present in an image can happen in real-time but discovering an identity requires connectivity to various databases and also minutes or even hours to complete. In either case, the system can be fooled by a successful use of a disguise kit (although not necessarily by using the same techniques one would use to mask features to human eyes) or masks. Facial recognition software has an effective Wisdom of 20 for the purposes of making Wisdom (Perception) tests. If you are proficient with this software, you may add your proficiency bonus to its rolls.

Language Translation Software. There are two types of language translation software: That which translates only one specific language into a different specific language, and that which attempts to translate any language. Systems designed specifically to work with only two languages are capable of recognizing text or speech and performing translations

in real-time. They are also (for the purposes of keeping the rules simple) 100% accurate. General purpose systems, while more versatile, are less reliable and must make an Intelligence check to accurately translate text or speech into different language. The DC ranges from 5 for translating closely related languages (such as one romance language to another romance language) to 15 for translating completely unrelated languages (such as Basque to Mandarin).

Medical Diagnosis Software. Primarily a system of menus from which one selects symptoms, medical diagnosis software or “auto-docs” can also accept input in the form of X-rays and other forms of medical imaging. It has an effective Wisdom of 18 for the purposes of diagnosing injuries, poisoning, or disease. With a successful diagnosis it will also indicate the most effective course of treatment, antidote, or medicine (which may or may not be available to you at the time). If you are proficient with the software you may add your proficiency bonus to its rolls. Alternately, if you are proficient with Wisdom (Medicine), the system gives you advantage on checks to identify and treat disease and poisoning.

Robotic Control Software. A specialized version of auto-piloting software, robotic control software also includes the sub-routines that control a robot’s limbs, ensure that it stays balanced, and other essential tasks. Proficiency in this software allows you to add your proficiency bonus on attempts to reprogram robots, shut them down, or take control of them.



Tactical Simulation Software. Inspired by the expert systems that realistically control opponents in various video games, tactical simulation software attempts to anticipate and counter an enemies’ most effective strategies. Typically incorporated into a heads-up display or visor, tactical simulation software provides a digital overlay of likely ambush locations and attack vectors and make recommendations on how to avoid them. Unskilled users tend to find the extra information distracting and confusing but it gives those proficient with it advantage when making Wisdom (Perception) tests to avoid being surprised.

Expert Sytem	Cost
Auto-Piloting Software	\$10,000.00
Facial Recognition Software	\$600.00
Medical Diagnosis Software	\$50,000.00
Robotic Control Software	\$15,000.00
Tactical Simulation Software	\$20,000.00

Drugs

Rather than describing the effects of dozens of common chemical compounds, drugs have been broken into several broad categories based on their effects. In game terms, a “Medicinal Dose” is the amount that would be prescribed by a responsible doctor whereas a “Large Dose” is the (invariably larger) amount that a street user would take to get high. Creatures who involuntarily take a large dose of drugs may make a DC 15 Constitution saving throw. If they fail, they suffer the effects listed. If they succeed, they only experience the effects of a “medicinal dose”.

The following only describes the immediate and short-term effects of drugs, not the long-term effects or effects of addition (which are inevitably harmful).

Anesthetics are any drug that has the primary effect of reducing sensation – usually for the purposes of eliminating pain. Medicinal dosage (such as a locally administered anesthetic) gives the user 10 temporary hit points for 1 hour. Larger doses give damage resistance against bashing, fire, slashing, piercing, and radiant damage but requires the user to make a DC 11 Constitution saving throw to avoid becoming unconscious each minute. Unconsciousness lasts for 1 hour, but may be prolonged by administering additional doses.

Anti-Psychotics are drugs intended to curb the worst symptoms of several psychiatric disorders. Administering them in medicinal doses gives the user advantage on Intelligence and Wisdom saving throws but disadvantage on Intelligence and Wisdom checks. Larger doses also inflict 2 levels of exhaustion.

Depressants are usually taken recreationally and include alcohol, marijuana, and some mild sedatives. Strictly speaking, there’s no such thing as a “medicinal dose” but in low amounts, depressants give disadvantage to Wisdom checks and saves for 1 hour. Large doses also inflict 1 level of exhaustion and give the user 5 temporary hit points.

Hallucinogens are also usually taken for recreational (and sometimes ceremonial) purposes and have no official “medicinal dose” but the equivalent amount disrupts perception and timing, giving disadvantage to Wisdom checks and Dexterity saving throws for 4 hours. Large doses act as a *confusion* spell for 1 hour, followed by 4 hours of disadvantage on Wisdom checks and Dexterity saving throws.

Stimulants cause excitement, raise the heart rate, improve energy, and eliminate fatigue. Medicinal doses suppress the effects of up to 2 levels of exhaustion for up to 4 hours at a time. Large doses induce a sense of euphoria, suppress all exhaustion for up to 8 hours, and give advantage to initiative rolls. On the other hand, they also give disadvantage to Wisdom saving throws.

Drug	Medicinal Dose	Large Dose
Anesthetic	\$10.00	\$40.00
Anti-psychotic	\$3.00	\$30.00
Depressants	\$15.00	\$100.00
Hallucinogen	\$25.00	\$60.00
Stimulants	\$5.00	\$50.00

Computers

In the 21st century, nearly every electronic device is controlled by a computer, although the computer may not be connected – or able to connect – to a network. If a hacker can connect to a computer and bypass any security, they can access information stored in the machine or operate any device controlled by the computer.

The following system is intended to serve as a means for quickly resolving computer-based conflict and hacking attempts. It is not intended to be a primer on accurate hacking techniques – only an abstraction for game purposes.

Most normal uses of a computer do not require an ability check. Given time and left unopposed, a proficient character with access to a system can accomplish nearly any task. Characters should only need to make ability checks when trying to overcome security or when trying to accomplish something in a hurry.

Bypassing Security

There are three different types of computer security: passive, active, and structural.

Passive Security consists of passwords, firewalls, antivirus software, and similar automated mechanisms for denying access to a computer or network. Unless the primary focus of your campaign is technology-based, there's no need to define exactly which defensive measures are in use and how to defeat them. Instead, just assign each system a security rating which will act as the DC for an Intelligence (Hacking Software) ability check. If the character succeeds on the roll, they have thwarted security and may attempt to perform any other action.

Passive Security Table

Security Rating	Methods	Intelligence (Hacking Software) Roll
8	Password-only	Disadvantage without Hacking Software
10	Antivirus	Disadvantage without Hacking Software
15	Firewall	Requires Hacking Software to attempt
20	Encryption	Requires Hacking Software to attempt
25	2-factor Authentication	Requires Hacking Software to attempt
30	Biometric Authentication	Requires Hacking Software to attempt

Use the Passive security Table as a guide for determining the security rating of a given system. Each method on the chart includes the previous entries.

Once passive security is defeated, it poses no further threat to a hacker character for as long as they remain connected to the defended system.

Active Security consists of one or more network engineers monitoring actively monitoring a system to be on the lookout for unwanted intruders, usually with the assistance of applications designed to facilitate the task. Would-be hackers must make an Intelligence (Hacking Software) ability check contested by the Intelligence (Hacking Software) or Intelligence (Programming Languages) check of the defending engineer. If the hacker succeeds, they gain access to the system. On a tie, they gain access but the defender is aware of their presence. If the defending engineer wins, they block the hacker from gaining access and may trace the attacker's physical location. Major networks (such as those of large corporations) typically have multiple monitoring engineers working together at any given time, giving each other advantage on defense rolls.

Repeat this contest every minute to represent the defender's continued efforts to remove a hacker from their network. As a last resort, a defender can always disconnect their system from any network (effectively creating a temporary air gap; see Structural Security below) or shut down their network entirely. This is an operation of last resort because it prevents the computer network from doing its job and one or more hours of lost work due to being off-line can be potentially more costly to the owner than the damage a hacker might attempt.

Structural Security is the least common and most effective means of preventing hacking. Isolating a computer from the network prevents anyone from reaching its contents -- unless one physically accesses that particular machine. Occasionally, isolated computers can be networked together, allowing them to communicate with each other but, with wi-fi and any external connections disabled, no signal can cross the "air gap" between this network and the internet at large. It is therefore impossible to remotely hack into an air gapped system; you must go there and physically access the system in person.

Naturally, this significantly reduces the usefulness of such a machine or network, so air gapped systems are typically only used to as storage backups or in code word top secret research installations.

Multiple Security Types

The three types of computer security are not mutually exclusive and are usually used in conjunction with each other. Hackers may choose to attempt to bypass active and passive security with the same roll.

Finding, Editing, and Deleting Data

The Search Time Table shows how long it takes to locate a particular set of data or piece of information, based on the size of the system being searched. When trying to find a particular piece of information and time is a factor, characters can make an Intelligence (Investigation) ability check to reduce the search time to 1 minute.

Search Time Table

Area to Search	DC	Normal Time to Search
Personal computer	10	5 minutes
Small office network	15	15 minutes
Large office network	20	1 hour
Massive corporate network	25	24 hours

Once the necessary information is located, it can be deleted as an action. Editing data may take longer, depending on the complexity of information involved. Changing a few fields worth of text can be done as an action while editing a photo or video footage can take hours. Similarly, downloading or replacing files can take anywhere from one round for small files to a few minutes for mid-size databases or short videos. Larger amounts of information can also take hours.

Damaging Hardware

Once you have accessed a computer and bypassed or defeated security you can cause the machine to damage itself, usually through melting crucial components by forcing the machine to overheat. Rendering a computer, databank, or backup drive inoperable requires a DC 20 Intelligence (Hacking Software) ability check.

Installing Programs

Hackers may install programs of their own once they bypass security. Each program takes at least one full minute to install on each computer in a network.

Rootkit Installing a rootkit requires a DC 20 Intelligence (Hacking Software) ability check and gives the hacker total control over the computer. As long as the rootkit is in place, the owner may automatically bypass passive security and has advantage on attempts to bypass active security, install other

software, or damage the hardware. The only way to deny the rootkit owner access to the rooted machine is to reboot the machine offline and manually remove the rootkit. The DC to stumble upon an inactive rootkit during a routine security check is 30. However, the DC drops to 20 once the hacker actively uses the rootkit.

Spyware Spyware can be set to record any information that shows on-screen or to limit itself to collecting only specific information such as keystrokes in a password field. It then transmits this information (usually during periods of heavy traffic so as to more easily go unnoticed) to the hacker. By making a DC 15 Intelligence (Hacking Software) ability check, a hacker can install spyware on a machine. Record the final result of this roll because active security agents will use it as the DC to locate and remove the spyware. Reduce the DC by 2 if spyware transmits more than just a few pieces of information (such as account numbers and passwords) since bulk data dumps are more easily detected. Active security typically makes one check for spyware once per day but can make hourly sweeps if they feel they have a reason (such as detecting a hacking attempt) to do so.

When used to record passwords, Spyware gives the owner advantage on bypassing security.

Viruses A hacker can manually install a virus on a system by making a DC 15 Intelligence (Hacking Software) ability check. Record the result of this roll because it will become the DC to locate and remove the virus.

Viruses

A computer virus is a small program that acts independently to accomplish whatever instructions it has been coded with. These instructions almost always includes infecting other computers with copies of itself. Accordingly viruses are rated with an effective Intelligence bonus which represents their ability to infect other computers. Whenever a virus-infected computer connects to a new computer make an Intelligence check to see if the virus can overcome the new machine's security.

Because viruses are locked into a never-ending arms race with antivirus software and antivirus software is continually improving, viruses lose one point of their Intelligence bonus for every two months of time that passes since they are first deployed.

Creating a virus typically requires one week of downtime in which to code and an Intelligence (Programing Language) ability check. Divide the result of the roll by 4 (rounded down) to find the virus's Intelligence bonus.

Either spyware or rootkits are typically incorporated into viruses. Assume that if a virus successfully overcomes a system's security that it can automatically install and activate its associated spyware or rootkit.

Botnets

A botnet is any group of disparate computers that have had a rootkit installed – effectively turning them into “mindless robots” under the control of the rootkit owner. Botnets are created by releasing rootkit-installing viruses until the hacker has gained control of enough machines. Assume that a virus with an effective Intelligence modifier of +1 or greater can create an effective botnet in 6 weeks minus one week per point of Intelligence modifier the virus has.

The botnet controller can use the botnet to give themselves advantage when trying to bypass any kind of security or to defeat encryption. Although each individual computer has an extremely small chance of success, the cumulative effort of hundreds of machines attacking all at once often overwhelms security through brute force – or at least effectively camouflages the real hacker amid the many weaker attacks.

The other use of a botnet is to attempt a Distributed Denial of Service (DDoS) attack on a network or website. If successful, this doesn't actually harm the target. Instead it uses up all the available bandwidth, preventing the network from communicating with other computers or stopping visitors from accessing a website. DDoS attacks require an Intelligence (Hacking Software) check. The difficulty depends on the available bandwidth one needs to block (see DDoS Table). Additionally, each successful skill check will only lock up a target for a certain period of time (see DDoS Table). After that time elapses, the hacker must make another ability check to sustain the attack.

DDoS Table

Target of Attack	DC	Time Between Checks
Personal computer or website	10	12 hours
Small business network or website, Business office	15	4 hours
Large business network or website, Small video streaming site, Call center, Multi-story office building	20	1 hour
Major corporate network, “Household name” websites, or social media	30	10 minutes

Botnets are usually only available to their creator but characters with extensive technical contracts or black market ties may be able to rent them from criminal hackers who have established multiple botnets from computers all over the world.

Botnets can persist indefinitely as long as they go unused but when an individual's computer is remotely high jacked before their eyes, they tend to take notice... and action. Once a botnet is activated, it has a lifespan of approximately 3 weeks. After that time, enough machine owners have taken steps that remove their machine from the botnet (either removing the rootkit or taking their computer offline) rendering it ineffective.



Hacking for Profit

Not every hacker is working toward a noble end. Some of them simply want money – and stealing information is one way to accomplish that goal.

Data Theft

Instead of reading or changing the information stored in a system, hackers also commonly copy data files which they then attempt to sell. The hacker almost always needs to have a buyer lined up in advance – it's not practical to steal data and then go searching for a buyer. Consequently, creatures can't rack up tons of money by making a few ability rolls.

The Dungeon Master should determine what stolen data is worth.

Identity Theft

Any character proficient in Hacking Software you can create or steal false identities for themselves and their allies. It takes 1 day to steal the personal information and available credit or a random individual. This typically allows you to make 1d6 x \$1000 in purchases or to leave a false digital trail back to the individual (if a security defender or rival hacker traces their location, for instance). By taking an extra 1d4 days to troll for an especially well-off individual, you can purchase up to 1d4+2 times as much. If you have a forgery kit, you can produce identification documents for the false identity (such as a driver's license) but any biometric data on file such as fingerprints or photographs will not match.

Identity theft is both illegal and highly damaging to the individual whose identity is stolen and should only be considered by evil, non-lawful aligned characters.

As an alternative to identity theft, a character proficient with Hacking Software can attempt to establish a new identity (or to steal one from a deceased individual). It takes 2d4+3 days to establish an identity with an appropriate age, ethnicity, and gender. Such identities typically do not have any money or credit available but also don't place financial hardship upon a random victim. To establish a credit history for the new identity you must spend an additional 20 +1d6 days developing it, establishing false records and inserting your biometric data inside major databases.

Vehicles

The modern world is awash in self-propelled vehicles, making them an essential component of the modern setting. This section governs the rules for handling vehicular chases, maneuvers, and collisions.

Vehicle Statistics

All vehicles have the following attributes.

Armor Class Vehicle Armor Class is a measure of how difficult it is to damage the vehicle when striking it. When ramming, add the target vehicle's maneuverability to its Armor Class.

Hit Points A vehicle's hit points measure how much damage it can take before it stops functioning. A vehicle reduced to zero hit points is inoperable but is probably still in one piece. Operators automatically fail control checks on a vehicle with zero hit points.

Maneuverability Vehicular maneuverability is an abstract modifier that represents both the vehicle's ability to accelerate, brake, turn radius, and its overall maneuverability. When ramming, add the target vehicle's maneuverability to its Armor Class.

Range Range is the maximum distance the vehicle can travel before needing to refuel. This assumes that the driver is traveling at a standard speed on paved roads. Racing at breakneck speeds with rapid stops and starts or traveling off-road for any distance can halve this number. Storms and strong headwinds can have the same effect on air and water craft, as can hovering for extended periods (in machines capable of hovering).

Cost This is the average price of a new model of the class of vehicle. Luxury versions will sell for 150-200% of this amount while stripped-down economy versions are usually available for 60-80% of the listed amount.

Used ground vehicles can be purchased for 50% of the calculated price. For each additional -10% to the price reduce the vehicle's hit point and hit point maximum by 3 (1d6). (i.e. A second-hand compact sedan with 22 hit points (33 - 11 [3d6]) sells for 20% the listed price.)

Used air and water vehicles can be purchased for 75% of the calculated price. Any damage to an air vehicle will generally render it unsellable but the value of watercraft goes down by 10% for every 4 (1d8) points of damage it has.

Resistances Vehicles are resistant to Bludgeoning, Fire, Piercing, Slashing, and Thunder damage.

Immunities Vehicles are immune to Cold, Necrotic, Psychic, Poison, and Radiant damage.



Vehicle Speed

Vehicular speed is typically measured in miles per hour instead of feet per turn. To convert between these units, multiply by 10. i.e. 20 miles per hour is 200 feet per turn. At such speeds, vehicles are capable of traversing most maps with a 5' grid in a single round so it's often necessary to use maps with a different scale for chases and combat involving vehicles.

Acceleration

Once a vehicle has been in operation for a minute or more, the pilot can declare that it is traveling at any speed at which the vehicle is capable of traveling. However, it may occasionally be necessary to calculate a vehicle's speed from a cold start or from round to round.

At the start of their turn a vehicle's operator can increase or decrease its speed by a number of miles per hour equal to 20 plus 5 times its Maneuverability rating (minimum 1 mph). For instance, a vehicle with a Maneuverability of +2 can go from zero to 30 mph (or from 50mph to 20mph) in one round.

Air vehicles (except for helicopters, which are capable of hovering) must maintain a minimum speed of 80 mph to lift off from the ground or to remain aloft. If an aircraft's speed ever drops below 80 mph it immediately begins falling.

Collisions

When a vehicle collides with a creature or object it inflicts 1d10 points of bludgeoning damage for every 10 miles per hour of speed it was traveling (rounded down). The vehicle also suffers the same amount of damage if the creature or object is Medium-sized or larger or especially durable, such as a sign post or other vehicle. If an obstacle is reduced to zero hit points it is destroyed and the vehicle may continue forward at a reduced speed. Subtract the damage inflicted on the obstacle from the vehicle's speed.

If two vehicles strike each other while traveling in opposite directions, total their speed before rolling damage.

Unrestrained passengers suffer bludgeoning damage equal to the vehicle (after damage reduction). Passengers employing air bags, seat belts, and other safety devices halve this damage (meaning they take one quarter of the initial damage dealt).

The operators and passengers of ground vehicles typically have partial cover (+2 AC) against attacks originating from outside the vehicle. Passengers may crouch down to gain three quarters cover (+5 AC). Most air vehicles provide full cover while boats offer full cover to creatures below decks or in the cabin but no cover to creatures on deck.

Control Checks

Vehicular operators occasionally need to make a Dexterity (Vehicle Proficiency) ability check to maintain control of their vehicle. Usually, this is when attempting to accomplish a particular maneuver but characters also need to make a control check when their vehicle is struck by another or when their vehicle is reduced below 50% of its original hit points. The DC for this is 10 or half the damage inflicted by the collision, whichever is higher.

Operators must make a control check if they enter difficult terrain.

Always add the vehicle's maneuverability rating to all control checks.

An operator who fails their Dexterity (Vehicle Proficiency) control check has lost control of their vehicle. Until the start of the operator's next turn the vehicle moves forward at their current speed and heading. On the start of their next turn the operator may use their action to make a control check against the same difficulty to regain control of the vehicle as a bonus action.

Entering and Exiting a Vehicle

The tight interiors of vehicles are considered difficult terrain. Thus entering or exiting most vehicles typically costs 10 feet of movement. Moving around within a vehicle (such as changing seats) similarly takes 2 feet of speed for each 1 foot moved.

Turning

A vehicle may turn up to 45 degrees (or make a series of small turns totally up to 45 degrees or less) during its turn. Turning even further may be accomplished as a maneuver (see below). A vehicle must move forward at least one-quarter of its current speed before turning.

Maneuvers

The following are maneuvers that may be attempted as an action. You may take a bonus action to attempt a second maneuver in the same round.

The pilot of a ground vehicle traveling at 10 m.p.h. or less never needs to roll to maneuver their vehicle. A ground vehicle traveling at this speed can change their facing to any direction as an action.

Bootlegger Turn (ground vehicles only) **DC 15** The vehicle moves forward for half of its current speed and then makes a 90 to 180 degree turn. This eliminates any forward momentum the vehicle might have and brings it to a complete stop, regardless of its speed at the start of the turn.

Dive (aerial vehicles only) **DC 10 + 1 per turn spent diving** The vehicle tips downward while accelerating to gain speed. Double the vehicle's normal acceleration. Vehicles may dive for multiple consecutive turns. The pilot only needs to make one roll at the end of the dive. Failure means that the vehicle continues to plummet.

Evasive Maneuvers **DC 10** The vehicle moves erratically making it more difficult to target. This is the equivalent of the Dodge action in combat.

Hard Brake (ground vehicles only) **DC 10** Reduce the vehicle's speed by up to 40 + 10 times the vehicle's maneuverability rating.

Jumping (ground and water vehicles only) **DC 12** As long as the vehicle has a suitable ramp (or is in an appropriately cinematic universe) it may attempt to jump over obstacles. If the control check succeeds, the vehicle "leaps" forward at its current speed. Otherwise, treat contact with the ramp as a collision.

Jump Landing (ground and water vehicles only) **DC 13** At the end of a jump, the operator must immediately make a DC 13 control check or lose control of the vehicle.

Ramming [Target Vehicle's AC] The vehicle collides with another, inflicting collision damage to them both. You may only ram a given target once per round.

Sideswipe (ground vehicles only) The vehicle slams its side against the side of another vehicle, usually in an effort to force it off the road. Make a contested control check. Because size and immobility are advantages in this contest, subtract instead of add each vehicles



maneuverability rating from the roll. If the defending vehicle loses the contest it is out of the driver's control and under the control of the attacker until the start of the next round.

Additionally, each vehicle suffers 1d10 points of bashing damage from the collision.

Stall Turn (aircraft only) **DC 14** Similar to a bootlegger turn for ground vehicles, the aircraft rapidly ascends which causes it to lose speed, then dives down to the original altitude, resuming the original speed except facing the opposite direction.

Tight Turn DC 12 The vehicle turns up to 90 degrees or you make 2 turns of up to 45 degrees (for instance to swerve around an obstacle). If the roll fails, you can still take a regular turn. For aerial vehicles this maneuver is also known as a Break.



Tires

Astute player characters will eventually attempt to shoot out the tires of an opposing vehicle. This requires an attack roll made with disadvantage to hit a tire. Tires typically have 5 hit points each.

Each tire that is reduced to 0 hit points reduces the vehicle's maneuverability by 1 for all purposes except decelerating until the vehicle is repaired. For calculating the vehicle's deceleration, increase the effective maneuverability by 1 for each tire at 0 hit points. Additionally, when a vehicle's tire is reduced to 0 hit points, the vehicle's operator must use their reaction to make a control check. If they fail, they lose control of the vehicle.

If two or more tires are reduced to 0 hit points, the driver of that vehicle has disadvantage on all Dexterity (Vehicular Proficiency) checks to operate that vehicle.

Spike Strips Spike strips automatically inflict 2d4+1 damage to any tire that drives over them.

Vehicular Caltrops Vehicle-scaled caltrops act as spike strips when driven over, except that they must first make a standard attack roll with a +3 bonus against the vehicle's Armor Class (plus maneuverability, if negative) before they can inflict damage. Make one attack per tire.

Repairing Vehicles

Fixing a damaged vehicle requires an Intelligence (Mechanical Tool Kit) ability roll and at least one hour of time. The DC of the roll is determined by the condition of the vehicle.

Vehicle's Condition	Repair DC
Replace Tire	5
50% hit points or more	12
Under 50% hit points	16
0 hit points	20

If using a mechanical tool kit or improvised tools, a successful Intelligence (Mechanical Tool Kit) roll will restore 2d8 hit points to the vehicle. You must complete a long rest before attempting further repairs.

If you have access to an Auto Body Shop or Machinist Shop, a successful Intelligence (Mechanical Tool Kit) roll will restore 2d10 hit points to the vehicle. You may roll once per hour.

Repair Costs

Permanent repairs cost money and require replacement parts. You might be able to improvise a temporary solution to get a wrecked vehicle running but without the proper parts, a vehicle will soon become inoperable again. Accordingly if you are unable to afford the cost of repair, any repairs will only give the vehicle temporary hit points. Restoring permanent hit points requires the expenditure of money.

Professional repairs to a ground or water vehicle generally cost \$1000 per hit point restored, most of which is the cost of labor. If repairing your own vehicle, calculate the repair cost for parts as \$200 per hit point if the vehicle has 50% or more of its total hit points – or \$500 per hit point if the vehicle has fewer than half its total hit points left.

Heavily damaged air vehicles are typically scrapped rather than repaired due to safety concerns and no reputable mechanic will work on an air vehicle that has sustained more than 9 (2d8) points of damage. However, if circumstances force characters to repair their own air vehicle, they may buy replacement parts for \$500 per hit point to be repaired.



Air Vehicle Statistics

The following are template statistics for general classes of aircraft. You are encouraged to customize these to represent the diverse types of flying vehicles available. Bearn in mind that aircraft have lower armor classes and hit points than other vehicles, not because they're necessarily easier to damage but because the consequences of damage are so severe. (You can shoot the doors, and roof off a car and it will still be drivable whereas even minor damage to a wing renders most airplanes nigh un-flyable.)

Jet, Commercial

Armor Class 15
Hit Points 33 (6d20)
Maneuverability 0
Range 8,000 miles
Cost \$100,000,000.00



Jet, Fighter

Armor Class 17
Hit Points 23 (4d12)
Maneuverability +5
Range 1,000 miles
Cost \$150,000,000.00

Fighter jets are typically equipped with twin machine guns and up to 4 missiles (treat as rocket launchers that bypass damage reduction).

Helicopter, Commercial

Armor Class 14
Hit Points 19 (3d12)
Maneuverability +3
Range 250 miles
Cost \$900,000.00

Prop Plane

Armor Class 14
Hit Points 19 (3d12)
Maneuverability 0
Range 700 miles
Cost \$250,000.00

Ground Vehicle Statistics

The following are statistics for general categories of ground vehicles. By making minor variations to these stats, you can represent the countless versions of each type.

Bus

Armor Class 18
Hit Points 91 (14d12)
Maneuverability -3
Range 400 miles
Cost \$550,000.00

Compact Sedan, 4 door

Armor Class 16
Hit Points 33 (6d10)
Maneuverability +0
Range 250 miles
Cost \$36,000.00

Motorcycle*

Armor Class 10 + Driver's Dexterity Modifier
Hit Points 18 (4d8)
Maneuverability +3
Range 300 miles
Cost \$8,000.00

Police Cruiser

Armor Class 16
Hit Points 39 (6d12)
Maneuverability +1
Range 380 miles
Cost \$38,000.00

* Motorcycles do not offer protection or damage reduction to the operator or any passengers.

Semi-Truck, 18 Wheeled

Armor Class 18
Hit Points 104 (16d12)
Maneuverability -3*
Range 2000 miles
Cost \$110,000.00

*A fully laden trailer reduces Maneuverability to -4.

Sports Car

Armor Class 15
Hit Points 28 (5d10)
Maneuverability +4
Range 500 miles
Cost \$50,000.00

Sport Utility Vehicle

Armor Class 17
Hit Points 46 (7d12)
Maneuverability -1
Range 300 miles
Cost \$38,000.00

Tank, Sherman

Armor Class 21
Hit Points 124 (16d12+20*)
Maneuverability -2
Range 120 miles
Cost \$33,000.00*

Sherman tanks are not affected by most forms of difficult terrain. They have a main gun (treat as a rocket launcher) and machine gun in the turret. Sherman tanks

are immune to fire and thunder damage.

*+20 hit points from armor plating
**1940s currency. Adjusted for inflation: \$550,000.00

Tank, Modern

Armor Class 25
Hit Points 310 (20d12+50*)
Maneuverability -1
Range 250 miles
Cost \$8,000,000.00

Modern tanks are not affected by difficult terrain. They have a main gun (treat as a +1 rocket launcher that bypasses damage reduction) and 2 machine guns. Modern tanks are immune to edged, fire, and thunder damage.

*+50 hit points from armor plating



Water Vehicle Statistics

The following are sample statistics for water vehicles. By making minor alterations to these stats, you can represent the countless variations of boat within each category.

Trawler, Fishing

Armor Class 16
Hit Points 78 (12d12)
Maneuverability -1
Range 3,000 miles
Cost \$1,250,000.00

Speedboat

Armor Class 14
Hit Points 33 (6d10)
Maneuverability +3
Range 120 miles
Cost \$40,000.00

Yacht

Armor Class 16
Hit Points 65 (10d12)
Maneuverability +1
Range 6,000 miles
Cost \$9,500,000.00



Custom Vehicles

A comprehensive list of all the myriad vehicular variations is beyond the scope of this document. If you prefer a more detailed approach to vehicles, you can use this optional system to create alternate versions of the generic vehicles presented here by applying one or more of the following qualities to the base statistics:

Armor Plating The durability of any vehicle can be increased by adding armor to the sides and engine compartment. Each level of armor increases Armor Class by 1, and adds 10 hit points but reduces Maneuverability by 1. The cost depends on the obviousness of the plating. Bolting sheet metal to the exterior costs only costs \$200 per level of armor. On the other hand, retrofitting Kevlar panels can cost up to 15% of the vehicle's total price per level.

Bullet-Resistant Glass Although repeated shots will eventually shatter these windows, they still ensure that those inside the vehicle have full cover until the vehicle is reduced to zero hit points. Increase the vehicle's cost by 10%. Air vehicles are assumed to already have bullet-resistant glass.

Off-road Tires Unpaved terrain is not automatically difficult terrain for ground vehicles equipped with off-road tires.

Off-road Suspension Drivers of ground vehicles equipped with an off-road suspension have advantage on control checks made when entering difficult terrain.

Reinforced Frame Vehicles with a reinforced frame have an extra +2 hit points per hit dice. Accordingly a reinforced police cruiser would have 51 (6d12 + 24) hit points. Reinforced frames add 15% to the cost of a vehicle.

Nitro Injector Injecting nitrous oxide into the engine allows it to rapidly burn more fuel and deliver more power. Usually reserved for short bursts of acceleration, a nitro injector gives advantage on opposed Dexterity (Vehicle Proficiency) checks against another driver but gives disadvantage to control checks and the following maneuvers attempted on any round

in which nitro injectors were used: bootlegger turn, hard brake, sideswipe, and tight turn. Each tank costs \$500 and typically contains enough nitrous oxide for 20 applications. Nitro injectors are legal to own but illegal to use.

Secondary Tank A secondary fuel tank increases the vehicle's range by +50% for \$1,500. Multiple secondary tanks can be added to vehicles but each one after the first reduces the maximum number of passengers by 1 for ground vehicles. Water and air vehicles typically reduce their cargo capacity by 20% for each extra tank after the first.

Turbocharger Available for \$1,000, a turbocharger or supercharger increases a vehicle's maneuverability by +1 but reduces the range by 20%.

Traps Secret compartments in a vehicle, traps are usually used for smuggling contraband and have the maximum cargo capacity of a glove box or less. The cost of a trap depends on the DC of the Intelligence (Investigation) check to locate it. A trap costs \$100 for each point of DC above 5. Traps are illegal.

Weapon Mount, Fixed Essentially just bolting a weapon (usually a machine gun, mini-gun, or rocket launcher) to the vehicle, a fixed weapons mount costs \$200 in addition to the cost of the weapon (\$5,000 if the weapon and mounting are concealable or retractable). Because aiming such a weapon is challenging at best, attacks with it suffer disadvantage. Alternately, automatic fire attacks made with a fixed weapon give advantage to saving throws against them. Weapon mounts are restricted to military vehicles only.

Weapon Mount, Mobile A more advanced system, mobile weapons mounts usually involve a turret or some other mechanized means of aiming the associated weapon. Such weapons can be operated by either the vehicle's driver or a passenger, chosen at the time of installation, and cost \$2,000 plus the cost of the weapon (\$15,000 if the weapon and mounting are concealable or retractable). Weapon mounts are restricted to military vehicles only.



Chapter 6: Customization Options

Multiclassing

As with the standard classes, you may choose a new class when you reach a new level.

Prerequisites

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table.

Multiclassing Prerequisites

Class	Ability Score Minimum
Augment	Constitution 13
Charmer	Charisma 13
Expert	Wisdom 13
Gadgeteer	Intelligence 13
Trickster	Dexterity 13 or Charisma 13

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies as shown in the Multiclassing Proficiencies table.

Multiclassing Proficiencies

Class	Ability Score Minimum
Augment	Light armor, simple weapons, one tool proficiency from the class's tool proficiency list
Charmer	Light armor, one skill proficiency from the class's skill list
Expert	Any two skill proficiencies from the class's skill list, any tool proficiency
Gadgeteer	Any two tool proficiencies.
Trickster	Simple weapons, pistols, revolvers, one skill from the class's skill list



Feats

Whenever your class would normally give you the Ability Score Improvement feature, you may choose to take one of the following feats instead.

Anatomist

Prerequisite: Wisdom 13 or higher

You've mastered the art of applying your extensive anatomical knowledge to combat, striking at an opponent's most vulnerable areas. You gain the following benefits:

- You score a critical hit on a natural 19 or 20.
- You have advantage on Intelligence and Wisdom (Medicine) rolls to identify or recall information about anatomy.
- Instead of making a normal melee attack on a humanoid or beast opponent, you may choose to make a nerve strike. If a nerve strike hits, it gives the target the stunned condition instead of inflicting damage. At the end of each of the target's turns they may make a Constitution saving throw to recover. The DC of this save is 8 + your proficiency bonus + your Wisdom modifier.

Armored Acrobat

Prerequisite: Strength and Dexterity 13 or higher

Even while weary bulky armor you still move with grace and precision. You gain the following benefits:

- Increase either your Dexterity or Strength by 1, to a maximum of 20.
- Armor does not give disadvantage to Stealth rolls
- When wearing heavy armor you may add up to half your Dexterity modifier to your armor class.

Bone Breaker

Prerequisite: Strength 13 or higher

You like to hit creatures. Hard. You gain the following benefits:

- Your unarmed strikes inflict 1d4 damage.
- If you score a critical hit with an unarmed strike, the target has disadvantage on any attacks they make until the end of their next turn.
- When attacking with an unarmed strike or a weapon that does bludgeoning damage, you may choose to inflict an additional 1d8 bludgeoning damage. After using this ability, you must complete a short rest before you can use it again.

Cautious

You have learned to take the maximum possible benefit from cover, positioning your body to gain the optimal protection. You gain the following benefits:

- When you have half cover, treat it as three-quarters cover.
- When a creature that you can see makes a ranged attack against you, you may use your reaction to fall prone, giving the attack roll disadvantage. You must declare that you are using this ability before the results of the attack are announced.

Defensive Martial Arts

You have mastered one or more forms of martial arts that emphasize avoiding contact with the enemy and non-violent resolution. You gain the following benefits:

- You can Disengage as a bonus action each round.
- When shoving an enemy, instead of making a contested Athletics roll, your opponent must make a Strength saving throw against target number of 8 + your Dexterity modifier + your proficiency bonus or be knocked prone or pushed 5 feet away from you.
- When a creature attacks you with a melee attack, you may choose to use your reaction to make a shove attack to knock them prone.

Eidetic Memory

You have a photographic memory and can remember almost anything you've seen or read with perfect accuracy. You gain the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You have advantage on Intelligence checks to recall any information.
- You may add half your proficiency bonus (round up) to any Intelligence or Wisdom based skill check in which you are not already proficient.

Fleet

You are unusually fast, able to move at exceptional speeds. You gain the following benefits:

- You may take the Dash action as a bonus action.
- When a creature within 5 feet of you hits you with an attack, you may use your reaction to move up to half your speed without provoking opportunity attacks from the attacking creature.

Handgun Tricks

You have honed your proficiency with handguns to an extraordinary extent, enabling you to perform several tricks. You gain the following benefits:

- *Fan the Hammer:* When armed with a revolver, you may ignore the loading quality.
- *Double-Tap:* When armed with a pistol or machine pistol, you may "double-tap", firing two bullets in rapid succession as a single attack. Add your proficiency bonus to the damage inflicted by a double-tap.
- *Reflexive Shots:* You may make opportunity attacks using pistols, machine pistols, or revolvers.



Hard to Kill

Prerequisite: Constitution 13 or higher

You are exceedingly difficult to slay. You might have an especially potent life force, a guardian angel, or simply unbelievable luck. You gain the following benefits:

- You may add your proficiency bonus when making Death saving throws.
- When you are reduced to 0 hit points but not killed outright, you may instead drop to 1 hit point. Once you use this feature you cannot use it again until you complete a long rest.

Indefatigable

Prerequisite: Constitution 13 or higher

You are unusually resistant to fatigue and seldom tire. You gain the following benefits:

- Increase your Constitution by 1, to a maximum of 20.
- You treat exhaustion as if it were one level lower.
- When you spend a hit die during a short rest to recover hit points, you gain an equal amount of temporary hit points. If you spend multiple hit dice, you only receive one die worth of temporary hit points, but you may choose which one.

Instinctive Reactions

You react to danger faster than you can consciously think. You gain the following benefits:

- Increase your Wisdom by 1, to a maximum of 20.
- You may add your Wisdom bonus instead of your Dexterity bonus to your initiative.
- When surprised, you may use your reaction normally.
- If you fail a Dexterity saving throw, you may choose to re-roll, adding your Wisdom modifier instead of Dexterity but you must abide by the second result even if it's lower. After using this ability, you may not use it again until you have completed a long rest.



Longarms Tricks

You have honed your proficiency with longarms to an extraordinary extent, enabling you to perform several tricks. You gain the following benefits:

- *Aiming:* When wielding a rifle, shotgun, submachine gun, or machinegun with two hands, and would have disadvantage on an attack roll, you may use a bonus action to remove disadvantage on one attack you make that round.
- *Close Quarters Firing:* You do not have disadvantage when firing on a target within 5 feet of you with a rifle, submachine gun, or shotgun as long as that target has not yet engaged you in melee.
- *Short Bursts:* Burst fire attacks consume only 3 rounds of ammunition instead of 5.
- *Improved Suppressing Fire:* When you attempt suppressing fire, the DC to avoid being hit is 15 instead of 13.

Meditation

Through practice and dedication you have learned to focus your mind to attain a calm state of mental clarity and meditative awareness.

You are unable to meditate while you have the charmed, frightened, petrified, or unconscious conditions. You may otherwise meditate at any time to give yourself one of the following benefits:

- *Ordered Thoughts:* After 10 minutes of meditation you may reroll any failed Intelligence check to remember information.
- *Reduce Fatigue:* If you meditate for the entire duration of a short rest you may reduce your exhaustion level by 1.
- *Suppress Pain:* After meditating for 10 minutes, you may give yourself temporary hit points equal to your level.

Rapid Recovery

You heal more quickly than normal. You gain the following benefits:

- When you spend hit dice during a short rest, you recover a minimum of 3 hit points per hit die rolled.
- Whenever you benefit from healing (magical or otherwise), you recover an extra 2 hit points per die rolled. i.e. $2d8 + 3$ becomes $2d8 + 7$. If no dice are rolled, you recover an additional 2 hit points.
- When you have the poisoned condition, you gain a +2 bonus on saving throws to remove the poisoned condition.
- If you are reduced to 0 hit points and successfully stabilized, you regain consciousness even though you are still at 0 hit points. Until restored to at least 1 hit point you may not attack; your only action can be to interact with an object and your only movement can be to crawl.



Sociopath

You have an inability to truly empathize with other creatures and relate to them in only the most superficial manner possible. You seldom experience fear and take impossible risks as a result. You gain the following benefits:

- You gain proficiency in Deception.
- You have advantage on all saving throws against acquiring the charmed and frightened conditions.

Team Player

You are exceedingly group oriented and are skilled at coordinating your actions with allies. You gain the following benefits:

- When you take the Help action, the creature you are helping gains a +1 bonus in addition to advantage on their ability check.
- Whenever another creature takes the Help action for your benefit in combat you gain a +1 bonus to your armor class until the start of the creature's next turn.
- Group rolls in which you participate receive a +1 bonus.

Technical Knack

You have an intuitive understanding of advanced technology. You gain the following benefits:

- You may apply your proficiency bonus with *any* future tech tools, software, or vehicles in which you are proficient, even if they are so advanced that contemporary proficiencies normally would not apply.
- You may use gizmos (see gadgeteer p. 47) as a first level gadgeteer without making an Intelligence saving throw to avoid breaking them.
- You may also use prototype gadgets (see gadgeteer p. 47) but only using the minimum spell slot. You have disadvantage on the Intelligence saving throw to avoid malfunction.

Two-Gun Fighting

Prerequisite: Dexterity 13 or higher

You have mastered the art of dual-wielding handguns. You gain the following benefits:

- Increase your Dexterity by 1, to a maximum of 20.
- While Dual-Wielding pistols, machine pistols, submachine guns or revolvers, you may add your ability modifier to the damage roll of the off-hand weapon.
- You may make opportunity attacks with pistols, machine pistols, submachine guns, and revolvers.

Unarmored Defender

Prerequisite: Dexterity 13 or higher

You are highly skilled in the art of self-defense – without needing armor. You gain the following benefits:

- Increase your Dexterity by 1, to a maximum of 20.
- As long as you are not wearing armor, you may Dodge or Disengage as a bonus action.

Vehicular Mastery

You are an expert at piloting a particular type of vehicle. You gain the following benefits:

- You gain proficiency in four vehicles of your choice.
- When you ram or sideswipe another vehicle, you may reduce the amount of damage your vehicle suffers (after damage reduction) by 1 point per d10 of damage suffered.
- You can coax extra speed from your vehicle. Treat your vehicle's maneuverability as one point higher for the purposes of calculating your acceleration.

Chapter 7: Ability Checks

No New Skills

Astute readers will notice that Modern Dungeon5 doesn't introduce any new skill proficiencies despite the expanded body of knowledge available to modern-era characters. New skills are largely unnecessary because 5th edition skills are necessarily broad by design. Furthermore, most exclusively modern "skills" require the use of some kind of equipment so these cases can be covered by tool proficiencies. While it is certainly possible to have knowledge in an area that can't be represented by a tool proficiency, one should really ask oneself if said knowledge is truly useful to an adventurer and likely to come up often enough to justify a new skill. For us, the answer was always "no".

The following is a list of skills with which players of other games with a modern setting may be familiar – along with an explanation of what skill or tool proficiency covers them in 5th edition.

Academics can be represented with a standard Intelligence ability roll for remembering information or Intelligence (Investigation) for researching information.

Acting is covered by the Charisma (Performance) skill proficiency.

Anthropology is covered by Intelligence (History).

Art is represented by proficiency in the appropriate tools such as (but not limited to) painter's kits, sculptor's kits, or the appropriate software package.

Biology is largely covered by Intelligence (Nature) with the medical applications being applied to Wisdom (Medicine).

Boating is covered by Vehicles (Boat) proficiency.

Chemistry is represented by proficiency with a Chemistry Kit or Chemical Laboratory.

Construction is represented by proficiency with Carpenter's Tools (and possibly Welder's Tools for large scale construction involving steel beams).

Computers. Computer use is represented by proficiency with various software packages while building, repairing, and upgrading computers is addressed by Computer proficiency.

Cryptography is covered by proficiency with Encryption/Decryption software.

Demolitions is covered by proficiency with a Demolitions Kit.

Driving is covered by Vehicle (Automobile), Vehicle (Motorcycle), and Vehicle (Heavy Machinery) proficiencies.

Electronics is covered by Electrical Tool Kit proficiency.

Empathy is covered by Wisdom (Insight).

Engineering should generally be covered by proficiency with the tool or device being engineered.

First Aid can be covered with either Wisdom (Medicine) proficiency or proficiency in the First Aid Kit.

Forensics is covered by proficiency with an Evidence Collection Kit.

Gambling is covered by the Deception skill.

Gather Information or **Gossip** are largely just straight Charisma rolls but Charisma (Persuasion) might apply in some circumstances.

Genetics is covered by proficiency with a Genetics Laboratory (and to a very minor degree, with proficiency in Evidence Collection Kits).

Geology. Proficiency with a Dungeoneer's Pack allows one to detect potential cave-ins, identify geological formations, and most other practical applications of geological knowledge.

Hacking is covered by proficiency with Hacking Software.

Intuition is covered by Wisdom (Insight).

Law is covered by Intelligence (History). Arguably a legal clerk or paralegal might have "Legal Documents" as a tool proficiency. Actually arguing in court is handled by Charisma (Persuasion) or Charisma (Deception), though.

Mathematics is covered by raw Intelligence or possibly Intelligence (Arcana) for truly esoteric computation.

Mechanics is represented by proficiency with a Mechanical Tool Kit.

Physics can usually be addressed with a general Intelligence roll and Intelligence (Arcana) addresses quantum physics.

Piloting is covered by Vehicles (Airplane) and Vehicles (Helicopter) proficiencies.

Psychology. The practice of psychology is largely covered by Wisdom (Insight), although Wisdom (Medicine) also covers knowing the names and symptoms of various mental illnesses.

Research is covered by the Investigation skill.

Sociology is covered by the History skill.

Streetwise is largely just a straight Charisma roll but Charisma (Persuasion) and Charisma (Intimidation) might also apply depending on the circumstances.

Chapter 8: Spells

This section describes spells available to modern-era campaigns. These are in addition to any spells available from other sources. Any restrictions or limitations on a spell's availability are listed as part of the spell's description.

Bard Spells

First Level Spells
Mask Metal

Second Level Spells
Mental Firewall
Scintillation

Third Level Spells
Electromagnetic Pulse

Fifth Level Spells
Find Vulnerability

Cleric Spells

First Level Spells
Recharge

Second Level Spells
Discern Password
Mental Firewall
Refuel

Third Level Spells
Electromagnetic Pulse

Fifth Level Spells
Find Vulnerability

Druid Spells

Fourth Level Spells
Rusting Grasp
Solar Shield

Fifth Level Spells
Find Vulnerability

Paladin Spells

Second Level Spells
Refuel

Ranger Spells

First Level Spells
Mask Metal

Second Level Spells
Discern Password

Third Level Spells
Electromagnetic Pulse
Refurbish

Sorcerer Spells

First Level Spells
Mask Metal
Phantom Wifi
Reboot
Recharge

Second Level Spells
Conjure Ammunition
Discern Password
Mental Firewall
Refuel

Third Level Spells
Electromagnetic Pulse
Refurbish

Fourth Level Spells
Rusting Grasp

Fifth Level Spells
Laser Beam

Wizard Spells

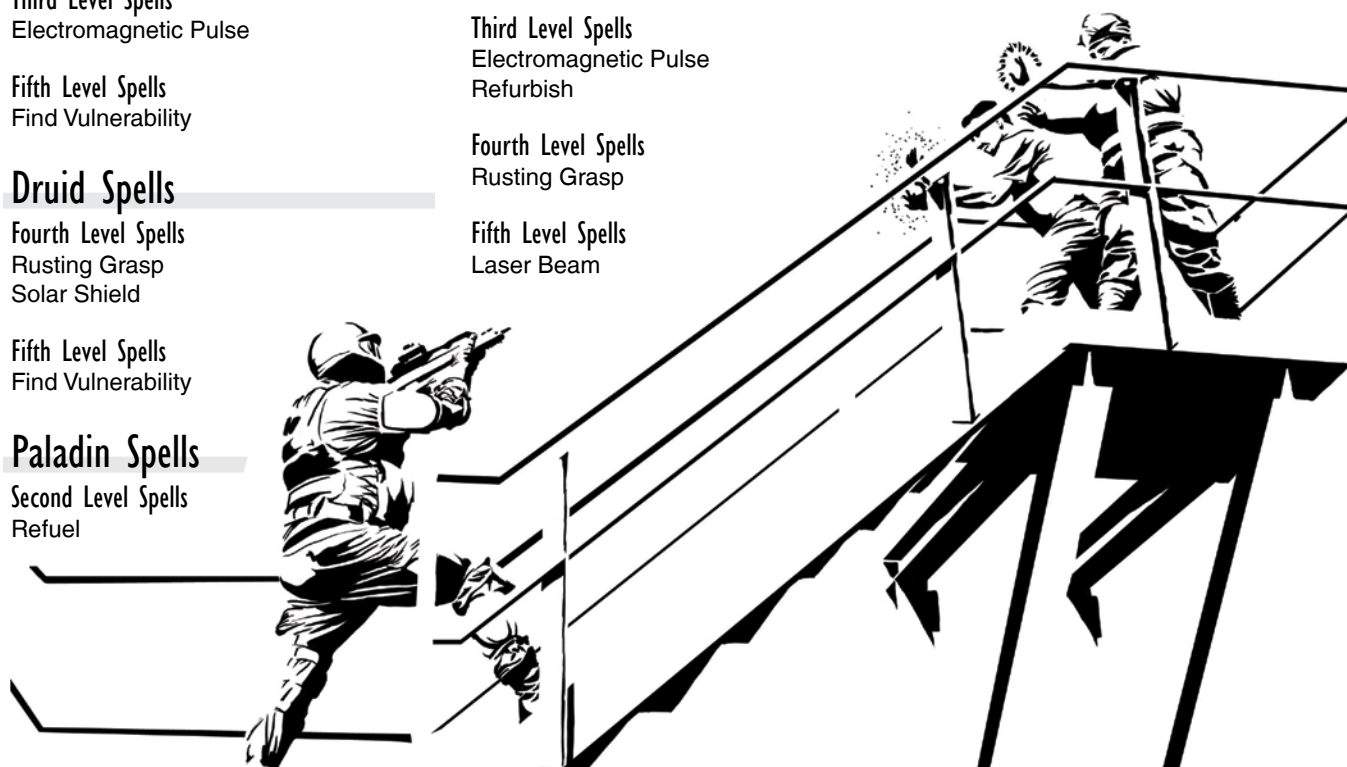
First Level Spells
Mask Metal
Phantom Wifi
Reboot
Recharge

Second Level Spells
Conjure Ammunition
Discern Password
Mental Firewall
Refuel
Scintillation

Third Level Spells
Electromagnetic Pulse
Refurbish

Fourth Level Spells
Rusting Grasp

Fifth Level Spells
Find Vulnerability
Laser Beam



Spell Descriptions

Spells are presented in alphabetical order.

Discern Password

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a personal item belonging to the target)

Duration: instantaneous

Describe or name a creature that is familiar to you while holding an item frequently used by that creature (such as an article of clothing or a unique paperweight from their desk). If the subject fails a Wisdom saving throw, you learn their most commonly entered password. With each subsequent successful casting of this spell reveals their next most commonly entered password.

This spell does not supply any special insight as to what the target's "User ID" might be or which account the password is for (i.e. wither it's for their blog, social media account, PIN, home security code, or a workplace account).

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you learn 1 additional password for each spell slot above 2nd.

Conjure Ammunition

2nd-level conjuration; only available in campaigns where magic is compatible with technology

Casting Time: 1 action

Range: Self

Components: V, S

Duration: instantaneous

You create a new clip of ammunition (or as many rounds as your firearm can hold if it does not use clips). The rounds are assumed to be the correct size and caliber of the weapon you are holding at the time but you may create a different caliber if you so choose. If you eject the expended clip or shells before casting this spell, you may conjure the rounds directly into the firearm.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, create 1 additional clip or full load of ammunition for each spell slot above 2nd. If you conjure the first clip into a weapon, any extra clips clatter to the ground. You may choose to cause all new clips to appear attached to a belt or bandolier but you then must load the first clip yourself.

Electromagnetic Pulse

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M

Duration: 1 round

This spell creates a 30 foot radius sphere of electromagnetic energy emanating from a point you choose within range. The pulse damage electronics by fusing their fragile circuits. This permanently erases magnetic media used in computers, cellular phones, video cameras, audio recording devices and other electronics. All data, files, applications, and operating systems are irretrievably gone (although they can be reinstalled or restored from backup). Purely mechanical devices such as engines are unaffected by an electromagnetic pulse, although most modern devices and vehicles use electronic components to start their engines.

Living creatures are unaffected by an electromagnetic pulse but robots, constructs, and creatures vulnerable to lightning damage are entitled to make a Dexterity save. They take 8d6 lightning damage on a failed save or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the sphere increases by 5 feet for each spell level above 3rd.



Find Vulnerability

5th-level divination

Casting Time: 1 action

Range: 60 feet

Components: V, M (small mirror or polished glass)

Duration: concentration, up to 1 minute

You sense the weaknesses and vulnerabilities of opponents within range. For the duration, your attacks are critical hits on a roll of 18-20.

Laser Beam

5th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: instantaneous

A beam of coherent light shines from your finger. The creature or object you point at suffers 4d12 + 20 radiant damage; half as much if they succeed on a Dexterity saving throw.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by an additional 1d12 for each spell slot above 5th.

Mask Metal

1st-level illusion; only available in campaigns where magic is compatible with technology

Casting Time: 1 action

Range: touch

Components: V, M (small magnet)

Duration: concentration, up to 10 minutes

A single metallic (or partially metallic) item that you touch becomes undetectable by metal detectors and electronic scanning devices. Additionally, physical searches to find the item concealed on your person have disadvantage.

At Higher Levels. Casting this spell using a 2nd level or greater spell slot conceals one additional item for each slot level above the first.



Mental Firewall

2nd-level adjuration

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

By chanting a particular mantra, you can shield your mind from outside influence. You have advantage on Intelligence, Wisdom, and Charisma saving throws for the duration.

Phantom Wifi

1st-level conjuration; only available in campaigns where magic is compatible with technology

Casting Time: 1 action

Range: touch

Components: V, S

Duration: Concentration, up to 1 hour

This spell creates a magical wireless broadband internet connection for a single device such as a cellular telephone or computer – even in areas without connectivity. The connection can only be traced back to the user for the duration of the *phantom wifi*, but is otherwise unremarkable.

Reboot

1st-level transmutation; only available in campaigns where magic is compatible with technology

Casting Time: 1 action

Range: touch

Components: V, S

Duration: Instantaneous

This spell causes an electronic device the caster touches to immediately and harmlessly shut down as if turned off. Most computerized devices (such as cellular telephones) will immediately restart in 1d3+1 rounds. Any apps must be restarted on subsequent rounds. Devices that do not have a power switch and are connected to a power supply (such as a smoke alarm) automatically restart 1d2 turns later.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration extends by 1 round and you may affect one additional device per each slot level above 1st.

Recharge

1st-level conjuration; only available in campaigns where magic is compatible with technology

Casting Time: 1 action

Range: Touch

Components: V, S, M (piece of copper wire wrapped around a magnet)

Duration: Instantaneous

This spell instantly restores the batteries of a handheld device to a full charge. Anything from a cellular telephone to a laptop computer can be recharged.

At Higher Levels. Casting this spell using a 2nd level slot can fully recharge a larger battery such as a car battery. Using a 4th level slot can recharge even a deep cycle marine battery.

Refuel

2nd-level conjuration; only available in campaigns where magic is compatible with technology

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (funnel)
Duration: Instantaneous

This spell creates enough gasoline to fill an automobile's fuel tank, either directly into the tank or onto the ground. If created on the ground, the gasoline splashes outward to fill a 15' radius circle. Any spark or open flame will ignite the gasoline which sheds bright light for 5 feet and dim light for another 10 feet. Any creature who begins their turn within the flames or who enters area suffers 2d10 points of fire damage, half with a successful Dexterity saving throw.

At Higher Levels. When you cast this spell using a 3rd level or higher slot, you can increase the radius by 5 feet per level. Alternately, a 3rd level spell slot allows you to fully fuel a semi-truck or single engine airplane. A 5th level slot will refuel a jet airplane or tugboat while a 6th level spell can refuel an ocean-going liner or jumbo-sized airplane.

Refurbish

3rd-level transmutation; only available in campaigns where magic is compatible with technology

Casting Time: 1 action
Range: Touch
Components: V, S, M (canister of polish or wax)
Duration: Instantaneous

This spell instantly repairs, cleans, and polishes a mechanical or electronic device. It restores 3d10 hit points to a damage construct or vehicle. This spell only repairs physical damage; it cannot restore lost data, repair an operating system, or fix glitches in software.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage repaired increases by 1d10 for each slot level above 3rd.

Rusting Grasp

4th-level transmutation;

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of iron oxide powder)
Duration: Instantaneous

Your touch corrodes and damages a nonmagical metallic item that weighs less than 100 pounds. If the object is larger than 100 pounds only a portion of it rusts. For instance, an entire

car is too large to corrode completely, but a door can easily be rusted into powder.

If the target is carried or worn by a creature – or is a creature – you must make a melee spell attack to touch it. Constructs that are primarily metallic sustain 6d8 points of force damage from the attack.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage sustained by metallic constructs increases by an additional 1d8 and the amount of material that can be rusted increases by 20 pounds for each slot level above 4rd.



Scintillation

2nd-level illusion

Casting Time: 1 action
Range: 120 feet
Components: S, M (an activated glowstick)
Duration: Concentration, up to 1 minute

You cause objects within a 30 foot cube to give off flickering dim lights in a shifting pattern of colors to a range of 5 feet. For the duration, all creatures within the area of effect who can see the pattern have disadvantage on saving throws vs. being charmed.

Solar Shield

4th-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You glow like the sun, shedding light and warmth to those nearby. For the duration you have resistance to cold, necrotic, and radiant damage. You also emit bright light in a 30 foot radius and dim light for an additional 30 feet. If the light created by this spell overlaps an area of darkness created by a 4th level spell or lower, that spell is dispelled.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of bright light and dim light each increase by 10 feet for each slot level above 4th and the spell becomes capable of dispelling darkness spells of a level equal to or lower than the slot used.

Chapter 9: Bestiary

The following are statistics for non-player characters likely to be encountered by player characters.

Beat Cop

Medium humanoid (any race), any alignment

Armor Class 14 (light duty vest)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Actions

Handcuffs The cop makes an unarmed attack against a Large or smaller creature that it is grappling. If the attack hits, the target is restrained and the grapple ends.

Tonfa. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) bludgeoning damage

Service Revolver. *Ranged Weapon Attack:* +3 to hit, range 100/300 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage

Taser. *Ranged Weapon Attack:* +3 to hit, range 20/40 ft., one target. *Hit:* DC 15 Con save or be stunned for 1 round and suffer 1 exhaustion level

Detective, Police

Medium humanoid (any race), any alignment; usually lawful

Armor Class 13 (light duty vest)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	14 (+2)	14 (+2)	12 (+1)

Skills Investigation +4, Insight +4

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Meticulous Investigation The police detective has advantage on Intelligence (Investigation) and on Wisdom (Perception checks) checks that rely on hearing or sight.

Actions

Multiattack. Detectives make two unarmed strikes in melee. Or they make two ranged attacks with their pistol.

Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4) bludgeoning damage

Service Pistol. *Ranged Weapon Attack:* +3 to hit, range 100/300 ft., one target. *Hit:* 7 (2d6) piercing damage

Detective, Private

Medium humanoid (any race), any alignment

Armor Class 14 (tactical vest)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	12 (+1)	13 (+1)	8 (-1)

Skills Insight +3, Perception +3

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1 (200 XP)

Actions

Multiattack. Detectives make melee attacks with their collapsible baton. Or they make two ranged attacks with their pistol.

Collapsible Baton. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 (1 + 1) bludgeoning damage

Semiautomatic Pistol. *Ranged Weapon Attack:* +4 to hit, range 100/300 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage

Doctor

Medium humanoid (any race), any non-evil alignment

Armor Class 12

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	15 (+2)	16 (+2)	10 (+0)

Skills Medicine +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1 (200 XP)

Remove Condition As an action, a doctor can remove any one condition or one level of exhaustion from another creature within 5 feet of themselves. Only one exhaustion level may be removed until the creature completes a long rest.

Treat Injuries As an action, a doctor can restore 1d8+2 hit points to another creature within 5 feet of themselves. The target creature must complete a short rest or long rest before they can benefit from this ability again.

Actions

Scalpel. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage

Syringe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 (1) piercing damage plus targeted creature must make a DC 15 Constitution save or become Poisoned. The target may repeat the saving throw at the end of each of its turns, ending the effect on a success.



Drug Addict

Medium humanoid (any race), any non-lawful alignment

Armor Class 12

Hit Points 10 (3d8 - 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	8 (-1)	10 (+0)	7 (-2)	8 (-1)

Damage Resistances bludgeoning and slashing

Skills -

Senses passive Perception 8

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Aggressive As a bonus action, a drug addict can move up to its speed toward a hostile creature that it can see.

Reckless At the start of its turn, a drug addict can gain advantage on all melee weapon attack rolls during that turn but attack rolls against it have advantage until the start of its next turn.

Actions

Switchblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 - 1) slashing damage

These stats are for an individual wasted from habitual indulgence in powerful illegal drugs. Their damage resistances come from a reduced sensitivity to pain – either because they're currently high or so tormented by withdrawal that physical damage hardly registers.

Gang Member, Biker

Medium humanoid (any race), any non-good alignment, usually chaotic

Armor Class 13 (studded leather)

Hit Points 40 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	8 (-1)	11 (+0)	9 (-1)

Skills Intimidation, Vehicles (motorcycle) +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Aggressive As a bonus action, a biker gang member can move up to its speed toward a hostile creature that it can see.

Actions

Bike Chain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage

Submachine Gun. *Ranged Weapon Attack:* +4 to hit, range 120/360 ft., one target. *Hit:* 11 (3d6 + 1) piercing damage (burst mode)



Gang Member, Street

Medium humanoid (any race), any non-good alignment

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	9 (-1)	11 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Actions

Switchblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage

Machine Pistol. *Ranged Weapon Attack:* +4 to hit, range 100/300 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage (burst mode)



Paramedic

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	16 (+3)	13 (+1)	14 (+2)	10 (+0)

Skills Athletics +3, Medicine +3

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1 (100 XP)

Revive As an action, a paramedic can restore 2d4 hit points to another creature who has zero hit points and is within 5 feet of the paramedic.

Treat Injuries As an action, a paramedic can restore 1d6 hit points to another creature within 5 feet of themselves. The target must complete a short rest or long rest before they can benefit from this ability again.

Actions

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 2 (1 + 1) bludgeoning damage

Syringe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1 (1) piercing damage + Target must make a DC 15 Constitution save or become Poisoned. The target may repeat the saving throw at the end of each of its turns, ending the effect on a success.

S.W.A.T.

Medium humanoid (any race), any lawful alignment

Armor Class 17 (forced entry unit)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	10 (+0)	14 (+2)	9 (-1)

Skills Intimidation +2, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 4 (1,100 XP)

Pack Tactics S.W.A.T. team members have advantage on an attack roll against a creature if at least one of the S.W.A.T. team members is within 5 feet of the creature and the ally isn't incapacitated.

Overlapping Fields of Fire S.W.A.T. are trained to coordinate their actions as a team. When two or more S.W.A.T. team members use suppressing fire on the same area, the Dexterity check to avoid being hit is made with disadvantage and the damage increases to 20 (4d8 + 2).

Actions

Multiattack. S.W.A.T. team members makes two melee attacks with its tonfa. Or they make two ranged attacks with either their assault rifle or pistol.

Tonfa. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) bludgeoning damage

Assault Rifle. *Ranged Weapon Attack:* +5 to hit, range 250/750 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage [*Burst mode:* 15 (3d8 +2) piercing damage]

Service Pistol. *Ranged Weapon Attack:* +5 to hit, range 100/300 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage



Chapter 10: Dungeon Mastering

This chapter contains some suggested adjustments to keep the game balanced with the introduction of modern equipment and weaponry.



Monster Challenge Ratings

Modern weaponry changes the nature of many encounters. For starters, it means that more fights will consist primarily of ranged combat – and that more damage will be dealt per round, especially at lower levels. (At higher levels, the advantage from firearms is mostly negated). This makes humanoid opponents more dangerous and creatures without ranged attacks significantly less so. Instead of performing a detailed analysis of each creature's challenge rating, here are some suggested steps for simplifying the process.

Encounters will tend to fall into one of three scenarios.

No Firearms. If the players are primarily unarmed, armed with melee weapons and/or mostly using spells (or gadgets), nothing changes. Use the CR listed for each creature and award the standard experience points.

If a humanoid monster with an initial CR of 3 or below is equipped with firearms (and the players aren't) increase the monster's CR by 1 step. (A ½ CR pistol-packing orc becomes CR 1. A Cr 1 bugbear with a revolver becomes CR 2)

Handguns. All new classes are proficient with pistols and revolvers – so player characters armed with handguns will do an average of 3.5 or 4.5 points of damage more than with a d6 or d8 weapon. The easiest way to balance this out is to similarly arm any humanoid opponent. With both sides inflicting the same extra damage, the challenge rating should remain roughly the same. On the other hand, if the monsters have superior weapons (see below), you should consider increasing their CR by 1 step.

Monsters without any form of ranged attack should have their CR reduced by 1 step (i.e. a CR 1 Dire Wolf becomes a CR ½ encounter) when fighting a party armed primarily with firearms. Notable exceptions being when the encounter takes place in an enclosed space, the monster is able to attack from ambush, the monster has resistance to piercing damage, or the advantage from firearms is otherwise negated.

Vehicular Chases

Given ideal circumstances, when one vehicle pursues another the faster one should win every time. However, most chases do not occur under ideal circumstances on a straight race track. There are almost always obstacles such as corners, tight streets, and other vehicles that allow a skilled operator to compensate for an underperforming vehicle.

Because modern vehicles are capable of speeds that enable them to traverse most 5' grid maps in less than a single round, chase rules are necessarily more abstract than most. It is not necessary to determine a given vehicle's position on a map, only the relative position and distance from the other vehicles in the chase. A quick way to determine distance is to estimate how many turns of a head start the fleeing vehicle(s) have and multiply by the amount they can accelerate in one round. (While this is not the most scientifically accurate method, it works well enough to make a fun and challenging game).

Roll initiative normally for a chase. At the start of each round each operator must make a positioning test, which is a contested Dexterity (Vehicle Proficiency) roll against the lead vehicle(s), adding their vehicle's maneuverability modifier to the roll. This is not a control check and does not require an action on anyone's part. Any pursuers who win the contest move half of the amount they can accelerate in one turn closer to the lead vehicle(s). Any who fail, fall back half the amount they can accelerate in one turn further behind.

During their turn the driver may make a single weapon attack as a bonus action. They must make the attack with disadvantage or else all Dexterity (Vehicular Proficiency) checks they attempt in the subsequent round (including positioning checks) have disadvantage. Passengers may make their usual number of attacks each round.

Chase Obstacles

On a ground-based chase, there is a chance each round that an obstacle of some sort may appear in the road.

Environment	d6 roll
Abandoned country road	6
City street or freeway late at night	5,6
City streets or freeway during the day	4,5,6
Busy freeway during peak traffic hours	3,4,5,6

After all parties have made their positioning check, roll a d6 and compare to the chart above. If the roll "succeeds" an obstacle presents itself. The Dungeon Master can choose a specific obstacle or determine which one appears randomly.

The above rules can also be used for racing as well as chases, although in such cases drivers who succeed on a positioning check advance toward the goal rather than the lead car.

Using the Cards

For your convenience, this product includes a set of 24 Chase Challenge cards. To use the cards, you'll need to print and cut them apart before play begins. You can customize your deck by printing out multiple sets and adding in extra copies of your favorite cards – or by removing cards that aren't appropriate to your situation (for instance, one doesn't normally see too many *Overtaken Street Vendors* or *On-Ramps* on rural back roads. Likewise, not many deer wander into downtown New York). You should have at least 20 cards in your deck, however.

Most cards present the drivers with a challenge and two options for overcoming it. Unless noted otherwise, the solutions are mutually exclusive; there's only time to try one thing. However, some cards (such as the *Speed Trap* or *Officer in Pursuit*) create situations that modify other challenges (usually by giving a penalty to the driver on their next challenge). The drivers don't have to overcome the challenges on these modifier cards – each is an automatic victory, but the character has to live with whatever penalty's on the card.

Chase Challenge Chart

% Die roll	Column A	Column B	Column C
1-10	Stop	Stop	Stop
11-15	On-Ramp	Stop	On-Ramp
16-20	Stop	On-Ramp	Stop
21-25	Construction Zone	Slow Moving Vehicle	Stop
26-28	Clear Roads	Construction Zone	Clear Roads
29-34	Slow Moving Vehicle	Clear Roads	Slow Moving Vehicle
35-42	Clear Roads	Clear Roads	Clear Roads
43-50	Railroad Tracks	Severe Potholes	Severe Potholes
51-54	Sever Potholes	Severe Potholes	Officer in Pursuit
55-59	Oblivious Pedestrian	Oblivious Pedestrian	Oblivious Pedestrian
60-64	Crossing Crowd	Oblivious Pedestrian	Oblivious Pedestrian
65-69	Animal in the Road	Oblivious Pedestrian	Oblivious Pedestrian
70-75	Flight of Stairs	Officer in Pursuit	Officer in Pursuit
76-79	Officer in Pursuit	Officer in Pursuit	Officer in Pursuit
80-88	Roadside Accident	Roadside Accident	Officer in Pursuit
89-92	Speed Trap	Roadside Accident	Officer in Pursuit
91-00	Emergency Vehicle	Emergency Vehicle	Officer in Pursuit

Alternate Chase Challenge Chart

If you don't care for cards, didn't have time to print them out, or just plain prefer charts, you can use the following chart to randomly create chase challenges. Always begin with column A. As the players encounter challenges in column A, cross each one off. If they roll the same result again, give them the result from column B and cross it off. If they roll the same result *again*, give them the result from column C. Never cross off items in column C.

This method should have the effect of ensuring that the characters encounter at least a few interesting challenges, without allowing the chase to devolve into unlikely zaniness. It also adds realism and drama since the longer the chase continues, the more likely it is that the police will intervene.

Results

Several of the following results reference "ramming damage," which is based entirely on a vehicle's speed.

Animal in the Road

A large animal such as a deer, cow, or even a flock of geese, wanders into the road. Startled by vehicle noise and/or headlights, it freezes in place. (If the chase is taking place 100% within city limits, feel free to substitute the *Crowd Crossing* result)

There's a 50% chance that the animal runs out in front of

the lead vehicle. Otherwise, there's a 50% chance per each additional vehicle that it runs out in front of the next vehicle. The animal(s) can be frightened out of the way by making a DC 13 Charisma (Intimidation) ability check.

Alternate Challenge: If the animal isn't frightened, it can be avoided by making a DC 15 Dexterity (Vehicle Proficiency) ability check to swerve around it. Failure means that the vehicle hits the animal, inflicting collision damage to it and the vehicle.

Clear Roads

The road ahead is relatively straight with little to no traffic and no significant obstacles for either the pursuing or pursued.

Crossing Crowd

A group of 5-15 people are crossing the street at an intersection perpendicular to the pursuing car. While a few of them are observant and will try to get out of the way, the majority of them are preoccupied with chatting to each other, talking on the phone, listening to music on headphones, or are simply easily distracted. To add drama to the chase, the lead vehicle can try to time their passing to negative effect for the pursuing vehicle. Specific rules for timing are listed below.

Roll on the following chart to determine who comprises the majority of the crowd.

1-2	Troupe of boy scouts / girl scouts
3-5	Senior citizens
6-10	Corporate office workers
11-12	Dog walkers
13-15	Tourists
16-17	Moms with strollers
18-20	Students

Assume that the crowd doesn't start to cross the street until the lead car has already gone through the intersection.

Anyone in a pursuing vehicle can motivate the crowd to get out of the way by making a DC 15 Charisma (Intimidate) ability check. The driver and/or passengers can use the Help action with this roll by honking the horn, yelling at the crowd, or firing guns into the air.

Alternate Challenge: A pursuing vehicle can try to drive around the crowd by making a DC 13 Dexterity (Vehicle Proficiency) ability check. Failure means the vehicle takes 2d8 points of bludgeoning damage from scraping a building, hitting a fire hydrant, or clipping some other obstacle. If the ability check fails by 5 or more points the pursuing vehicle hits one or more of the pedestrians, inflicting collision damage. If they attempted to intimidate the crowd and failed, the Dexterity (Vehicle Proficiency) check increases to DC 16 due to the crowd partially scattering, making them harder to avoid.



The lead vehicle can try to time their passing so as to make it more difficult to avoid the crowd by making a DC 10 Intelligence ability check. For every 5 points by which they exceed the DC, increase the DC of Intimidate and Pilot checks for the pursuing car by +1.

Construction Zone

The chased vehicle passes through a stretch of road currently undergoing construction. One or more lanes have been shut down and are blocked by dump trucks full of tar, steamrollers, and municipal workers.

The drivers of both vehicles must make a DC 13 Dexterity saving throw to reflexively avoid hitting one of the construction workers. If either fails, they inflict collision damage to the worker and their vehicle.

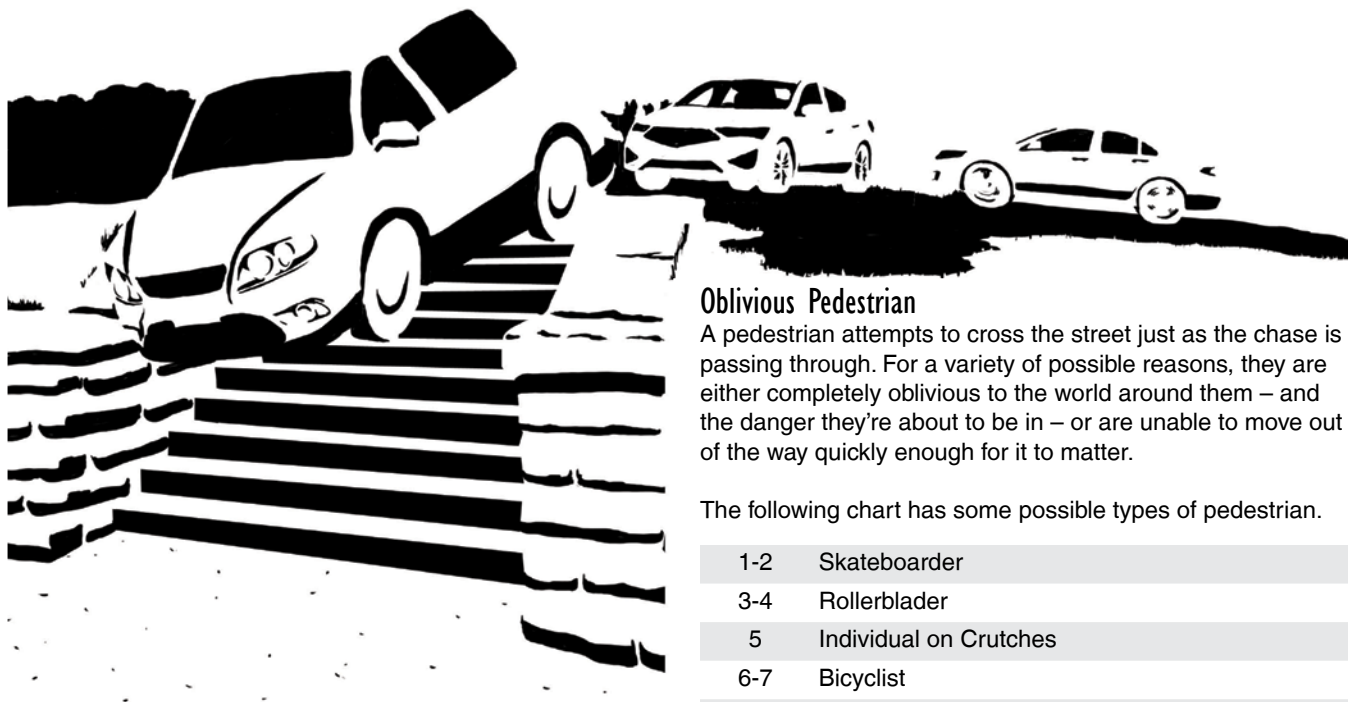
Alternate Challenge: The driver (or passengers) of the pursuing vehicle can find an alternate route around the construction zone by making a DC 15 Intelligence ability check. If successful, they must then make a DC 10 Wisdom (Perception) check to spot the chased car and resume the chase.

Emergency Vehicle

An emergency vehicle such as a fire truck, ambulance, or police car *en route* to a (different) crime scene intersects the path of the chase. Any civilian vehicles immediately slow down and try to pull over to the side of the road, creating an opportunity to continue the chase without obstacles – but only if the pursuing and chased vehicles can avoid hitting the slowed down cars.

If any driver succeeds on a DC 12 Wisdom (Perception) ability check they hear the emergency vehicle's siren in time to avoid both it and the civilian cars without incident.

Alternate Challenge: If either vehicle fails the Perception check they must make a DC 15 Dexterity saving throw to avoid colliding with the emergency vehicle (60%) or a random civilian vehicle (40%), inflicting collision damage to both.



Flight of Stairs

The chased vehicle has chosen to flee into the grounds of a park, university, or other area specifically designed for pedestrian traffic. This maneuver forces each vehicle to drive down (or up) a flight of stairs.

The stairs inflict 2d6 points of bludgeoning damage to the vehicle's suspension. Vehicle operators must make a DC 16 control check to avoid a collision at the end of the stairs.

Alternate Challenge: The pursuing car can avoid the stairs by succeeding on a DC 10 Wisdom (Perception) ability check to find an alternate route. Typically this will entail taking a longer route and the driver must succeed on a DC 15 Dexterity (Vehicle Proficiency) check to avoid one of the following:

- 1-3 Vehicle loses traction in grass and/or mud. Each subsequent round the driver has a 50% chance of freeing the car, +10% cumulatively for each character who gets out and pushes.
- 4-5 A tight squeeze between buildings rips off the rear-view mirrors, imposing a -1 penalty to subsequent contested positioning checks until repaired.
- 6-8 Scraping against a building, tree, kiosk, or other obstruction inflicts 1d8 points of slashing damage against the vehicle.
- 9-10 Slow moving pedestrians. No roll is needed to avoid them, but they delay the pursuing long enough to disadvantage on their next positioning check.

Oblivious Pedestrian

A pedestrian attempts to cross the street just as the chase is passing through. For a variety of possible reasons, they are either completely oblivious to the world around them – and the danger they're about to be in – or are unable to move out of the way quickly enough for it to matter.

The following chart has some possible types of pedestrian.

1-2	Skateboarder
3-4	Rollerblader
5	Individual on Crutches
6-7	Bicyclist
8-9	Jogger Wearing Headphones
10	Individual Bending to Pick Something Up
11-12	Terrified Child
13	Bewildered Drug Addict
14-15	Elderly Individual
16	Hearing or Vision Impaired Individual
17	Person Carrying Groceries
18-19	Person Texting or Otherwise Preoccupied with a Cellular Phone
20	Two Guys Carrying a Pane of Glass

Once the oblivious pedestrian starts to cross the street, any attempts to move them out of the way only serve to confuse or distract them. Instead of hurrying up, they will pause to look around in confusion. As a result, once in danger, they stay in danger. Unless the chased car has a significant lead on the pursuing car, both will have to avoid the oblivious pedestrian.

All drivers must make a DC 14 Dexterity (Vehicle Proficiency) check to avoid hitting the pedestrian and inflicting collision damage to both the pedestrian and their own vehicle.

Alternate Challenge: Drivers can more easily avoid the pedestrian by driving into oncoming traffic. Since the other driver(s) will be actively trying to avoid getting hit, the Dexterity (Vehicle Proficiency) DC drops to 11, but in the event of a collision, the speed of the oncoming vehicle increases the collision damage by 3d10.

Officer in Pursuit

A nearby police officer notices the chase and joins in. Uncertain of what's going on or the reasons behind the chase, her goal is to stop both vehicles in the interest of public safety and mayhem prevention (or mayhem minimization, as the case may be). If unable to stop all vehicles she'll settle for as many as she can get. Anyone she manages to force off the road will be summarily arrested.

The officer joins the chase and effectively becomes an additional pursuer. Each time this result is rolled on the chart, an additional patrol car arrives to join the chase.

Assume that police officers are proficient in automobiles and have a Dexterity of 11, giving them a net +3 to control checks (including their cruiser's +1 maneuverability).

Alternate Challenge: If either car has a police band radio and a valid reason for being in the chase (such as being a law-enforcement agent or fleeing due to a medical emergency) they can convince the officer to assist them (either to flee or catch the other vehicle) by making a DC 15 Charisma (Persuasion) check. They may be able to use Charisma (Deception) to establish fake credentials but the officer will have a dispatcher verify their story. Any ruse will be exposed 2-3 rounds later.

On-Ramp

The lead vehicle enters a multi-lane highway in an effort to escape. To continue the chase, pursuing vehicles must also enter the freeway, preferably without hitting any other vehicles while attempting to merge.

Both vehicles must make a Dexterity (Vehicle Proficiency) check. For the chased car the DC is 13. The confused civilian drivers increase the difficulty for any pursuing vehicles to 15. Failure inflicts 2d6 points of damage to from clipping another vehicle. If a driver fails their roll by 5 or more points the vehicle suffers full collision damage.

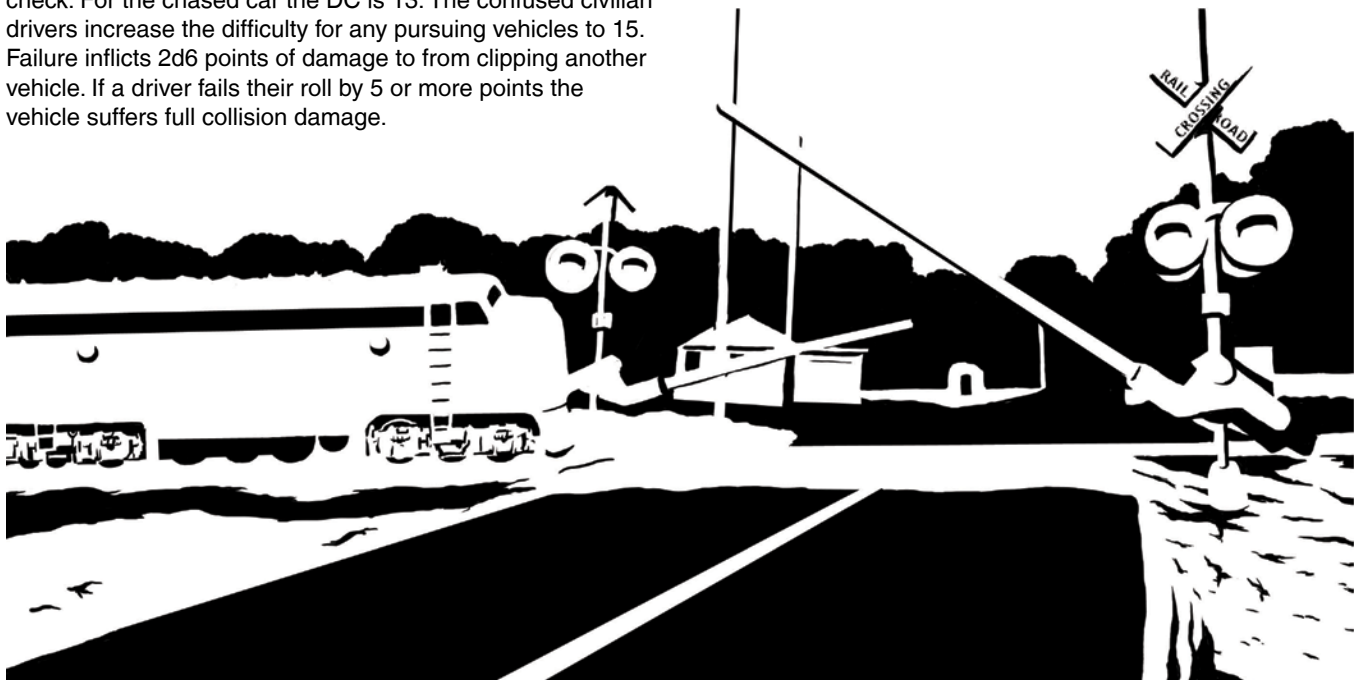
Alternate Challenge: The pursuing vehicle can attempt to take side streets until they arrive at the next on-ramp. This requires a DC 13 Intelligence (Investigation) check to plot the route and a contested Wisdom (Perception) check against the lead driver's Dexterity (Stealth) to find the chased car once they arrive.

Railroad Tracks

The chased car's path intersects a set of railroad tracks just as a train is approaching. The tracks are on uneven terrain making for a bumpy crossing and the gates are starting to lower.

Dodging the gates requires a DC 10 Dexterity (Vehicle Proficiency) check. The DC increases by +2 for each vehicle that has previously passed through. Failure means that they collide with the gates, which have 5 hit points. Passing over the rails at full speed also inflicts 2d4 points of damage to the vehicle's suspension. Drivers can avoid this damage by slowing down, which gives them disadvantage on next round's positioning test.

Alternate Challenge: As a last resort, a driver can travel parallel to the train tracks, racing the train in hope of finding a smoother place to cross. This requires a DC 18 Dexterity (Vehicle Proficiency) check. Failure means the train runs over the vehicle, inflicting 10d10 points of bludgeoning damage. The train itself suffers 5d8 points of damage. If the train suffers 25 or more points of damage, it immediately derails causing nigh-incalculable property damage. There's a 50% chance that the driver's vehicle is pushed to the same side of the train as the other vehicle in the chase, enabling the chase to continue (assuming the vehicle isn't rendered inoperable due to damage and the driver is still alive).

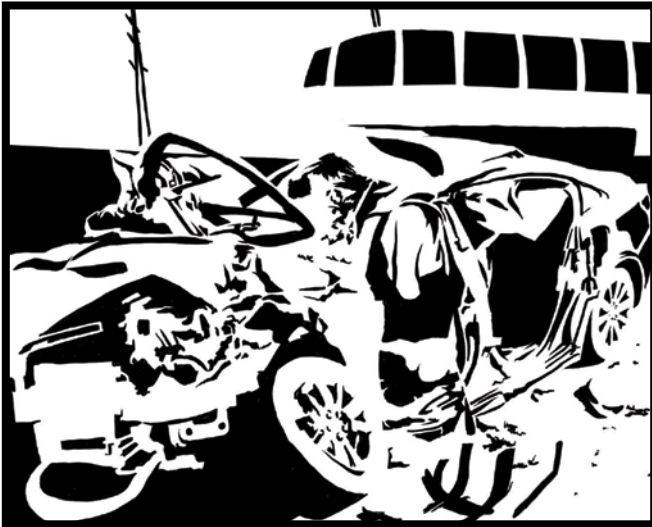


Roadside Accident

An accident on the side of the road has resulted in massive traffic congestion as other drivers slow down to gawk.

No roll is required but the mass of densely packed vehicles gives disadvantage to all drivers' next positioning check.

Alternate Challenge: Either vehicle can avoid taking the penalty by swerving into oncoming traffic. This requires that they make a DC 15 Dexterity (Vehicular Proficiency) skill check to avoid taking collision damage from a random vehicle.



Severe Potholes

The chase enters an area with poorly maintained roads. In a city this typically means cavernous potholes but in rural regions, it could entail an unpaved road instead.

All drivers must make a DC 13 Dexterity (Vehicular Proficiency) check to maintain speed. Failure means they slow down and have disadvantage in their next positioning check. If they fail the roll by 5 or more, the potholes inflict 1d6 points of damage to the vehicle.

Alternate Challenge: Either vehicle can avoid the ability check and possible damage by slowing down, but this automatically gives them disadvantage on their next positioning check.

Slow Moving Vehicle

A slow moving vehicle such as a bus or semi-truck in low gear blocks the path of the chase.

All drivers must make a DC 14 Dexterity saving throw to brake in time. Otherwise they essentially ram the slow moving vehicle and suffer collision damage.

Alternate Challenge: If a driver fails their saving throw they can make a last-ditch effort to swerve off the road. They may

also choose to attempt this to avoid attempting the saving throw and possible collision. This requires a DC 15 Dexterity (Vehicular Proficiency) check. Failure means that skid out of control and automatically fail their next positioning check.

Speed Trap

A traffic cop is parked on the side of the road and is monitoring the traffic speed with a radar gun. Clearly visible from a distance, their presence inspires other drivers to slow down to a few miles per hour below the speed limit. The cop will try to pull over any vehicle they spot traveling over the speed limit.

Any driver can bypass the speed trap by slowing down to the posted speed limit and succeeding on a DC 13 Charisma (Deception) check. Not slowing down gives a driver advantage on their next positioning check.

If any vehicle involved in the chase doesn't slow down (or fails the Bluff check), treat this as an *Officer in Pursuit* result. Any aggressive action (such as firing guns) will also draw the wrath of the police on them, making this a potentially pyrrhic victory.

Alternate Challenge: Instead of trying to bluff their way through the speed trap, a driver may try to rush past the traffic congestion by driving on the berm. This requires a DC 15 Dexterity (Vehicular Proficiency) check to avoid scraping civilian cars and sustaining 2d8 points of vehicular damage. The attempt will certainly cause the traffic cop to behave as the *Officer in Pursuit* result.

Stop

The chase passes through a stop sign, 4-way stop, or even just an intersection with a red light. All drivers must make a DC 10 Dexterity (Vehicular Proficiency) check to brake and avoid hitting any cars that have already stopped. The interruption delays the chase enough to impose a -1 penalty to their next positioning check. This penalty is cumulative with other *Stop* result penalties, so if you generate 3 *Stops* in a row, it's possible to suffer a -3 penalty on your next positioning check.

Alternate Challenge: Instead of stopping, either car can continue on through the intersection. There is a 65% chance of oncoming traffic which will require a DC 15 Dexterity saving throw to avoid being rammed for 2d10 points of damage. Any driver that takes this option and avoids being hit has advantage on their next positioning check.

Advanced Characters

The challenges described here (and on the chase cards) will mostly be challenging for character levels 1 through 8. For character levels 9 and up you might consider increase the DC of all challenges by +1 or +2. For more random results or if the player have optimized their chances of success (for instance, by casting guidance on the driver each round) add 1d6 to the DC of all challenges.

Chapter 10: Technology

Technology is fluid and dynamic, never remaining static. Each advancement brings others as new technology inspires even greater innovation. At least part of any book that references specific technology will become obsolete within a year or two. To avoid this, assume that the level of technological advancement in the current year is the also what's available within the game.

Technology that's more highly advanced than what's currently available is referred to as "futuretech" in this document. Conversely, antiquated or obsolete technology is called "retrotech". For example, at the time of this writing laptop and tablet computers are commonplace and unremarkable but would be considered futuretech in a campaign set in the 1980s. Conversely, a computer or transistorized electronic device from the 1970s would be retrotech to modern eyes.

Both of these terms are relative to the timeframe in which a given campaign is set – which is referred to as "contemporary times". Futuretech+1 is new technology that's likely to be developed within the next 10 years or tech that's essentially just an improved version of contemporary equipment. Futuretech+2 is even more advanced and may contain completely new features. For instance, a futuretech+1 car would be faster and more fuel efficient than a contemporary one but is still essentially a car. A futuretech+2 car on the other hand, might be submersible allowing drivers to travel underwater. Or it may function smoothly as an all-terrain vehicle, eliminating the need for roads. A futuretech+3 car might be capable of flight, blurring the lines between aircraft and automobiles.

There is no limit to the possible level of futuretech. You can have futuretech+100 items in your campaign if you like, although such items would be so advanced as to appear magical in nature. Practically speaking, unless your campaign involves time travel it's best to limit technology to contemporary levels plus or minus 2 levels. If a character encounters futuretech+3 (or greater) items, it should be the result contact with an alien intelligence or a quantum breakthrough in science. Similarly retrotech-3 (or less) should probably be encountered only in a museum or discovered in an archaeological dig.

Defining Technology Levels

Different forms of technology advance at different rates. For instance, according to Moore's law a 2-year old computer is half as fast as one made today (and one made two years from now will be twice as fast as that). Therefore it's reasonable to say that computers go up a tech level about every 10 years or so, which would make a 10 year old computer retrotech-1 and a 20 year old computer retrotech-2, possibly capable of connecting to the internet but certainly not able to run contemporary software.

Most industries don't advance as quickly (or as steadily) as the computer industry. For instance, a 10 year old automobile has only minor differences from its newly-manufactured counterpart. It may have fewer luxury features but in terms of top speed and fuel efficiency the automotive industry really takes about 40 years to advance a technology level.

Because each form of technology progresses at a different rate and because technology levels are relative to the contemporary era, there's little point in trying to define an absolute time period for each tech level. You can't declare that anything manufactured between 1960 and 1985 is retrotech-3 (for instance) because many of the things introduced during that period are still in use today, essentially unchanged. Instead, by 2018 standards, a 1975 car would be considered a retrotech-1 vehicle while one of the hulking dinosaurs that passed for a computer in 1975 would be a retrotech-5 machine.

This system is not intended to provide a highly accurate measure of technological advancement. Nor do you need to be familiar with the historical development of each item to use it. Instead, we've kept it deliberately abstract to allow you to quickly estimate a given tool or device's usefulness based on how similar or dissimilar it is to contemporary tools and devices.

Using Technology

As a rule of thumb, characters should be able to *use* any retrotech item or tool, regardless how antiquated it might be. Past a certain point, however, and retrotech tools become so primitive that no degree of familiarity with their contemporary equivalents can help the user gain insight into how *best* to use them. Therefore any equipment or tool proficiencies apply only to Retrotech-1 or Retrotech-2 items. Characters can still *use* Retrotech-3 (or older) tools; they just don't add their proficiency bonus to their rolls.

Similarly, contemporary characters should be able to use futuretech+1 items with full proficiency bonus. Futuretech+2 items are sufficiently advanced that proficiency in contemporary tools provides no bonus at all. Some futuretech+2 tools may even require a contemporary (or better) proficiency to use at all (even though they don't offer a bonus).

For instance, you can assemble or disassemble almost any contemporary item with a contemporary electric screwdriver. You can do the same thing with a retrotech-1 manual screwdriver; you just do it slower and with more effort. In terms of skill rolls the two are interchangeable. On the other hand, a retrotech-2 tool set made before Philips head screws became standard may not be compatible with contemporary equipment. Such determinations are up to the dungeon master to make but as a rule of thumb, most tools should only be compatible with technology that is no more than one level higher or lower.

Futuretech+0

Futuretech+0 items are only a tiny bit more advanced than state of the art technology and are always 100% compatible with current technology and proficiencies. Futuretech+0 should be the equivalent to a common magic item or simulate the effects of a first level spell. A futuretech+0 device should provide one of the following benefits:

- +1d4 more damage
- 20% more speed or efficiency
- 1.5x duration or use of length
- Minor features that enhance, but don't change the purpose of the item.

Sample Futuretech+0 Equipment

Explosives. Futuretech+0 explosives inflict d8s for damage instead of d6s.

Holographic Projector. A device that projects a 3-dimensional *silent image*, most holographic projectors resemble movie projectors.

Laser Rifle. This bulky weapon inflicts 1d8 radiant damage. It has a range of 100/150 feet and a 50-shot capacity battery pack. Any rifle proficiency will also apply to this weapon.

Running Shoes. Futuretech+0 shoes have soles that store a portion of energy from each footstep. For 1 hour each day, the shoes can release stored energy duplicating the *longstrider* spell.

Futuretech+1

Futuretech+1 items are one step beyond contemporary bleeding edge technology and should be the equivalent to an uncommon magic item or first through third level spell. Devices that replicate a third level spell should have some sort of drawback or limitation. A futuretech+1 device should provide one of the following benefits:

- +1 to hit and damage
- 50% more speed or efficiency
- 3x duration or use of length
- +d4 bonus to attribute rolls with the device by a proficient user
- Miniaturization, giving advantage to Dexterity (Sleight of Hand) checks, or allowing them if they wouldn't otherwise be possible
- Minor features that enhance, but don't change the purpose of the item.

Most futuretech+1 items are one of a kind prototypes, which effectively makes them priceless. However, if any such items are ever commercially manufactured in your campaign they typically cost 10 or more times as much as their contemporary counterparts.

Sample Futuretech+1 Equipment

Adaptive Camouflage Fabric. Embedded with chroma-shifting fibers, outfits made from adaptive camouflage fabric grant wearers proficient with Stealth an extra +1d4 to Stealth rolls.

Dragon Rounds. Too unstable to be safely used in automatic firearms, these shells inflict an additional 1d8 fire damage when fired from a shotgun, hunting rifle, or sniper rifle. An alternate version exists that can be fired by a revolver that does +1d6 fire damage.

Encryption Software. Data encrypted by this software can only be decrypted by futuretech decryption software. Conventional decryption attempts automatically fail.

Laser Pistol. A significant improvement on the laser rifle, this firearm inflicts 3d8 radiant damage with a 20-round battery capacity and a 200/300 foot range. Proficiency with pistols also applies to this weapon.

Magnetic Lockpick. Proficiency with an electronics tool kit allows the user of this device to open electronic locks automatically, as if casting a *knock* spell.

Microwave Projector. Through controlled bursts off directional microwave radiation, this hair dryer-like device can *heat metal*.

Super SCUBA. Instead of air, these tanks contain super-oxygenated fluorocarbons that allow one to operate underwater for 24 hours without fear of nitrogen narcosis (a.k.a. "the bends"). However, because the user's lungs are filled with liquid, it becomes nigh-impossible to speak intelligibly.

Futuretech+2

A futuretech+2 device should be the equivalent to a +2 weapon, an unlimited third or fourth level spell or a fifth level spell with a significant drawback or limitation. It should provide one of:

- +2 to hit and damage
- 100% more speed or efficiency
- Advantage to a limited set of uses
- +1d8 bonus to attribute rolls made with the device by a proficient user
- Additional features that make the item more versatile or multi-purpose

Sample Futuretech+2 Equipment

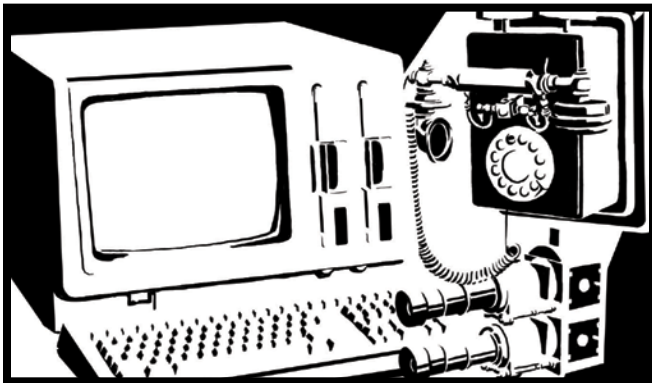
Force Field Belt. Once activated, this device gives the wearer resistance to nonmagical bludgeoning, piercing and slashing damage for up to 1 hour each day.

Force Field Projector. This device creates a *wall of force* once per day.

Genetic Uplift. Subjecting a living creature to this 8-hour ordeal of injections and medical procedures gives it the effects of an *awaken* spell.

Health Monitor. Concealable enough to wear unnoticed beneath a loose shirt, the health monitor tracks your pulse, blood pressure, and 7 other bio-metrics, administering an adrenaline shot and electric shock when it detects the wearer is about to lose consciousness. When you would normally be reduced to 0 hit points, you instead drop to 1 hit point instead. After each use, a health monitor must be resupplied.

Laser Cannon. The size of a rocket launcher, this bulky weapon inflicts 6d8 radiant damage with a range of 500 feet and a 10-shot battery capacity.



Retrotech-1

A retrotech-1 device is one that, while fully functional, is inferior to the current technological equivalent in many minor ways – or sometimes in one significant way. Retrotech-1 gear is generally considered to be obsolete but is often capable of still getting the job done.

There are no penalties to rolls made using retrotech-1 equipment and modern tool proficiency bonuses still apply. However, when using retrotech-1 gear one or more of the following may apply:

- Tasks take 50% longer
- Range or duration reduced to half.
- Device is twice the size, making it cumbersome to operate or heavier to carry
- Device lacks recent features

Sample Retrotech-1 Equipment

Early Flip-phones. Although capable of cellular telephony and texting, most have only monochrome screens and lack common contemporary features such as touch screens, internet access, and the capacity to run apps, or play videos.

CRT Monitors. Although they have noticeably lower resolution than their high-definition flat screen equivalents, their primary drawback was their immense bulk.

45 Year-old Car. The automotive industry is one of gradual improvement. Cars this old lack USB ports and many other modern luxury features. As a rule of thumb, they are also at least 10% less fuel efficient and 10% slower.

Retrotech-2

A retrotech-2 device is almost completely obsolete and is often incompatible with its modern equivalent.

There are no penalties to rolls made using retrotech-2 equipment and modern tool proficiency bonuses still apply. However, when using retrotech-2 gear one or more of the following may apply:

- Tasks take twice as long
- Range or duration reduced to a quarter.
- Device is three or more times the size, making it cumbersome to operate and heavy to carry
- Device lacks multiple features, often only having one purpose

These limitations assume that the device is in like-new condition; many retrotech-2 devices have suffered damage due to wear and age. Such damage makes them unreliable; subtract a d4 from ability rolls when using such faulty antiques.

Sample Retrotech-2 Equipment

Early Cellular Telephones. Somewhat bulkier than an average flashlight, early cell phones featured an extendible antenna, very short battery life, and offered no features apart from being able to make and receive calls.

CRT Televisions. Considerably bulkier and with smaller viewing areas than their flat-screen contemporaries, CRT televisions also only interpreted analog signals, making them unable to show modern digital broadcasts without an adapter.

70+ Year-old Cars. Incredibly fuel-inefficient, these behemoths have a top speed 20% lower than modern cars and lack power steering, which imposes disadvantage on ability checks made to perform maneuvers.

Chapter 11: World Building

There are many factors to consider when creating a contemporary campaign world. Chief among them are the magic level, technology level, and compatibility of magic and technology. When considering magic, it's tempting to take an "everything goes" approach but this can potentially result in a confusing, inconsistent, or chaotic campaign world. A "less is more" approach often yields better and more interesting results.

Magic Level

The strength and availability of magic is probably the most important factor to consider when designing a modern campaign. The more magic you add, the less your campaign will be like the real world and the more development you'll have to do. Dragons patrolling the sky, while cool, pose logistical problems for aircraft controllers and may restrict trade. Likewise, arming cops with fireball wands is a great image, but what happens when they miss? If an officer is personally liable for collateral damage would they even draw their wand in the line of duty? On the other hand, if they can blast away with impunity there are other consequences. There would need to be three times as many fire departments, which (along with the cost of the wands) would mean higher taxes... which means a slower economy, fewer jobs and more people turning to crime to feed themselves. And that's just the effect of incorporating one magic item into the world.

The following are suggested magic levels to consider when designing a modern campaign.

Enhanced Magic

In Enhanced campaign worlds, magic may or may not be more common than usual but it's definitely more potent. All spell casters automatically have advantage on concentration checks.

Spells that require saving throws increase the DC by +1. Alternately, if a spell does not require a saving throw, a caster can choose to determine the effects as if it were cast using a spell slot one level higher.

The increased power level means magic users tend to rely on spells more than usual. Spell casters receive one fewer skill or tool proficiency during character creation as a result.

Because this option makes magic users significantly more powerful, it is only recommended to use in conjunction with the Limited option (see below). For instance if conjuration magic is enhanced, it may make sense to make abjuration and divination magic weak or feeble (leaving all other schools at Standard). Conjuration spells will still be somewhat overpowered but the limited number of them will make a specialist in conjuration less versatile and more susceptible to unexpected threats.

Standard Magic

The standard magic level should be familiar to players. Spellcasting is fairly commonplace, at least in large cities with the opportunity to learn magic. All classes are available to player characters and all supernatural abilities work as written.

The standard level of magic has the greatest effect on modern society since ready access to spells would have a dramatic effect on culture and technology. Is perjury still a crime when clerics are readily available to cast *zone of truth* in a courtroom? Moreover, with the usefulness of even that single spell, would separation of church and state even exist as a concept? Does *continual flame* eliminate the need for electric lights or just make them more expensive? There might be some regions of the world where power lines were never installed (and therefore no telephones or internet) because they rely so heavily on magic. Even if electricity is still ubiquitous, would there still be coal or nuclear power plants or would fire elementals power the generators? Or spell casters call down electricity directly from the sky? What's the economic effect of effectively eliminating coal-mining as an industry?

The possibilities and permutations are endless. Exploring just a few can result in a fascinating campaign but also requires the most development. Unless you're willing to devote an enormous time to world building, we recommend withholding the standard level of magic for campaigns with divergent history (see below) where the point of divergence is fairly recent.

Weak Magic

In a campaign world with weak magic, magic is both less potent and rarer than in campaigns with standard magic. The diminished power of magic might be due to a lack of belief in it, the rise of technology, or some other factor. Since there are fewer spell casters, there tends to be significantly fewer magic items. Monsters are less common as well.

Powerful effects are still possible but it takes longer for magic users to gather the necessary mystical energy to power their spells. Only the most dedicated individuals will pursue magic. Consequently the only spellcasting class options available to player characters are primary casters (Bards, Clerics, Druids, Sorcerers, Warlocks, and Wizards). Non-magical classes (Barbarian, Fighter, Monk, Rogue, and the new classes presented in this book) are fine but archetypes that add spellcasting ability to a class are not permitted. In a world of weak magic, mastering even the simplest cantrip is a full-time career.

Additionally, for the purposes of recovering spells or supernatural abilities a short rest is defined as 8 hours of extended downtime during which a character sleeps or performs light activity. A long rest requires 3 days of rest or light activity. To compensate for this limitation, any

spellcasting classes should gain proficiency with all simple weapons, light armor (or medium armor if they already have light armor proficiency), pistols, revolvers, and machine pistols. Also, opponents will be unfamiliar with spell casting and are less likely to recognize when a spell is being cast – or realize the need to disrupt a caster's concentration.

Weak magic is less likely to deform modern society beyond all recognition but can still have a significant effect on a campaign world. Consequently, we recommend saving it for campaigns with secret or covert histories (see below).

Feeble Magic

In a world with feeble magic, monsters are real. There is enough magical energy to sustain inhuman creatures but that's about it. There may be a few historical relics that magic tenaciously clings to but such items are extremely rare and should be treated as unique items, each with their own history. No one has the power and knowledge necessary to create new magic items, although the players might be able to find an herbalist or alchemist from whom to buy potions. Such characters should be hard to find and difficult to deal with, charging a high price for their products and services.

Player characters may only choose non-magical classes and archetypes. Human is typically the only available race but you might let *one* player character be the "last of the elves" (or dwarves, or dragonborn, *et cetera*) if it suits your campaign. Magic is so rare that only a few non-player characters can cast spells. Most of these individuals paid a high price for their abilities and are unlikely to casually throw spells around. They definitely will not expend their hard-won powers for the benefit of random groups of adventures. If anything, player characters should come into conflict with these individuals.

Magic rituals still work however, and any character who finds a ritual formula (and is capable of understanding the language it is written in) can perform the ritual. No special class ability or feat is required.

This level of magic works best for horror or survivalist games that pit mankind against the supernatural. Player characters might be supernatural investigators, werewolf hunters, or survivors in a zombie apocalypse.

Limited Magic

Not every form of magic is consistently powerful in every campaign world. In many worlds arcane magic is more powerful than divine magic or vice-versa. In a campaign populated primarily by faeries, enchantment and illusion magic might be more potent than transmutation or evocation. Some forms of magic might not even work at all.

Limited magic is less a category of its own and more of a modifier to other categories. For instance, a campaign where

society is controlled by the church divine magic might be Standard but arcane magic is completely absent (or vice-versa if you prefer witch hunters pursuing arcane casters). Or in a world overrun by zombies and undead might have Enhanced necromancy but all other forms of magic are Weak.

If the length of a rest varies depending on the school of magic, a character recovers all spell slots in the shorter period but can only use those slots to prepare or cast spells from the school with the higher magic level. They must rest for the longer period to use spell slots to prepare or cast spells from the weaker school. In the above example: a sorcerer regains all spell slots after 8 hours of rest but can only use them for necromantic spells. If they rest for a full 3 days (because of the Weak magic) they can cast other spells.

No Magic

A campaign world with no magic is identical to the real world (barring any science fiction or futuretech elements). Spellcasting classes and archetypes or any kind are prohibited. There are no magical items or supernatural creatures. Celestials, Dragons, Elementals, Fey, Fiends, and Undead do not exist. However, many Monstrosities, especially those without magical powers could be created through scientific means. Ankhegs, owlbeats, and worgs, for instance might be created by genetic engineering, the genes of existing animals or they might be the result of natural mutation. Medusas Sphinx, and Winter Wolves, however, have magical abilities that cannot be scientifically replicated and therefore cannot exist in a magic-free campaign world.

Magical History

After determining the level and type of magic available in your campaign world, the next step is to determine how magic has (or has not) affected the course of history. Mid-to-high level spells can determine the victors of individual battles and change the outcome of wars. Subtler alterations are also possible. Through judicious use of weather magic, a witch-spy could have delayed or even prevented space shuttle launches and possibly even caused the Apollo missions to have been scrubbed. A few minor enchantment spells can easily sway negotiations, allowing peaceful resolution of conflicts or more acceptance of unfair business deals, to say nothing of the effects on passing legislation.

While this sort of speculation can be a fascinating exercise and can lead to many enjoyable campaigns, it requires the game master to have extensive historical knowledge and re-writing history is a fair amount of work. It's far easier for game masters and players alike to play in a world that's highly similar to the one they know. Unless your campaign is centered on the boxer rebellion of 1899 (for instance), it's likely that altering the outcome will merely distract and confuse your players.

One way to resolve this dilemma is to say that any agency able to change history through magic is opposed by another agency with equal or greater magical power. For instance if a combat wizard wipes out an enemy's air support, the enemy might retaliate by annihilating their infantry with fireballs. Casualties mount up on both sides, but the overall victor remains the same as in the real world. Alternately if a coven of witches dominates 3 Representatives to vote for a given bill, a cabal of vampires might prevent an equal number of supporters from showing up to the vote – or they might stop it in the Senate. In either case, the bill passes or fails the same way as in the real world.

Another way to handle this is to declare that important historical figures (who tend to have either wealth or political power) are protected from magical manipulation by powerful wards, artifacts, and/or spellcasters of their own, preventing their actions from being tampered with. However, this solution is only believable in worlds with covert or overt magic (see below).

None

No magical history means that history has proceeded identically to the real world. Columbus “discovered” North America in 1992. The USA was founded in 1776. World War I lasted from 1914 to 1918 and everything since then has happened in precisely the same way in the game world.

Naturally, having no magical history is only possible in a non-magical campaign.

Divergent

A campaign world with a divergent history has a history identical to that of the real world – up until a certain point. After that point of divergence, history runs in a different direction, although that direction might be nearly parallel to the actual world. The point of divergence could be a highly specific event, such as the 1969 moon landing or it could be as vague as “things started to slowly change in the 1980s”.

Divergent histories are easy to develop since you only have to re-write history after a certain era – and even then, you can usually assume most world events mirror the real-world unless the divergent event is truly world-shattering. For instance, even if the C.I.A.'s MK-Ultra experiments discovered a working form of magic in the 1970s, the space shuttle Challenger would probably still have exploded, the nuclear plant at Chernobyl would still have melted down, and the Soviet Union would still have gone bankrupt in 1991 (or possibly even sooner). However, depending on how the C.I.A. used their new magics, the Middle East might finally have obtained peace or it could be in even greater turmoil.

Assuming that the divergent event introduced magic to the world, a divergent history allows you to have a world with a high level of magic while still retaining the familiar

trappings the modern world. However, divergent worlds don't necessarily have to be magical. The divergence could result in advanced technology – what is currently merely science fiction – becoming commonplace. Or divergence might result in a mundane world with the same level of technology but where political events transpired differently.

Some common points of divergence include: the arrival of extraterrestrial or extradimensional aliens on earth, the emergence of magic, and wars with different outcomes. The South winning the American Civil War, the Nazis negotiating an end to World War II, or the cold war turning hot are all possibilities that have been repeatedly examined in speculative fiction and alternate historical fiction and can make for an interesting campaign.

Cyclical

A cyclical history of magic means that magical power waxes and wanes in at least a somewhat predictable pattern. Magic sometimes works and sometimes doesn't, depending on where one happens to be in the cycle at the time. Cycles can be millennia long or incredibly short, possibly resulting in a world where spells only function between certain hours or on Tuesdays (although this is probably best reserved for humorous campaigns).

At one end of the scale, cyclical magic can be used to justify high levels of magic without re-writing history. In ancient times, magic was common and what we believe were just myths and legends actually happened. Then magic faded from the world, allowing history to happen as it has in the real world only for magic to recently re-emerge in the modern world. In this case, cyclical magic can be thought of as a sub-category of divergent history.

Alternately, cyclical magic can be used to explain worlds that usually have low levels of magic to no magic at all but wherein powerful rituals can be performed “when the stars align.”

Secret

A world with a secret magical history has had magic all along but knowledge of magic is a meticulously guarded secret. Typically the only people who know that magic exists are those who practice it. With such a world you not only have to define the source of magic but you must also explain why it's not more common. It may be that one has to swear a magically binding oath before they can learn spellcasting or that magic is so exceedingly rare that there's little opportunity to learn of it.

It's likely that magic only takes one form, and thus only one caster class is available for player characters. Self-taught sorcerers work well with this type of campaign world, as do Warlocks, although a campaign where miracles can be performed but only by clerics of one particular sect of a

particular religion or cult. (In almost all cases, it's best to use a fictional sect or religion to avoid tramping on any real-world beliefs of your players).

The Shroud (see below) is especially common in worlds with secret magic. Alternately, there may be a society of fanatical witch-hunters or coalition of ultra-zealous scientists who keep magic out of the public eye by secretly hunt down, discrediting, or destroying magic users before they learn to master their abilities.

Covert

The existence of magic is considerably less closely guarded in a world with covert magic than it is in a world with secret magic but even so, most people never suspect that magic is real. This may be due to the Shroud (see below), a carefully maintained masquerade on the part of supernatural beings, a series of cover-ups by the "men in black", government mandated media blackouts, or any combination of same.

Nevertheless, plenty of people know the truth, as many as one out of every few thousand people have had some supernatural experience. In a major metropolitan area alone, that means hundreds of people are in on the secret – not to mention the supernatural creatures and magic users themselves. Historians occasionally stumble across working incantations, scientists delve too far into esoteric research, and monsters are sometimes careless, leaving witnesses to tell the tale. Those in the know are often disparaged and ridiculed by their peers but can usually find others who are aware of the supernatural with a little effort.

Furthermore, the truth *is* documented in obscure scientific papers, personal journals, and various websites. These are typically discounted as being hallucinatory experiences or outright fabrications but the truly enlightened know facts when they see them.

Overt

In an overtly magical world, magic is common knowledge among the general populace, although as few as 1% of the population might have magical aptitude (much like the general populace is aware of the existence of doctors but fewer than 1% of people go to medical school). Everyone will experienced some magical event at some point in their life.

It's likely that many democratic governments would recognize the rights of intelligent magical creatures such as a sphinx, giant, minotaur, or werewolf, while tyrannical countries are just as likely to try enslaving them. Especially powerful creatures like dragons may even declare their own sovereignty and be accorded a form of diplomatic immunity by some governments. A complete list of possibilities is outside the scope of this book; suffice it to say that an overtly magical world requires a good deal of development.

Technological Compatibility

The third issue to consider is magic's compatibility with science and technology. In several fantasy novels (or series thereof) technological development is if not necessarily anathematic to magic, at least incompatible to some degree. To what degree this is true depends largely on how magic originates in your campaign.

Mutual Exclusion

In a campaign world of mutual exclusion, science and technology dominate certain regions (usually cities) and magic does not operate at all. In other areas, magic is king and technology mysteriously fails. This can be the natural result of a world with a cyclical magic; instead of gradually emerging, magic manifests in a piecemeal fashion. Alternately, it could be the result of an unimaginably powerful being, one able to control the metaphysical paradigm, selectively allowing magic to work in some areas and science in others.

This sort of campaign model is typically based in the metaphysics of belief. Magic works when people believe in it and only it. Technology and science, being a different kind of belief structure, only works when people believe in it and only it. Magic and technology are incompatible because the underlying principles are incompatible.

Bear in mind that the notion that scientific laws can be subjective or vary by location is an extremely unscientific idea and some of your more literal-minded players may take issue with this campaign model.

There is typically a border-zone between the two regions where both magic and science both have limited functionality. Standard technological equipment and simple electronics operate normally but sophisticated devices such as computers, smartphones and any futuretech begin to malfunction. Any ability rolls made using these devices have disadvantage. Similarly magic items retain their enchantment in a border-zone but saving throws against their effects automatically have advantage. Casting a spell requires using a spell slot one level higher. Casting a cantrip requires using a first level spell-slot. Innately magical creatures such as dragons or gnomes cannot travel beyond the border-zone and sicken if they remain there too long. Such creatures automatically gain the poisoned condition if they linger in a border zone for more than a day. Fantasy creatures without innate magic such as goblins or owlbears *can* safely enter the technology-dominated portion of the world but tend to experience mild discomfort for the duration of their stay.

Magic or high-tech items work normally once returned to their appropriate environment.

A campaign where magic and technology are mutually exclusive can be highly challenging to balance and ensure player satisfaction. Unless all player characters are all from either the magic or the science side together, someone will be feeling ineffective part of the time. It's also difficult to ensure each side gets equal time in an extended campaign.

Parallel Incompatibility

Under the model of parallel incompatibility, magic and technology are capable of working side-by-side but not together. Spells can be cast on living creatures, regardless of location. Even in the middle of a particle physics laboratory, magic works consistently and reliably but has difficulty directly affecting technology. (Magic *can* be used to conjure forth electricity which then shorts out electronics, though.) Magical rites cannot be technologically replicated. No matter how accurately one records a spell being cast, nothing ever happens when that recording is played back. Attempts to re-create magic by having robots perfectly replicate somatic components and synthesize verbal components automatically fail.

Electronic devices cannot be enchanted nor can anything made from complex modern alloys or plastics. Such materials are automatically unaffected by radiant, necrotic, or force damage.

The reason for this incompatibility typically has to do with the association of magic with nature, life energy, and/or the will of a living being. All natural things are innately imbued with a given amount of magical energy. Modern manufacturing processes either remove or destroy this energy, rendering it magically inert and spiritually "dead." Thus, it does not directly respond to magic, nor can it be easily affected by magic. Similarly, computers and/or robots cannot ever be used to cast spells or perform magic rituals because they have neither the spiritual energy nor the will necessary to do so.

Spellbooks and scrolls must still be written on paper (or preferably vellum or parchment) with special inks. Any attempt to transmit magical texts electronically automatically renders them inert. A high-resolution image contains enough information for one to identify which spell it describes – but no amount of studying the image will allow anyone to learn the spell or copy it into their own spellbook. Only the original text can grant that insight.

This is an excellent campaign model because it easily ensure game balance. It allows for a wide variety of character types while eliminating the possibility of a +3 magic machine gun of thundering overpowering every other weapon in the game or enhancement spells overclocking computers into unstoppable hacking machines.

Parallel Incompatibility Clarification of Spell Effects

Clairvoyance. You must have personally seen the location wherein you place the magical sensor. Having seen a picture or video is insufficient – unless the location is also obvious.

Conjure Animals. The fey spirits summoned by conjure animals may not take the form of genetically modified or cybernetic animals.

Fabricate cannot be used to create circuit boards or electronic components, even if you are proficient with the relevant tools.

Find Traps does not detect electronic surveillance, electric eyes, or motion sensors.

Magic Weapon does not affect firearms or any weapon that relies on a chemical reaction to function.

Pass Without Trace eliminates any sign of your trail but the +10 bonus to Dexterity (Stealth) checks does not apply to cameras or video surveillance.

Spike Growth produces spikes capable of damaging a vehicle's tires.

Limited Compatibility

In a limited magical-technological compatibility campaign magic *can* affect technology (and vice-versa) under the right circumstances – but most of the time the two operate as in a parallel compatibility model.

The usual reason for limited compatibility is that the majority of spells were discovered or invented in the medieval period and therefore are most effective when cast on creatures, devices, and materials that were present then. Thus, there are *wall of ice*, *wall of stone*, and *wall of thorns* spells but not *wall of plastic* or *wall of reinforced concrete*. There are spells that protect against fire, lightning, and drowning but not against radiation. So far.

The only reason those spells don't exist is because no one has researched them yet. For most magic users, spellcasting is the art of mastering a body of unchanging traditional lore – and that body of knowledge is large enough that one can spend a lifetime studying it and still not have covered it all. A few are either naturally curious or have a less procedural mindset and attempt to reverse engineer spellcasting to a series of first principles and then to use those principles to develop new spells for a new era. Naturally, the process is slow and fraught with danger. There are dozens of mishaps, often fatal mishaps, for each breakthrough.

Further limiting progress is the fact that newly-discovered enchantment rituals are often highly specific. A spell that enchants a 1911 model six-shooter may not necessarily work as well (or at all) on a Glock-17 or modern assault rifle. Similarly, anything developed in the 1990s to affect computers is already as obsolete as the machines it was designed to enchant. Consequently, while there are such things as +2 pistols, they are even rarer and harder to come by than magical swords or bows. The chances

of encountering any enchanted futuretech items are astronomically small.

On the other hand, electronic media makes it easier than ever to transmit mystical knowledge. Electronic spellbooks exist (although they are very expensive), and select spell formulae (typically 2nd level spells and lower) can be purchased on various websites. A few even offer eScrolls, read-only files that enable one to cast a given spell once before the file self-deletes. A caution to the buyer: fake sites and scammers are much more common than the real thing. Still, the prospect of keeping an entire magical library on an easily-portable tablet is an attractive possibility for many occult scholars. Transcribing a spell into an electronic format does not require any special inks but the transcriber does need to be proficient in programming languages.

While using technology to communicate about magic is blossoming, progress with using tech to actually *perform* magic is slow and fraught with peril. Researchers have found it possible to re-create ritual magic by recording the ritual and replaying it. A ritual must be played back in its entirety and at regular speed. Any stopping, pausing, speeding up, or slowing down causes the ritual to fail. Any attempts to edit the recording to produce different effects result in either no effect or some unpredictable (and usually catastrophic) effect.

Only rituals can be recorded and replayed in this manner. A recording of a spell being cast has no effect when replayed.

Limited Compatibility Clarification of Spell Effects

Arcane Lock can be used to prevent a laptop from being opened or to “lock” a USB port preventing any external devices from connecting to the device through that port. It cannot be used to “lock” a computer system or to increase the security of a network.

Clairvoyance. You can place the sensor created by clairvoyance anywhere you have seen through video, television, or still picture (although television shows or movies merely let you place the sensor on the set).

Comprehend Languages allows you to read computer code and programming languages but provides only a literal translation and gives no insight into the intent or effect. Most code reads like monotonously detailed instructions.

Conjure Animals. The fey spirits summoned by conjure animals can take the form of genetically modified animals, including those with traits from other animal species.

Fabricate cannot be used to create circuit boards or electronic components, even if you are proficient with the relevant tools.

Find Steed. The spirit summoned by *find steed* can only take the form of an animal mount but an alternate version

of this spell exists called: *find ride*. *Find ride* summons a spirit that possesses the nearest unoccupied vehicle (car, pickup truck, sport utility vehicle, motorcycle, or speed boat) to you. The spirit has an Intelligence of 6 and can communicate with you telepathically at a range up to 1 mile. The vehicle is capable of acting independently of you and can pilot itself but cannot do anything of which a vehicle of that type is not normally capable. (It can’t sprout arms or speak aloud). As an action you can dismiss the spirit, returning the vehicle to normal. When the vehicle is reduced to 0 hit points, the spirit also departs. Casting the spell again causes the spirit to possess another vehicle.

Find Traps detects electronic surveillance, electric eyes, motion sensors, and other forms of electronic security but does not find digital traces or “online” traps.

Glyph of Warding. The explosive runes version of the glyph can be embedded in an image file and sent via email. Each time the image file is copied or duplicated, reduce the damage inflicted by one die of damage (to a minimum of d8). Once a given copy is triggered, the file disappears. If the spell is cast in this manner, the material component becomes \$2000 worth of computer equipment, which are fused into slag when the spell is cast.

Heat Metal requires you to see the metal object to be heated so the spell generally cannot be cast on cybernetic implants, pins, or surgical staples.

Illusory Script can be sent in an email, although in this case the material component is a processor chip or circuit board or memory SIMM worth at least \$100.00.

Knock does not open electronic keypad locks that require a code to be entered. Nor will it activate a PIN or password protected device.

Locate Object can only find physical items. It cannot be used to find data.

Magic Circle is an exception to the rule that machines can’t perform magic; a magic circle drawn by machine is just as effective as one made by hand – although machines can only “cast” this spell using a 3rd level slot.

Magic Weapon partially affects firearms. Using a 2nd level spell slot the weapon becomes magical but does not gain a +1 bonus. When you cast *magic weapon* using a spell slot of 4th level, it has a bonus of +1. When you use a spell slot of 6th level or higher, the bonus increases to +2.

Nondetection also prevents the target from triggering motion sensors or electronic eyes. They appear on cameras, but blurry and indistinct. Attempts to recognize the target from photographs or video surveillance have disadvantage.

Pass Without Trace. The Dexterity (Stealth) bonus applies against cameras and electronic surveillance but you and your companions still trip motion detectors and electric eyes.

Phantom Steed. An alternate version of phantom steed exists as a separate spell: *phantom chopper*. *Phantom chopper* summons a quasi-real motorcycle instead of a horselike creature.

Purify Food and Drink has no effect on orally ingested drugs other than to detoxify any impurities or additives.

Spike Growth produces spikes capable of damaging a vehicle's tires.



Synergy

Under a synergistic magic-technology paradigm magic and technology are not only fully compatible but also complement each other. This may be because magic is actually just a poorly understood form of science, or because magic is merely another force like friction or electricity that machines can manipulate (albeit with some difficulty).

In any case, it's possible for machines and electronic devices to cast spells. Computer-generated summoning circles can conjure demons and other extra-dimensional entities – sometimes by accident. Low-level spells can be packaged as apps and downloaded to your phone. The possibilities are limitless... which can make this type of work extremely hard to balance. For this reason, synergistic magic is best used in campaign worlds where the magic is limited to a few forms (such as conjuring-only or abjuration-and-evocation-only).

Synergy Clarification of Spell Effects

Awaken can be cast upon a computer to create a true artificial intelligence. The AI does not automatically gain a body capable of mobility

Arcane Lock can be used to prevent a laptop from being opened or to “lock” a USB port, preventing any external devices from connecting to the device through that port. It cannot be used to so “lock” a desktop system or to increase the security of a network.

Clairvoyance. You can place the sensor created by clairvoyance anywhere you have seen through video, television, or still picture (although television shows or movies merely let you place the sensor on a show's set). Alternately, you can also use the global positioning system (GPS) coordinates, if you succeed on a DC 17 Intelligence check.

Comprehend Languages allows you to read computer code and programming languages but provides only a literal translation and gives no insight into the intent or effect. Most code reads like monotonously detailed instructions.

Conjure Animals. The fey spirits summoned by conjure animals can take the form of genetically modified animals, including those with traits from other animal species.

Continual Flame doesn't necessarily need to produce a heatless fire. Minor modifications when casting can allow it to resemble a light bulb or light emitting diode (LED) with no apparent power source. Alternately, a cell phone or tablet application can be enchanted, allowing the device to shed light without drawing on the battery.

Fabricate can be used to create computers or electronic devices if you are proficient with the relevant tools – although assembling the raw materials is extremely challenging.

Find Steed. The spirit summoned by *find steed* can take the form of a mount, ground vehicle (car, pickup truck, sport utility vehicle, or motorcycle), or speed boat. As a vehicle, it has the same abilities (including an Intelligence score of 6 and telepathic communication) as a mount but uses the statistics of the appropriate vehicle and never needs fuel.

Find Traps detects electronic surveillance, electric eyes, motion sensors, and other forms of electronic security.

Glyph of Warding. Either version of the glyph can be embedded in an image file and sent via email. Once a given glyph is triggered, the file disappears and any remaining copies of the file lose any special properties. If the spell is cast in this manner, the material component becomes \$2000 worth of computer equipment, which are fused into slag when the spell is cast.

Heat Metal requires you to see the metal object to be heated so the spell generally cannot be cast on cybernetic implants, pins, or surgical staples.

Illusory Script can be sent in an email, although in this case the material component is a processor chip or circuit board or memory SIMM worth at least \$100.00.

Nondetection also protects against electronic security, including satellite surveillance. The character does not trip motion sensors or electronic eyes.

Knock can also open electronic keypad locks that require a code to be entered.

Locate Object can only find physical items. It cannot be used to find data.

Nondetection also prevents the target from triggering motion sensors or electronic eyes. They appear on cameras, but blurry and indistinct making it impossible for them to be identified.

Pass Without Trace applies to all form of observation, including motion detectors and electric eyes.

Phantom Steed can create a quasi-real motorcycle instead of a horselike creature.

Purify Food and Drink detoxifies and removes any impurities or additives within orally ingested drugs. If a given drug is potentially harmful due to overdose, it renders enough of the drug inert to reduce it to a single dose.

Spike Growth produces spikes capable of damaging a vehicle's tires.

The Shroud

In some worlds, a mysterious force called the Shroud works to conceal awareness of magic from the world. The Shroud affects perception and memory, masking the supernatural as the merely unusual or un-memorable. It doesn't force individuals to ignore or react inappropriately to what their senses report, but it certainly warps their memories of events after the fact.

Thanks to the Shroud, elves, gnomes, and other magical creatures that live among us on earth are regarded merely as unusual specimens of humanity. The Shroud causes onlookers to overlook an elf's pointed ears and a gnome's stature – to a degree. Onlookers may rationalize away the differences between elves and humans as stemming from having different national or ethnic origins (instead of being different species), but on some level they still perceive that something is “different” about elves. Likewise, while most humans might consciously estimate that a gnome is about 5 feet tall (i.e. short for a human, but not impossibly so), they still tend to instinctively bend over or squat while talking to them.

Still, the Shroud isn't 100% foolproof nor does it ensure that everyone will remember things the same way. Supernatural events tend to be affected by the personal paradigms of individual viewers. One individual might interpret attacking orcs as being a biker gang while another might believe them to be drug-addled body builders. Wildly differing reports of an incident is one way that investigators can identify that a supernatural event has occurred. For example a police officer, a homeless person, and a hotdog vendor all see the player characters cast a lightning bolt spell at a dragon, which returns fire with its icy breath weapon. The cop radios for backup reporting the spell as some sort of high-powered Taser and the dragon as a firefighting helicopter spraying cooling chemicals from above. The hobo only sees the dragon while he flees and reports that some hang-gliding maniac was spraying a fire extinguisher before being struck by lightning. The hotdog vendor, having a better view of the player characters, believes them to be terrorists cutting down power lines before an enormous ice sculpture fell on them from the sky.

On extremely rare occasions an individual may unconsciously resist the Shroud's attempts to rewrite their experience(s) and accurately remember what happened. Repeated exposure to supernatural events may reinforce their ability to resist the Shroud. Additionally, children and the elderly are more likely to glimpse the truth behind the Shroud. Children, because they have yet to have formed the psychological defenses that the Shroud builds upon. The elderly because they have enough experience to have partially broken down said defenses. In either case, fantastic stories from either group are easily dismissed by the rest of society.

Those who see beyond the Shroud, without support or corroborative evidence, are often considered insane by the rest of the world. Many end up in mental health facilities. Others become crackpots ranting about the end of the world on street corners. Such people can become a nuisance for supernatural creatures trying to co-exist with “natural” humans. Most dwarves and gnomes just want to go about their business without being accosted in the street by wild-eyed individuals claiming they can see their “true form”.

A few extremely rare individuals are completely unaffected by the Shroud and perceive the supernatural clearly. Player characters are assumed to belong to this group – although playing out an “average” person's first fragmentary exposure to the supernatural, their awakening to the truth, and their subsequent lifting of the Shroud can be a satisfying roleplaying experience.

As an extremely potent magical force, the Shroud is only appropriate for campaigns with Enhanced, Standard or Weak levels of magic, not Feeble or None.



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