

EVERYDAY HEROES

The image is a full-page illustration for a book. It features three characters in a city street. In the center is a muscular man with a beard, wearing a blue tank top and jeans, with a patch on his right shoulder. To his left is a man in a blue fedora, a pink shirt, and a dark vest, holding a blue handgun. To the right is a woman with long black hair, wearing a brown leather jacket over a blue patterned top and blue jeans. Behind them is a large, bright orange and yellow explosion. The street is lined with buildings, and a yellow street sign is visible on the right. The overall style is comic book or pulp magazine.

CORE RULEBOOK

D. TODD SCOTT, SIGFRIED TRENT, CHRIS RAMSLEY WITH JEFF GRUBB





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FOREWORD

Twenty years ago, a group of designers took the world's most popular roleplaying game in a new direction.

That group (Bill Slavicsek, Rich Redman, Charles Ryan, and myself) approached the question of how to use d20-style game systems in the modern world. Parts of the world outside our windows have slipped into our fantasy campaigns over the years, but there was a paucity of d20 adventures set in the here-and-now. Subgenres like spy games and Roaring '20s adventure with unique and interesting rule systems had come and gone, but there was no solid set of rules based on the world's greatest roleplaying game designed with the modern era in mind.

What we came up with was d20 Modern, which was first and foremost a set of rules for the modern era born from the inspiration of the third edition of the world's greatest roleplaying game. And what we did, arranging initial classes by ability instead of occupation, grouping the multiplicity of modern gunpowder weapons, and setting a Wealth bonus for purchases as opposed to tracking every dollar and gold piece, proved to be a versatile and expandable game system. Within the original books we had campaign settings for urban fantasy and modern-day SF and psionic mutants, and over time additional expansions took the system into the near past and alternate futures.

Now it is 20 years later. The world has changed. How we play games has changed. Our communications are now instantaneous, our access to information more sophisticated than it has ever been before. Players sitting at their computers can gain usable knowledge of new subjects. Films that previously meant a trip to the local video store (or waiting for a DVD to show up in the mail) are now streamed instantaneously to consumers. And game sessions not only occur over video chat, but they can be recorded and shared with other players around the globe.

Just as the world has continued to change, the mechanics of our most popular game system have evolved as well. The time has come for a new generation of designers and creatives to build on the foundation of the past to create a new game suitable for the modern era. In this new environment Sig Trent and Chris "Goober" Ramsley faced the same design challenges as our original four designers—creating a new game based on the familiarity of the past, but making it feel like it naturally belongs in the here and now.

Everyday Heroes started with the concept of bringing d20 Modern into the modern era, but it is inspiration, not duplication. This new game aspires to bring the latest version of a well-known, well-beloved game system into the 20th and 21st Century and the potential to go a little beyond. Because every era needs heroes, and this is your time to be heroes.

Enjoy.

—JEFF GRUBB, NOVEMBER 2022

WELCOME TO EVERYDAY HEROES

Picture the world outside your window. Then imagine taking part in your favorite movie or novel or streaming series set in the modern era, complete with fantastic action, danger, car chases, and explosions. And even better—you're the hero of the story, setting out to stop the villains and save the day. You can do all that and more with the Everyday Heroes™ roleplaying game!

Everyday Heroes is a game inspired by action movies and the tales of adventure found in novels, comic books, and on television. It's a cooperative game of the imagination where anything can happen and adventure abounds.

Food trucks, smartphones, tablet computers, electric cars, social media, same-day delivery . . . you know all about the modern world because you live there. But seen through a cinematic lens, the mundane and commonplace become exciting. The world takes on all the drama and adventure of a modern fantasy, just like a technothriller, spy novel, or an action movie where you're the hero of the story. That's what roleplaying is all about!

When you play Everyday Heroes, you create a fictional character to interact with the story that you experience through the action of the game. That character may be an elite government agent, a private investigator, an ex-cop, or former soldier; the fantasy tropes of the action-adventure genre provide a terrific milieu for amazing adventures. One person, the Game Master (GM), runs the villains and other characters in the story, while the rest of the group plays characters of their own devising. You and your friends play the heroes of the story, trying to overcome challenges your GM sets before you—just like the heroes in an action movie.

Think about playing characters inspired by your favorite heroes from books, comics, movies, and TV shows set in the modern age. Whether those are hard-bitten soldiers, brilliant detectives, dedicated nurses and doctors, daring reporters, cunning tacticians, genius masterminds, dashing con men, or just people willing to put themselves in harm's way for the sake of others, those heroes are who this

book is designed to allow you to create and the GM to challenge with action and adventure.

So fasten your fictional seatbelt, check your imaginary magazine, and get ready for unforgettable moments with Everyday Heroes!

ON THE SHOULDERS OF GIANTS

Like any creative effort, Everyday Heroes owes a great deal to the amazing projects that came before it. The fantastic Modern System Reference Document released in 2002 inspired our theme and demonstrated how to model the real world in a game. We like to think of Everyday Heroes as its spiritual successor. For rules, we used the strong foundation of the most recent, fifth edition of the System Reference Document, whose roots extend to the dawn of roleplaying games. The team at Evil Genius Games melded these influences with our own inspiration and experiences to create the Everyday Heroes RPG.

WHAT YOU NEED TO PLAY

You don't need much to play Everyday Heroes:

- ▶ Some friends or friendly strangers to play with, whether in person or online
- ▶ A copy of the Everyday Heroes Core Rulebook
- ▶ A set of polyhedral dice (real or virtual), including a d4, d6, d8, d10, d12, and d20
- ▶ Pencils, pens, and paper (real or virtual)

Beyond that, a wide variety of toys and tools exist to enhance your roleplay experience. You can use miniatures to represent your heroes. Virtual tabletops provide a way to play online. For in-person play, elaborate battle mats and 3-D terrain can provide a level of realism to focus on. You can also add music, lighting, and all kinds of props. We recommend using whatever enhances the game experience for you and your friends.

HOW TO USE THIS RULEBOOK

This set of core rules is designed to be a toolbox, or perhaps a toybox, filled with inspiration and guidance for creating a grand adventure.

The rules of the game give you a framework to build on. Everyday Heroes presents enough rules to make combat a tactical challenge, and enough flexibility to allow for strong storytelling during firefights, car chases, and any other action scene you can imagine. Everyday Heroes seeks to inspire you and make the act of bringing stories to life simple and fun for everyone at the gaming table.

The setting for Everyday Heroes is the world we all live in, with plenty of space for you to imagine whatever differences you desire and whatever changes create exciting opportunities for adventure. Whether you want to experience a gritty story of heroism torn from today's headlines, re-create a favorite movie franchise, or throw modern heroes into adventures in distant times and places, Everyday Heroes can take you there!

This rulebook is divided into three sections:

Part I: Heroes describes everything you need to know to create characters for Everyday Heroes.

Part II: Game Rules includes the fine details on combat, chases, and how to play the game.

Part III: Mastering the Game provides a toolbox of advice on how to run the game, special rules, and ideas for adventures.

INTRODUCTION TO ROLEPLAYING

People have been playing roleplaying games for almost 50 years, sharing imagination, group stories, and all sorts of fantastic adventures. In a roleplaying game, you imagine yourself in another life, another world, or another reality. Playing alongside friends, family, and even strangers, you share the

experience of a fantastic adventure, overcoming challenges and laughing at the amazing things that happen along the way.

WHAT IS AN RPG?

A roleplaying game, or RPG, is a game of collaborative exploration and storytelling in which everyone has an important part to play in making a memorable adventure as unique as the people experiencing it. It's a great way to make new friends and expand the horizons of your experience and imagination.

The game rules represent a random element of fate in the story. They help adjudicate fights and determine success or failure when heroes attempt risky or dangerous actions. This provides an element of the unknown for both players and GMs. Chance creates surprise and drama. If something bad does befall a hero, it's not the GM being mean, it's just the luck of the dice at play.

These days, it's easy to see what a roleplaying game session is like. Search for "Actual Play Tabletop Roleplaying Videos" on the Internet. You'll find lots of great examples of people playing games and having fun. While every roleplaying game is a little different, they all follow the same basic formula to tell an interactive group story.

NEW TO ROLEPLAYING GAMES?

On behalf of the entire Everyday Heroes team, welcome! As a player, you create a character to play in an adventure. As the GM describes the scene, you choose what your hero will do and how they will do it. You can create any kind of hero you want to be. You can play yourself, a famous character from a movie, or someone totally unique, born from your imagination.

After you finish this Introduction turn to Chapter 1: Creating Heroes. Your character, or "hero," is the way you interface with the game. Creating a character is a great way to learn the basic rules and key concepts behind Everyday Heroes.

Don't worry about making mistakes. The rules make it difficult to create a poorly built hero. Your goal is to have fun and experience an adventure, and there are no winners or losers in this game as long as everyone enjoys the story.

Once you create a hero, read through the game rules. You don't need to remember everything or master the rules all at once. Just look at your

character sheet and make note of what you need to run your hero.

We designed these rules to teach you the game, but the best way to learn is to jump in and play with someone who already knows how. If you don't know anyone, find a group at your local game store or look online for videos of games being played, whether Everyday Heroes or a similar roleplaying game.

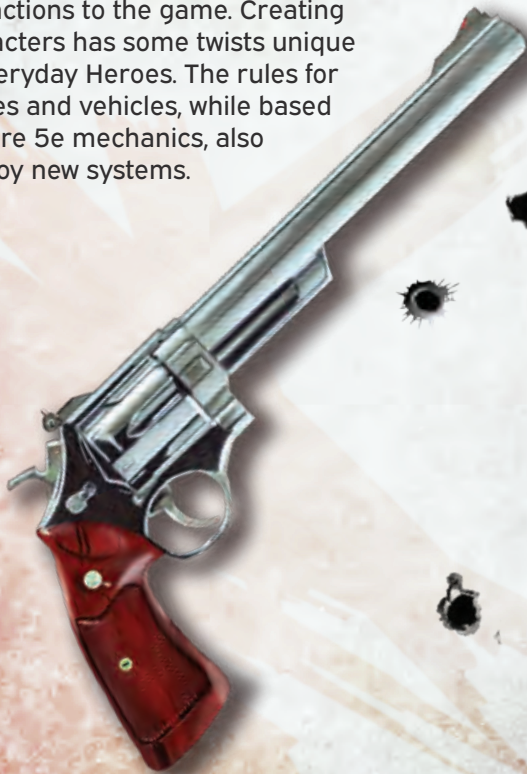
If you're a player interested in creating and playing a hero, all you need to know are the basic rules and any specific rules that apply to your character. If you decide to take the plunge and become a GM, then you'll need to learn all of the rules, or at least become familiar enough with this book so you know where to find a rule when you need it.

NEW TO FIFTH EDITION (5E) RULES?

Creating a character is still the best way to get started. This introduction provides a quick tour of the main concepts you need to understand to create your character, and Part II of this book goes into detail about all the rules.

EXPERIENCED WITH 5E RULES?

If you know the 5e rules, then it's more a matter of noting how the rules differ in Everyday Heroes. The core mechanic of rolling a d20 and adding an ability and proficiency modifier are the same, as are the essentials of combat. Firearms and modern equipment introduce new rules, tactics, and actions to the game. Creating characters has some twists unique to Everyday Heroes. The rules for chases and vehicles, while based on core 5e mechanics, also employ new systems.



VARIATIONS ON THE THEME

Important differences between 5e SRD rules and Everyday Heroes include the following:

- ▶ Classes are broken up into two components: archetype and class. Each archetype offers several classes to choose from.
- ▶ Defense replaces Armor Class. Defense is based on a hero's primary ability score and an archetype defense bonus.
- ▶ Feats are a core part of the game, rather than an optional rule.
- ▶ Multiclassing is accomplished through feats.
- ▶ Archetypes and classes go up to 10th level.
- ▶ Skills, equipment, conditions, and other game elements have been adjusted for play in the modern world.
- ▶ For a more extensive listing, see appendix A.

WANT TO BE A GAME MASTER?

Every game requires a Game Master. The GM sets the stage for adventure, directs the story, adjudicates the rules, and makes sure everyone has a great time. Being a GM is both challenging and rewarding. You describe the world and events that players encounter. GMs need a strong understanding of the rules to answer players' questions and keep the game moving. Finally, they need to be able to give players a feeling of being challenged while also rewarding them for their exploits and giving them the space in the story to express their own imaginations.

Ideally, a GM knows the rules inside and out, or at least knows how to find a specific rule when they need it. Still, we designed sections of the book specifically for the player willing to take on this important role. It's essential you grasp the game rules presented in Part II to guide your players and keep the game moving. Part III is exclusively for GMs, containing support, guidance, and essential resources you may need.

Being a GM is incredibly rewarding. You set the stage for exciting stories and direct how each story unfolds through the actions and additions of your players. You get to make your players smile, laugh, and enjoy themselves as your group story plays out. Game Masters also sometimes get free pizza from grateful players!

EXAMPLE OF ROLEPLAYING

Five friends are gathered around a dining room table. They have a few game books, some dice, snacks, drinks, and other gaming staples. Emma is the GM, and her four friends each play a hero of their own creation. The adventure story concerns a team of private investigators looking into insurance fraud and possibly murder. (See the end of this section for a brief explanation of the game elements.)

- | **Game Master Emma:** *You arrive outside the shipping warehouse around 1 AM. Lights around the perimeter of the building illuminate the area, and a few cars are parked in the lot adjacent to the building. You don't see any other signs of activity. What do you want to do?*
- | **Danny:** *We should spend some time watching the place, see if we spot any guards.*
- | **Susan:** *Okay, but the longer we wait, the more likely someone will wander by.*
- | **Jen:** *I've got night-vision goggles, so I put those on and look around carefully. It's got a zoom lens, too. Does that help?*
- | **GM Emma:** *Sure, I'll give you advantage on perception in this situation. Give me a Wisdom (Perception) check.*
- | **Jen:** *Okay. (Because she has advantage, Jen rolls two d20 dice instead of the usual one and takes the better roll. She rolled a 6 and an 18, so she takes the 18 and adds her +2 Wisdom modifier and her +2 proficiency bonus.) I got a 22.*
- | **GM Emma:** *Nice! Okay, as you scan the building, you don't see any people, but there is a dog lying near the doors to the warehouse, leashed to the railing there. It looks like it might be asleep, but it's hard to tell.*
- | **Brian:** *What kind of dog?*

- | **GM Emma:** *It's got short black fur and it's pretty big. Beyond that, it's hard to tell.*
- | **Brian:** *We need to avoid alerting that dog. If it starts barking, that'll bring trouble.*
- | **Susan:** *Do we see another door somewhere? Or a window, maybe?*
- | **GM Emma:** *Not from this angle.*
- | **Jen:** *I've got a plan. . . .*

A typical roleplaying game works like a conversation. The GM sets the scene, the players describe their actions, and the GM determines what happens. When an element of chance, skill, or luck comes into play, dice are rolled to determine the outcome. And the story unfolds from there!

REGARDING DIVERSITY

Evil Genius Games is committed to the idea that games should be enjoyed by everyone. For us, that means both representing a wide range of heroes in our games and encouraging players to express these concepts without any limitations imposed by the rules. For these reasons, we don't use the rules to model race, gender, sexuality, disability, or similar topics of social identity.

Roleplaying games are fantasy. They're about having adventures and portraying characters you want to play. Some of us love to play a hero who is basically ourselves with small differences. Others love to play heroes that are wildly different from themselves. We actively encourage both approaches. Diversity isn't just about accepting who we are, but also who we want to imagine ourselves to be. Play the hero of your imagination and be both respectful and considerate of everyone around the table.

GM'S DISCRETION

The term "GM's discretion" appears from time to time in the Everyday Heroes rules. It means that you need to talk to your GM and get their permission before you can do something. The GM has the final say about what you can or can't do in this sort of situation. Only the GM knows what is right for the adventure or campaign they are running.

GMs are encouraged to set reasonable boundaries for the sake of the story, but to allow players the freedom to express their heroes' abilities and character as they see fit. Players are encouraged to portray their characters as they envision them and avoid intentionally sabotaging the GM's efforts to offer an exciting adventure.

STYLE OF PLAY

There is no right way to play a roleplaying game. Everyday Heroes is designed to be flexible so you can mold it to fit your needs. You can use these rules to run a gritty and realistic military campaign, a zany action comedy, or an international spy operation. You will find adaptable elements in the characters, foes, and rules of the game.

That said, when you sit down to play with others, it's important for everyone to understand the tone and style of the game you're about to play. Generally, the GM has the most control over this as they lay out the plot and setting, but that doesn't mean they should ignore the players' wishes. Ideally, everyone agrees on a central theme and tone to shoot for. That can shift as you play, as long as everyone is having fun.

Everyday Heroes uses traditional game mechanics. Combat can be played tactically if you want, or loose and breezy if you prefer. The level of complexity and the length of combat tends to grow as heroes gain levels. If you want simple gameplay, it's best to stick to lower-level heroes.

While the rules of the game focus heavily on combat and chases, Everyday Heroes isn't a "combat game." It's first and foremost about telling a story, and many great adventure stories don't involve combat. But combat is more exciting with a tactical element, and for that, rules are pretty handy.

PLAYING THE GAME

Everyday Heroes uses the fifth edition (5e) rules. Gameplay follows a basic pattern of steps:

1. The GM describes the environment and situation.
2. Given that information, the players tell the GM what they want their heroes to do.
3. The GM resolves the heroes' actions and narrates the results.

To resolve actions, the game uses dice (like the six-sided dice commonly used in other games) with a variety of sides and values.

POLYHEDRAL DICE

Polyhedral dice have been used in roleplaying games since the beginning of the hobby. A set of six polyhedral dice are used in Everyday Heroes: d4, d6, d8, d10, d12, and d20. Wherever you see this kind of notation, the "d" means dice, and the number is how many sides the die has.

The d20 is used a lot in Everyday Heroes. Whether you're fighting, using skills, avoiding dangers, or just seeing how lucky you are, you roll a d20. The other dice determine how much damage a hero is about to deliver to the bad guys, among other uses.

While a 2-sided die ("d2") is not used in these core rules, they might appear in a future product. If so, you can roll that on any die and assume odd numbers are 1, and even numbers are 2.

A number before the "d" tells you to roll that size die that many times and add the numbers together. So if the rules say "roll 2d6," that means roll a six-sided die two times and add the results together. (Or, if you have them, just roll two six-sided dice at the same time.)

Sometimes a modifier will appear at the end of a notation, indicated by a + or - sign. For example: Roll 1d6 + 3 means roll a six-sided die once and add 3 to the result.

Percentile Dice: A d100 is rolled by rolling two ten-sided dice. One is the tens place and the other is the ones place. So a roll of 1 and 5 is 15. A roll of 10 on the tens place is treated as 0 unless a 10 is rolled on the second die, in which case the result is 100.



Special ten-sided dice with 00–90 are commonly used as the tens die, in which case 00 and 0 is 100.

ROLLS, RESULTS, AND MODIFIERS

When you roll a die, the number that shows on the die is the roll. So if the rules say “when you roll a 20 . . .” it means the actual number appearing on the die.

Modifiers are any values added to or subtracted from a roll.

A **bonus** is a positive modifier, and a **penalty** is a negative modifier.

A **result** is the total after applying modifiers to the roll.

- ▶ **Example:** You roll $d20 + 4$, with the twenty-sided die coming up a 16. That's your roll. You then add a +4 modifier and get a result of 20.

THE CORE MECHANICS

Most actions in the game are resolved with a simple procedure:

1. Roll a d20.
2. Add any relevant modifiers.
3. Compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

Three general rules also apply to all elements of the game:

1. **Round down.** Unless otherwise noted, whenever you divide a number in the game and end up with a fraction, round down.
2. **Specific beats general.** All the rules of the game apply except when a talent or feature or feat says otherwise. For example, most firearms use Dexterity to attack, but the heavy gunner class can use Strength to fire the big guns they love.

3. Have fun! The entire point of a roleplaying game is to have a good time. It works best if everyone participating agrees they are all trying to make the game fun for everyone, rather than just themselves.

ROLEPLAYING GAME TERMINOLOGY

If this is your first roleplaying game, or you're still relatively new to the hobby, you might find this list of terms helpful.

5e. This stands for fifth edition and refers to the rules system used by the world's most well-known fantasy roleplaying game. Everyday Heroes is based on this set of rules, as published under the fifth edition system reference document (SRD).

Adventure. Any type of story where the heroes face challenges or adversity while pursuing a specific goal. Everyday Heroes adventures based on movies are called Cinematic Adventures™.

Campaign. A long adventure or series of interconnected adventures where heroes face different challenges over a long period of time.

Game Master (GM). The storyteller and judge of the rules who guides you through an adventure. The GM creates the world you will explore and everything in it except for the heroes you play.

Hero. The heroes are the protagonists of the story that the GM will present for everyone's enjoyment. Players create the heroes and decide what they do to overcome the challenges that come up during their adventures. The term “hero” isn't meant to imply any sort of moral compass. Your character can be good, bad, or somewhere in between, as long as the rest of your group is okay with how that translates into play.

Players. Players are the people who create the imaginary heroes and decide what they do in the story the GM presents. You can try to do nearly anything you like in a story, but whether or not it works out how you hope depends on the rules of the game and how the GM adjudicates those rules.

Team. This term refers collectively to the heroes of the story.

WHAT'S IN A NAME

The following terms are not rules, but they have specific meanings when used in the context of rules. These are generally used for clarity, but ultimately how they are interpreted is up to the GM. If an attack specifies it affects one target, it can generally also be used against discrete inanimate objects, such as a window, door, baseball, or anything else that could logically be damaged by it.

Ally: This refers to heroes other than the acting hero, as well as companions, friendly NPCs, or anyone else the acting hero wants to treat as an ally. It specifically excludes the hero themselves.

Character: Any hero or nonplayer character.

Combatant: Any entity engaged in combat or caught up in a combat situation, including yourself, allies, and opponents.

Creature: This refers to any living entity or mechanical entity represented in the game rules.

Hero: A character controlled by a player.

NPC: A nonplayer character, an entity controlled by the GM.

Opponent: Any combatant opposing the heroes or trying to do them harm is an opponent.

Robot: Robots are mechanical entities that can act on their own and are often treated as NPCs rather than as equipment.

Target: A target is the combatant chosen as the subject of an attack or other combat effect.

Victim: The subject of a successful attack or other combat effect.

RULES JARGON

This section provides very brief definitions of the benefits from classes, backgrounds, and professions, to help you make decisions during the hero building process. For detailed information, see chapter 8.

Ability Check: A core mechanic of the game, a d20 roll based on one of your ability scores.

Ability Scores: The essential measures of a hero: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha).

Action: Something you can do once on your turn, whether attacking an opponent, helping an ally, or searching a room.

Advantage: When you have advantage, you roll two d20s and use the better result.

Archetype: The essential type of hero you are: Strong, Agile, Tough, Smart, Wise, or Charming.

Attack: The basic way you deal with opponents.

Attack Roll: The roll to determine if you hit your opponents.

Bonus Action: Something extra you can do once on your turn, usually granted by your class.

Background: The elements that make you who you are.

Class: The specific way you express your archetype.

Conditions: Adverse states that can affect your character during the game, such as Blinded, Distracted, or Stunned.

Damage: The amount of hurt you deal to opponents.

Damage Roll: The roll to determine how much hurt your successful attack inflicts on your opponent.

DC (Difficulty Class): The target number you need to succeed when rolling the dice for checks outside combat.

Defense: How hard it is to hit you in combat.

Defense Bonus: A value added to a hero's defense, as determined by their class and level.

Disadvantage: When you have disadvantage, you roll two d20s and use the worse result.

Equipment: Stuff you use. Proficiency with a type of equipment gives you a proficiency bonus with that equipment.

Expertise: Doubles your proficiency bonus for a skill you're proficient in.

Feat: A special way to customize your hero.

Initiative: A roll that determines the order of combat.

Hit Dice: Based on your archetype, this determines the die you roll for hit points.

Hit Points: A measure of how tough you are. The more hit points you have, the longer you can stay in the fight.

Level: A measure of how powerful you are, from 1 to 10. New characters start at 1st level.

Profession: What you do for a living.

Proficiencies: Things your hero is particularly good at. The three types are equipment, saving throws, and skills. If you're proficient with something, you have a proficiency bonus when doing it.

Proficiency Bonus: A level-based bonus to things you're proficient with.

PV / AV: Penetration Value rates an attack's ability to penetrate armor, while Armor Value rates armor's resistance to penetration.

Reaction: An activity triggered by another effect, like diving for cover from an explosion.

Round: A timeframe of combat; every combatant gets a turn during a round.

Saving Throws (Saves): A roll to avoid danger. Proficiency with a save gives you a proficiency bonus on that save.

Skills: Areas of knowledge used for everyday challenges. Proficiency in a skill gives you a proficiency bonus with ability checks that use that skill.

Turn: Your time to act during a round.





PART I: HEROES



The Everyday Heroes core rules imagine a world much like our own, seen through the lens of a Hollywood action film. Its heroes are mortal humans without magical powers or supernatural abilities, who are nonetheless destined for a life of adventure, excitement, and drama. Some of our classes are based on action movie archetypes that are not particularly realistic but are nevertheless portrayed as ordinary humans in action cinema.

CHAPTER 1: CREATING HEROES

Character creation is one of the joys of any roleplaying game. We've done our best to make the rules flexible enough to play a wide variety of modern action heroes. You can re-create your favorite action heroes from the movies, imagine yourself as an action hero, or invent a new hero from your raw imagination. You may have a grand vision, just a core idea, or maybe just a name in mind. Whatever the case, we can help you bring your idea to life within the rules for Everyday Heroes.

You can make a hero by starting with a concept and finding the right options to make it work, or you can let the options inspire you to build a persona and story around the mechanics you choose.

If you're familiar with 5e, you have a good idea how character creation works. If you're not familiar with 5e, just follow our step-by-step process. This may seem daunting the first time you do it but don't worry, we explain each step in all the detail you need.

YOUR KIND OF HERO

Your hero is the protagonist of an Everyday Heroes story or adventure. You can play a hero who never breaks the law and always strives to do good, or you can be a reluctant hero who mostly looks out for themselves but winds up getting involved and saving the day despite their convictions, or anything in between!

Throughout this book, the term "hero" refers to the character you're playing—regardless of whether the rest of the world considers that character's actions

as heroic. Their decisions drive the story being told by your group.

Make a copy of the Everyday Heroes character sheet at the end of this book or grab a pad of paper and something to write with. Then follow these steps to create a hero. This section presents the basics of character creation. If you want more information or details, refer to the appropriate section later in this rulebook.

THREE APPROACHES

There are two sides to every RPG character: the way they are represented in the rules, and the way they are represented in your imagination. Ideally, the two aspects blend together and complement one another. But which comes first? Honestly, that's up to you. Let's quickly look at three different approaches to creating a hero.

CONCEPT-FIRST APPROACH

This approach is useful when you already have an idea for what kind of hero you want to make.

CHAPTER 1 | CREATING HEROES

Building a version of a famous movie character in Everyday Heroes would use this approach. Skim through the various choices and skip things that aren't a good fit. Once you decide which options might work, look at them in greater detail to see which fits best.

RULES-FIRST APPROACH

This approach assumes you know the game rules, and you have a notion as to what you want a hero to do in combat. You might want a hero who does impressive damage with unarmed strikes, or a character adept at specific skills. You might spend more time creating a hero this way as you look at synergies between classes, equipment, and feats you could take in the future.

For most starting players, a “rules-first” approach takes much more reading and searching through the rules to know what all your options are before you pick one. If that’s fun for you, go ahead! If not, there’s nothing wrong with just picking options that sound fun or flavorful without reading through everything.

“JUST WING IT” APPROACH

This is as good a way to make a hero as any other. If you don’t know what you want to make, let the process guide you along. Each class, background, and profession has a bit of descriptive text to start it out. If you see something that sounds fun, go for it!

It’s hard to make a truly “bad” character in Everyday Heroes so don’t worry about making “bad choices” or letting the GM or other players down. Whatever you do, it should be fun to play and work well with the game.

A HERO IN SIX STEPS

This section of Everyday Heroes is presented in the order that we recommend you use when first creating a character. As you become more familiar with the process, you may choose another order you prefer.



You can reference the Everyday Heroes character sheet while making a hero. It's a handy way to write down everything you need to record, and it works like a checklist so you know you have covered everything you need to do. The character sheet will help you find information quickly while you're playing.

Each step includes an example of a player creating a character using the concept-first approach.

STEP 1: CONCEPTING YOUR CHARACTER

In a game where you can play anything available in the modern world, either from fiction or real life, where do you start?

First, think about what kind of hero you want to play. Do you want to play a sneaky thief who uses skill and cunning while letting others do the fighting for them? Or maybe a former soldier who lets their fists and guns do the talking? Or a detective intent on solving cold cases everyone else has given up on? You could pick a character from your favorite action movie and then modify their background and personality to create a unique hero. Once you have an idea in mind, use the rules to create your hero.

Think about the following questions as you contemplate the hero you want to play:

- ▶ WHO are you?
- ▶ WHAT influences shaped you?
What do you do now?
- ▶ WHEN and WHERE did you step out of the ordinary and become a hero?
- ▶ WHY and HOW did it happen?

ARCHETYPE AND CLASS

Everyday Heroes uses six archetypes as the basis for every hero in the game: Strong Hero, Agile Hero, Tough Hero, Smart Hero, Wise Hero, and Charming Hero.

Each of the archetypes corresponds to an ability score, which defines every hero's mental and physical characteristics: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. In general, you want your highest ability score to match the archetype that best describes your hero.

Archetypes are further subdivided into classes. Each class represents a specific way that characters of that archetype use their talents. The classes also rely on their secondary ability scores to do what they do best.

STRONG HEROES such as the brawler, heavy gunner, and MMA fighter use Strength to perform heroic feats and defeat enemies.

AGILE HEROES such as the martial artist, scoundrel, and sharpshooter use Dexterity to make quick moves and outmaneuver opponents in combat.

TOUGH HEROES such as the bodyguard, commando, and scrapper use Constitution to outlast the competition and survive a fight.

SMART HEROES such as the engineer, hacker, mastermind, and scientist use Intelligence to further their agendas, plan brilliant strategies, and utilize amazing technology.

WISE HEROES such as the hunter, sleuth, and master use Wisdom to discover clues and find weaknesses in opponents.

CHARMING HEROES such as the duelist, icon, leader, and manipulator use Charisma to inspire allies and manipulate enemies.

For inspiration when creating a hero, take a look at the Class Overview table below for a quick rundown of the archetypes and their related classes.

Example of Step 1

Cindy thinks about her hero for a new game. She's been reading about Annie Oakley, the sharpshooter from the American Wild West, and wants to create a similar character for a modern-day game. She decides to name her character Elizabeth "Lizzy" Mosey after Oakley's given name. Cindy grabs a character sheet and starts bringing Lizzy to life.

The sharpshooter class on the Class Overview table sounds perfect for her concept. Lizzy will be an Agile Hero, which means Dexterity should be her highest ability score.

STEP #2: BACKGROUND

Think about a background for your hero. This choice gives your hero an ability score increase, proficiencies with skills and weapons, equipment, and a special feature. You can choose a background for its roleplaying aspect or because you want to round out your hero's abilities. If you don't find something you like in the presented backgrounds, chapter 2 includes rules for developing new backgrounds with your GM's approval.

A hero's background represents a significant element of their past that makes them who they are today. Most often it represents the circumstances of their childhood, but it can also be a reflection of a significant event that shaped them.

ABILITY SCORE INCREASE

This lets you improve one of your ability scores. Make note of it until you generate your scores (step 4).

LANGUAGES AND NATIONALITY

You can choose two languages to start with: a native language you grew up with and another you learned later in life. You can learn additional languages through backgrounds, professions, and feats. At the GM's discretion, you might learn languages during play.

The world's ten most commonly spoken languages are English, Mandarin, Hindi, Spanish, French, Arabic, Bengali, Russian, Portuguese, and Indonesian.

With your GM's permission, you can take a "placeholder" language. This allows you to decide during play what second language you know—usually when the heroes encounter someone who speaks a language unknown to them. Once you make the choice, it's permanent. Use this option when you don't know the details of your upcoming campaign.

Similarly, choose your nation of citizenship. This choice has no mechanical benefit, but it's useful in character building.

PROFICIENCIES

Proficiencies describe the skills and subjects your hero is trained in. Proficiency in a skill, equipment type (including weapons), or saving throw grants a bonus according to the hero's level.

Skill proficiencies indicate that a hero has trained in those subjects, such as Computers (anything involving computer use), Investigation (activities such as searching for or analyzing clues), or Performance (singing, dancing, or any other performing artistic discipline). See chapter 8 for a list of skills.

Equipment proficiencies indicate that a hero has trained in the use of particular items, such as Basic Equipment (common devices), Military Equipment (gear meant for war), or Historical Equipment (archaic tools). See chapter 6 for a list of equipment.

Saving throw proficiencies give a bonus to saving throws (or saves), which are die rolls heroes make to avoid danger. See chapter 8 for more about saving throws.

You might pick a combination of background, profession, and class that grants you a specific proficiency more than once. You can't gain proficiency more than once for the same thing.

If a skill proficiency is granted more than once, you may choose any other skill proficiency in place of the repeated skill.

Duplicated equipment and saving throw proficiencies don't grant any benefit.

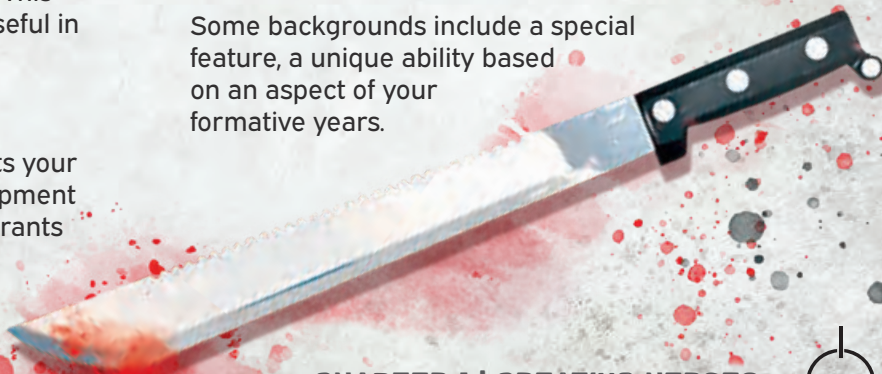
► **Example:** *Sig is creating a new hero. He's chosen the mastermind class and selected Natural Sciences as one of his hero's skill proficiencies. Sig decides his hero has the cosmopolitan background. This background also gives the Natural Sciences skill proficiency. Sig can choose a different skill proficiency and takes Vehicles instead.*

ICONIC EQUIPMENT

The iconic equipment suggests small items reflective of your background. Use it as written or modify to your liking.

SPECIAL FEATURE

Some backgrounds include a special feature, a unique ability based on an aspect of your formative years.



ARCHETYPES AND CLASSES TABLE

ARCHETYPE	CLASS AND DESCRIPTION	KEY ABILITY SCORES	SECONDARY SCORES	SIMPLICITY
STRONG	The BRAWLER is an in-your-face warrior who can fight with anything.	Strength, Constitution	Dexterity	MEDIUM
STRONG	The HEAVY GUNNER specializes in massive guns and giant explosions.	Strength	Constitution	SIMPLE
STRONG	The MMA fighter mixes strikes and wrestling to take down foes.	Strength, Constitution	Dexterity	MEDIUM
AGILE	The MARTIAL ARTIST strikes and moves quickly in a fight.	Dexterity, Constitution	Strength	SIMPLE
AGILE	The SCOUNDREL has a variety of useful skills and is a quick, dangerous fighter.	Dexterity	Intelligence, Wisdom, Charisma	MEDIUM
AGILE	The SHARPSHOOTER is the foremost master of ranged weapons.	Dexterity	Strength, Constitution	MEDIUM
TOUGH	The BODYGUARD defends allies and harries opponents.	Constitution	Strength or Dexterity	SIMPLE
TOUGH	The COMMANDO is a well-rounded warrior with military training.	Constitution	Strength or Dexterity	SIMPLE
TOUGH	The SCRAPPER likes to get into the enemy's face and trade blows.	Constitution	Strength	MEDIUM
SMART	The ENGINEER uses technological tools to overcome any obstacle.	Intelligence	Dexterity, Constitution	COMPLEX
SMART	The HACKER masters computers and the digital age.	Intelligence	Constitution, Dexterity	COMPLEX
SMART	The MASTERMIND concocts intricate plans to outwit everyone.	Intelligence	Wisdom, Charisma	COMPLEX
SMART	The SCIENTIST use their vast knowledge to aid allies and attack enemies.	Intelligence	Constitution, Wisdom	COMPLEX
WISE	The HUNTER tracks down prey with the help of an animal companion.	Wisdom, Dexterity	Constitution	COMPLEX
WISE	The MASTER practices ancient martial arts shrouded in mysticism.	Wisdom	Constitution	MEDIUM
WISE	The SLEUTH uses intuition and experience to uncover the truth.	Intelligence, Wisdom	Constitution, Charisma	MEDIUM
CHARMING	The DUELIST practices the martial arts of a more elegant age.	Dexterity, Charisma	Constitution	MEDIUM
CHARMING	The ICON conquers challenges by virtue of fame and personality.	Dexterity, Charisma	Constitution	MEDIUM
CHARMING	The LEADER enhances allies and directs them in combat.	Charisma	Dexterity, Intelligence, Wisdom	MEDIUM
CHARMING	The MANIPULATOR is the puppet master of the social arts.	Charisma	Intelligence, Wisdom	MEDIUM

Example of Step 2

Cindy wants to mirror Annie Oakley's biography and decides that Lizzy grew up on an American farm. Cindy chooses the United States as a nationality and picks English and Spanish as languages; her family speaks both at home, and it'd be fun to use them in roleplaying.

Glancing over the backgrounds, rural family looks like the ideal pick. For the moment, Cindy makes note of the ability score increase numbers until she has a better idea of their importance. On her character sheet, she marks the skill and equipment proficiencies she gets: the Mechanics and Survival skills, and proficiency with Basic Equipment. Finally, she notes that she has an old pickup truck.

STEP 3: PROFESSION

Even heroes need jobs. Professions offer additional benefits to customize your character, and the choice of class and profession can create interesting roleplaying and mechanical combinations.

Professions grant a mix of ability score increases, skill and equipment proficiencies, and a Wealth Level that represents your hero's income. Many of them include a unique feature. Chapter 3 provides rules for making custom professions, with your GM's approval.

WEALTH LEVEL

In Everyday Heroes, your overall wealth is represented by a number from 0 to 5. It determines what equipment you can buy, what you might already own, and gives you an idea of your hero's relative financial status. The beginning of chapter 6 has more information on wealth.

Example of Step 3

For Lizzy's profession, Cindy wants to choose something along the lines of Annie's career as a sharpshooter in a Wild West show. Cindy decides the daredevil profession is a perfect fit. She notes Lizzy's specific job as trick-shot performer in a Las Vegas rodeo show.

Cindy writes down the mechanical details: +1 to Dexterity and +1 to one other ability score (her choice); Athletics, Acrobatics, and Vehicles proficiency, plus Basic Equipment and Improvised Equipment. She already has Basic Equipment from her background, so she doesn't gain any benefit from it.

The iconic equipment doesn't quite fit, so with the approval of the GM she adds clothing and professional tools she thinks make more sense. Cindy writes down Lizzy's Wealth Level: 3. She takes note of the daredevil's special Take a Dive feature, which sounds like it'll be fun in play.

STEP 4: ABILITY SCORES

Ability scores are like a hero's DNA, representing a hero's natural physical and mental capabilities. They form a foundation for a hero's strengths and weaknesses. Each ability score ranges from 3 to 20, with 3 representing a human minimum, 20 a human maximum, and 10–11 as the human average. New heroes typically have ability scores between 8 and 17. Ability scores modify nearly every die roll you make in the game, so how you assign them deserves special consideration.

THE BEST ABILITY SCORES

How you distribute your scores depends on what type of hero you want to play. Your highest ability score should usually match your hero's archetype. Every archetype derives their Defense score from their matching ability score, and many use their matching ability score for attacks.

Your second-best score depends on what else you want your character to do well. All ability scores are useful, so there aren't any bad choices. It's also okay to have one or two ability scores that provide no bonus.

The physical abilities—Strength, Dexterity, and Constitution—mainly apply to combat: Strength



is used for melee weapons, Dexterity for ranged weapons, and Constitution for hit points (toughness).

STRENGTH represents physical power and might and is used for:

- ▶ Attack rolls in melee combat
- ▶ Damage rolls with melee weapons
- ▶ Saving throws against being pushed or knocked down
- ▶ Athletic themed ability checks
- ▶ Strong Hero defenses and talents

DEXTERITY determines your agility and reflexes and is used for:

- ▶ Attack rolls with ranged and finesse weapons
- ▶ Damage rolls with ranged and finesse weapons
- ▶ Saving throws against falling or other avoidable hazards
- ▶ Agility themed ability checks
- ▶ Agile Hero defenses and talents

CONSTITUTION represents your physical health and endurance and is used for:

- ▶ Determining your hit point maximum
- ▶ Saving throws against poison, disease, and other health risks
- ▶ Endurance-themed ability checks
- ▶ Tough Hero defenses and talents

The mental abilities—Intelligence, Wisdom, and Charisma—contribute to skill and ability checks that usually occur outside combat situations.

INTELLIGENCE determines your reasoning ability and wits and is used for:

- ▶ Saving throws against confusion and trickery
- ▶ A wide range of skills and depth of knowledge
- ▶ Smart Hero defenses and talents

WISDOM represents your intuitive understanding, sense of self, and strength of character. It is used for:

- ▶ Saving throws against temptation, fear, or corruption
- ▶ A wide range of skills
- ▶ Wise Hero defenses and talents

CHARISMA determines your personal magnetism and ego and is used for:

- ▶ Saving throws against social embarrassment or demoralizing influences
- ▶ Social or entertainment themed ability checks
- ▶ Charming Hero defenses and talents

DETERMINING ABILITY SCORES

Everyday Heroes offers three different options for determining your ability scores: the standard set, point buy, and dice roll. Ask your GM which method they want to use for their campaign. The standard set is recommended as the fastest and most balanced method for creating a character.

Standard Set: Assign scores to your abilities as you choose, from the following set: 15, 14, 13, 12, 10, 8.

Point Buy: All your ability scores start at 8. You have 27 points to spend to buy higher scores. This method offers more customization but takes longer. Use the following table to determine the point cost to increase each score.

ABILITY POINT COSTS

SCORE	MODIFIER	POINT COST
8	-1	0
9	-1	1
10	0	2
11	0	3
12	+1	4
13	+1	5
14	+2	7
15	+2	9



STRENGTH



DEXTERITY



CONSTITUTION



INTELLIGENCE



WISDOM



CHARISMA

Rolling Ability Scores: The GM decides whether to use this method, since it can result in particularly weak or extremely strong heroes depending on how the dice fall. Roll 4d6 and add the three highest dice together. Do this six times. Assign the six results to your ability scores as you see fit. This option allows you to generate initial ability scores higher than 15 or lower than 8.

RAISING ABILITY SCORES

Whichever option you use, add the increases to ability scores from your backgrounds and professions.

You have two opportunities to raise your ability scores during character creation: when you select a background and a profession. Some backgrounds and professions tell you which ability score(s) to raise, others give you a choice.

Your hero begins play at 1st level. When you reach a milestone and level up, you can increase your ability scores using the Ability Score Training feat. The maximum for any ability score is 20. The game balance assumes that most heroes will eventually raise their primary ability score to 18, 19, or 20, though you don't have to. A 16 is a reasonable score, especially for a 1st-level hero, and is certainly workable for higher level characters if you'd rather take other feats.

ABILITY MODIFIERS

Your ability scores determine the modifiers to add to your d20 rolls when you attack, make ability checks, and roll saving throws.

ABILITY SCORE	MODIFIER
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

Example of Step 4

The GM uses the standard set method to determine ability scores, so Cindy has a 15, 14, 13, 12, 10, and 8 to assign as she sees fit. She gets +1 to Constitution or Strength from her rural family background, and +1 to Dexterity and +1 to another score from her daredevil profession.

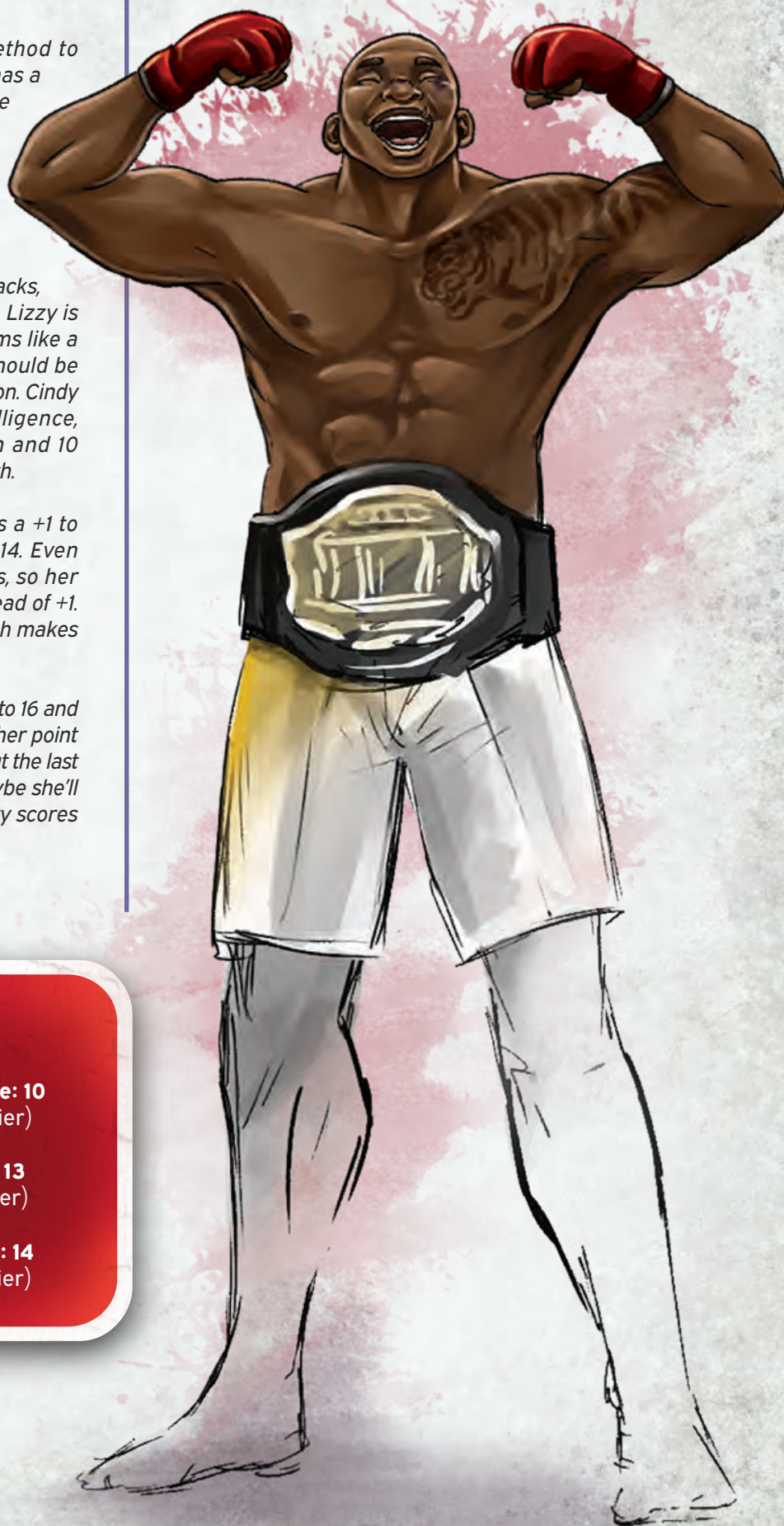
Dexterity is important for ranged attacks, so Cindy assigns the 15 there. Since Lizzy is a famous performer, Charisma seems like a good pick for the 14. A performer should be hardy, so she puts the 13 in Constitution. Cindy admires Annie's Wisdom and Intelligence, so she assigns Lizzy a 12 Wisdom and 10 Intelligence, leaving the 8 for Strength.

From her background she chooses a +1 to Constitution, raising that score to 14. Even numbers grant increased modifiers, so her Constitution modifier is now +2 instead of +1. This gives Lizzy more hit points, which makes her harder to kill.

Cindy increases Lizzy's Dexterity by 1 to 16 and then thinks about where to put the other point from her profession. She decides to put the last point into Wisdom, taking it to 13. Maybe she'll raise it at a higher level. Lizzy's ability scores look like this:

LIZZY'S ABILITIES

Strength: 8 (-1 modifier)	Intelligence: 10 (+0 modifier)
Dexterity: 16 (+3 modifier)	Wisdom: 13 (+1 modifier)
Constitution: 14 (+2 modifier)	Charisma: 14 (+2 modifier)



STEP 5: ARCHETYPE AND CLASS

A hero's archetype and class determine how a hero approaches conflict, especially in combat situations.

Archetypes represent broad categories of heroes. Strong Heroes use their physical might to beat up the bad guys, while Smart Heroes use their wits and technology to overcome obstacles.

The six archetypes each feature three or more classes to choose from. Each class has unique talents and benefits that combine with the archetype talents to create a fully realized hero. When you create a character, you start with the 1st-level talents of both your archetype and class. See the Class Overview table for a quick listing of the archetypes and their related classes, and use the simplicity rating as a gauge to understand how complex the character class will be to play.

HIT DICE AND HIT POINTS

The more hit points you have, the longer you can stay in the fight. Hit Dice are used to determine your hit points. The bigger the Hit Dice, the more hit points you have, and the faster you get them back when you rest.

DEFENSE

Your Defense number determines how difficult it is to hit you during combat. The higher your Defense, the better.

Example of Step 5

Cindy already knows exactly what she wants: Lizzy is an Agile Hero (archetype) and a sharpshooter (class).

Cindy starts with the Agile Hero archetype. She writes down the d8 Hit Dice, then looks at starting hit points: $8 + \text{Constitution modifier}$. Lizzy's Constitution is 14, so she has a +2 modifier. Lizzy starts play with 10 hit points.

Her Defense is $10 + \text{Dexterity modifier} + \text{Defense bonus}$. On the Agile Hero table, a 1st-level hero has a Defense bonus of +1. Lizzy's Dexterity modifier is +3, so her total defense is $10 + 3 + 1 = 14$.

Cindy notes the 1st-level proficiency bonus of +2, which is added to any skill, equipment, or saving throw she has proficiency with.

Finally, she writes down the 1st-level Agile Hero talent Fast Reflexes, which gives Lizzy advantage on initiative rolls (see chapter 4).

A hero's class provides their saving throw proficiencies, additional skill and equipment proficiencies, equipment recommendations, and additional talents.

Cindy moves on to Lizzy's class, sharpshooter. First, she records her class proficiencies. She gets Dexterity and Intelligence saving throw proficiencies, Basic Equipment (which Lizzy already has), Advanced Equipment, and a choice of two skill proficiencies from a short list. Cindy chooses Sleight of Hand, something Lizzy picked up from carnies in the rodeo, and Perception to better spot distant targets.

From the equipment recommendations, Cindy chooses the Sniper Pack, which sounds right for Lizzy. Cindy writes down a sniper rifle as a recommended weapon.

A 1st-level sharpshooter has two talents: Gunslinging and Sharpshooting. The benefits involve the weapon rules, so Cindy looks them over and makes notes on the character sheet.

STEP 6: FINISHING TOUCHES

All the important choices have been made, but the remaining spaces on your character sheet need to be filled out. Chapter 5 takes you step by step through the final details on your character sheet, as well as offering inspiration for roleplaying your hero.

PERSONA

Everyday Heroes isn't just about numbers for making dice rolls. Deciding your hero's personality, style, look, and other details is a huge part of the storytelling in a roleplaying game. The character sheet includes places to record details, and chapter 5 has an extensive section dedicated to ideas and inspiration for bringing heroes to life with aspects of their persona. You can go into as much or as little detail as you like.

Example of Step 6

On the character sheet, Cindy records Lizzy's ability score modifiers. She notes her maximum hit points, which are the same as her starting hit points. She writes down her speed of 30. Cindy runs down the list of her skills to figure out the total bonuses for each so she can quickly look them up during play. She notes her initiative bonus, +3 based on her Dexterity modifier. She also notes there she has advantage on initiative rolls so she doesn't forget. Lizzy's passive Perception is 10 + her Perception bonus. That includes Wisdom +1 and her proficiency bonus since she has proficiency in Perception +2, for a total of 13.

Cindy already has a list of equipment, so she looks at chapter 6 for the details. The recommended Sniper Pack looks good, though since she's a performer, she doesn't write down the inconspicuous clothing. She skips the car from daredevil since she has her old truck. The other stuff goes on her equipment list. Lizzy can have anything on the equipment list that doesn't have the restricted property and has a price level of 3 or lower. Cindy wants a throwing knife because it's cool, so she writes that down.

Cindy needs the weapon stats for her knife and her sniper rifle. She finds the knife in the Basic Melee Weapons table and the sniper rifle on the Advanced Ranged Weapons table. The rifle is a ranged weapon and the knife has the finesse property, so she can use her Dexterity modifier to hit and damage with both. She is proficient in both Basic Equipment and Advanced Equipment, so she can add her proficiency bonus to hit for both as well. As a sharpshooter, she gets +2 to hit with the rifle if she doesn't move on her turn.

Finally, Cindy spends some time filling out personality details about Lizzy. She notes that Lizzy is brave, fights for women's causes, believes everyone should know how to defend themselves, and that she fights tirelessly for what she thinks is right. Lizzy is ready for adventure!

BONUS STEP: EQUIPMENT SHOPPING

Iconic equipment entries from backgrounds, professions, and classes provide a quick way to outfit a hero with items they might find useful or fun. Chapter 6 contains the weapons and other equipment heroes might need or want. It also explains how that equipment works, how much you can carry, and how much you can afford.

If you decided not to take the recommended equipment provided by your background, profession, and class, or you want to round out the equipment your hero carries, now's a good time to select equipment from the equipment list using your Wealth Level. Your hero can buy any equipment that is equal or lower to your hero's wealth before you start playing. See chapter 6 for details.



GAINING LEVELS

Heroes gain levels when they reach a milestone. Milestones reflect moments in a story when the heroes have overcome trials and become stronger as a result of their efforts and experience. The GM controls when milestones occur, but they are most often awarded at the end of an adventure or when the heroes have achieved a major objective in the midst of a longer campaign.

If your game includes heroes of varying levels, heroes within or below the level range of the adventure gain one level when hitting a milestone. Heroes above the level range of the adventure do not gain a level unless the GM decides to grant it.

When you gain a level, you might get:

- ▶ Talents from your archetype table
- ▶ Feat picks from your archetype table
- ▶ Proficiency bonus advancement from your archetype table
- ▶ Defense bonus advancement from your archetype table
- ▶ Additional Hit Die based on your archetype
- ▶ Additional hit points based on your Hit Dice
- ▶ Talents from your class table

TALENTS

You gain new talents from both your archetype and class when you gain a level. Look at the leveling charts for both and write down the new talents. Also, check your existing talents to see if they change based on your level.

DEFENSE BONUS ADVANCEMENT

Each archetype has a Defense bonus advancement column in the archetype level table. Check your archetype table to see what your existing Defense bonus is. If it increased, update your Defense.

PROFICIENCY BONUS ADVANCEMENT

A hero's proficiency bonus is based on their level. It increases to +3 at level 5 and to +4 at level 9.

PROFICIENCY BONUS BY LEVEL

HERO LEVEL	PROFICIENCY BONUS
1-4	+2
5-8	+3
9-10	+4

HIT DICE

When you gain a new level, you gain a Hit Die. The size of the Hit Die is based on your archetype. Your number of Hit Dice is always the same as your level.

HIT POINTS

When you gain a new level, your hit point maximum increases. The default method is to gain a fixed number of hit points. Your GM may allow you to roll to determine your hit points, which could give you a larger or smaller increase. Here are the two methods:

Default: Half your Hit Dice type + 1 + Constitution modifier

Optional: Roll one Hit Die + Constitution modifier

If your Constitution modifier increases while leveling up, this also permanently increases your hit point maximum. When this happens, add 1 hit point per hero level.

MULTICLASSING

Multiclassing allows your character to acquire talents from archetypes and classes other than the one you start with. Your character can take special multiclassing feats as you gain levels. Chapter 7 has the details and a list of these feats. To take a multiclass feat, your character needs at least a 13 in the ability score corresponding to the desired archetype.

CHAPTER 2: BACKGROUNDS

Your character's background represents an important factor in their life that influences who they are today. It could be an element of their childhood, a lifelong hobby, a social identity, or anything else that shaped your character as a person and as a hero. Your profession, described in the next chapter, represents your life now.

From a game mechanics perspective, a background rounds out your character with an ability score increase and useful proficiencies. From a roleplaying perspective, it can spark your imagination and offer a characteristic you can use to build your hero's backstory.

Choose one background when creating a hero.

Each background can include the following entries. Not all backgrounds contain the same entries.

Ability Score Increase: You gain an increase to ability scores as noted. You may not increase any score more than once from background increases.

Language: You gain the noted language.

Skill Proficiencies: You gain the listed skills, as described in chapter 8. If you would gain the same skill proficiency from more than one source, choose a different skill proficiency for the duplication.

Equipment Proficiencies: You gain the listed proficiency (see chapter 8). You do not automatically have items associated with that proficiency.

Iconic Equipment: These items define your background, and you have them in your possession. If they don't fit your specific background, check with your GM for equivalent substitutions.

Special Feature: [Name]. You gain a unique ability from your background.

◀ ACTIVIST ▶

Growing up, you were motivated to act on behalf of a social or political cause. You know how to influence people by your deeds and actions.

Ability Score Increase: Increase your Wisdom or Charisma score by 1, to a maximum of 20

Skill Proficiencies: Choose either Intimidation or Persuasion

Iconic Equipment: An old campaign button from your youth, a bullhorn

Special Feature: Political Speech. You have advantage on Charisma (Persuasion) checks made to promote a cause or convince people to support it.

◀ ART LOVER ▶

You have loved art since you were a child and developed a significant talent in one or more forms of artistic expression. The knowledge and practice gives you something to talk about at parties.

CHAPTER 2 | BACKGROUNDS

Ability Score Increase: Increase your Wisdom or Charisma score by 1, to a maximum of 20

Skill Proficiencies: Choose either Arts and Crafts or Performance

Iconic Equipment: A large collection of your unsold art or clips of your performances

Special Feature: It's Beautiful. You gain advantage on Charisma (Persuasion) checks when the subject involves art, such as selling a painting, convincing someone to see a show, or sparing the life of an artist.

◀ BOOKWORM ▶

As a child, you spent your free time reading anything you could get your hands on. You absorbed practical knowledge as you immersed yourself in wonderful stories.

Ability Score Increase: Increase your Intelligence or Wisdom score by 1, to a maximum of 20

Language: Choose one additional language

Skill Proficiencies: Choose either Natural Sciences or Social Sciences

Iconic Equipment: A first edition or a rare book, a well-used bookmark

Special Feature: Have You Ever Read. You can use your proficiency bonus on any ability check to recall knowledge on the subject of authors and literature.

◀ CAREGIVER ▶

You spent a significant portion of your childhood taking care of someone dear to you. It's given you a strong sense of compassion, as well as experience in medical care.

Ability Score Increase: Increase your Wisdom or Charisma score by 1, to a maximum of 20

Skill Proficiencies: Medicine

Iconic Equipment: A first aid kit, a small memento

Special Feature: Soothing. You gain advantage on Charisma (Persuasion) checks when dealing with people who are angry, afraid, or in pain.



◀ COSMOPOLITAN ▶

You traveled or read widely and picked up useful knowledge from various cultures. You have the gift of feeling at home wherever you roam.

Ability Score Increase: Increase your Wisdom score by 1, to a maximum of 20

Language: Choose one additional language

Skill Proficiencies: Social Sciences

Iconic Equipment: A valuable piece of art from a foreign country

Special Feature: Common Tongue. You know basic informational phrases in a large number of languages and can understand simple replies. This allows rudimentary communication no matter where you go or what language the people speak there.

- ▶ Polite greetings and apologies
- ▶ Where is (place or thing)?
- ▶ Exchanging names
- ▶ What time is it?
- ▶ What is this place/thing called?
- ▶ How much does this cost?
- ▶ We are tourists.

◀ GAMER ▶

You grew up playing games: computer games, roleplaying games, and/or board games. Whatever happens in life, you have a strategy for it.

Ability Score Increase: Increase your Dexterity or Intelligence score by 1, to a maximum of 20

Skill Proficiencies: Choose either Computers or Insight

Iconic Equipment: A portable gaming console with a tremendous assortment of games

Special Feature: Exploit. When you roll a 1 on an ability check, you can reroll the die and must use the new roll. You cannot use this ability again until you finish a long rest.

◀ IMMIGRANT ▶

You straddle the line between two cultures—that of your native country and that of your new home. Despite challenges, you are stronger for your experiences.

Ability Score Increase: Increase your Constitution or Wisdom score by 1, to a maximum of 20

Language: Choose one additional language

Skill Proficiencies: Choose one from Endurance, Insight, and Streetwise

Iconic Equipment: A flag from your swearing-in ceremony

Special Feature: One of Us. You gain advantage on Charisma checks when attempting to influence members of the same immigrant culture.



◀ JUVENILE DELINQUENT ▶

As a kid, you went looking for trouble and found it in abundance: fighting, stealing, vandalism, or general mayhem. You either grew out of it or learned how to behave in a socially accepted manner.

Ability Score Increase: Increase your Strength, Dexterity, or Charisma score by 1, to a maximum of 20

Skill Proficiencies: Choose one from Deception, Sleight of Hand, Stealth, or Streetwise

Iconic Equipment: A switchblade knife with a skull on it

Special Feature: Underworld Contacts. You gain advantage on Wisdom (Streetwise) checks to buy or sell illicit goods and services.

◀ LARPER ▶

You spent your weekends pretending to be a warrior of a past era, wizard, vampire, or the like. While the pastime didn't necessarily prepare you for modern life, it did give you some unusual skills.

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 20

Language: Choose one invented language

Equipment Proficiencies: Basic Equipment and Historical Equipment

Iconic Equipment: A badass costume and some foam-covered sticks

Special Feature: Playing Possum. You gain advantage on Charisma (Deception) checks made to appear dead or wounded.

◀ MILITARY TRADITION ▶

Your family has a strong tradition of service in the armed forces. No matter what you do later in life, this culture still influences you.

Ability Score Increase: Increase your Strength or Constitution score by 1, to a maximum of 20

Equipment Proficiencies: Basic Equipment and Advanced Equipment

Iconic Equipment: A parent's antique 9mm service pistol

Special Feature: Military Solidarity. You gain advantage on Charisma (Persuasion) and Charisma (Intimidation) checks when interacting with members of the armed forces.

◀ MISFIT ▶

For whatever reason, you never fit in with your peers. While growing up was sometimes lonely, your isolation made you a keen observer of your surroundings.

Ability Score Increase: Increase your Intelligence or Wisdom score by 1, to a maximum of 20

Skill Proficiencies: Choose either Insight or Perception

Iconic Equipment: A one-of-a-kind jean jacket from an iconic band

Special Feature: Devil in the Details. You gain advantage on Wisdom checks made to discern personal details about someone by directly observing them.

◀ ON THE RUN ▶

You spent a portion of your life on the run. You might still be running from the law, a personal vendetta, or bill collectors. You're accustomed to looking over your shoulder for your persecutors.

Ability Score Increase: Increase your Dexterity or Constitution score by 1, to a maximum of 20

Skill Proficiencies: Perception

Iconic Equipment: A fake ID, a loose-fitting hoodie, sunglasses

Special Feature: On Edge. Whenever you roll initiative, you can reroll once and must use the new result.

◀ ORDINARY ▶

You don't have exciting stories in your background. You grew up solidly middle class and had an unremarkable childhood.

Ability Score Increase: Increase an ability score of your choice (other than Charisma) by 1, to a maximum of 20

Skill Proficiencies: One of your choice

Not so Iconic Equipment: Bag stuff and pocket stuff

Special Feature: Blend In. You gain advantage on ability checks made to blend in with a crowd.

◀ ORPHAN ▶

Your childhood contains a tragedy, since you lost both your parents. Raised in part by the state, you learned to make connections wherever you could.

Ability Score Increase: Increase your Constitution or Charisma score by 1, to a maximum of 20

Skill Proficiencies: Choose either Endurance or Persuasion

Iconic Equipment: Your father's watch or your mother's pendant

Special Feature: Survivor. You can reroll one failed saving throw. You cannot use this feature again until you finish a long rest.

◀ PERSON OF MYSTERY ▶

Your background is a mystery, even to you. You have no official records and only dim recollections of your life. It's not a topic you feel comfortable discussing with others.

Ability Score Increase: Increase an ability score of your choice by 1, to a maximum of 20

Iconic Equipment: A mysterious locket

Special Feature: It's Coming Back to Me. A forgotten skill and language rise from your foggy memory.

- ▶ At any point during play, you can decide what single additional skill proficiency you learned in your mysterious past. Once the choice is made, it is permanent.
- ▶ At any point during play, you can decide what single additional language you learned in your mysterious past. Once the choice is made, it is permanent.

◀ POOR FAMILY ▶

Your family didn't have much money while you were growing up. Whether you felt deprived of childhood pleasures or celebrate your ability to make do without much, you know what it takes to make your way in the world.

Ability Score Increase: Increase an ability score of your choice by 1, to a maximum of 20

Skill Proficiencies: Choose one from Arts and Crafts, Mechanics, Streetwise, or Survival

Iconic Equipment: An old photograph of where you grew up

Special Feature: Making Do. You can ignore disadvantage from not having the correct professional tools on hand when performing an ability check.

◀ RAISED BY ASSASSINS ▶

Yours was not a usual childhood. A surrogate parent, government agency, or band of ninjas raised you from a young age to be a cold-hearted killer.

Ability Score Increase: Increase your Dexterity or Constitution score by 1, to a maximum of 20

Language: Choose one additional language and keep it secret from your team

Skill Proficiencies: Deception

Equipment Proficiencies: Basic Equipment and Advanced Equipment

Iconic Equipment: A memento of your lost childhood innocence



◀ RELIGIOUS TRADITION ▶

You grew up in a family with strong faith. Whether you still believe today, the practice left you with insight into the human condition.

Ability Score Increase: Increase your Wisdom score by 1, to a maximum of 20

Skill Proficiencies: Choose one from Insight, Performance, and Social Sciences

Iconic Equipment: A religious symbol or pendant representing your faith

Special Feature: Positive Reinforcement. Through words of encouragement or prayer, as a reaction, you can give advantage to an ally on a single saving throw. You cannot use this feature again until you finish a long rest.

◀ RURAL FAMILY ▶

You grew up outside the cities and among straightforward, honest folk. You learned the value of hard work and gained practical skills.

Ability Score Increase: Increase your Strength or Constitution score by 1, to a maximum of 20

Skill Proficiencies: Mechanics and Survival

Equipment Proficiencies: Basic Equipment

Iconic Equipment: Your family's old pickup truck ("she still runs great")

◀ SOCIAL BUTTERFLY ▶

You had a knack for making friends from an early age. Your popularity and congeniality opens doors for you.

Ability Score Increase: Increase your Charisma score by 1, to a maximum of 20

Skill Proficiencies: Choose either Deception or Persuasion

Iconic Equipment: One-of-a-kind fashionable couture

Special Feature: Life of the Party. You gain advantage on Charisma (Deception) and Charisma (Persuasion) checks made while at a party or other social event.

◀ STUDENT ATHLETE ▶

From an early age, you loved to compete and show off your athleticism. Even if you didn't continue on to pro sports, your love of fitness and your fighting spirit live on.

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 20

Skill Proficiencies: Choose either Acrobatics or Athletics

Iconic Equipment: Your letter jacket from school

Special Feature: Give It Your All. You gain advantage on Strength (Athletics) and Dexterity (Acrobatics) checks made in the course of playing any sport.

◀ SUBSISTENCE ▶

You grew up off the grid and learned to live off the land and your own resourcefulness. Whether due to religious, political, or shared social beliefs, you are proud of your self-sufficiency.

Ability Score Increase: Increase your Strength or Wisdom score by 1, to a maximum of 20

Skill Proficiencies: Choose either Athletics or Survival

Equipment Proficiencies: Basic Equipment

Iconic Equipment: A hunting rifle, a camping kit, a small remote cabin

Special Feature: Natural Medicine. You can use Wisdom (Survival) in place of Intelligence (Medicine) to treat minor wounds and illnesses

◀ SURVIVOR ▶

Something horrible happened to you when you were young. The event left you emotionally scarred but determined to thrive despite your trauma.

Ability Score Increase: Increase your Constitution or Wisdom score by 1, to a maximum of 20

Skill Proficiencies: Choose either Endurance or Insight

Iconic Equipment: A memento from your tragic past that gives you hope

Special Feature: True Survivor. You need two successful death saving throws to stabilize, rather than three.

PART I | HEROES

◀ TECHNOPHILE ▶

You have loved technology since an early age. Your skills make you the person all your friends call when they have computer problems.

Ability Score Increase: Increase your Intelligence score by 1, to a maximum of 20

Skill Proficiencies: Choose one from Computers, Mechanics, and Security

Iconic Equipment: A not-yet-released smartphone

Special Feature: There's an App for That. You always have the latest and greatest cell phone before the general public. Your phone can substitute as any plausible tool in the equipment list. The GM has final say on what is plausible for your phone to do.

◀ WEALTHY FAMILY ▶

You were born into wealth and privilege. You understand money and how to make it, though that doesn't necessarily mean you know how to keep it.

Ability Score Increase: Increase your Intelligence or Charisma score by 1, to a maximum of 20

Skill Proficiencies: Choose either Intimidation or Vehicles

Special Feature: Silver Spoon. Choose one of the following:

- ▶ Sweet Ride: Any nonmilitary personal vehicle
- ▶ Trust Fund: +1 starting Wealth Level, to a maximum of 5
- ▶ Your Pad: A great rent-free apartment and a cleaning service to keep it tidy
- ▶ Family Lawyer: A lawyer who can get you out of non-felony legal trouble, at least temporarily
- ▶ Powerful Friends: The ability to speak with people of power and influence after a few phone calls

CREATING NEW BACKGROUNDS

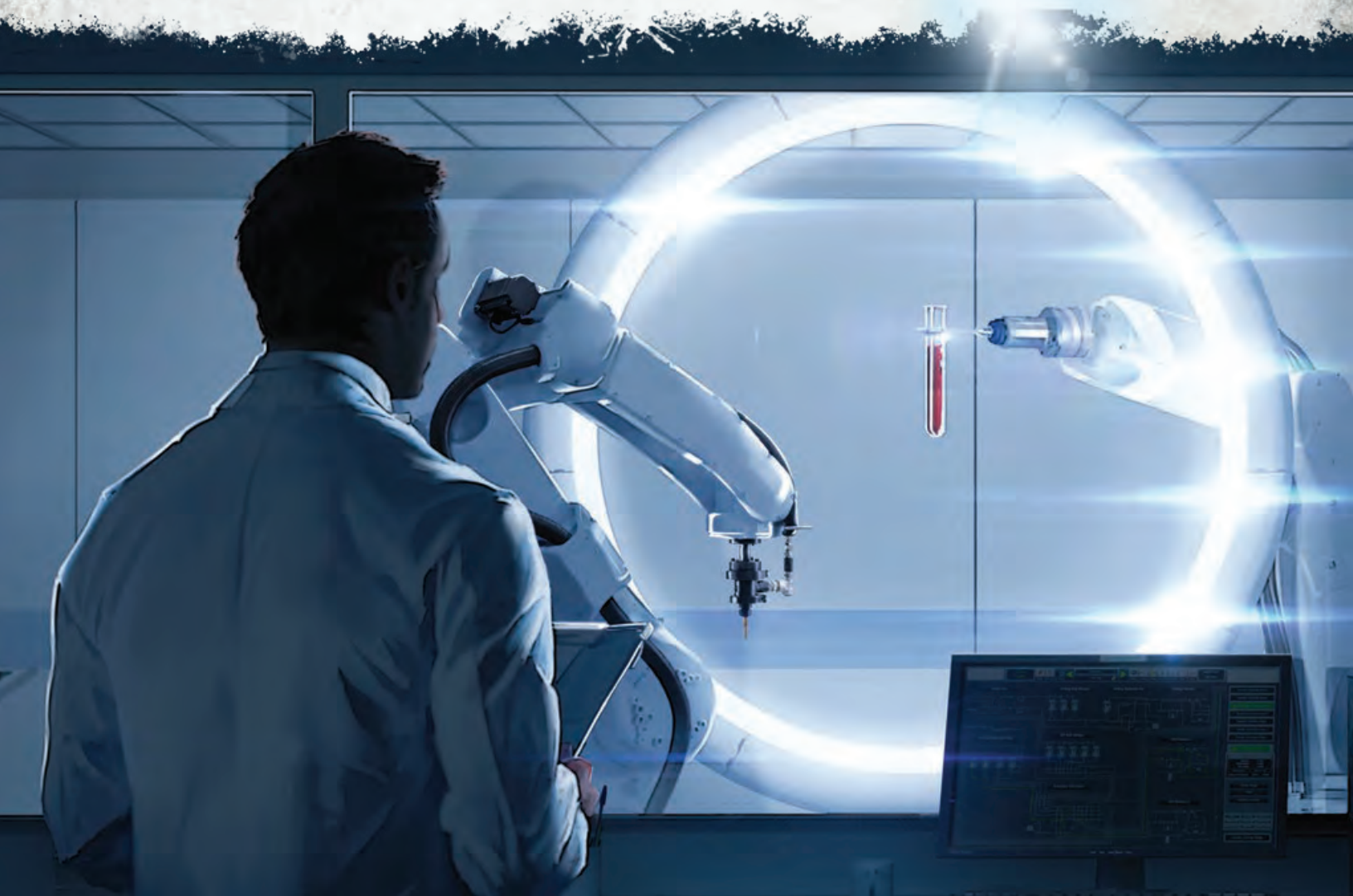
To create new backgrounds, follow these guidelines to keep them balanced.

1. +1 to a single ability score
2. One skill or equipment proficiency
3. Iconic equipment that inspires you to roleplay this background but is not exceptionally valuable
4. A feature that is helpful in a limited situation or is limited in how often you can use it, or a second proficiency or language

CHAPTER 3: PROFESSIONS

Being a hero isn't always financially rewarding work. That's why your character has a day job. The choice of profession sets their starting Wealth Level and offers a range of ability bonuses, proficiencies, and special features.

Professions grant extra skill proficiencies and round out your character's ability scores. Some offer weapon proficiencies, useful for heroes with less combat-oriented classes. Or you can choose one that fits the roleplaying concept you have in mind.



Everyday Heroes gives you no special advantage for matching the theme of your profession with your class or archetype. A hacker (class) might have a personal history as a technophile (background) and work in information technology (profession), or might have grown up in a poor family and work in customer service, planning out digital exploits in their downtime. Unorthodox combinations can define character motivations and provide rewarding roleplay.

Specific adventures might recommend professions for heroes participating in the adventure. For example, an adventure based on a police procedural drama involves the heroes as police officers or department staff. Consult with the GM to find out if they want you to focus on certain professions.

Professions represent broad career categories rather than specific jobs. After choosing one, you can specify the specifics of title, duties, and the organization where your character works. This helps build your hero's identity and creates roleplaying opportunities for you and the GM.

Choose one profession when creating a hero.

Each profession includes the following entries. Not all professions contain the same entries.

Sample Careers: A non-exhaustive listing of possible roles within the profession.

Ability Score Increase: You gain an increase to ability scores as noted. You may not increase any score more than once from profession increases.

Language: You gain the noted language.

Skill Proficiencies: You gain the listed skills. If you would gain the same skill proficiency from more than one source, choose a different skill proficiency for the duplication.

Equipment Proficiencies: You gain the listed proficiency (see chapter 8). You do not automatically have the items associated with that proficiency.

Iconic Equipment: These items define your profession, and you have them in your possession. If they don't fit your specific job, check with your GM for equivalent substitutions.

Wealth Level: Your Wealth Level at character creation (see chapter 6).

Special Feature: [Name]. You gain a unique ability from your profession.

◀ **ACADEMIA** ▶

You're dedicated to the pursuit of knowledge and to sharing it with the next generation. You work with a university, library, museum, or other institution of culture and learning.

Sample Careers: Librarian, museum docent, preschool teacher, private school teacher, public school teacher, university professor

Ability Score Increase: Increase your Intelligence and two other ability scores of your choice by 1, to a maximum of 20

Language: Choose one additional language

Skill Proficiencies: Persuasion, and either Natural Sciences or Social Sciences

Iconic Equipment: Laptop computer, laser pointer, school ID card

Wealth Level: 3

Special Feature: Debate. You can use Intelligence instead of Charisma on checks involving persuasion, as long as the check relates to topics of academia. You gain advantage on such checks.

◀ **AGRICULTURE** ▶

You work in an ancient profession of the civilized world: raising plants and animals for produce and trade. Your work involves established techniques and modern technology.

Sample Careers: Animal trainer, breeder, cowhand, crop scientist, farmer, rancher

Ability Score Increase: Increase your Strength and two other ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Mechanics, Natural Sciences, Survival, and Vehicles

Equipment Proficiencies: Basic Equipment

Iconic Equipment: A double-barrel shotgun, a dirty pickup truck, mechanics kit, a copy of the Farmer's Almanac

Wealth Level: 3

Special Feature: Animal Husbandry. You gain advantage on Wisdom and Charisma checks made to influence animal behavior.

◀ ATHLETICS ▶

You make your living as an athlete. Choose your emphasis from among the many varieties of sport and fitness activities.

Sample Careers: Baseball, basketball, football, hockey, or soccer player, boxer, golfer, gymnast, martial artist, skater, Olympic athlete, professional athlete, swimmer, wrestler

Ability Score Increase: Increase your Strength, Dexterity, and Constitution scores by 1, to a maximum of 20

Skill Proficiencies: Endurance, and choose either Acrobatics or Athletics

Iconic Equipment: Sporting equipment, your team jersey, sponsored shoes, an autograph pen

Wealth Level: 3

Special Feature: Sports. Choose one real-world sport. You gain advantage on Strength, Dexterity, and Constitution checks when performing an action performed as part of that sport.

◀ COUNSELING ▶

You work as a therapist, helping people cope with the emotional stresses of life. Your deep understanding of the human psyche gives you insight into people's motives and emotions.

Sample Careers: Behavioral therapist, crisis counselor, marriage counselor, psychologist

Ability Score Increase: Increase your Wisdom and one other ability score of your choice by 1, to a maximum of 20

Skill Proficiencies: Insight, Persuasion, and Social Sciences

Iconic Equipment: Professional attire, a pencil and notepad, a copy of the DSM

Wealth Level: 3

Special Feature: Crisis Management. You have advantage on Charisma (Persuasion) checks made to calm someone down or to persuade someone against violent action.

◀ CREATIVE ▶

You're a professional artist or entertainer. Your creativity and dedication to your craft can carry you from busking for spare change to superstardom.

Sample Careers: Actor, artist, dancer, editor, game designer, graphic designer, musician, online personality, photographer, singer, songwriter, stage magician, writer

Ability Score Increase: Increase your Charisma and two other ability scores of your choice by 1, to a maximum of 20

Language: Choose one additional language

Skill Proficiencies: Insight, and choose either Arts and Crafts or Performance

Iconic Equipment: Artisan's tools (for your artistic focus), fashionable clothing, examples of your work

Wealth Level: 3

Special Feature: Artistic Focus. Choose one type of performance or art as your specialty. You gain advantage on ability checks when practicing the chosen type of art or performance.



◀ CRIME ▶

You break the law to make your living. Regardless of your particular flavor of criminality, you must stay one step ahead of law enforcement and navigate a world where business disputes are settled by violence rather than lawyers.

Sample Careers: Bank robber, cat burglar, con artist, enforcer, forger, gang member, grifter, hitman, jewel thief

Ability Score Increase: Increase your Dexterity and two other ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Choose three from Deception, Intimidation, Security, Sleight of Hand, Stealth, and Streetwise

Equipment Proficiencies: Basic Equipment and Advanced Equipment

Iconic Equipment: Concealed carry pistol, cool jacket, a stolen luxury car with clean plates

Wealth Level: 2

Special Feature: Criminal Record. You have advantage on Charisma checks when interacting with the criminal underworld. You have disadvantage on Charisma checks when interacting with anyone from a law enforcement or private security profession, if they know about your record.

◀ CUSTOMER SERVICE ▶

You work on the front lines of capitalism, greeting customers, taking their money, answering questions, and taking the heat for things you have no power over.

Sample Careers: Assistant manager, cashier, front desk, greeter, phone support, sales assistant, server, stocker, usher

Ability Score Increase: Increase your Charisma and three other ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Deception and Persuasion

Iconic Equipment: Uniform, bottle of aspirin, name tag, employee of the month certificate

Wealth Level: 1

Special Feature: De-escalation. You gain advantage on Charisma checks to calm angry people or to persuade someone to show you mercy.

◀ DAREDEVIL ▶

You make your living doing dangerous things. Whatever the specifics, you put your life on the line every time you go to work. If that which does not kill you makes you stronger, you must be very strong indeed.

Sample Careers: Extreme sports enthusiast, search and rescue expert, skydiver, street racer, stunt performer, test pilot, test subject, treasure hunter

Ability Score Increase: Increase your Dexterity and one other ability score of your choice by 1, to a maximum of 20

Skill Proficiencies: Acrobatics, Athletics, and Vehicles

Equipment Proficiencies: Basic Equipment and Improvised Equipment

Iconic Equipment: First aid kit, rugged clothes, a cool muscle car

Wealth Level: 3

Special Feature: Safety First. You take half damage as a passenger in a vehicle crash. (Drivers are also considered passengers in the vehicle rules.)

◀ EMERGENCY SERVICES ▶

You dedicate yourself to saving lives by standing among the ranks of the nation's first responders. The work may be stressful, but it is also personally rewarding.

Sample Careers: Ambulance driver, emergency medical technician, firefighter, paramedic, rescue worker

Ability Score Increase: Increase your Dexterity and two other ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Medicine and Vehicles

Iconic Equipment: A first aid kit and a firefighters axe

Wealth Level: 3

Special Feature: Emergency Medicine. If you successfully use the First Aid action to stabilize an ally, the ally can spend one Hit Die to recover hit points equal to the appropriate die roll plus their Constitution modifier.

◀ ESPIONAGE ▶

You work as a clandestine field agent. Though most of your work involves collecting intelligence through your contacts, you must occasionally put your life on the line for the sake of your country.

Sample Careers: Diplomatic attaché, field operative, secret agent, spy

Ability Score Increase: Increase your Dexterity or Intelligence score by 1, to a maximum of 20

Language: Choose one additional language not commonly spoken in your country of origin

Skill Proficiencies: Deception, Security, Stealth, and choose either Acrobatics or Athletics

Equipment Proficiencies: Basic Equipment and Advanced Equipment

Iconic Equipment: A concealed carry pistol or a holdout pistol, fake passport and ID, surveillance kit, a memento from the spy who loved you

Wealth Level: 3

Special Feature: Safe House. While employed by the agency, you have access to a level 3 safe house somewhere in the city. This safe house serves as a secure haven that no one else knows about and can be used for a long rest. (See chapter 6 for details on safe houses.)

◀ FAITH ▶

You dedicate your life to your religious faith. This work involves both the rigors of scholarship and becoming a spiritual leader for your parishioners.

Sample Careers: Ordained clergy of any faith, religious studies expert, theological scholar

Ability Score Increase: Increase your Wisdom and two other ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Insight, Persuasion, and Social Sciences

Iconic Equipment: Vestments of your faith, a symbol of your faith, a holy book or scroll

Wealth Level: 2

Special Feature: Trusted. You gain advantage on Charisma checks when dealing with committed members of your faith.

◀ FINANCE ▶

In a capitalist world, capital is king. Whether you own a sizable business, provide venture capital, or play the markets for a living, your job involves turning money into more money.

Sample Careers: Accountant, day trader, finance advisor, investment banker, venture capitalist

Ability Score Increase: Increase your Intelligence score by 1, to a maximum of 20

Skill Proficiencies: Insight and Persuasion

Iconic Equipment: A large office, professional clothes, a luxury car

Wealth Level: 5

Special Feature: Personal Assistant. You employ a personal assistant who runs routine errands for you whenever you need them.



◀ INDEPENDENT ▶

You're independently wealthy, deriving your income from your considerable standing assets such as family holdings and trust funds. You spend your time in leisure, pursuing volunteer work, or whatever interests you.

Sample Careers: Dilettante, trust fund kid, well-off pensioner or retiree

Ability Score Increase: Increase your Charisma and one other ability score of your choice by 1, to a maximum of 20

Skill Proficiencies: Choose two skill proficiencies

Iconic Equipment: Tasteful clothing, platinum engraved debit card, a monogrammed scarf

Wealth Level: 4

Special Feature: Pulling Strings. You know how to wheedle favors from others and gain advantage on Charisma checks to receive special privileges, such as backstage access, tickets to a sold-out show, or a meeting with a public official.

◀ INFORMATION TECHNOLOGY ▶

As an IT professional, you are one of the most sought-after professionals in the modern world. Whatever your specialty, you're a person of the information era, plugged in and churning through the dataverse.

Sample Careers: Hacker, IT support, software developer, software engineer

Ability Score Increase: Increase your Intelligence score by 1, to a maximum of 20

Skill Proficiencies: Computers and Security

Iconic Equipment: Laptop computer, mobile hotspot, an energy drink, and a protein bar

Wealth Level: 4

Special Feature: Tech Support. You gain advantage on Intelligence (Computer) checks to fix a broken computer system or to understand how to operate a computer system correctly.

◀ INTELLIGENCE ▶

You work for a government intelligence agency or private security firm, collecting and analyzing actionable information for your employer.

Sample Professions: Analyst, counterterrorism expert, cryptographer, handler, operations officer, profiler

Ability Score Increase: Increase your Intelligence and one other ability score of your choice by 1, to a maximum of 20

Language: Choose one additional language

Skill Proficiencies: Computers and Investigation

Iconic Equipment: Laptop computer, security clearance card, a secure briefcase

Wealth Level: 4

Special Feature: That's Need to Know. Your extensive access to classified government data gives you advantage on Intelligence (Investigation) checks made to gather information about people and organizations.

◀ INVESTIGATIVE SERVICES ▶

You work for the private sector, dealing with civil investigations and protecting your clients' assets from thieves and saboteurs.

Sample Careers: Bounty hunter, corporate security, military contractor, private investigator, repo specialist

Ability Score Increase: Increase your Intelligence and one other ability score of your choice by 1, to a maximum of 20

Equipment Proficiencies: Basic Equipment and Advanced Equipment

Skill Proficiencies: Insight, Investigation, and Security

Iconic Equipment: Inconspicuous clothing, laptop computer, concealed carry pistol, SLR camera, security license

Wealth Level: 3

Special Feature: Investigative Expertise. You gain expertise in either Investigation or Security. You must be proficient in a skill to gain expertise in that skill.

◀ JOURNALISM ▶

You're passionate about uncovering things people want to keep hidden and then presenting an engaging report to inform the public about it. Along the way, you discover nefarious deeds, injustices, and buried truths.

Sample Careers: Blogger, investigative reporter, journalist, news anchor, paparazzi, photojournalist

Language: Choose one additional language

Ability Score Increase: Increase your Wisdom and two other ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Insight, Investigation, and Streetwise

Iconic Equipment: Digital recorder, notepad and pencil, press credentials, laptop computer

Wealth Level: 2

Special Feature: I'm with the Press. You gain advantage on Charisma (Persuasion) checks made to convince people to talk with you and answer basic questions. At the GM's discretion, your credentials may allow you to access off-limit areas.

◀ LAW ▶

You apply the written law to real world situations, working for the government, a company, a law firm, or in private practice. Your expertise in legal matters is invaluable to your clients.

Sample Careers: Corporate lawyer, judge, patent lawyer, prosecutor, public defender

Ability Score Increase: Increase your Intelligence and one other ability score of your choice by 1, to a maximum of 20

Skill Proficiencies: Investigation and Social Sciences

Iconic Equipment: Professional clothing, briefcase, bar license, supreme court autographed photo

Wealth Level: 4

Special Feature: Dangerous Mind. You can use Intelligence instead of Charisma on checks involving intimidation or persuasion as long as you cite the law when doing so.

◀ LAW ENFORCEMENT ▶

Enforcing the law isn't an easy job. You take pride in your work and strive to serve and protect the public.

Sample Careers: Border agent, detective, narcotics agent, FBI agent, parole officer, police officer, state trooper, S.W.A.T., undercover cop, U.S. marshal

Ability Score Increase: Increase your Strength and Constitution scores by 1, to a maximum of 20

Skill Proficiencies: Investigation, Perception, and Vehicles

Equipment Proficiencies: Basic Equipment and Advanced Equipment

Iconic Equipment: Police uniform, 9mm semi-auto service pistol, TASER, badge, handcuffs, police radio, use of an official vehicle

Wealth Level: 3

Special Feature: Police Powers. You can make arrests, investigate suspected crimes, and call for backup using your police radio.

◀ MEDICINE ▶

Your dedication to the practice of medicine has given you the opportunity to save many lives and make a difference for everyday people. The practice is both an intellectual challenge and a weighty responsibility.

Sample Careers: Dentist, ER doctor, general practice physician, nurse, psychiatrist, specialist physician, surgeon, veterinarian

Ability Score Increase: Increase your Intelligence and two other ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Insight and Medicine

Iconic Equipment: Medical license, a prescription pad, a first aid kit

Wealth Level: 3

Special Feature: Prescriptions. You have access to a range of prescription pharmaceuticals and otherwise-restricted drugs pertaining to your medical discipline. Abuse of this power can put you in serious legal jeopardy.

◀ MILITARY ▶

You are a proud member of the national armed forces. As career military, you're trained for fighting and learned a range of useful skills.

Sample Careers: Air Force special tactics, Army ranger, enlisted soldier, Green Beret, Marine, Military police, Navy SEAL, officer, pilot, seaman

Ability Score Increase: Increase your Strength and Constitution scores by 1, to a maximum of 20

Skill Proficiencies: Athletics, Perception, and Stealth

Equipment Proficiencies: Basic Equipment, Advanced Equipment, and Military Equipment

Iconic Equipment: Military uniform, assault rifle (enlisted) or 9mm semi-auto service pistol (officer), medium ballistic vest, ballistic helmet, military ID, a letter from your sweetheart

Wealth Level: 2

Special Feature: Servicemember. You gain the following benefits:

- ▶ When on mission or on base, you have access to military weapons, vehicles, and equipment. This includes the weapons and armor in your iconic equipment.
- ▶ You can travel for free to many destinations if you're traveling alone.
- ▶ You are provided with room and board while living on base.

◀ OUTDOORS ▶

You prefer to work in the great outdoors rather than participate in the indoor rat race. The pay is not great, but you much prefer the company you keep.

Sample Careers: Conservationist, explorer, fish and game warden, hunter, mountain climber, park ranger, survivalist, wildlife photographer

Ability Score Increase: Increase your Constitution and one other ability score of your choice by 1, to a maximum of 20

Equipment Proficiencies: Basic Equipment and Advanced Equipment

Skill Proficiencies: Athletics, Perception, Stealth, and Survival

Iconic Equipment: A hunting rifle, a 4-wheel drive vehicle, frame backpack, camping kit

Wealth Level: 2

Special Feature: Tracker. You gain advantage on Wisdom (Survival) checks to track in a wilderness setting.

◀ POLITICS ▶

A passion for helping others or a desire for power drew you into public service. The job does grant both power and privilege. Just don't let it go to your head.

Sample Careers: Councilmember, governor, legislator, mayor, political consultant

Ability Score Increase: Increase your Charisma and two other ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Deception and Persuasion

Iconic Equipment: A trunk full of campaign posters and buttons, nonthreatening attire, a stump speech

Wealth Level: 3

Special Feature: Grassroots Organizing. You have a cadre of dedicated constituents you can call on for tasks, such as picketing a corporation or marching for a cause. Their willingness to act is at the GM's discretion.

◀ PRIVATE SECURITY ▶

You ensure that people, places, or things under your protection come to no harm while you remain on guard. It's rarely exciting, but the job gives you plenty of time to reflect.

Sample Careers: Bodyguard, bouncer, mall cop, night guard, security guard

Ability Score Increase: Increase your Wisdom and two other ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Intimidation, Perception, and Security

Equipment Proficiencies: Basic Equipment

Iconic Equipment: Your trusty flashlight, an official-looking badge, orthopedic shoe inserts

Wealth Level: 2

Special Feature: I'm Calling the Police. You have a good relationship with law enforcement. You gain advantage on Charisma checks when dealing with

law enforcement. Furthermore, the police respond if you call to report a security problem related to your official duties.

◀ SCIENCE ▶

You are dedicated to advancing the systems of knowledge, whether for public good or personal gain. You might be a resident scientist at a research institute, working for a large corporation, or a mad genius tinkering in your basement.

Sample Careers: Data analyst, engineer, inventor, lab researcher, mathematician, product developer, research scientist

Ability Score Increase: Increase your Intelligence and two other ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Computers and Natural Sciences

Iconic Equipment: Lab coat, laptop computer, a patent application

Wealth Level: 3

Special Feature: Science Lessons. When you use the Help action, you do not need to be within reach of the person you're helping and can do so from anywhere they can hear your voice, including over the phone.

◀ STUDENT ▶

You're currently a student in high school, college, or graduate school. You might have a job, but you put your focus and energy into your studies.

Side Gigs: Blood donor, intern, part-time work, teacher's aide, volunteer

Ability Score Increase: Increase your Intelligence and three other ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Computers, and choose either Natural Sciences or Social Sciences

Iconic Equipment: A small backpack full of books and school supplies, a library card

Wealth Level: 1

Special Feature: All-Nighter. You can remove one level of Exhaustion from yourself. You must finish a long rest before you can do this again.

◀ TRADES ▶

You enjoy working with your hands and your mind, building and fixing useful things. If they don't find you handsome, they will at least find you handy.

Sample Careers: Carpenter, construction worker, electrician, flooring specialist, plumber, shoemaker, tailor

Ability Score Increase: Increase your Dexterity and two other ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Arts and Crafts and Mechanics

Iconic Equipment: Toolbelt, mechanic's kit, laptop computer, small workshop

Wealth Level: 3

Special Feature: Handy. Choose a specific trade you focus on. You gain advantage on Intelligence checks for activities performed in the practice of that trade.



◀ TRANSPORTATION ▶

You're an expert in operating some kind of vehicle. Whether you work in the civilian sector or military, you are on a path of mastery in your chosen form of transportation.

Sample Careers: Boat captain, bus driver, commercial pilot, rideshare driver, taxi driver, race car driver

Ability Score Increase: Increase your Dexterity and three other ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Mechanics and Vehicles

Iconic Equipment: A vehicle appropriate to your type of work, a dashboard buddy, a pair of leather gloves

Wealth Level: 2

Special Feature: Experienced Driver. You can ignore the effects from the first level of the Body Damage, Loss of Control, and Loss of Power conditions when driving a vehicle.

◀ UNEMPLOYED ▶

For whatever reason, you don't have regular work and haven't had a paying job in a long time. You make your way by resourcefulness, charity, or some mix of the two.

Sample Careers: Beggar, hermit, hobo, institutionalized person, prisoner, recluse

Ability Score Increase: Increase your Constitution and three other ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Endurance, and choose either Streetwise or Survival

Iconic Equipment: A small backpack, a sleeping bag, a knife, various handmade items

Wealth Level: 1

Special Feature: Colorful Character. The story of the trials you have overcome in life gives you advantage on Charisma (Persuasion) checks made to ask for help or acts of mercy.

◀ WHITE COLLAR ▶

You work in an office, tending to the minutia of everyday life. Your true potential is yet to be revealed, you're certain of it.

Sample Careers: Accountant, human resources, mail clerk, management consultant, marketer, office manager, salesperson, tax preparer

Ability Score Increase: Increase your Intelligence and one other ability score of your choice by 1, to a maximum of 20

Skill Proficiencies: Computers and Persuasion

Iconic Equipment: Laptop computer, briefcase, favorite coffee mug

Wealth Level: 3

Special Feature: Management Material. You can use the Help action as a bonus action. You must finish a short rest (coffee break) before you can do this again.

CREATING NEW PROFESSIONS

The professions in Everyday Heroes were designed using a points system to keep them relatively balanced. To create further professions, consider these guidelines.

You can also use this system to make adjustments to the professions listed above. You could swap out an ability score increase for a few more proficiencies or vice versa to create a specific job within that profession.

Mandatory ability score adjustments and proficiencies should be appropriate to the nature of the profession. Wealth Levels are based on broad U.S. average salaries for the type of work. Professions with lower pay and lower skill requirements enjoy more free choice ability score adjustments for balance. In a category with a wide range of specialties (such as crime), players have a greater choice of skill proficiencies.

Use the following table to cost out new professions. A profession should have the following qualities:

- ▶ Worth a total of 6 points
- ▶ Have a special feature or skill expertise
- ▶ Have a Wealth Level
- ▶ Have at least one ability adjustment
- ▶ Offer at least one proficiency
- ▶ Have some flavorful iconic equipment

PROFESSION POINTS

POINTS	FEATURE
0	Basic Equipment proficiency
0	Iconic Equipment (affordable for the Wealth Level)
.5	Feature (a circumstantial advantage on an ability check)
.5	Advanced, Historical, or Improvised equipment proficiency
.5	Skill proficiency
.5	Wealth Level 1
1	+1 to an ability score
1	Military Equipment proficiency
1	Wealth Level 2
1.5	Wealth Level 3
2.5	Wealth Level 4
3.5	Wealth Level 5



CHAPTER 4: ARCHETYPES & CLASSES

Choosing a hero's archetype and class are important decision points in making a new hero. They define a hero's unique combat abilities and can shape a hero's personality and approach to resolving challenges they face.

Archetypes are broad categories, each focusing on one of the six core ability scores in the game: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. They form a foundation for the classes. In *Everyday Heroes*, most of your abilities come from your class, especially as you gain levels. Classes represent action movie classics as well as unique tactical approaches to combat.

Each archetype and class includes a flavorful description and a short summary of the ideas behind their design. These can give you an idea if the class is right for your hero, but the description isn't a requirement. You can play a scoundrel and not be a literal scoundrel—that's just the inspiration for the class. The classes can be re-imagined in style, while still using the same game mechanics.

HERO LEVEL

Hero level represents how experienced and powerful a hero is. All heroes are first created at 1st level. The maximum hero level is 10. Levels are gained through the process of adventure and play. This process is in the hands of the GM and is detailed in Part III of this book.

You can play *Everyday Heroes* and make characters of a higher starting level. Some adventures call for higher-level heroes, and some famous action movie heroes represent a more experienced hero than 1st-level characters can emulate. To make a higher-level hero, have your GM tell you what level the campaign or adventure calls for, then create your character as normal for 1st level, then add abilities at each level until you reach the appropriate starting level.

At 1st level, you choose both an archetype and a class belonging to that archetype. You gain the

benefits and talents of your archetype and class at every level where one is listed.

Choose one archetype and one class when creating a hero.

ARCHETYPE

Each archetype includes the following entries. Not all archetypes contain the same entries.

Hit Dice: The die you use for hit points.

Starting Hit Points: The number of hit points you begin with at 1st level.

Hit Points at Higher Levels: The number of hit points you gain at each subsequent level. Ask the GM whether you should take the average or roll your Hit Die.

Defense: The formula used to determine your Defense.

► **Example:** *The Tough Hero has 1d12 (or 7) + Constitution modifier per hero level after 1st. At 2nd level, they either gain 7 + Constitution modifier hit points, or 1d12 + Constitution modifier hit points.*

The Tough Hero's Defense formula is 10 + (Constitution or Dexterity) modifier + Tough Hero

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Defense bonus. At 1st level, a Tough Hero with a Constitution of 16 and a Dexterity of 12 would use their higher Constitution modifier for the calculation, for a Defense of 15 (10 + 3 Constitution mod + 2 Defense bonus).

Your archetype table contains the following entries:

Talents: The special abilities of your archetype.

Feats: Opportunities to take feats (see chapter 7).

Proficiency Bonus: The bonus you add to rolls you are proficient in.

Defense Bonus: The bonus used to calculate your Defense.

Other Columns: Specific level-based abilities of your archetype.

CLASS

Each class includes the following entries. Not all classes contain the same entries.

Saving Throw Proficiencies: You gain proficiency with the listed saves.

Skill Proficiencies: You gain the listed skills, as described in chapter 8. If you would gain the same skill proficiency from more than one source, choose a different skill proficiency for the duplication.

Equipment Proficiencies: You gain the listed proficiency (see chapter 8). You do not automatically have the items associated with that proficiency.

Expertise: Additional bonuses to certain skills (see chapter 8).

Equipment Recommendations: Suggestions for sets of equipment you have in your possession. If they don't feel right for your character, check with your GM for equivalent substitutions.

Your class table contains the following entries:

Talents: The special abilities of your class.

Other Columns: Specific level-based abilities of your class.





STRONG HEROES

"Get big or get broken, my friend! Your choice."

-GOOD OLE JACQZ



LEVELING UP

LEVEL	TALENTS	PROFICIENCY BONUS	DEFENSE BONUS
1	Reckless Attack, Class Talent(s)	+2	+1
2	Power Attack, Two Minor Feats or One Major Feat	+2	+1
3	Class Talent(s)	+2	+2
4	Two Minor Feats or One Major Feat	+2	+2
5	Class Talent(s)	+3	+2
6	Two Minor Feats or One Major Feat	+3	+2
7	Class Talent(s)	+3	+3
8	Two Minor Feats or One Major Feat	+3	+3
9	Class Talent(s)	+4	+3
10	Two Minor Feats or One Major Feat	+4	+3

You have trained your body for strength and explosive power. You hit hard, excelling in close combat. As a hero, you fight because others can't.

Strong heroes are durable fighters who make high damage attacks. They specialize in melee attacks, whether they favor unarmed strikes or close combat weapons.

Hit Dice: 1d10 per hero level

Starting Hit Points: 10 + Constitution modifier

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

Defense (Meat Shield): 10 + Strength modifier + Strong Hero Defense bonus

STRONG HERO TALENTS

Reckless Attack (Level 1). At the start of your turn, you can declare you are being reckless. You gain advantage on attack rolls with melee weapons until the end of your turn. Your opponents gain advantage on attack rolls against you until the start of your next turn.

Power Attack (Level 2). Before making an attack roll with a melee weapon (including weapons with the thrown property) during your turn, you can take a -5 penalty on the attack roll to gain a +10 bonus to damage if the attack hits. You cannot use Power Attack if the attack was made as part of a bonus action, with a thrown explosive, or when using Reckless Attack. You also cannot use Power Attack with any attack that does not require an attack roll.

Two Minor Feats or One Major Feat (Levels 2, 4, 6, 8, 10). You can choose two minor feats or one major feat (see chapter 7). Some feats have prerequisites you must meet to take the feat.



BRAWLER

"If brute force ain't workin', yer just not usin' enough!"

—MACK WILLIAMS

You break stuff and hit people. Sometimes you mix it up by hitting stuff and breaking people.

You imprinted on comics as a kid, and it shows in your approach to a fight. With fists like hammers and the ability to turn nearly anything into a deadly weapon, you are dangerous and everyone knows it.

The brawler charges into melee combat, hitting hard and destroying everything in their path. They enjoy using improvised weapons but are also great unarmed combatants. The brawler doesn't need to carry weapons to fight at full strength.

PROFICIENCIES

- ▶ **Saving Throws:** Strength and Constitution
- ▶ **Skills:** Choose two from Acrobatics, Athletics, Endurance, Intimidation, Mechanics, and Streetwise
- ▶ **Equipment:** Basic Equipment and Improvised Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Badass Pack
- ▶ **Weapons:** Unarmed strikes and anything you find lying around

BRAWLER LEVEL UP

LEVEL	TALENTS	SMASH DAMAGE/ WITH POWER ATTACK
1	Crush, Hurl, Smash	1d6/1d12
3	Rampage	2d6/2d12
5	Bits and Pieces, Haymaker	3d6/3d12
7	Unstoppable	4d6/4d12
9	Ultimate Brutality	5d6/5d12

BRAWLER TALENTS

Crush (Level 1). You have advantage on any Strength check you make to break an object.

In addition, your melee attacks have +1 Penetration Value.

Hurl (Level 1). You can double the throwing range when you attack with any weapon that has the thrown property.

Smash (Level 1). Once during your turn, when you hit an opponent with a melee weapon (including weapons with the thrown property), you can choose to deal an additional 1d6 damage, or an additional 1d12 damage if you used the Power Attack talent as part of the attack. If you did not attack with an unarmed strike, the weapon you used to make the attack is destroyed. You can't use this talent with thrown explosives, such as grenades.

The amount of extra damage increases as you gain levels in this class, as shown on the Smash Damage column of the Brawler table.

Rampage (Level 3). As a bonus action, you can move up to your speed if you move toward an opponent. If there are no opponents present, you may move toward an obviously dangerous situation instead.

In addition, during a foot chase, if you are a predator (you're doing the chasing), you have advantage on Strength (Athletics) and Constitution (Endurance) checks made as part of a Gain Ground action.

Bits and Pieces (Level 5). Immediately after you use your Smash talent with a melee attack that is not an unarmed strike and break the weapon, you can use a bonus action to make an additional attack using the destroyed pieces of the weapon. The pieces are an improvised weapon that deal 1d4 piercing damage and are destroyed after the attack.

Haymaker (Level 5). When making an unarmed strike and using Reckless Attack, you can also use Power Attack. (Normally, you cannot use Power Attack when using Reckless Attack.)

Unstoppable (Level 7). You have advantage on ability checks and saving throws to avoid or escape being Grappled, Restrained, Paralyzed, Stunned, or knocked Unconscious.

Ultimate Brutality (Level 9). You add one damage die to your melee weapon damage rolls. (See "Dice Rules" in chapter 8 for details on extra dice.)

HEAVY GUNNER

"Rata-tat-tat, kaboom-boom-boom! Makes you feel like dancing, don't it?"

—ROMEO SINCLAIR

You leverage your beefy biceps by using them to treat big guns as if they were made of plastic. The louder the gun, the bigger the explosion, the wider your smile.

The heavy gunner applies their Strength modifier to large firearms and deals extra damage with nearly any weapon. The heavy gunner is especially dangerous when they have access to restricted military weapons, but they are still effective with nonrestricted big guns from the advanced and military weapons lists.



PROFICIENCIES

- ▶ **Saving Throws:** Strength and Constitution
- ▶ **Skills:** Choose two from Athletics, Endurance, Intimidation, Mechanics, Natural Sciences, and Vehicles
- ▶ **Equipment:** Basic Equipment, Advanced Equipment, and Military Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Soldier Pack
- ▶ **Weapons:** Light machine gun or hand cannon

HEAVY GUNNER LEVEL UP

LEVEL	TALENTS
1	Big Guns, Salvo
3	Big Boom
5	Advanced Combat Training, Got You Covered
7	Make a Mess, Bigger Boom
9	Ultimate Carnage

HEAVY GUNNER TALENTS

Big Guns (Level 1). You can use Strength instead of Dexterity when you make a ranged attack with a ranged weapon that doesn't have the light property.

In addition, you can ignore the stationary property of weapons.

Salvo (Level 1). You can use your Reckless Attack talent, (and the Power Attack talent when you get it), when making attacks with ranged weapons that don't have the light property.

Big Boom (Level 3). When you damage any target with suppressive fire or an explosive, you can add your proficiency bonus to the damage.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Got You Covered (Level 5). When you take the Suppressive Fire action, you can double the area covered.

Make a Mess (Level 7). Whenever you score a critical hit, you roll the attack's damage dice three times instead of twice.

Bigger Boom (Level 7). When you damage any target with suppressive fire or an explosive, you can add double your proficiency bonus to the damage, replacing the bonus from Big Boom.

Ultimate Carnage (Level 9). You add one damage die to your ranged weapon damage rolls. (See "Dice Rules" in chapter 8 for details on extra dice.)



MMA FIGHTER

"Fighting is simple. Punch 'em, stretch 'em, make 'em-cry for their mommies."

—NICHOLAS "THE UKRAINIAN BEAR" NOVIKOV

You are highly trained in the modern discipline of mixed martial arts and the philosophy of eschewing martial arts tradition for pure pragmatism. You can use your skills both in the ring as a competitor, and on the streets as a hero. One on one, you have few equals.

The MMA fighter is an unarmed strike specialist who performs combinations of special punches and grappling attacks to ensure their opponent's ultimate defeat. The MMA fighter is not an especially strong damage dealer, but they are adept at neutralizing difficult and dangerous opponents one-on-one. Be sure to take advantage of the Off-Hand Attack bonus action when fighting unarmed.



PROFICIENCIES

- ▶ **Saving Throws:** Strength and Dexterity
- ▶ **Skills:** Choose three from Acrobatics, Athletics, Deception, Endurance, Intimidation, Medicine, and Streetwise
- ▶ **Equipment:** Basic Equipment
- ▶ **Athletic Expertise:** You gain expertise in one skill, chosen from Acrobatics, Athletics, and Endurance. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Fitness Pack
- ▶ **Weapons:** Unarmed strike

MMA FIGHTER LEVEL UP

LEVEL	TALENTS
1	Heavy Hands, Pin, Submission Move
3	Jab, Takedown
5	Advanced Combat Training
7	Improved Heavy Hands, Master Grappler
9	KO Punch, Sleeper Hold

MMA FIGHTER TALENTS

Heavy Hands (Level 1). The damage from your unarmed strikes improves by one die step from 1d4 to 1d6.

In addition, when you get your Strong Hero Power Attack talent at 2nd level, you can use it when making off-hand unarmed strikes, but the damage bonus is +5 instead of +10.

Pin (Level 1). If you currently have an opponent Grappled, you can make a special attack to pin them (see chapter 9 for special attacks). No attack roll or ability check is required; success is automatic. You and the opponent are considered Restrained until the grapple is broken.

Submission Move (Level 1). If you have an opponent Grappled, you can perform a special attack called a submission move. This attack automatically hits and deals the same damage as your unarmed strike. You cannot use your Power Attack talent when making a submission move. (Special attacks can be used in place of any attack you could normally make.)

Jab (Level 3). Once during your turn, before rolling to hit with an unarmed strike, you can declare it is a jab. You cannot declare an attack as both a jab and a takedown. If the jab hits, you gain advantage on

your next melee attack roll against that opponent before the end of your next turn.

Takedown (Level 3). Once during your turn, before rolling to hit with an unarmed strike, you can declare it is a takedown. You cannot declare an attack as both a jab and a takedown. If the takedown hits, you deal damage normally and then perform one of the following special attacks:

- ▶ Grapple the target
- ▶ Shove or trip the target
- ▶ Disarm the target

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Improved Heavy Hands (Level 7). Your unarmed strike damage improves by one die step.

In addition, you now get your full Power Attack damage bonus (+10) with off-hand unarmed strikes.

Master Grappler (Level 7). You gain advantage on Strength (Athletics) checks made to initiate or escape a grapple.

KO Punch (Level 9). After you hit an opponent with a jab during your turn, you can declare your next unarmed strike before the end of your next turn a KO punch.

If a KO punch hits, it is treated as a critical hit and the target must make a Constitution saving throw (DC = 8 + your Strength modifier + your proficiency bonus). If the opponent fails, they are knocked Unconscious. They can make a Constitution saving throw with the same DC at the end of each of their turns, ending the effect on a success.

Sleeper Hold (Level 9). After you use a submission move on an opponent, you can apply a sleeper hold instead of a submission move on that opponent before the end of your next turn. When you apply a sleeper hold, in addition to the effects of a submission move, the opponent must make a Constitution saving throw (DC 8 + your Strength modifier + your proficiency bonus). If the opponent fails, they are knocked Unconscious. They may make a Constitution saving throw with the same DC at the end of each of their turns, ending the effect on a success.



AGILE HEROES

*"There are two kinds of people: the fast ones,
and the dead ones."*

-SARAH BARNES



LEVELING UP

LEVEL	TALENTS	PROFICIENCY BONUS	DEFENSE BONUS
1	Fast Reflexes, Class Talent(s)	+2	+1
2	Quickness, Two Minor Feats or One Major Feat	+2	+1
3	Class Talent(s)	+2	+1
4	Two Minor Feats or One Major Feat	+2	+1
5	Class Talent(s)	+3	+2
6	Two Minor Feats or One Major Feat	+3	+2
7	Class Talent(s)	+3	+2
8	Two Minor Feats or One Major Feat	+3	+2
9	Class Talent(s)	+4	+3
10	Two Minor Feats or One Major Feat	+4	+3

You are a master of speed and precision. You have honed your reflexes to the point you can act faster than you can think. Your pinpoint accuracy makes you a deadly foe in any firefight.

Agile heroes focus on ranged attacks and light weapons. Their high mobility and rapid attacks make them deadly heroes in combat.

Hit Dice: 1d8 per hero level

Starting Hit Points: 8 + Constitution modifier

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

Defense (Agile Movement): 10 + Dexterity modifier + Agile Hero Defense Bonus

AGILE HERO TALENTS

Fast Reflexes (Level 1). You have advantage on initiative rolls.

Quickness (Level 2). You can take the Dash or Disengage action as a bonus action.

In addition, during a foot chase, you have advantage on Strength (Athletics) checks made as part of a Gain Ground action.

Two Minor Feats or One Major Feat (Levels 2, 4, 6, 8, 10). You can choose two minor feats or one major feat (see chapter 7). Some feats have prerequisites you must meet to take the feat.



MARTIAL ARTIST

"I'm gonna kick your stupid ass into next week if you don't put that gun down and back the hell up."

—LAKEISHA BROWN

Through rigorous physical training and mental discipline, you have turned your body into a potentially deadly weapon. You prefer the weapons of an idealized past to those of the modern world.

The martial artist specializes in rapid attacks and high mobility. They freely mix unarmed strikes and weapon attacks to precise effect. Their mobility helps them enter melee combat quickly.

PROFICIENCIES

- ▶ **Saving Throws:** Strength and Dexterity
- ▶ **Skills:** Choose two from Acrobatics, Athletics, Endurance, Performance, Sleight of Hand, and Stealth
- ▶ **Equipment:** Basic Equipment and Historical Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Martial Artist Pack or Fitness Pack
- ▶ **Weapons:** Unarmed strike or sword

MARTIAL ARTIST LEVEL UP

LEVEL	TALENTS
1	Martial Arts
3	Lightning Strikes, Parkour
5	Advanced Combat Training
7	Evasion, Advanced Martial Arts
9	Lightning Strikes Twice

MARTIAL ARTIST TALENTS

Martial Arts (Level 1). The damage from your unarmed strikes improves by one die step from 1d4 to 1d6.

In addition, you treat all melee weapons that don't have the heavy property as if they had the finesse property.

Lightning Strikes (Level 3). You can make an unarmed strike as a bonus action.

Parkour (Level 3). You ignore difficult terrain when you move. Climbing and swimming do not count as difficult movement for you.

In addition, during a foot chase, you have advantage on Dexterity (Acrobatics) checks made as part of a Gain Ground action.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Evasion (Level 7). When you make a Dexterity saving throw to take half damage from an effect, you take no damage on a successful save, and half damage on a failed one.

Advanced Martial Arts (Level 7). Your unarmed strike damage improves by another die step.

In addition, you now treat all melee weapons as if they had the finesse property.

Lightning Strikes Twice (Level 9). You can make two unarmed strikes as a bonus action.





SCOUNDREL

"Oh, did I hurt your pride? Consider that an appetizer."

—DAXX

Honorable combat is a sucker bet. There isn't a low blow, dirty trick, or cheap shot you don't know. You have mastered skills that can be put to disreputable uses. These skills don't make you a bad person, but you do have the necessary credentials to play the part.

The scoundrel is a capable fighter who boasts a range of useful skill proficiencies. Getting advantage on attacks is key to their success in a fight. For this reason, shotguns are a great weapon choice for scoundrels in ranged combat, since the shot property always offers advantage within 30 feet.

PROFICIENCIES

- ▶ **Saving Throws:** Dexterity and Charisma
- ▶ **Skills:** Choose three from Acrobatics, Deception, Intimidation, Security, Sleight of Hand, Stealth, Streetwise, and Vehicles
- ▶ **Equipment:** Basic Equipment and Advanced Equipment
- ▶ **Criminal Expertise:** You gain expertise in one of the following skills: Deception, Security, Sleight of Hand, Stealth, or Streetwise. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Street Criminal Pack or Spy Pack
- ▶ **Weapons:** Pump shotgun, brass knuckles, or stun gun

SCOUNDREL LEVEL UP

LEVEL	TALENTS	VITAL STRIKE
1	Vital Strike	1d6
3	Swift, Surprise Attack	2d6
5	Roll With It	3d6
7	Covert Expertise	4d6
9	Master of Subterfuge	5d6

SCOUNDREL TALENTS

Vital Strike (Level 1). Once during your turn when you hit a target with an attack, if you had advantage on that attack or an ally is within 5 feet of that target, you can deal an additional 1d6 damage.

The amount of extra damage increases as you gain levels in this class, as shown in the Vital Strike column of the Scoundrel table.

Swift (Level 3). As a bonus action, you can make a Dexterity (Security) check, a Dexterity (Sleight of Hand) check, use the Hide action, or use the Object Interaction action.

Surprise Attack (Level 3). You have advantage on attack rolls against any opponent that has not yet taken a turn during this combat.

Roll With It (Level 5). When you take damage from an attack, you can use your reaction to reduce that attack's damage by half.

Covert Expertise (Level 7). You gain expertise in two of the following skills: Deception, Security, Sleight of Hand, Stealth, or Streetwise. You must be proficient in a skill to take expertise in that skill.

Master of Subterfuge (Level 9). You always treat a roll of 9 or lower as a 10 on Deception, Security, Sleight of Hand, Stealth, or Streetwise checks (even if you are not proficient in those skills).





SHARPSHOOTER

"Aim true. Your first shot is the only one you know you're getting."

—SAIRSE O'CONNOR

You are a master of modern firearms, able to make impossible shots look effortless. Whether you're sniping targets from a mile away or dancing through a hail of bullets with a gun in either hand, you rarely miss your mark.

The sharpshooter focuses on ranged weapons, using either dual pistols or long guns. Both are highly effective at bringing down foes quickly. Sharpshooters are not especially durable and stick to cover in combat.

PROFICIENCIES

- ▶ **Saving Throws:** Dexterity and Intelligence
- ▶ **Skills:** Choose two from Acrobatics, Intimidation, Mechanics, Perception, Sleight of Hand, Stealth, and Vehicles
- ▶ **Equipment:** Basic Equipment and Advanced Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Underworld Pack or Sniper Pack
- ▶ **Weapons:** Two concealed carry pistols or sniper rifle

SHARPSHOOTER LEVEL UP

LEVEL	TALENTS
1	Gunslinging, Sharpshooting
3	Improved Gunslinging, Improved Sharpshooting
5	Advanced Combat Training
7	Headshot
9	Supreme Ranged Combat Training

SHARPSHOOTER TALENTS

Gunslinging (Level 1). You can draw two one-handed light weapons as a free action.

In addition, you can reload two guns as part of the same action, without needing a free hand.

Sharpshooting (Level 1). When using a two-handed ranged weapon, if you don't move during your turn you gain +2 to attack rolls with that weapon.

In addition, you ignore the slow-firing property of ranged weapons.

Improved Gunslinging (Level 3). You can add your Dexterity modifier to damage rolls made with off-hand ranged attacks.

Improved Sharpshooting (Level 3). You gain the following benefits when using a two-handed ranged weapon and you don't move during your turn:

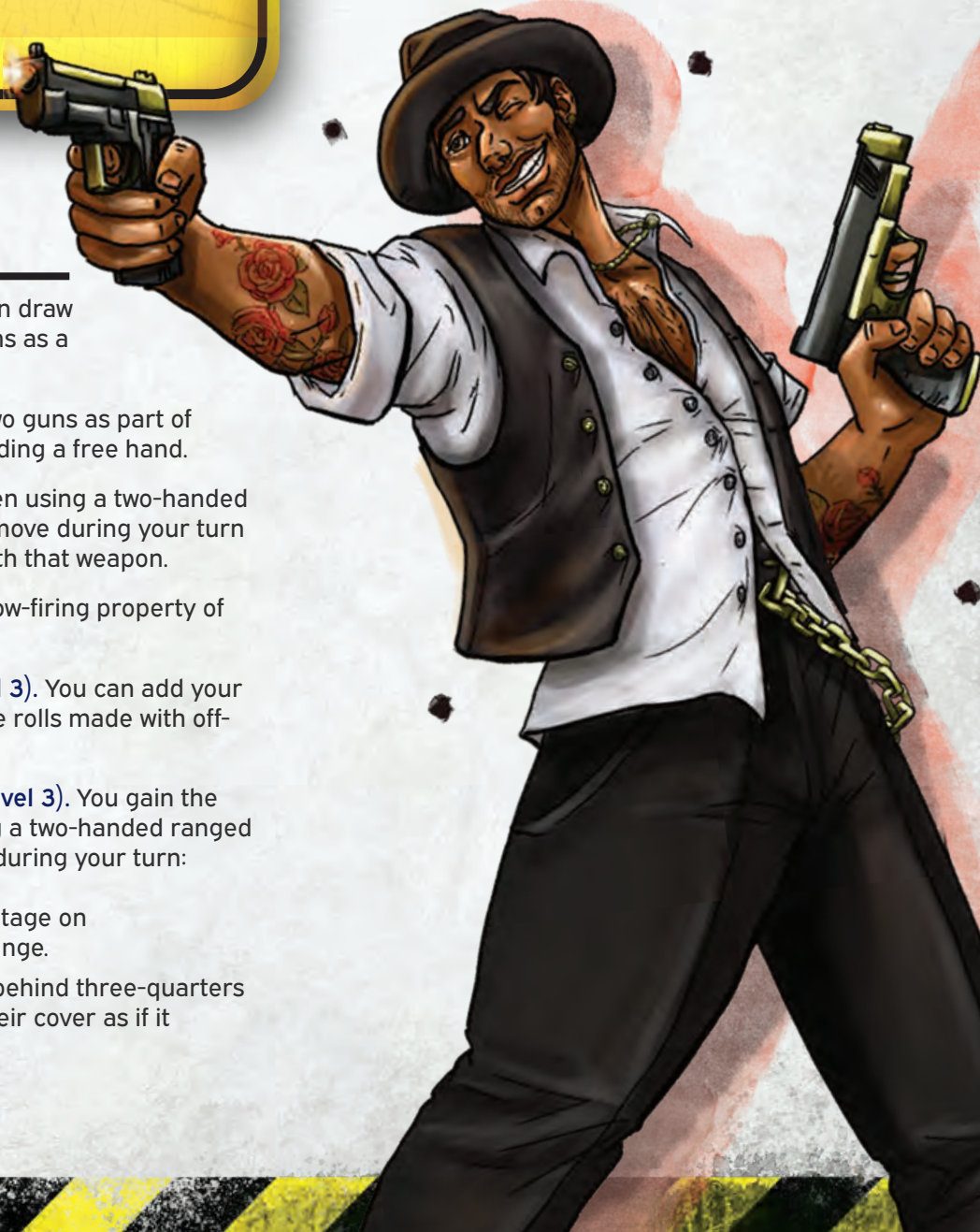
- ▶ You do not have disadvantage on attack rolls due to long range.
- ▶ When attacking a target behind three-quarters or half cover, you treat their cover as if it

were one category lower for purposes of their Defense. So three-quarters cover is treated as half cover, and half cover is treated as no cover.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Headshot (Level 7). You score a critical hit on a roll of 19 or 20 when making ranged attacks.

Supreme Ranged Combat Training (Level 9). Once during your turn, when you take the Attack action, you can make three ranged attacks as part of that action. This talent supersedes Advanced Combat Training.





TOUGH HEROES

"Your sticks and stones might break my bones, but you ain't ever gonna kill me!"

-HONDO



LEVELING UP

LEVEL	TALENTS	PROFICIENCY BONUS	TOUGH AS NAILS	DEFENSE BONUS
1	Payback, Class Talent(s)	+2	—	+2
2	Tough as Nails, Two Minor Feats or One Major Feat	+2	(DR 2)	+2
3	Class Talent(s)	+2	(DR 2)	+2
4	Two Minor Feats or One Major Feat	+2	(DR 2)	+2
5	Class Talent(s)	+3	(DR 3)	+3
6	Two Minor Feats or One Major Feat	+3	(DR 3)	+3
7	Class Talent(s)	+3	(DR 3)	+3
8	Two Minor Feats or One Major Feat	+3	(DR 3)	+3
9	Class Talent(s)	+4	(DR 4)	+4
10	Two Minor Feats or One Major Feat	+4	(DR 4)	+4

You don't know what it means to give up. No matter what knocks you down, you get up again. Where there is a fight to be found, you'll be in the thick of it, often risking your life to protect others.

Tough heroes are durable characters, sometimes at the expense of offensive options or out of combat abilities. Many excel at protecting their teammates.

Hit Dice: 1d12 per hero level

Starting Hit Points: 12 + Constitution modifier

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

Defense (Thick Skinned): 10 + (Constitution or Dexterity) modifier + Tough Hero Defense bonus

TOUGH HERO TALENTS

Payback (Level 1). You gain a +2 bonus on one attack roll against an opponent who has damaged you since the end of your last turn. You can use this talent once during your turn. You can decide to use Payback after making your attack roll, but before determining the result.

Tough as Nails (Level 2). You gain damage reduction (against all damage types) equal to your proficiency bonus.

Two Minor Feats or One Major Feat (Levels 2, 4, 6, 8, 10). You can choose two minor feats or one major feat (see chapter 7). Some feats have prerequisites you must meet to take the feat.



BODYGUARD

"If you have a problem, you're taking it up with me. You might not like how I solve it."

-MEL STACKHOUSE

You are dedicated to the protection of others. You do whatever it takes to keep your allies safe from harm, even if it risks your own life. Fortunately, it takes quite a lot to take you down.

Bodyguards have abilities to protect their allies from harm and have among the best defenses of any hero. Concealable weapons are a great thematic choice for bodyguards, but they can make good use of high damage weapons when discretion isn't needed.

PROFICIENCIES

- ▶ **Saving Throws:** Strength and Constitution
- ▶ **Skills:** Choose three from Athletics, Endurance, Intimidation, Medicine, Perception, Security, Streetwise, and Survival
- ▶ **Equipment:** Basic Equipment and Advanced Equipment
- ▶ **Security Expertise:** Choose one from Endurance, Intimidation, and Security. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Bodyguard Pack
- ▶ **Weapons:** Concealed carry pistol, stun gun, tactical rifle

BODYGUARD LEVEL UP

LEVEL	TALENTS
1	Get Down, Take a Bullet
3	Come Get Some, Friendly Fire
5	Advanced Combat Training, Pin Them Down
7	Vigilance
9	Human Shield



BODYGUARD TALENTS

Get Down (Level 1). If you are in cover and within 10 feet of a willing ally, you can take a bonus action on your turn to move that ally into cover. You can move up to 15 feet during this action to make room for your ally.

Take a Bullet (Level 1). When an ally within 5 feet is hit by an attack, you can use your reaction to cause the attack to hit you instead of your ally.

Come Get Some (Level 3). As a bonus action, choose one opponent that you can see. That opponent has disadvantage when it attacks anyone other than you before the start of your next turn, as long as it can see you and you are in range of its attack.

Friendly Fire (Level 3). You can ignore cover provided by your allies that are in your line of fire or in melee combat with your target. In addition, you do not damage allies if you roll a critical miss when firing into close combat.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Pin Them Down (Level 5). When an opponent uses Dive for Cover as a reaction to one of your attacks or actions, their movement speed becomes 0 during their next turn.

Vigilance (Level 7). You can take up to two reactions between each of your turns.

Human Shield (Level 9). You take half damage from the attack when you use your Take a Bullet ability, and whenever you are hit by an opponent under the effect of your Come Get Some ability. (This is applied before Tough as Nails.)

COMMANDO

"The wise recruit hopes for peace but prepares for war. For the veteran, peace is like a fallen comrade, something you never get back."

—SUE FAIRFIELD

You are the consummate warrior, dangerous with any weapon and trained to survive every circumstance. You are ready for whatever the enemy has to throw at you. The only thing you might be unprepared for is peace.

The commando is an all-around combat class that offers a great blend of defense and offense. Unlike the other tough heroes, they can't directly protect their allies, but they are versatile and can use nearly any weapon. You might consider investing in Dexterity if you want to lean into offensive strategies.

PROFICIENCIES

- ▶ **Saving Throws:** Strength and Constitution
- ▶ **Skills:** Choose two from Athletics, Endurance, Mechanics, Persuasion, Streetwise, Survival, and Vehicles
- ▶ **Equipment:** Basic Equipment, Advanced Equipment, and Military Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Soldier Pack
- ▶ **Weapons:** Assault carbine rifle, 9mm semi-auto pistol, combat knife



COMMANDO LEVEL UP

LEVEL	TALENTS
1	Fighting Spirit, Watch Your Six
3	Extra Effort, Grenadier
5	Advanced Combat Training
7	Maximum Effort, Situational Awareness
9	Master of Arms

COMMANDO TALENTS

Fighting Spirit (Level 1). You can take the Second Wind action as a bonus action.

Watch Your Six (Level 1). You gain a +1 bonus to your Defense.

Extra Effort (Level 3). By pushing yourself to the limit, you can take an additional action during your turn. You can do this only once before you finish a short or long rest.

Grenadier (Level 3). You can draw, arm, and throw a grenade as a bonus action. You must have a free hand or already be holding the grenade to do this.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Maximum Effort (Level 7). You can use your Extra Effort ability twice before finishing a short or long rest, instead of only once. You can use Extra Effort only once per turn.

Situational Awareness (Level 7). You gain a +2 bonus to your Defense, replacing the bonus from Watch Your Six.

Master of Arms (Level 9). You add one die to the damage of all weapons you wield. (See "Dice Rules" in chapter 8 for details on extra dice.)



SCRAPPER

"I bleed, I smile, I laugh. Life is a joke and suffering is the punchline."

—LUIS GARZA

You haven't been killed yet, but not for lack of anyone trying. You can take a beating and dish out a double helping in return. When the dust settles, you'll be the one left standing.

The scrapper excels at getting in the enemy's face and forcing them to engage. If the enemy tries to go around them, they can punish them for it. If the enemy attacks the scrapper, they can punish them for it. If you want to be unstoppable in combat, this is the class for you.

PROFICIENCIES

- ▶ Saving Throws: Constitution and Intelligence
- ▶ Skills: Choose one from Acrobatics, Athletics, Endurance, Intimidation, Persuasion, Streetwise, and Vehicles
- ▶ Equipment: Basic Equipment, Advanced Equipment, and Improvised Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Thug Pack
- ▶ Weapons: Brass knuckles, sledgehammer



SCRAPPER LEVEL UP

LEVEL	TALENTS	WITH INTEREST
1	Opportunist	—
3	Frenzy, With Interest	1d6
5	Roll With It	2d6
7	Anger Issues, Indomitable	3d6
9	Ultimate Brutality	4d6

SCRAPPER TALENTS

Opportunist (Level 1). You gain the following benefits:

- ▶ Enemies taking the Disengage action provoke opportunity attacks from you before leaving your reach.
- ▶ Enemies within your reach that attack one of your allies provoke an opportunity attack from you.
- ▶ When you damage an opponent with an opportunity attack, their speed becomes 0 until the end of the current turn, preventing further movement.

Frenzy (Level 3). After you take damage in combat, you can use your reaction to enter a Frenzy. While in a Frenzy, you double the damage reduction from Tough as Nails, but you take damage equal to your proficiency bonus at the start of each of your turns. This damage cannot be reduced by any means. You can end the Frenzy as a free action during your turn (after taking the damage), and it ends automatically after 1 minute or if you become Unconscious. Once

your Frenzy ends, you cannot use this talent again until you finish a short or long rest.

With Interest (Level 3). When you apply your Payback talent's bonus to an attack and hit, or you hit with an opportunity attack, you deal an additional 1d6 damage.

The amount of extra damage increases as you gain levels in this class, as shown in the With Interest column of the Scrapper table.

Roll With It (Level 5). When you take damage from an attack, you can use your reaction to halve that attack's damage against you. This effect happens before damage reduction is applied.

Anger Issues (Level 7). You can use your Frenzy talent twice before finishing a short or long rest.

Indomitable (Level 7). After failing any saving throw, you may reroll that saving throw. You can't do this again until you finish a short rest.

Ultimate Brutality (Level 9). You add one damage die to your melee weapon damage rolls. (See "Dice Rules" in chapter 8 for details on extra dice.)



SMART HEROES

"Mistakes are essential. That's when you really learn something."

-ALISTAIR McQUEEN



LEVELING UP

LEVEL	TALENTS	PROFICIENCY BONUS	DEFENSE BONUS	GENIUS	PLANS
1	Plans, Genius, Class Talent(s)	+2	+0	2	Intelligence modifier (min. 1)
2	Mental Refresh, Two Minor Feats or One Major Feat	+2	+0	3	1 + Int modifier
3	Plans Improve, Class Talent(s)	+2	+0	4	1 + Int modifier
4	Two Minor Feats or One Major Feat	+2	+0	4	2 + Int modifier
5	Plans Improve, Class Talent(s)	+3	+1	5	2 + Int modifier
6	Two Minor Feats or One Major Feat	+3	+1	5	3 + Int modifier
7	Plans Improve, Class Talent(s)	+3	+1	6	3 + Int modifier
8	Two Minor Feats or One Major Feat	+3	+1	6	4 + Int modifier
9	Plans Improve, Class Talent(s)	+4	+2	7	4 + Int modifier
10	Two Minor Feats or One Major Feat	+4	+2	7	5 + Int modifier

While others are playing checkers, you're playing 4-dimensional chess. The human mind is the ultimate weapon, and yours is honed to a razor's edge.

Smart Heroes use their genius to enact plans. Plans are powerful but limited effects that can break the fourth wall, effectively changing the past to affect the present.

Hit Dice: 1d6

Starting Hit Points: 6 + Constitution modifier

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

Defense (Superior Tactics): 10 + Intelligence modifier + Smart Hero Defense bonus

SMART HERO TALENTS

Plans (Level 1). You have a limited number of plans at your disposal. The total number is:

Intelligence modifier (minimum 1) +1/2 Hero Level (rounded down)

Select a set of plans equal to the total above from the shared plans list and your class's plan list. As your maximum number of plans grows due to your intelligence or level, you can select additional plans for your list. These selections are semi-permanent. When you gain a level, you can decide to exchange a single plan you know for a different plan.

The effect of each plan, as well as the action you must take to enact it, is included in the plan's individual description. If a plan calls for a saving

throw, the save DC is 8 + your Intelligence modifier + your proficiency bonus. This is your plan DC.

Plans grow in power as you gain more levels. Each plan describes how it improves, and these enhancements are cumulative unless otherwise noted. Heroes multiclassing into Smart Hero have a cap on the level of effect they can access.

Genius (Level 1). Your incredible Genius allows you to devise and enact cunning plans that can accomplish what seems impossible until you explain how they came to fruition.

You can enact any plan you know by spending 1 Genius. The Smart Hero table shows how much Genius you have based on your level. Genius recharges when you finish a long rest. Provided you have Genius, you can use any of your plans without restriction.

Mental Refresh (Level 2). When you take a short rest, you can refresh your mind with a nice snack, a power nap, and/or some light reading. You regain 1 Genius point when you finish that short rest. You can do this only once before you finish a long rest.

Two Minor Feats or One Major Feat (Levels 2, 4, 6, 8, 10). You can choose two minor feats or one major feat (see chapter 7). Some feats have prerequisites you must meet to take the feat.

SMART HERO SHARED PLANS

These plans are available to all Smart Heroes. Plans represent the ability of the Smart Hero to anticipate situations and have preparations in place to deal with the challenges that face them. Players are not required to explain precisely how those arrangements came into being, but it can add a lot of fun to the game. The GM is welcome to help with this as well.

Each plan has some level of detail explaining how it can be used, but we encourage both players and the GM to invent creative new uses for these plans in keeping with the idea behind each. Doing so can lead to fun moments in roleplay and problem solving. However, the GM gets final say in just how far you can push the boundaries with your plans.

COORDINATED MANEUVERS

You already told your team exactly where to go in this very situation. When you enact this plan as a bonus action, you and each ally that can see or hear you can immediately move up to their movement speed. Opportunity attacks made in reaction to this movement have disadvantage. During a foot chase, each affected hero gains advantage on Strength (Athletics) checks until the start of your next turn.

Level 5: Each affected hero can perform Dash as a bonus action for the next 10 rounds. Opportunity attacks made in reaction to this movement have disadvantage. During a foot chase, each affected hero gains advantage on Strength (Athletics) checks for the next minute.

Level 9: For the next minute, each affected hero's movement speed is increased by 10 feet. During a foot chase, each affected hero gains advantage on Strength (Athletics), Dexterity (Acrobatics), and Constitution (Endurance) checks for the next minute.

DIRTY LITTLE SECRETS

Your information network gives you access to confidential and compromising information about nearly anyone. You memorize this information in advance of meeting people. At any time, you can enact this plan to recall information about a given person you meet or know. This gives you advantage on Charisma checks made against that person for the next hour.

Level 5: The effect lasts for one week.

Level 9: Ignore all sources of disadvantage on Charisma (Intimidation) checks made against the target.

EXPECT THE UNEXPECTED

When you enact this plan as an action, you prepare yourself for every form of attack. For the next hour, your Defense bonus is +3.

Level 5: The bonus becomes +4. While this plan is active, you can use this bonus in place of your Strength or Dexterity modifier when making a saving throw.

Level 9: The bonus becomes +5.

KNOW THE LAYOUT

You knew you were going to end up here, so naturally you carefully studied the blueprints. Or perhaps you've researched so many similar locations that you can perfectly predict the layout. When you enact this plan, which does not require any action, the GM reveals one of the following facts of your choice:

- ▶ All entrances and exits from the building
- ▶ The number of guards normally stationed
- ▶ The type of security systems installed in the building
- ▶ Which floor of the building a given person or object is located on
- ▶ The location of all stairs and elevators in the building
- ▶ The location of one secret room or door within the building
- ▶ The fastest path from one location in the building to another

Level 3: The GM reveals two facts of your choice.

Level 5: The GM reveals three facts of your choice.

Level 7: The GM reveals four facts of your choice.

Level 9: The GM reveals five facts of your choice.

THE RIGHT TOOL

When you enact this plan as a free action, you produce the perfect tool for the task at hand. You brought it with you, had it brought to you, or knew just where to find it. The tool can be any piece of equipment that you can carry and afford. If it is a weapon, it is fully loaded.

Level 3: You can produce up to two pieces of equipment.

Level 5: You can produce up to three pieces of equipment. The equipment can have a price level of up to one level higher than your Wealth Level.

Level 7: You can produce up to four pieces of equipment.

Level 9: You can produce up to five pieces of equipment. The equipment can have a price level of up to two levels higher than your Wealth Level.

WATCH YOUR STEP

When you enact this plan as an action, you cause a 10-foot square surface within 60 feet to become slick with oil, ice, marbles, or some other slippery substance. The area becomes difficult terrain. Each combatant standing in the area must succeed on a Dexterity saving throw against your plan DC or fall Prone. A combatant that enters the area or ends their turn there must succeed on a Dexterity saving throw against your plan DC or fall Prone. This effect lasts for 1 minute.

When you enact this plan during a chase, instead choose up to two opponents on foot or one land vehicle's driver. Each target must succeed on a Dexterity saving throw against your plan DC. You earn 1 chase point for each target that fails, or 2 points if the target was a driver.

Level 5: You can increase the area to a 20-foot square. Your allies are not affected by the surface thanks to what you did to their shoes. During a chase, you can choose up to four opponents on foot or two vehicles' drivers instead.

Level 9: The area you affect can be any distance away, as long as you can see it. You can enact this plan as a bonus action.

WHEN A PLAN COMES TOGETHER

After you enact any other plan, you may use this plan as a free action to inspire your team. You and up to six of your allies that can see or hear you gain temporary hit points equal to your Intelligence modifier.

Level 3: You and your allies gain temporary hit points equal to $1d4 +$ your Intelligence modifier instead.

Level 5: You and your allies gain temporary hit points equal to $2d4 +$ your Intelligence modifier instead.

Level 7: You and your allies gain temporary hit points equal to $3d4 +$ your Intelligence modifier instead.

Level 9: You and your allies gain temporary hit points equal to $4d4 +$ your Intelligence modifier instead.

ENGINEER

*"Hey, that problem you got?
Bingo and I invented a solution, and I wanna
see if it works!"*

-KATIE PAIGE

You love technology. You see the material world as a giant set of tools to build whatever you can imagine. Whether it's programming drones with artificial intelligence or inventing new and wondrous machines, where others see impossibility, you see inevitability.

Engineers are capable combatants thanks to their mechanical companion and plans that deal electrical damage. They also offer strong support to members of their team and bring a number of useful skills to the table.

PROFICIENCIES

- ▶ **Saving Throws:** Dexterity and Intelligence
- ▶ **Skills:** Choose three from Arts and Crafts, Computers, Vehicles, Investigation, Mechanics, Natural Sciences, and Security
- ▶ **Equipment:** Basic Equipment
- ▶ **Mechanical Expertise:** Choose one from Computers, Mechanics, and Vehicles. You must be proficient in a skill to gain expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Mechanic Pack
- ▶ **Weapons:** Stun gun



ENGINEER LEVEL UP

LEVEL	TALENTS
1	Mechanical Companion, Field Repairs
3	Fine Tuning, Plans Improve
5	Plans Improve
7	Plans Improve
9	Plans Improve

ENGINEER TALENTS

Mechanical Companion (Level 1). You have a unique robot or drone that assists you in tasks, fights beside you, and obeys your commands. Your companion is perfectly loyal and obeys even suicidal commands. You can communicate with it at any range as long as you have a device it can remotely connect to. Its sensory input can be recorded.

You can enact plans from your mechanical companion's location instead of your own. If a plan affects you, it can affect your companion instead. If a plan calls for an attack, you make the attack roll, but the range is calculated from the companion's location.

Your mechanical companion can be a creation of your own genius, or a commercial product you have modified with enhanced abilities. Its engineering is such that you don't have to worry about battery life, and you can command it by voice or using a remote device. You can choose from the robots detailed below. (See the Companion rules in chapter 10 for the full details on how companions can be commanded in combat.)

Field Repairs (Level 1). As an action, you can allow a friendly robot, such as your companion, within 5 feet

of you to spend up to half of its maximum Hit Dice, rounded down. If it does, it regains additional hit points equal to your Intelligence modifier for each die spent. A robot can benefit from this talent only once before it finishes a short or long rest.

Fine Tuning (Level 3). You can use a bonus action to order your mechanical companion to make a single attack. You can take this action even if you have issued another command to your companion as an action this turn.

ENGINEER COMPANIONS

MECHANICAL COMPANION [AMPHIBIOUS ROBOT]

Small robot (autonomous)

Defense 12 + your proficiency bonus (treat your proficiency bonus as its Defense bonus)

Hit Points 4 + four times your level (d6 Hit Dice equal to your level)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	5 (-3)	11 (0)	1 (-5)

Senses passive Perception 10; Nightvision

Mechanical Nature. The mechanical companion cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Actions

Multiattack. If you are 5th level or higher, the mechanical companion makes two attacks. If you are 9th level or higher, it makes three attacks instead.

Shock. Melee Attack: your Intelligence modifier + your proficiency bonus to hit, PV 0, reach 5 ft., one target. **Hit:** 1d4 electrical damage and the target must make a Constitution saving throw with a DC equal to your plan DC or be Stunned until the end of its next turn.

Flechette Gun. Ranged Attack: your Intelligence modifier + your proficiency bonus to hit, PV 2, range 50/100 ft., one target. **Hit:** 1d8 + 2 piercing damage.

This attack can be used underwater normally.
(This weapon does not need to track ammunition or reload.)

MECHANICAL COMPANION (FLYING DRONE)

Tiny robot (autonomous)

Defense 12 + your proficiency bonus (treat your proficiency bonus as its Defense bonus)

Hit Points 3 + three times your level (d4 Hit Dice equal to your level)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	5 (-3)	11 (0)	1 (-5)

Senses passive Perception 10; Nightvision

Hover. The mechanical companion does not fall Prone when it dives for cover as long as it is flying.

Mechanical Nature. The mechanical companion cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Actions

Multiattack. If you are 5th level or higher, the mechanical companion makes two attacks. If you are 9th or higher, it makes three attacks instead.

Nudge. *Melee Attack:* your Intelligence modifier + your proficiency bonus to hit, PV 0, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Firearm. *Ranged Attack:* your Intelligence modifier + your proficiency bonus to hit, PV 2, range 50/100 ft., one target. *Hit:* 1d6 + 2 ballistic damage. (This weapon does not need to track ammunition or reload.)

MECHANICAL COMPANION (WALKING OR DRIVING ROBOT)

Small robot (autonomous)

Defense 12 + your proficiency bonus (treat your proficiency bonus as its Defense bonus)

Hit Points 4 + four times your level (d6 Hit Dice equal to your level)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	5 (-3)	11 (0)	1 (-5)

Senses passive Perception 10; Nightvision

Mechanical Nature. The mechanical companion cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Actions

Multiattack. If you are 5th level or higher, the mechanical companion makes two attacks. If you are 9th level or higher, it makes three attacks instead.

Power Saw. *Melee Attack:* your Intelligence modifier + your proficiency bonus to hit, PV 2, reach 5 ft., one target. *Hit:* 1d8 + 2 slashing damage.

Turret. *Ranged Attack:* your Intelligence modifier + your proficiency bonus to hit, PV 2, range 100/200 ft., one target. *Hit:* 1d8 + 2 ballistic damage. (This weapon does not need to track ammunition or reload.)

ENGINEER PLANS

Your Smart Hero level determines the number of plans you know, as shown in the Plans column of the Smart Hero table. Engineers can select from these plans in addition to the shared plans available to all Smart Heroes.

CUSTOMIZE

When you enact this plan as an action, you apply a custom modification to a firearm or other mechanical weapon you or an ally within 5 feet is wielding. For the next 10 minutes, or until you enact this plan again, the weapon gains one of the following benefits of your choice:

- ▶ **AP Rounds.** The weapon's Penetration Value is increased by 1.
- ▶ **Carrying Strap.** The weapon loses the Stationary property.
- ▶ **Improved Balance.** Attack and damage rolls made with the weapon gain a +1 bonus.
- ▶ **Incendiary Rounds.** The weapon deals an additional 1d4 fire damage.
- ▶ **Modded Barrel.** The weapon's range values are doubled.
- ▶ **Quick Reload.** The reload speed of the weapon is decreased by 1 step: from action to bonus action or from bonus action to no reload time.
- ▶ **Rapid Action.** The weapon gains the full-auto weapon property.

Level 3: The effect lasts for 1 hour.

Level 5: You can choose up to two benefits.

Level 7: The effect lasts for 4 hours.

Level 9: You can choose up to three benefits.

CUT THE POWER

When you enact this plan as a bonus action, you cause any one machine that you can see, or everything powered by the building's electrical system in a single room that you can see, to lose electrical power until repaired. If a machine is being held or operated, its owner can attempt an Intelligence saving throw against your plan DC to ignore this effect. Anyone can attempt to fix the outage as an action by succeeding on an Intelligence (Mechanics) check against your plan DC. You can return power as a bonus action.

An autonomous robot targeted by this plan temporarily shuts down. Instead of the above effect, it must make an Intelligence saving throw against your plan DC or be Paralyzed until the end of your next turn.

Level 3: You can cut the power to up to two machines.

Level 5: You can cut the power to an entire building, or up to three individual machines.

Level 7: You can cut the power to up to four machines.

Level 9: You can cut the power to an entire block, or any number of individual machines you can see.

DEMOLISH

You can enact this plan as an action to activate a hidden demolition charge you planted earlier on a surface you can see. The effect depends on the surface you placed the charge on. Targets cannot Dive for Cover in reaction to this plan.

- ▶ **Ceiling or Floor.** The surface within 5 feet of the charge collapses. Everyone under the collapse must make a Dexterity saving throw against your plan DC, taking 3d6 bludgeoning damage (PV 1) from falling debris on a failed save, or half as much on a successful one.

Anyone who was standing on the collapsed surface must make a Dexterity saving throw against your plan DC, taking 3d6 explosive damage (PV 4) on a failed save, or half as much on a successful one. If they fail, they also fall through the hole, suffering falling damage as normal.

- ▶ **Wall or Door.** The surface within 5 feet of the charge is breached, becoming difficult terrain and providing half cover. Anyone behind the breached surface must make a Dexterity saving throw against your plan DC, taking 3d6 explosive damage (PV 4) on a failed save, or half as much on a successful one.
- ▶ **Chase Hazard.** The charge damages your enemies' path. Choose up to two opponents, who must each make a Dexterity saving throw against your plan DC, taking 3d6 bludgeoning damage (PV 1) on a failed save, or half as much on a successful one. Each failed save also gives your side 1 chase point unless that opponent drops from the chase.

Level 3: The damage from debris or the explosion becomes 4d6.

Level 5: The damage from debris or the explosion becomes 6d6. You can collapse or breach the surface within 10 feet of the charge. During a chase, you can choose up to four opponents.

Level 7: The damage from debris or the explosion becomes 7d6.

Level 9: The damage from debris or the explosion becomes 9d6. You can collapse or breach the surface within 20 feet of the charge. During a chase, you can choose up to six opponents.

EMERGENCY JETPACK

When you enact this plan as an action, you reveal an emergency jetpack. You gain a flying speed of 60 feet until the end of your next turn, at which point you fall if you are not on solid ground.

While the jetpack is active during a foot chase, you automatically pass all ability checks and saving throws related to difficult terrain, jumping, or climbing, and you have advantage on all Strength (Athletics) and Constitution (Endurance) checks.

Level 3: You can choose one ally within 30 feet to benefit from this plan instead of you.

Level 5: The jetpack lasts for 1 minute.

Level 7: You can enact this plan as a reaction when you or an ally within 30 feet falls.

Level 9: You can choose yourself and up to six allies within 30 feet to benefit from this plan.

MY ROBOT CAN DO THAT

You can enact this plan as an action to activate an experimental system you installed in your mechanical companion. For the next hour, or until you enact this plan again, your mechanical companion gains one of the following perks of your choice:

- ▶ **Combat Protocol.** Your mechanical companion can make opportunity attacks using its reaction. In addition, you can add your proficiency bonus to the damage of your companion's attacks.
- ▶ **Defense Protocol.** Your mechanical companion gains 10 temporary hit points. You can select this perk multiple times, increasing the amount of temporary hit points by 10 each time. These temporary hit points are lost when this plan ends.
- ▶ **Efficiency Protocol.** This plan lasts for 4 hours instead of 1. You can take this perk a second time, increasing the duration to 8 hours.
- ▶ **Skill Protocol.** Your mechanical companion can use your Intelligence (Computers) bonus instead of its normal bonus when it makes an ability check using one of the following skills of your choice: Investigation, Intimidation, Perception, Mechanics, Security, Sleight of Hand, or Stealth. You can select this perk multiple times, choosing a different skill each time.

- ▶ **Speed Protocol.** The mechanical companion's movement speed is doubled.

Level 3: You can choose up to two perks.

Level 5: You can choose up to three perks.

Level 7: You can choose up to four perks.

Level 9: You can choose up to five perks.

OVERLOAD

When you enact this plan as an action, you cause any electronic device within 120 feet that you can see or that you have access to via a network to short out, shocking anyone nearby. Each combatant within 5 feet of the device must make a Dexterity saving throw against your plan DC, taking 3d6 electrical damage (PV 4) on a failed save, or half as much on a successful one. Combatants cannot dive for cover reaction to this plan.

Level 3: The damage becomes 4d6.

Level 5: The damage becomes 6d6 and you can choose to affect all targets within 10 feet of the chosen device.

Level 7: The damage becomes 7d6.

Level 9: The damage becomes 9d6 and you can choose to affect all targets within 20 feet of the chosen device.

SHOCKING BLOW

As an action, you can enact this plan to make a melee attack using your Intelligence modifier + your proficiency bonus as your attack bonus. If you hit, you deal 3d6 electrical damage (PV 2) to the target thanks to the special electrical capacitor hidden up your sleeve or in your glove. On a hit, the target must make a Constitution saving throw against your plan DC or be Stunned until the end of your next turn.

Level 3: The damage becomes 4d6.

Level 5: The damage becomes 5d6. A target that fails its saving throw is Stunned for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

Level 7: The damage becomes 6d6.

Level 9: The damage becomes 7d6. For the next minute, you can spend an action to repeat this attack.

HACKER

*"01001001 00100000 01100111 01101111
0110100 00100000 0111001 01101111
0110101 00100001"*

-THE]=0XX

You feel more at home in the abstract digital realm than you do in analog reality. You are the new mind, the new flesh, and the new cybernetic entity born of an ever-advancing interface between human and machine. When knowledge is power, you are near infinite.

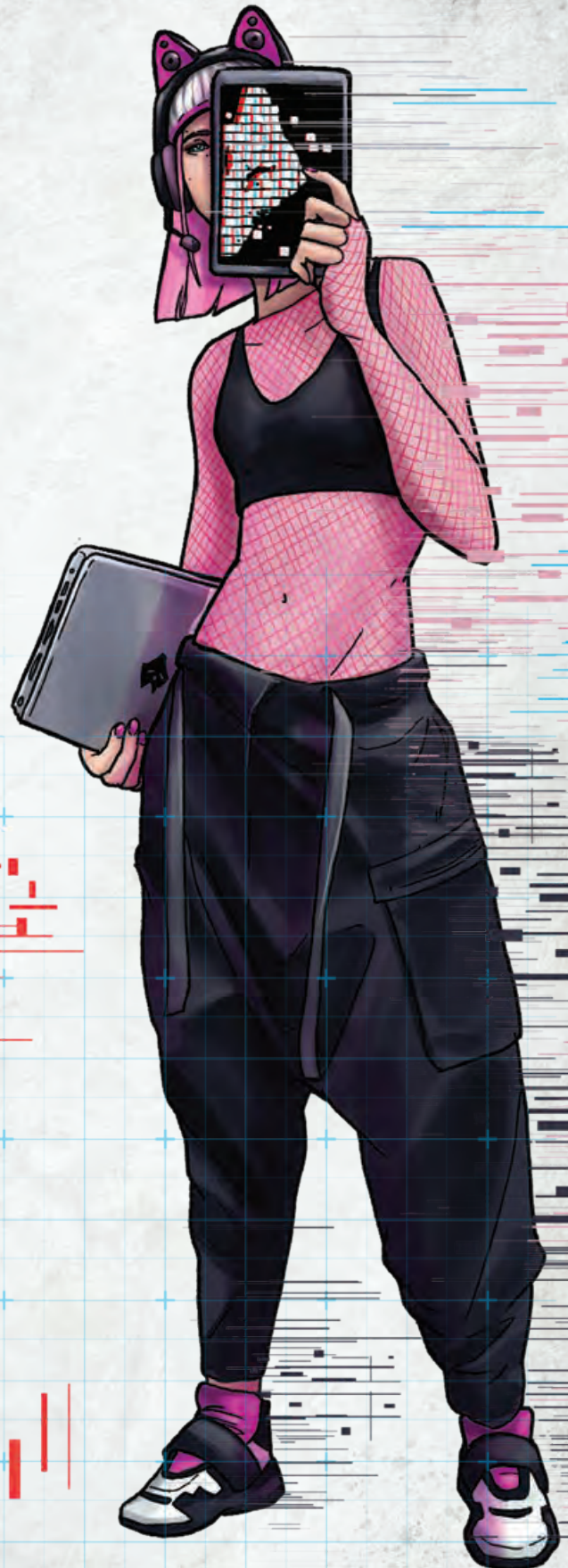
Hacker plans revolve around computers, information, and an understanding of human behavior in the digital sphere. The hacker can easily overcome technological challenges and exploit the increasingly digital world. They are vulnerable in a physical fight but excel at avoiding the need for such primitive conflict.

PROFICIENCIES

- ▶ **Saving Throws:** Intelligence and Wisdom
- ▶ **Skills:** Choose four from Computers, Deception, Investigation, Insight, Mechanics, Natural Sciences, Security, Social Sciences, Stealth, and Streetwise
- ▶ **Equipment:** Basic Equipment
- ▶ **Electronic Expertise:** Choose either Computers or Security. You must be proficient in a skill to gain expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Hacker pack
- ▶ **Weapons:** Stun gun or pepper spray



HACKER LEVEL UP

LEVEL	TALENTS
1	Digital Ghost, It's for You
3	Plans Improve
5	Plans Improve
7	Plans Improve
9	Plans Improve

HACKER TALENTS

Digital Ghost (Level 1). You maintain an array of electronic aliases you use for digital transactions and official records. Your real name, address, and other vital data has been scrubbed clean, making it impossible for any person or organization to discover anything about you.

It's for You (Level 1). You can use your bonus action to make someone's cell phone ring at maximum

volume. You must be able to see your target, and they must have a cell phone or similar device. The target must make a Wisdom saving throw against your plan DC. If they fail, they are Distracted until the end of their next turn.

HACKER PLANS

Your Smart Hero level determines the number of plans you know, as shown in the Plans column of the Smart Hero table. Hackers can select from these plans in addition to the shared plans available to all Smart Heroes.

BRICK IT

Using the latest zero-day exploit, you can activate this plan as an action to shut down or damage computer-controlled devices that are not specifically shielded against wireless communications and are within 100 feet of you. You need a computer or smartphone to enact this plan.

Success is automatic against computer terminals, handheld devices, smartphones, electronic door controls, and similar devices.

Against a device being actively driven or operated, or when targeting a robot, the operator or entity can make an Intelligence saving throw against your plan DC to negate the effect.

The exact effect depends on the type of target and the plan enhancement level:

BRICK IT RESULTS

HACKER LEVEL	DEVICE (COMPUTER CONTROLLED)	VEHICLE (COMPUTER CONTROLLED)	ROBOT, DROID, OR CYBORG
1	Shuts down	Vehicle risks a crash (see the vehicle rules in chapter 11)	3d6 electrical damage
3	Cannot restart for 10 minutes	Driving checks have disadvantage	6d6 electrical damage
5	Destroyed; 3d6 fire damage to anyone holding or carrying it and they are Burning	Console ignites; 3d6 fire damage to driver and they are Burning	9d6 electrical damage
7	You can affect a number of devices equal to your Intelligence modifier	Vehicle shuts down and comes to a stop	12d6 electrical damage
9	Fire damage becomes 6d6	Vehicle is Totaled due to the control system being destroyed	15d6 electrical damage

A targeted system that is shut down but not destroyed can be restarted as an action by someone with an Intelligence (Computers) check made against your plan DC.

CHA-CHING

Thanks to your array of fake and stolen credit accounts, you can activate this plan any time you need to make a purchase that takes electronic payments or credit. You can treat your Wealth Level as 4 or your current Wealth Level +1 (whichever is higher) for a single purchase. Purchasing traceable goods such as a car, boat, real estate, or a company with this plan is potentially dangerous. After one week, authorities may investigate the purchase and track such goods. The highest Wealth Level in the game is Wealth Level 6.

Level 3: Wealth Level 5 or your Wealth Level +2 (whichever is higher)

Level 5: Effect lasts for 24 hours instead of one purchase

Level 7: Wealth Level 6

Level 9: You can safely purchase traceable goods.

DID MY HOMEWORK

Having previously studied your opponent's online profile, you can enact this plan as a bonus action to know an opponent's weakness. Choose one target you can see and apply one of the following effects. The target can make an Intelligence saving throw against your plan DC at the end of each of their turns. Success ends all effects.

- ▶ **Achilles' Heel.** The target has disadvantage on saving throws against your other plans.
- ▶ **Best Defense.** The target has disadvantage on attack rolls against you.
- ▶ **Weak Spot.** You have advantage on attack rolls against the target.
- ▶ **Stronger Than You.** You have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks made against the target.
- ▶ **Smarter Than You.** You have advantage on Wisdom (Perception) and Wisdom (Insight) checks made against the target.

- ▶ **Faster Than You.** You have advantage on Dexterity (Sleight of Hand) and Dexterity (Stealth) checks made against the target.

Level 3: You can apply two effects.

Level 5: You can apply three effects.

Level 7: You can apply four effects.

Level 9: You can apply five effects.

I'M IN

Thanks to the back-door access you set up last week, when you enact this plan as a bonus action, you take control of a single computer system or computer dependent device you can access directly, through a network connection, or by radio communications. You cannot access remote systems (those not connected to public or wireless networks) unless you have physical access.

If the device or system is being actively operated by someone, or if the target is a robot, the operator or entity can make an Intelligence saving throw against your plan DC at the end of each of their turns to end the effect.

In combat, you can operate the device as an action during your turn. If the device is an autonomous AI, operating them means you can command them to perform any one action they are normally capable of, or command them to move.

Out of combat, this gives you access to a computer system automatically. You can then access data, run malicious software, or manipulate data while in the system. You maintain access until someone detects the breach and tries to remove access. Kicking you out of the system requires an Intelligence (Computers) check against your plan DC.

Level 3: Your access cannot be traced back to you.

Level 5: Anyone trying to detect and kick you out of a system has disadvantage on their Intelligence (Computers) check.

Level 7: Saving throws against this plan have disadvantage.

Level 9: After enacting this plan, you can use it again as an action without expending any Genius, taking control of more systems until the one-hour time limit expires. If an operator or AI successfully makes their save, you cannot target that same device again.



RTFM

Because you previously read the “friendly” manual, you can enact this plan as a reaction before making an ability check allowing a skill proficiency, as a bonus action, or any time outside of combat. Choose a skill. You gain proficiency and expertise in that skill for the next 10 minutes.

Level 3: You can also choose an equipment proficiency. You gain that equipment proficiency for the duration of the effect.

Level 5: You can use your Intelligence modifier for attack and damage rolls with weapons you are proficient with instead of the default ability score for the duration of the effect.

Level 7: The effect lasts until you complete a short or long rest.

Level 9: The effect lasts until you complete a long rest.

SUCKS TO BE YOU

You must know the name of the target to enact this plan against them. The effect lasts until the target has a chance to clear up the problem with authorities. Clearing their name requires a Charisma (Persuasion) check against your plan DC and takes at least 24 hours.

When it is time to unleash the vicious malware you prepared earlier, you can enact this plan as an action to hack someone’s personal data in one of the following ways.

- ▶ **No Access.** Scramble all their passwords.
- ▶ **No Credit.** Stop all their credit cards and debit cards from working.
- ▶ **No Exit.** Put them on a no-fly list or a similar list used at border crossings.
- ▶ **No Explanation.** Fill their hard drives with embarrassing and salacious media files.
- ▶ **No Free Pass.** Put out a warrant for their arrest for unpaid parking tickets.

Level 3: You can choose two ways to make them miserable.

Level 5: You can choose three ways to make them miserable.

Level 7: You can choose four ways to make them miserable.

Level 9: You can make them miserable in all five ways. Wish them good luck with their new life!

WE INTERRUPT THIS PROGRAM

Using your bot-net within media company mainframes, you can enact this plan as an action to broadcast an audio/video message in real time to all media devices within 200 feet of your current location. The message could be preprepared or can be a live address using your cell phone camera. You can limit the message to specific devices, types of devices, or specific media networks if you so choose. The message can be up to 3 minutes long.

Level 3: You can extend the range to 1 mile and the duration to 5 minutes.

Level 5: You can extend the range to 100 miles and the duration to 10 minutes.

Level 7: You can send the message nationwide.

Level 9: You can send the message worldwide.

Using this plan at 100 miles or more draws unwanted attention from security experts and law enforcement. While they cannot trace the hack, they can use circumstantial information from the message to investigate the hacker.

MASTERMIND

“Never bet against stupid. They never know when to quit and they have a clear numbers advantage.”

—WESLEY SCOTT

You are always at least one step ahead of your enemies, plotting, scheming, and planning your next masterstroke. Your allies benefit from your genius as well. If only you could find someone to truly challenge you.

Mastermind plans involve strategies that were retroactively enacted in the past, to be revealed only in the present moment. This makes the mastermind very powerful outside combat, with the ability to shortcut difficult challenges. In combat, however, they are rather weak and vulnerable.

PROFICIENCIES

- ▶ **Saving Throws:** Intelligence and Wisdom
- ▶ **Skills:** Choose four from Computers, Deception, Insight, Investigation, Medicine, Natural Sciences, Perception, Persuasion, Security, Social Sciences, and Streetwise
- ▶ **Equipment:** Basic Equipment
- ▶ **Mental Expertise:** Choose two from Computers, Deception, Insight, Investigation, Perception, Persuasion, Security, Social Sciences, and Streetwise. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Executive Pack
- ▶ **Weapons:** Pocket .38 pistol or hunting rifle



MASTERMIND LEVEL UP

LEVEL	TALENTS
1	Know-It-All, You're Doing It Wrong
3	Plans improve
5	Plans improve
7	Plans improve
9	Plans improve

MASTERMIND TALENTS

Know-It-All (Level 1). You have advantage on all ability checks to recall information.

You're Doing It Wrong (Level 1). When an ally that can see and hear you misses with an attack, you can use your reaction to instruct them on the proper technique, allowing them to reroll the attack.

MASTERMIND PLANS

Your Smart Hero level determines the number of plans you know, as shown in the Plans column of the Smart Hero table. Masterminds can select from these plans in addition to the shared plans available to all Smart Heroes.

I HAD IT POISONED

Thanks to your brilliant foresight and schemes, this plan can be enacted as a reaction when one of the following occurs.

- ▶ When you or an ally you can see makes a successful attack with a weapon that does piercing or slashing damage to a target.
- ▶ After someone in the same room as you eats something, drinks something, or receives medical treatment.

When you enact this plan, choose one of the following poisons.

- ▶ **Common Hallucinogens.** The target must succeed on a Constitution saving throw against your plan DC or be Sickened for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on a success.
- ▶ **Common Snake Venom.** The target must make a Constitution saving throw against your plan DC, suffering 3d6 poison damage (ignoring armor) on a failed save, and half as much on a successful one.

If you have an ingestible or injury poison in your inventory, you can choose to use that poison in place of one of the above. If you do, the target of the plan suffers the effects of that poison instead, using its normal save DC. This uses up the poison.

Level 3: You can choose one of the following poisons instead.

- ▶ **Common Spider Venom.** The target must succeed on a Constitution saving throw against your plan DC or be Sickened for 1 minute. While Sickened in this way, the target suffers 1d6 poison damage (ignoring armor) at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- ▶ **Rare Hallucinogens.** The target must succeed on a Constitution saving throw against your plan DC or be Sickened for 1 minute. The target is Blinded while Sickened in this way. The target can repeat the save at the end of each of its turns, ending the effect on a success.

Level 5: You can choose one of the following poisons instead.

- ▶ **Rare Snake Venom.** The target must make a Constitution saving throw against your plan DC, suffering 6d6 poison damage (ignoring armor) on a failed save, and half as much on a successful one.
- ▶ **Tranquilizer.** The target must succeed on a Constitution saving throw against your plan DC or be Sickened for 1 minute. The target is Unconscious while Sickened in this way. The target wakes up if it suffers any damage.

Level 7: You can choose one of the following poisons instead.

- ▶ **Mushrooms.** The target must succeed on a Constitution saving throw against your plan DC or be affected by this poison for 1 minute. A target that cannot be Sickened is immune to this effect. The target can repeat the save at the end of each of its turns, ending the effect on a success. While affected by this poison, a target must roll a d10 at the start of each of its turns to determine what it does:

1D10 RESULT	EFFECT
1	The target uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The target doesn't take an action this turn.
2-6	The target doesn't move or take actions this turn.
7-9	The target uses its action to make an attack with whatever it is holding against a randomly determined target within range.
10	The target can act and move normally but is poisoned during this turn.

- ▶ **Rare Spider Venom.** The target must succeed on a Constitution saving throw against your plan DC or be Sickened for 1 minute. While Sickened in this way, the target suffers 3d6 poison damage (ignoring armor) at the start of each of their turns. The target can repeat the save at the end of each of its turns, ending the effect on a success.

Level 9: You can choose the following poison instead.

- ▶ **Neurotoxin.** The target must make a Constitution saving throw against your plan DC, suffering 6d6 poison damage (ignoring armor) on a failed save, and half as much on a successful one. On a failed save, the target is also Sickened for 1 minute. While poisoned in this way, the target takes 6d6 poison damage (ignoring armor) at the start of each of its turns. The target can repeat the save at the end of each of its turns, ending the effect on a success.



I HAD THEM BUGGED

When you enact this plan, you can name one person you met within the last 24 hours. Since you bugged them at the time, you can ask one question of the GM about that person or their activities. The GM will give you a true answer to your question if you could reasonably have learned the answer from recording the target's actions and communications. The GM might refuse for the sake of the story, but if they do, you may ask another question following the same guidelines. If no question is appropriate, you get your Genius point back. The GM can reveal additional information if they so choose.

Level 3: You can ask up to two questions.

Level 5: You can name a person you have met within the last week, and you can ask up to three questions. Instead of asking questions, you can perform active surveillance on the target. If you do, you receive up-to-date visual and audio information from their location for the next 10 minutes as if you were there.

Level 7: You can ask up to four questions. If you perform active surveillance, you can do so for up to 1 hour.

Level 9: You can name any person you have ever met, you can ask up to five questions, and you can perform active surveillance as well as asking these questions.

I HAVE THE PERFECT DISGUISE

When you enact this plan as an action, you can reveal a disguise you have prepared for the occasion. This disguise makes you look almost identical to another person you have seen. The disguise can include facial prosthetics, a realistic wig, skin tone adjustments, and anything else required to mimic the chosen person. It can include any normal clothing or uniform, but any identification or badge does not hold up to more than cursory scrutiny. You can make yourself appear up to 3 inches taller or shorter, and up to 25% lighter or heavier, but this does not hold up to any measurements. The disguise is purely visual; you can't change your voice.

You have advantage on Charisma (Deception) checks to pretend to be the person you are disguised as, as long as the target can see you.

Anyone trying to see through the disguise must use their action to inspect your appearance and make an Intelligence (Investigation) check against your plan DC. If the check is successful, they see through the disguise. Otherwise, they believe the disguise.

The disguise lasts for 1 hour before pieces begin falling off and breaking apart, at which point it no longer functions.

Level 3: You can add a voice modulator to your disguise, allowing you to mimic the chosen person's voice. You have advantage on Charisma (Deception) checks to pretend to be the person you are disguised as if the target can hear you or see you. In addition, the disguise can make you appear to be up to 1 foot taller or shorter, and up to 50% lighter or heavier, which holds up to basic measurements but not medical exams.

Level 5: You can target up to two allies within 30 feet of you instead of yourself, or yourself and one ally within 30 feet, giving a unique disguise to each.

Level 7: Any disguise constructed by this plan lasts for up to 8 hours.

Level 9: You can affect yourself and up to six allies within 30 feet, giving each an individual disguise.

I KNEW YOU'D DO THAT

When you are attacked or must make a Dexterity saving throw, you can enact this plan as a reaction. When you do, you gain a +5 bonus to your Defense and Dexterity saving throws until the start of your next turn. You can wait until you know the result of the roll to use this ability, potentially forcing an attack that would have hit to miss, or a save that would have failed to succeed.

Level 3: You can grant the bonus to an ally instead of yourself, when they are attacked or make a Dexterity saving throw.

Level 5: The bonus lasts until the start of your second turn after you use it.

Level 7: The bonus lasts until the start of your third turn after you use it.

Level 9: The bonus lasts for 1 minute.

I LURED YOU INTO DANGER

You can enact this plan as a reaction when an opponent within 30 feet of you and that you are aware of moves closer to you, causing the opponent to stumble into a cleaning cart, trip over a mop, get their foot stuck in a loose floorboard, and so on. That opponent must make a Dexterity saving throw against your plan DC, taking 2d6 bludgeoning damage (PV 1) on a failed save, or half as much on a successful one. In addition, on a failed save, the target falls Prone and their movement speed is reduced to 0 until the end of the current turn, ending their movement.

Level 3: The damage becomes 3d6.

Level 5: The damage becomes 5d6. You can affect an opponent up to 60 feet away.

Level 7: The damage becomes 6d6.

Level 9: The damage becomes 8d6. You can affect an opponent up to 120 feet away.

I'LL TELL YOU HOW IT'S DONE

When you enact this plan as an action, choose yourself or one ally within 5 feet that can hear you. The chosen hero gains your choice of one of the following effects for the next minute, or until you enact this plan again.

- ▶ **Stronger.** The target has advantage on Strength checks.
- ▶ **Tougher.** The target has advantage on Constitution checks. They also gain 2d6 temporary hit points, which are lost when the effect ends.
- ▶ **Faster.** The target has advantage on Dexterity checks. They also gain damage reduction 15 against falling if they aren't Incapacitated.
- ▶ **Smarter.** The target has advantage on Intelligence checks.
- ▶ **Wiser.** The target has advantage on Wisdom checks.
- ▶ **Comelier.** The target has advantage on Charisma checks.

Level 3: The effect lasts for 10 minutes.

Level 5: You can affect up to two targets.

Level 7: You can affect up to three targets.

Level 9: You can affect up to four targets, and you can choose two effects instead of one.

THEY'LL NEVER SEE US COMING

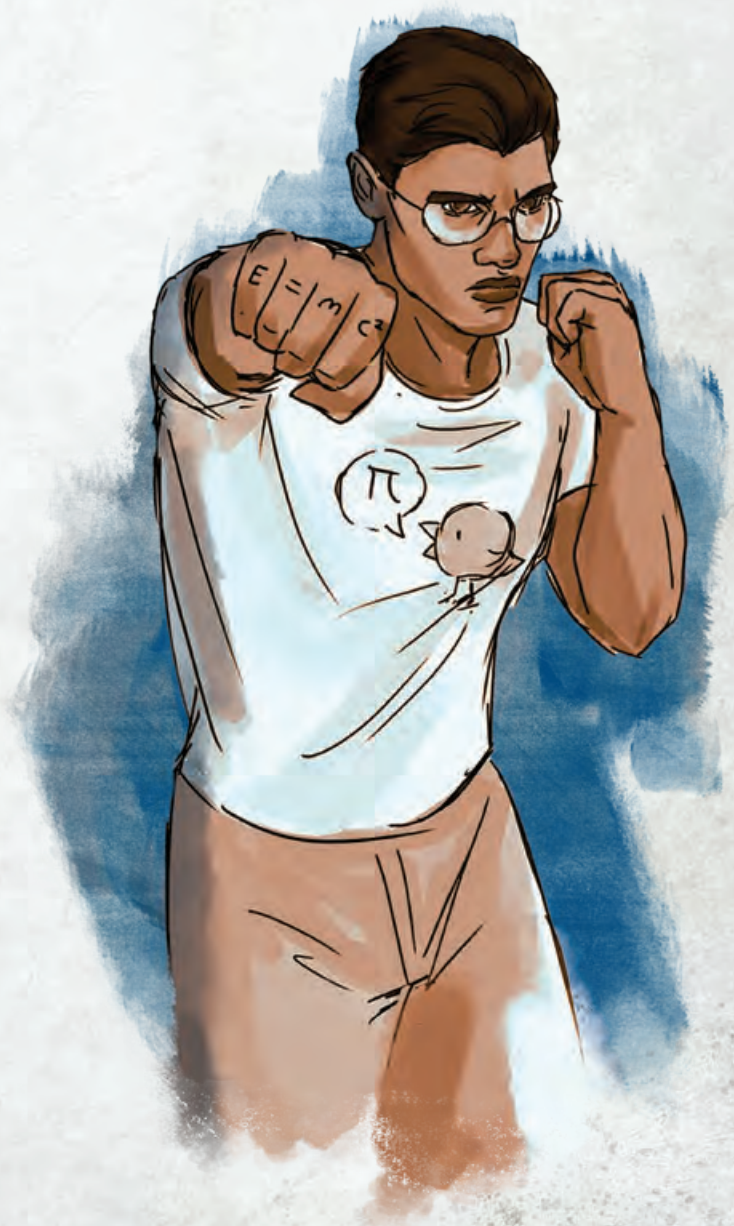
When you enact this plan as an action, you and any allies you choose that can see or hear you gain a +5 bonus to Dexterity (Stealth) checks. This effect lasts for 10 minutes, or until you enact this plan again.

Level 3: The bonus lasts for 1 hour.

Level 5: The bonus becomes +10.

Level 7: The bonus lasts for 4 hours.

Level 9: The bonus becomes +15.



SCIENTIST

“Monster movies aren’t as scary as real life. Nature has had extensive time and practice in creating ways to kill you.”

—DR. MARGARET WELLINGTON

Your mastery of the sciences is normally applied in the lab, making new discoveries and advancing human knowledge. But when lives are on the line, you are ready to demonstrate that knowledge truly is power.

A scientist’s plans are themed around biology and chemistry to damage enemies and aid allies. They are a great choice if you want to play a support role in combat or to tend to the injuries of other heroes. They are one of the more highly skilled classes with a range of expertise available to them.



PROFICIENCIES

- ▶ **Saving Throws:** Constitution and Intelligence
- ▶ **Skills:** Choose three from Computers, Investigation, Mechanics, Medicine, Natural Sciences, Security, and Social Sciences
- ▶ **Equipment:** None
- ▶ **Scientific Expertise:** Choose two from Computers, Mechanics, Medicine, and Natural Sciences. You must be proficient in a skill to gain expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Scientist Pack
- ▶ **Weapons:** None

SCIENTIST LEVEL UP

LEVEL	TALENTS
1	Dangerous Stuff
3	Plans improve
5	Hazardous Stuff, Plans Improve
7	Plans Improve
9	Deadly Stuff, Plans Improve

SCIENTIST TALENTS

Dangerous Stuff (Level 1). You can use leftover science materials to attack your enemies. As an action, you can make an attack with this dangerous stuff. The statistics of this weapon are shown below. Your attack bonus for this attack is your Intelligence modifier + your proficiency bonus. Your damage bonus is equal to your Intelligence modifier. You have an effectively unlimited supply of dangerous stuff. As a bonus action, you can change the damage type of this weapon until the end of combat to your choice of acid, cold, electricity, explosive, fire, or poison.

Hazardous Stuff (Level 5). The damage of your dangerous stuff improves to 2d6. Its PV becomes 2.

Deadly Stuff (Level 9). The damage of your dangerous stuff improves to 3d6. Its PV becomes 3.

DANGEROUS, HAZARDOUS, AND DEADLY STUFF

THROWN WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE LEVEL	BULK
Level 1: Dangerous Stuff	1d6*	40/80	—	—	1	Thrown	—	—
Level 5: Hazardous Stuff	2d6*	40/80	—	—	2	Thrown	—	—
Level 9: Deadly Stuff	3d6*	40/80	—	—	3	Thrown	—	—

* damage may be acid, cold, electricity, explosive, fire, or poison

SCIENTIST PLANS

Your Smart Hero level determines the number of plans you know, as shown in the Plans column of the Smart Hero table. Scientists can select from these plans in addition to the shared plans available to all Smart Heroes.

ADRENALINE SHOT

As an action, you can enact this plan to inject yourself or a willing or Unconscious ally within 5 feet of you with an adrenaline shot you prepared earlier. The target gains temporary hit points equal to 1d6 + your Intelligence modifier. If they were at 0 hit points, they also regain 1 hit point.

Level 3: The target gains temporary hit points equal to $2d6$ + your Intelligence modifier.

Level 5: The target gains temporary hit points equal to $4d6$ + your Intelligence modifier. Alternatively, instead of granting temporary hit points, you can inject an ally who died within the last round. That ally returns to life with 1 hit point.

Level 7: The target gains temporary hit points equal to $6d6$ + your Intelligence modifier.

Level 9: The target gains temporary hit points equal to $8d6$ + your Intelligence modifier. Alternatively, instead of granting temporary hit points, you can inject an ally who died within the last minute. That ally returns to life with 1 hit point.

CAN OF WHOOP ASS

As an action, you can enact this plan to provide yourself or a willing ally within 5 feet of you with a chemical agent of your own making that provides the following benefits for the next minute.

- ▶ The target's movement speed is increased by 10 feet.
- ▶ The target gains advantage on Strength checks and Strength saving throws.
- ▶ The target gains a +2 bonus to all damage rolls they make.

Level 3: You can affect a target up to 60 feet away, either by shooting a dart at them or because you slipped them a vial earlier.

Level 5: You can affect up to two targets with this plan.

Level 7: The targets also ignore the effects of Exhaustion and have advantage on Constitution (Endurance) checks for the duration.

Level 9: The targets also gains advantage on all attack rolls for the duration.

I HAVE THE CURE

When you enact this plan as an action, you can administer a prepared curative agent to yourself or one living ally within 5 feet of you, ending either one illness or one condition afflicting the target. Applicable conditions include Blinded, Deafened, Paralyzed, Sickened, and all levels of Intoxication.

Level 3: You can affect a living ally within 60 feet of you, by shooting them with a dart or because you already gave them the cure to hold on to.

Level 5: For the next 8 hours, the target also gains damage reduction 10 against poison and has advantage on saving throws against poison, illness, and any effect that would inflict the Blinded, Deafened, Paralyzed, or Sickened conditions.

Level 7: You can affect up to two living allies.

Level 9: Instead of the usual effects, you can reduce a target's Exhaustion level by up to three.



INFERNO BOMB

As an action, you can enact this plan to throw a rigged incendiary explosive at a point up to 80 feet away. Each combatant within 20 feet of that point must make a Dexterity saving throw against your plan DC, taking $4d6$ fire damage (ignoring armor) on a failed save, or half as much on a successful one. A target who fails this save is also Burning, taking $1d6$ fire damage at the start of each of its turns instead of the normal amount. The DC to extinguish the fire is your plan DC.

Level 3: The initial damage becomes $5d6$. You can choose to affect all targets within 30 feet of the chosen point.

Level 5: The initial damage becomes $6d6$. The damage from Burning becomes $2d6$.

Level 7: The initial damage becomes $7d6$. You can choose to affect all targets within 40 feet of the chosen point.

Level 9: The initial damage becomes 8d6. The damage from Burning becomes 3d6.

KNOCKOUT GAS

As an action, you can enact this plan to throw a canister of gas that induces unconsciousness. The gas can affect a number of hit points' worth of combatants equal to $3d8 + 10$. You can target a location up to 80 feet away as the center of the effect. Each combatant within 20 feet of the target location is potentially affected. Combatants wearing a gas mask or similar protective gear are not affected.

Starting with the combatant who has the lowest current hit points, each combatant affected by the gas falls Unconscious for 10 minutes, or until the sleeper takes damage or someone uses an action to shake or slap the sleeper awake. Subtract each combatant's hit points from the total before moving on to the combatant with the next lowest hit points. A combatant's hit points must be equal to or less than the remaining total for that combatant to be affected.

Level 3: The total hit points affected is $5d8 + 10$. The unconsciousness lasts for 1 hour if the sleeper is not damaged or shaken awake.

Level 5: The total hit points affected is $7d8 + 15$. Your allies cannot be affected by the gas due to the antidote you gave them.

Level 7: The total hit points affected is $9d8 + 20$. The unconsciousness lasts for 8 hours if the sleeper is not damaged or shaken awake.

Level 9: The total hit points affected is $11d8 + 25$. You can choose to affect all targets within 30 feet of the chosen point.

RIGHT INTO MY TRAP

When you enact this plan as an action, choose an opponent within 120 feet that you can see. They have set off the sticky web trap you placed earlier, knowing they would blunder into it at this moment. The target must make a Dexterity saving throw against your plan DC or become Restrained for 1 hour.

A Restrained target can use their action to attempt to break free by making a Strength check against your plan DC, ending the effect on a successful check.

Level 3: You can choose to affect everyone within 5 feet of the target. During a foot chase, you can affect up to two opponents.

Level 5: You can choose to affect everyone within 10 feet of the target. You can choose to exclude any number of targets in the area.

Level 7: You can choose to affect everyone within 20 feet of the target. During a foot chase, you can affect up to three opponents.

Level 9: Targets have disadvantage on Strength checks to escape the trap.

SMOKESCREEN

As an action, you can enact this plan to throw a smoke bomb, creating a 20-foot-radius sphere of smoke centered on a point within 80 feet. The sphere spreads around corners, and its area has no visibility (see "Visibility" in chapter 10). It lasts for 1 hour or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Level 3: You can increase the radius of the sphere to 40 feet.

Level 5: You can cause the smoke to be noxious. If you do, each combatant who is completely within the smoke at the start of its turn must make a Constitution saving throw against your plan DC. On a failed save, the combatant becomes Sickened until the start of their next turn. While Sickened, a combatant spends their action during their turn retching and reeling. Combatants wearing a gas mask or similar protective gear are not affected.

Level 7: You can increase the radius of the sphere to 60 feet.

Level 9: You can cause the smoke to be poisonous. When a combatant enters the smoke for the first time on a turn or starts their turn there, that combatant must make a Constitution saving throw against your plan DC. The combatant takes $5d8$ poison damage (ignoring armor) on a failed save, or half as much on a successful one. Combatants wearing a gas mask or similar protective gear are not affected. If you cause the smoke to be both noxious and poisonous, combatants must make a single Constitution saving throw against both effects.



WISE HEROES

"Yes, violence can put an end to violence, but peace can only be created through love."

-ZHANG WEI



LEVELING UP

LEVEL	TALENTS	PROFICIENCY BONUS	DEFENSE BONUS	FOCUS
1	Focus, Concentration, Class Talent(s)	+2	+2	2
2	One Step Ahead, Two Minor Feats or One Major Feat	+2	+2	3
3	Class Talent(s)	+2	+2	4
4	Two Minor Feats or One Major Feat	+2	+2	5
5	Class Talent(s)	+3	+3	5
6	Two Minor Feats or One Major Feat	+3	+3	6
7	Class Talent(s)	+3	+3	7
8	Two Minor Feats or One Major Feat	+3	+3	8
9	Class Talent(s)	+4	+4	8
10	Two Minor Feats or One Major Feat	+4	+4	9

You are known as a person who thinks before you act. You observe the world around you and move with its rhythms instead of struggling against the tide. By first knowing yourself, you can reach out and make the world a better place.

Wise Heroes are thematically diverse, but they all have a Focus mechanic that can be spent to activate special actions and abilities.

Hit Dice: 1d10 per hero level

Starting Hit Points: 10 + Constitution modifier

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

Defense (Know Your Enemy): 10 + (Wisdom or Dexterity) modifier + Wise Hero Defense bonus

WISE HERO TALENTS

Focus (Level 1). You have Focus points equal to the number shown on the Wise Hero table, which can be spent to use your Concentration talent as well as talents granted by your class. All your Focus recharges whenever you finish a short or long rest.

Concentration (Level 1). When you fail a Wisdom ability check, you can spend 1 Focus to reroll that check. This can be used only once per ability check.

One Step Ahead (Level 2). You can choose not to fall Prone when you take the Dive for Cover reaction.

Two Minor Feats or One Major Feat (Levels 2, 4, 6, 8, 10). You can choose two minor feats or one major feat (see chapter 7). Some feats have prerequisites you must meet to take the feat.

HUNTER

"Tracking is about getting in the head of your prey, seeing through their eyes. Ain't that right, Big Boo?"

-GLENN "BLOODHOUND" McPHERSON

"Woof!"

-BIG BOO

Whether it's big game or a fugitive from justice, your prey was doomed the moment you set your sights on them. You can hunt with a faithful companion or go it alone and focus only on your chosen target. Either way, there can be only one outcome.

The hunter is both a skilled hero and one that can hold their own in combat. Their animal companion can be both fun and effective but makes the hunter a complex class to play in combat.

PROFICIENCIES

- ▶ **Saving Throws:** Strength and Wisdom
- ▶ **Skills:** Choose three from Acrobatics, Arts and Crafts, Athletics, Endurance, Insight, Medicine, Perception, Stealth, and Survival
- ▶ **Equipment:** Basic Equipment and Advanced Equipment
- ▶ **Hunting Expertise:** Choose one from Endurance, Perception, Stealth, and Survival. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Hunter Pack
- ▶ **Weapons:** Hunting rifle or modern bow



HUNTER LEVEL UP

LEVEL	TALENTS
1	Hunting Companion, Hunter's Mark, Animal Husbandry
3	Companion Training, Marked as Prey
5	Advanced Combat Training
7	Learn Their Moves, No Escape
9	Marked for Death

HUNTER TALENTS

Hunting Companion (Level 1). You have an animal companion that can hunt beside you and obeys your commands. You can choose among the companion types listed for the hunter. (See Companion rules for the full details on how companions can be commanded in combat.)

Hunter's Mark (Level 1). As a bonus action, you can spend 1 Focus to mark one opponent you can see. You and your hunting companion gain the following special advantages against a target you have marked. The mark represents your determination to bring down your target.

- ▶ You and your animal companion have advantage on Wisdom (Perception) checks against the marked target.
- ▶ You and your animal companion have advantage on Wisdom (Streetwise) and Wisdom (Survival) checks made to track or chase the marked target.
- ▶ You can take a bonus action to make a single attack against a marked target, or to command your hunting companion to make a single attack against a marked target. You cannot add your ability score modifier to the damage of this attack, but your companion's damage is calculated normally.

Animal Husbandry (Level 1). As an action, you can command your animal companion to use the Second Wind action. You cannot do this again until you and your companion have completed a short or long rest.

Companion Training (Level 3). Your companion adds your proficiency bonus to its Defense, ability checks, saving throws, and damage rolls. In addition, your companion can make opportunity attacks using its reaction.

Marked as Prey (Level 3). You can spend 1 Focus to reroll a damage roll against a marked target made by you or your hunting companion. If multiple dice are rolled for damage, you reroll all damage dice. You may only do this once per attack.

Advanced Combat Training (Level 5). Once during your turn, when you or your companion take the Attack action, you or your companion can make two attacks as part of that action.

Learn Their Moves (Level 7). After an opponent hits you or your companion with an attack, you and your companion gain a +4 bonus to Defense against any further attacks that same opponent makes against you or your companion until the start of your next turn.

No Escape (Level 7). You can spend 1 Focus to reroll a missed attack roll against a marked target made by you or your hunting companion. You may only do this once per attack.

Marked for Death (Level 9). You and your hunting companion deal an additional 1d8 damage on all successful attacks against marked targets.



HUNTER ANIMAL COMPANIONS

ANIMAL COMPANION [APE]

Medium animal

Defense 12

Hit Dice 1d8 per hero level

Hit Points 5 + five times your level

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (0)

Skills Athletics +4

Senses passive Perception 11

Actions

Fist. *Melee Attack:* your Wisdom modifier + your proficiency bonus to hit, PV 1, reach 5 ft., one target. *Hit:* 1d6 + 2 bludgeoning damage.

Rock. *Ranged Attack:* your Wisdom modifier + your proficiency bonus to hit, PV 1, range 25/50 ft., one target. *Hit:* 1d6 + 2 bludgeoning damage.

ANIMAL COMPANION [CANINE]

Medium animal

Defense 12

Hit Dice 1d8 per hero level

Hit Points 5 + five times your level

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	4 (-3)	14 (+2)	10 (0)

Skills Perception +4

Senses passive Perception 14

Keen Smell. The animal companion has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Attack:* your Wisdom modifier + your proficiency bonus to hit, PV 1, reach 5 ft., one target. *Hit:* 1d6 + 2 piercing damage. The target must succeed on a Strength saving throw with a DC of 10 + your proficiency bonus + your Wisdom modifier or be knocked Prone.





ANIMAL COMPANION [FELINE]

Medium animal

Defense 12

Hit Dice 1d8 per hero level

Hit Points 5 + five times your level

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	4 (-3)	14 (+2)	10 (0)

Senses passive Perception 12

Pounce. If the animal companion moves at least 20 feet straight toward a target and then hits it with a claw attack on the same turn, that target must succeed on a Strength saving throw with a DC of 10 + your proficiency bonus + your Wisdom modifier or be knocked Prone. If the target is Prone, the animal companion can then make one bite attack against it.

Actions

Bite. *Melee Attack:* your Wisdom modifier + your proficiency bonus to hit, PV 1, reach 5 ft., one target. *Hit:* 1d6 + 2 piercing damage.

Claw. *Melee Attack:* your Wisdom modifier + your proficiency bonus to hit, PV 1, reach 5 ft., one target. *Hit:* 1d4 + 2 slashing damage.

ANIMAL COMPANION [BIRD]

Small animal

Defense 13

Hit Dice 1d6 per hero level

Hit Points 4 + four times your level

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	4 (-3)	14 (+2)	10 (0)

Senses passive Perception 12

Flyby Attack. The animal companion does not provoke opportunity attacks when it flies out of an opponent's reach.

Actions

Beak and Talons. *Melee Attack:* your Wisdom modifier + your proficiency bonus to hit, PV 1, reach 5 ft., one target. *Hit:* 1d4 + 3 piercing damage.

MASTER

"Your inner spirit will always feel faster than the mind can think. Cultivate a beautiful spirit and you can overcome anything."

—ARJUN MEHTA



Through long training and meditation you have achieved something rare: karmic harmony, inner balance, and the ability to kick prodigious amounts of ass. You need no weapons to make your presence felt by those who would disturb your tranquility.

The master is a melee combatant with a diverse range of both offensive and defensive moves. They don't hit especially hard, but they can strike quickly, and in unexpected ways. Like a true ascetic, they don't need material equipment to be at their best.

PROFICIENCIES

- ▶ **Saving Throws:** Wisdom and Charisma
- ▶ **Skills:** Choose three from Acrobatics, Arts and Crafts, Deception, Endurance, Insight, Medicine, Perception, Performance, Sleight of Hand, and Survival
- ▶ **Equipment:** Basic Equipment and Improvised Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Martial Artist Pack
- ▶ **Weapons:** Unarmed strikes or improvised weapons

MASTER LEVEL UP

LEVEL	TALENTS
1	Mystic Arts, Ki
3	Dance in the Storm, Flow Like the River
5	Advanced Combat Training, Ki Strike
7	Balance Within, Evasion
9	Deep Focus, Like the Willow

MASTER TALENTS

Mystic Arts (Level 1). You gain the following benefits:

- ▶ You can use Wisdom instead of other ability modifiers when making attacks with melee weapons.
- ▶ You can use Wisdom instead of other ability modifiers when making a special attack and when you try to escape a grapple. (A special attack can be used in place of any attack, such as a grapple attempt.)
- ▶ You can add your ability modifier to the damage of melee off-hand attacks you make.
- ▶ As long as you are not wearing armor and are not Encumbered, your Defense improves by 1.
- ▶ You have damage reduction 15 against damage from falling.

Ki (Level 1). You can spend 1 Focus to use any of the following abilities:

- ▶ After you take the Attack action during your turn, if you made only unarmed strikes or attacks with a melee weapon that doesn't have the heavy property, you can make two unarmed strikes as a bonus action.
- ▶ You can take the Dash, Disengage, or Dodge action as a bonus action.

- ▶ When you fail a Strength (Athletics) or Dexterity (Acrobatics) check, you can reroll that check. This can be done only once per ability check.

Dance in the Storm (Level 3). When an opponent's attack misses you and you are within 5 feet of a different opponent, you may use your reaction to cause the missed attack to hit the second opponent.

Flow Like the River (Level 3). Whenever you hit an opponent with one of the attacks granted by your Ki talent or an opponent is hit by an attack you redirected, you can make a special attack against the target as a free action.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Ki Strike (Level 5). When you hit a target with an unarmed strike, you can spend 1 Focus to attempt to stun that target. The target must succeed on a Constitution saving throw (DC 8 + your Wisdom modifier + your proficiency bonus) or be Stunned until the end of your next turn.

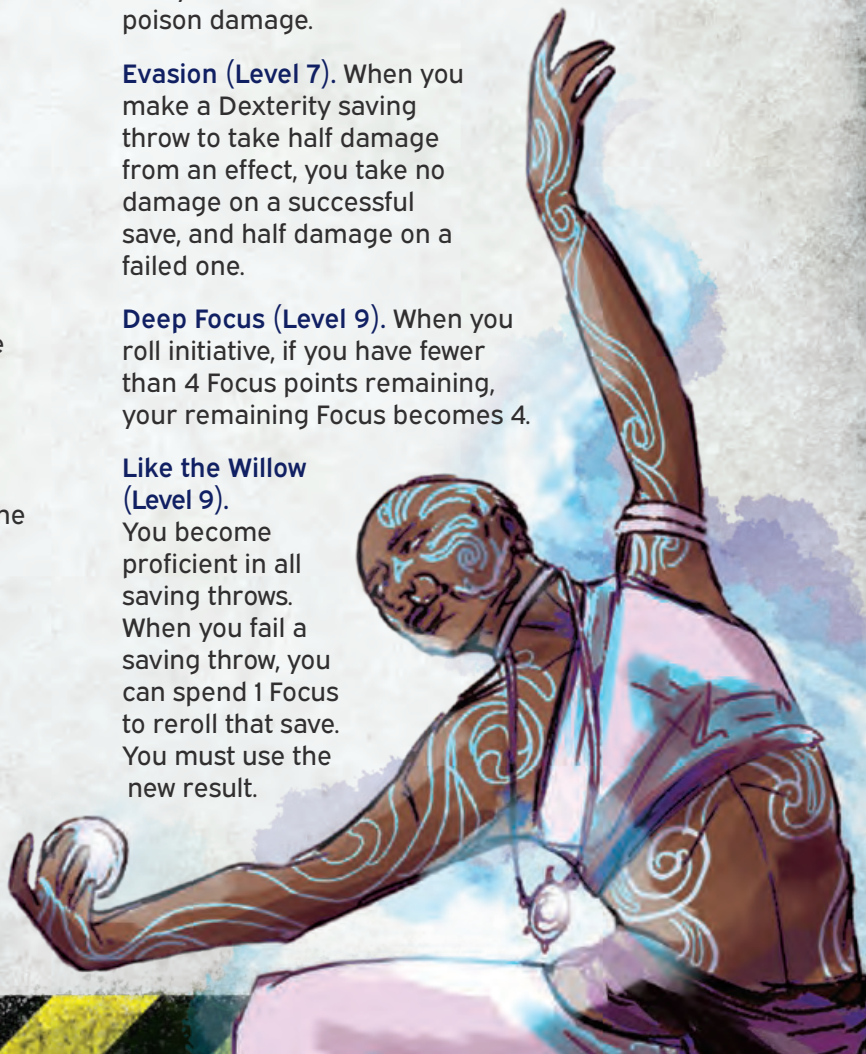
Balance Within (Level 7). Your mind, spirit, and body are so in tune that you cannot be Frightened or Sickened, you cannot gain levels of Intoxication, and you are immune to poison damage.

Evasion (Level 7). When you make a Dexterity saving throw to take half damage from an effect, you take no damage on a successful save, and half damage on a failed one.

Deep Focus (Level 9). When you roll initiative, if you have fewer than 4 Focus points remaining, your remaining Focus becomes 4.

Like the Willow (Level 9).

You become proficient in all saving throws. When you fail a saving throw, you can spend 1 Focus to reroll that save. You must use the new result.



SLEUTH

"The truth is strong medicine. It can make you whole, but it leaves a very bitter taste in your mouth."

—KAT WHITLOCK

Evil never sleeps, so neither do you. Your keen perception pierces the veil of the devious. Your inner darkness gives you insight into the worst villains humanity has to offer. It's a dirty job, but someone's gotta do it.

The sleuth has the skills necessary to solve mysteries and avoid dangers. They are the most defensive of the Wise Heroes with abilities to help them stay alive. At higher levels they gain offense to make them dangerous to unwary enemies.



PROFICIENCIES

- ▶ **Saving Throws:** Intelligence and Wisdom
- ▶ **Skills:** Choose three from Arts and Crafts, Computers, Deception, Insight, Investigation, Perception, Security, Stealth, Streetwise, and Vehicles
- ▶ **Equipment:** Basic Equipment
- ▶ **Investigative Expertise:** Choose one from Insight, Investigation, or Perception. You gain expertise in that skill. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Detective Pack or Police Pack
- ▶ **Weapons:** Heavy revolver pistol or hunting rifle

SLEUTH LEVEL UP

LEVEL	TALENTS	WEAK SPOT
1	Deduction, Sixth Sense, Weak Spot	1d6
3	Alert, Investigative Expertise	2d6
5	Roll With It	3d6
7	Evasion	4d6
9	Elementary	5d6

SLEUTH TALENTS

Deduction (Level 1). When you fail an Intelligence ability check, you can reroll that check. This can be done only once per ability check.

Sixth Sense (Level 1). You gain the following benefits:

- ▶ You can use Wisdom instead of Dexterity for any attack or damage roll you make with weapons that don't have the heavy property.
- ▶ You can use Wisdom instead of Dexterity when you roll for initiative.
- ▶ You can take the Search action as a bonus action.

Weak Spot (Level 1). As a bonus action, you can spend 1 Focus to gain advantage on your next attack roll against one opponent you can see. If that attack hits, you deal an additional 1d6 damage.

The amount of extra damage increases as you gain levels in this class, as shown in the Weak Spot column of the Sleuth table.

Alert (Level 3). You cannot be surprised.

Investigative Expertise (Level 3). Choose one from Insight, Investigation, or

Perception. You must be proficient in a skill to take expertise in that skill.

Roll With It (Level 5). When you take damage from an attack, you can use your reaction to halve that attack's damage against you.

Evasion (Level 7). When you make a Dexterity saving throw to take half damage from an effect, you take no damage on a successful save, and half damage on a failed one.

Elementary (Level 9). You always treat a roll of 9 or lower as a 10 on any ability check you make that uses Perception, Insight, or Investigation, even if you are not proficient in those skills.





CHARMING HEROES

"Charisma is the gravity of the soul. You can't put your finger on it, yet it governs the heavens."

—SALVADORE BITTENCOURT, ESQ.



LEVELING UP

LEVEL	TALENTS	PROFICIENCY BONUS	DEFENSE BONUS	INFLUENCE DICE	INFLUENCE DIE TYPE	TRICKS
1	Influence, Tricks, Class Talent(s)	+2	+1	2	d6	2
2	Charm, Two Minor Feats or One Major Feat	+2	+1	3	d6	2
3	Class Talent(s)	+2	+1	3	d6	3
4	Two Minor Feats or One Major Feat	+2	+1	4	d6	3
5	Improved Influence, Class Talent(s)	+3	+2	4	d8	3
6	Two Minor Feats or One Major Feat	+3	+2	5	d8	4
7	Class Talent(s)	+3	+2	5	d8	4
8	Two Minor Feats or One Major Feat	+3	+2	6	d8	4
9	Mastered Influence, Class Talent(s)	+4	+3	6	d10	5
10	Two Minor Feats or One Major Feat	+4	+3	7	d10	5

When you smile, the whole world smiles with you. It might be your beauty, your golden voice, or your way with words, but your ability to influence others is the key to your success.

Charming heroes use influence dice to boost their other die rolls. They focus on helping allies and hindering enemies in combat rather than relying on their own strengths.

Hit Dice: 1d8 per hero level

Starting Hit Points: 8 + Constitution modifier

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

Defense (Not in the Face!): 10 + (Charisma or Dexterity) modifier + Charming Hero Defense bonus

CHARMING HERO TALENTS

Influence (Level 1). You have two influence dice, which are d6s. An influence die is expended when it is rolled. You regain all your expended influence dice when you finish a short or long rest.

You gain additional influence dice as you gain levels, as shown in the Charming Hero table.

Tricks (Level 1). You learn two tricks, chosen from your class's list of tricks. You learn additional tricks as you gain levels, as shown on the Charming Hero table. Whenever you gain a level in Charming Hero, you can replace one trick you know with another from your class list.

You can use only one trick during a single attack, saving throw, or ability check.

The effect of each trick, as well as the action you must take to enact it, is included in the trick's individual description. If a trick calls for a saving throw, the save DC is 8 + your Charisma modifier + your proficiency bonus. This is your trick DC.

Charm (Level 2).

When you make a Charisma check, after rolling but before determining the result, you can roll an influence die and add it to your result.

Two Minor Feats or One Major Feat (Levels 2, 4, 6, 8, 10).

You can choose two minor feats or one major feat (see chapter 7). Some feats have prerequisites you must meet to take the feat.

Improved Influence (Level 5).

Your influence dice increase by one die step from d6s to d8s.

Mastered Influence (Level 9).

Your influence dice increase by one die step from d8s to d10s.



DUELIST

"When death is your dance partner, you truly know what it is to feel alive."

-DEXTER LaFontaine

Duelists are fighters who prefer style over brutality. Any fool can swing a stick around like a caveman. True combat prowess unites the body, mind, and soul to a singular purpose.

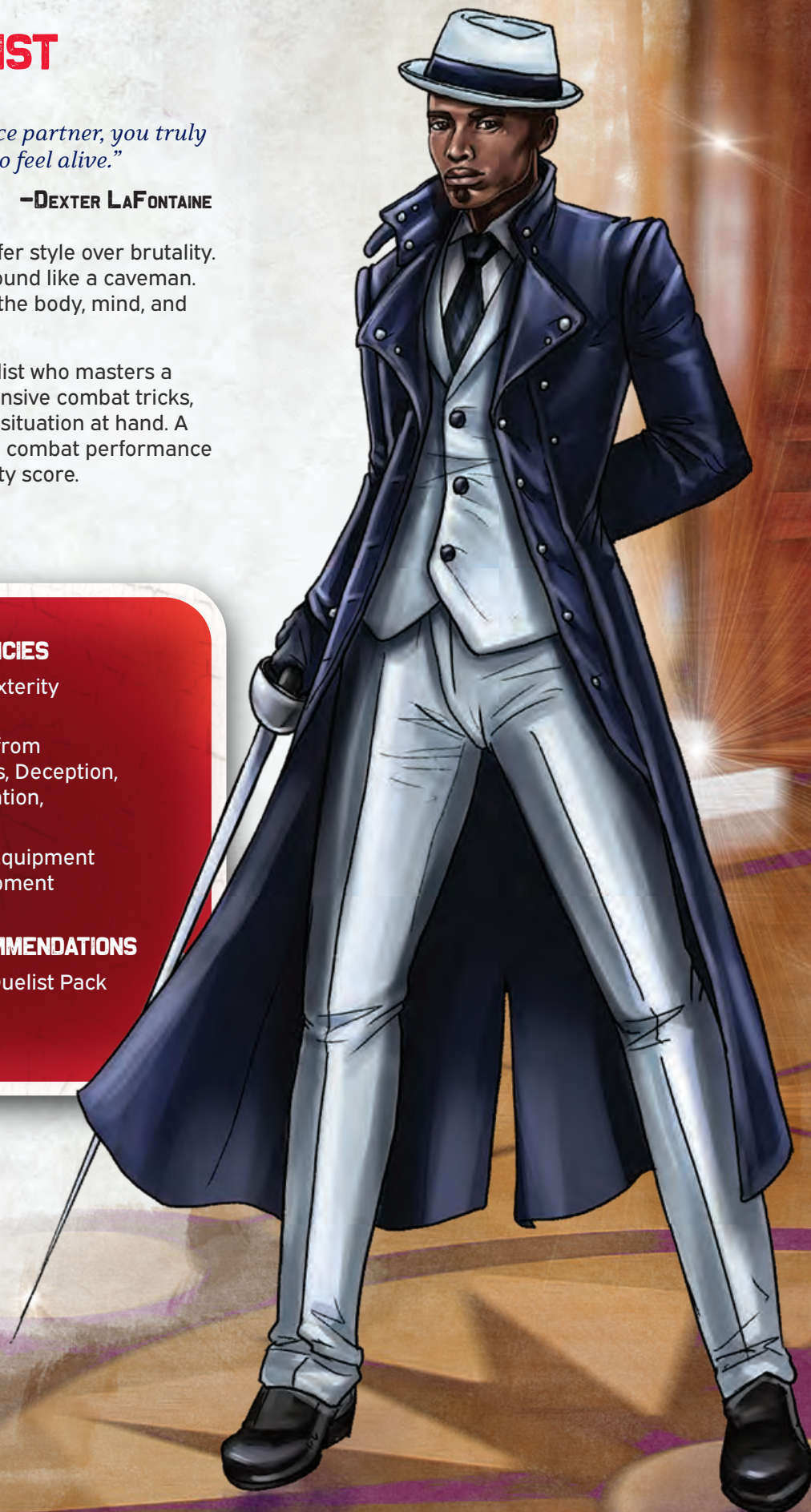
The duelist is a melee specialist who masters a mixture of offensive and defensive combat tricks, allowing them to react to the situation at hand. A duelist who wants to focus on combat performance should have a strong Dexterity score.

PROFICIENCIES

- ▶ **Saving Throws:** Dexterity and Charisma
- ▶ **Skills:** Choose two from Acrobatics, Athletics, Deception, Endurance, Intimidation, and Performance
- ▶ **Equipment:** Basic Equipment and Historical Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Duelist Pack
- ▶ **Weapons:** Rapier



DUELIST LEVEL UP

LEVEL	TALENTS
1	Precision
3	En Garde
5	Advanced Combat Training
7	Fancy Footwork
9	Panache

DUELIST TALENTS

Precision (Level 1). While wielding a finesse weapon, you can roll one additional weapon damage die when determining the damage for a melee attack. This does not apply to attacks you make as a bonus action.

In addition, while wielding a weapon with the finesse property, your Defense bonus is increased by 1.

En Garde (Level 3). You can add your Charisma modifier to your initiative rolls.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Fancy Footwork (Level 7). Opportunity attacks made against you have disadvantage.

Panache (Level 9). Whenever you add influence dice to an attack's damage or to reduce damage dealt to you, double the result of the influence dice rolled.

DUELIST TRICKS

Your Charming Hero level determines the number of duelist tricks you know, as shown in the Tricks column of the Charming Hero table.

Disarming Strike. When you hit with a melee attack, you can attempt to disarm your opponent. Roll one influence die and add the result to the damage dealt. In addition, the target must make a Strength saving throw against your trick DC. On a failed save, the target drops one object of your choice that they are holding. The object falls at their feet.

Flèche. When you make an attack roll with a melee weapon, you can roll one influence die to add it to your result. You can do this after making the attack roll, but before determining the result. The target of your attack, hit or miss, is Distracted by you until the end of its next turn.

Lunge. When you make a melee attack, you can expend one influence die to make a lunge. If you hit, roll the influence die twice and add the total result to the attack's damage. (You spend one die, but roll twice.)

Parry. When an opponent damages you with a melee attack and you are wielding a melee weapon, you can use your reaction and expend an influence die to reduce the damage you take by the number you roll on your influence die + your Charisma modifier.

Riposte. When an opponent misses you with a melee attack, you can use your reaction and expend one influence die to make a melee attack against that opponent. If you hit, add the influence die roll result to the attack's damage roll.

Tripping Strike. When you hit with a melee attack, you can attempt to trip your opponent. Roll one influence die and add the result to the damage dealt, and the target must make a Strength saving throw against your trick DC. On a failed save, the target falls Prone.

ICON

"I'm so cool I got penguins writing me postcards."

—JOHNNY BLAZE

You are too cool for school, a legend among those who know of you. You add something special to everything you do and you make sure everyone knows about it. You're sure you were born to be a hero.

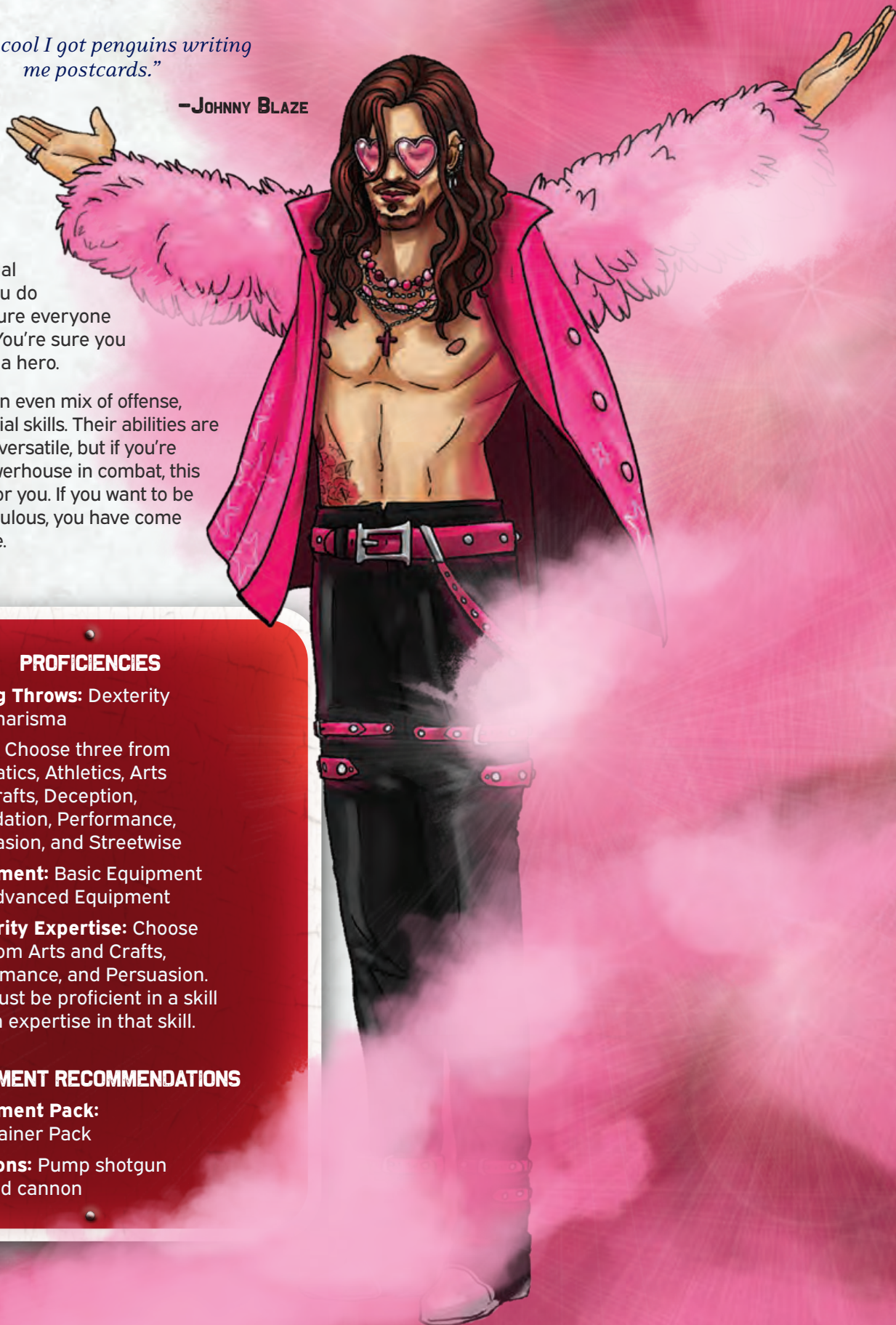
The icon offers an even mix of offense, defense, and social skills. Their abilities are unique, fun, and versatile, but if you're looking for a powerhouse in combat, this is not the class for you. If you want to be wonderfully ridiculous, you have come to the right place.

PROFICIENCIES

- ▶ **Saving Throws:** Dexterity and Charisma
- ▶ **Skills:** Choose three from Acrobatics, Athletics, Arts and Crafts, Deception, Intimidation, Performance, Persuasion, and Streetwise
- ▶ **Equipment:** Basic Equipment and Advanced Equipment
- ▶ **Celebrity Expertise:** Choose one from Arts and Crafts, Performance, and Persuasion. You must be proficient in a skill to gain expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Entertainer Pack
- ▶ **Weapons:** Pump shotgun or hand cannon



ICON LEVEL UP

LEVEL	TALENTS
1	Banter, Center of Attention
3	Flinch
5	Advanced Combat Training
7	Not My Style
9	Star of the Show

ICON TALENTS

Banter (Level 1). As a bonus action, you can give your allies an opening by drawing the attention of an opponent you are aware of who can hear you within 60 feet. The next attack one of your allies makes against that target before the start of your next turn has advantage.

Center of Attention (Level 1). Whenever you desire, you can make yourself the center of attention. As long as you continue to speak, perform, or otherwise attract attention, enemies and bystanders that can see or hear you have disadvantage on Wisdom (Perception) checks made against anyone and anything other than you.

Flinch (Level 3). As a reaction, when an opponent within 5 feet that can see you targets you with an attack, you can cause that attack to have disadvantage. They cannot change targets in response to you doing this.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Not My Style (Level 7). Whenever you roll a 1 on an influence die or a damage die, you can reroll that die once, taking the new result.

Star of the Show (Level 9). When you make an attack, you can choose to automatically hit, and that hit is a critical hit. You cannot do this again until you finish a short or long rest.

ICON TRICKS

Your Charming Hero level determines the number of icon tricks you know, as shown in the Tricks column of the Charming Hero table.

Do You Know Who I Am? When you ask someone to do a favor for you, as long as they aren't overtly hostile, you can roll an influence die to convince them to agree. The target must make a Charisma saving throw against your trick DC. On a failed save, the target does the favor for you, no questions asked. The favor can be time-consuming, as long as it won't take more than an hour.



You can choose a number of the following properties for the favor equal to half of the result of the influence die, rounded up.

- ▶ The favor can be expensive, as long as it is within the target's Wealth Level.
- ▶ The favor can be embarrassing, as long as the embarrassment won't cost the target anything but pride.
- ▶ The favor can be dangerous, as long as it doesn't involve combat and there is a reasonable chance to avoid harm.
- ▶ The favor can be illegal or could get the target in trouble, as long as there is a chance of not getting caught.

Frightening Blow. When you hit an opponent with an attack, you can attempt to scare the target. Roll one influence die and add the result to the damage dealt, and the target must make a Wisdom saving throw against your trick DC. On a failed save, the target is Frightened of you until the end of your next turn.

Insult to Injury. When you hit a target that can hear you with an attack, you can roll an influence die and add it to the damage of that attack. In addition, the target has disadvantage on attack rolls until the end of your next turn.

Magnetic Personality. As a bonus action, you can roll an influence die to trick an opponent within 60 feet that can hear you into coming closer. The target must make a Wisdom saving throw against your trick DC. On a failure, it must move up to its speed toward you, taking the safest path. If there is no safe path, it does not move. Whether the target succeeds or fails, add the influence die result to the next attack roll you make against the target this turn.

Taunting Blow. When you hit an opponent with an attack, you can goad that opponent into attacking you. Roll one influence die and add the result to the damage dealt. The target of the attack must make a Wisdom saving throw against your trick DC. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Watch This. After you make an attack roll, Strength (Athletics) check, or Dexterity (Acrobatics) check, but before determining the result, roll an influence die and add it to your result. At least one other person must be able to see you to use this trick.



LEADER

“Real leadership comes from being your best self and helping others to find theirs.”

—LT. COMMANDER LETICIA WRIGHT



You are a natural leader. Even when you are not in a position of power, people listen to what you say and follow your example. You can turn a band of demoralized misfits into a world-class team of highly motivated winners.

The leader focuses on supporting their allies in combat. Their best attack is their strongest ally's attack. Their skill selection also allows them to be the face of a team.

PROFICIENCIES

- ▶ **Saving Throws:** Constitution and Charisma
- ▶ **Skills:** Choose three from Deception, Insight, Intimidation, Medicine, Perception, Performance, Persuasion, and Social Sciences
- ▶ **Equipment:** Basic Equipment and Advanced Equipment
- ▶ **Leadership Expertise:** Choose either Intimidation or Persuasion. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Executive Pack
- ▶ **Weapons:** Tactical rifle

LEADER LEVEL UP

LEVEL	TALENTS
1	Command
3	Encouraging Banter
5	Improved Command
7	Rousing Speech
9	Aura of Leadership

LEADER TALENTS

Command (Level 1). As an action, you can command one of your allies. That ally can use their reaction to make one attack or move up to their speed.

Encouraging Banter (Level 3). You encourage camaraderie among your allies. Whenever you and your allies finish a short rest, you and any ally that can hear you each regain 1 spent Hit Die, whether it was spent during this rest or earlier. You can use this talent only once before finishing a long rest.

Improved Command (Level 5). You can use your Command talent as a bonus action. You can still use it as an action as well, allowing you to use it twice during your turn if you like.

Rousing Speech (Level 7). As an action, you can grant yourself and up to six allies that can hear you temporary hit points equal to your hero level plus your Charisma modifier. You cannot take this action again until you finish a short or long rest.

Aura of Leadership (Level 9). While you are conscious, you and each ally within 10 feet of you can add your Charisma modifier to all saving throws.

LEADER TRICKS

Your Charming Hero level determines the number of leader tricks you know, as shown in the Tricks column of the Charming Hero table.

Barked Order. As an action, you can bark an order at one person who can hear and understand you. Roll an influence die. The order can contain a number of words equal to half the roll, rounded up. The target must succeed on a Wisdom saving throw against your trick DC or follow the order to the best of their ability on its next turn. The order cannot be directly harmful to the target or involve a direct attack on their allies.

Defensive Order. As a reaction, when an ally you can see is hit by an attack, you can tell them how to defend themselves. Roll an influence die and reduce the damage the ally takes from that attack by the roll + your Charisma modifier.

Inspiring Order. When an ally that can hear you makes an attack roll or saving throw, you can use your reaction to motivate them. After they roll, but before determining the outcome, you can roll an influence die and add it to their result.

Motivate. As a bonus action, you can motivate one ally that can hear you. Roll an influence die. That ally gains temporary hit points equal to the result plus your Charisma modifier.

Open Them Up. When you hit an opponent with an attack, you can create an opening for your allies. Roll one influence die and add the result to the damage dealt. In addition, the next attack one of your allies makes against the target before the start of your next turn has advantage.

Repositioning Order. When an ally you can see that can hear you hits with an attack, you can tell them where to move. Roll one influence die and add the result to the damage dealt. In addition, that ally's movement does not provoke opportunity attacks for the rest of this turn, and they can move up to half their speed as a free action now or at the end of the current turn.

MANIPULATOR

"I only want what's best for you, and you deserve so much more. Together we can make your dreams come true!"

—MIHO KATO



People think you are charming, useful, and mostly harmless. That's exactly what you want people to think. In reality, you have everyone dancing on your strings to whatever tune you want to play for them.

The manipulator focuses on weakening or controlling opponents in a fight and rarely makes attacks. With the right allies, these are powerful abilities. They also have the strongest set of social skills for any hero and shine in noncombat situations.

PROFICIENCIES

- ▶ **Saving Throws:** Wisdom and Charisma
- ▶ **Skills:** Choose three from Deception, Insight, Intimidation, Performance, Persuasion, and Sleight of Hand
- ▶ **Equipment:** None
- ▶ **Social Expertise:** Choose one from Deception, Intimidation, and Persuasion. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Socialite Pack
- ▶ **Weapons:** None or double-barrel shotgun

MANIPULATOR LEVEL UP

LEVEL	TALENTS
1	Demoralize
3	Copycat
5	Hypnotize, Improved Demoralize
7	False Identity, Social Expertise
9	Master of Manipulation

MANIPULATOR TALENTS

Demoralize (Level 1). As an action, you can choose one opponent that can hear you within 60 feet. The target must make a Wisdom saving throw against your trick DC. On a failed save, the target has disadvantage on attack rolls and ability checks, and attack rolls against the target have advantage. This effect lasts until the end of your next turn.

Copycat (Level 3). You can perfectly mimic the voice of another person, as long as you have heard them speak for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the voice is fake.

Hypnotize (Level 5). You can convince people to do almost anything. As an action, you suggest a course of activity (limited to a sentence or two) and influence one person you can see that can hear and understand you. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the target to shoot itself, throw itself off a building, immolate itself, or do some other obviously harmful act ends the effect.

The target must make a Wisdom saving throw against your trick DC. On a failed save, the target pursues the course of action you described to the best of their ability. The suggested course of action

can continue for up to 8 hours. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do.

You can specify conditions that will trigger a special activity during the duration. For example, you might suggest that a soldier give their gun to the first civilian they meet. If the condition isn't met before the effect ends, the activity isn't performed.

If you or any of your companions damage the target, the effect ends.

You cannot use this talent again until you finish a short or long rest.

Improved Demoralize (Level 5). You can use your Demoralize ability as a bonus action. You can still use it as an action as well, allowing you to use it twice during your turn if you like.

False Identity (Level 7). You can create impeccable false identities for yourself and up to six allies. You must spend seven days to establish the history, profession, and affiliations for these identities. You can't establish an identity that belongs to someone else. Thereafter, if any one of these allies adopts their new identity as a disguise, other people believe them to be that person until given an obvious reason not to.

Social Expertise (Level 7). You gain expertise in Deception, Intimidation, or Persuasion. You must be proficient in a skill to gain expertise in that skill.

Master of Manipulation (Level 9). You always treat a roll of 9 or lower as a 10 on any Charisma check you make.

MANIPULATOR TRICKS

Your Charming Hero level determines the number of manipulator tricks you know, as shown in the Tricks column of the Charming Hero table.

Disappearing Act. By misdirecting onlookers with sleight of hand or trickery, you can take the Hide action even if you would normally have no way to hide. Roll an influence die and add it to your Dexterity (Stealth) result. You remain hidden from any targets that you pass your check against without the need for cover or darkness for the remainder of your turn. After your turn, you remain hidden only if you could normally hide from a target.

PART I | HEROES

Feint. You can roll an influence die to feint as a bonus action, granting you advantage on the next attack roll you make this turn against a target within 5 feet of you. If the attack hits, add the influence die roll to the damage dealt.

Human Shield. As a reaction, when an opponent targets you for an attack but before they roll to hit, you can expend an influence die to change the target to a different opponent within 5 feet of you. If the attack hits the chosen opponent, add the influence die to the damage dealt.

In Your Head. When an opponent that you can see and that can hear you makes a saving throw, after they roll but before determining the result, you can use your reaction to throw them off their game. Roll an influence die and reduce their saving throw result by the amount rolled.

Scapegoat. When you're caught by an authority while violating their rules, you can spend one influence die to avoid blame. Choose a number of crimes up to half the result, rounded up. The authority figure agrees someone or something other than you is responsible for those crimes if they fail a Wisdom saving throw against your trick DC. You must return any stolen goods you are known to have and leave any premises you aren't allowed on, but you will not be apprehended or reported, and you do not need to pay for any damages. The crimes cannot involve directly harming anyone.

Trust Me. When you are asking a non-hostile person for information, you can roll one influence die to nudge them outside their comfort zone. The target must make a Wisdom saving throw against your trick DC. On a failure, they truthfully answer a number of questions equal to your influence die result. They do so as if you were a close personal confidant with proper security clearance.



CHAPTER 5: FINISHING TOUCHES

You have made all the important game choices for your hero. Next up, we have a few calculations to do, some finishing mechanical touches that make your hero complete, and look at ways to fill out your hero's personality and history.



CRITICAL CALCULATIONS

These calculations will help you fill out your character sheet.

SPEED

Your speed is 30. This is how many feet of movement you have each round of combat under normal conditions.

PROFICIENCY BONUS

Your proficiency bonus at 1st level is +2. This bonus is added to ability checks, attack rolls, and saving throws when you have a relevant proficiency. This number rises as you gain levels.

SKILL BONUSES

Skill bonuses are the combination of an ability modifier and proficiency bonus for each skill. To get the proficiency bonus, you must have that skill proficiency. If you have expertise, you can add your proficiency bonus twice. Sometimes you might use a skill proficiency with a different ability score, but these will be your default bonuses.

PASSIVE PERCEPTION

Your GM uses your passive Wisdom (Perception) check—commonly called passive Perception—to secretly determine if you notice hidden dangers or opportunities without you having to say you're specifically doing so.

Passive Perception = 10 + Wisdom modifier + proficiency bonus (if proficient in Perception)

Double your proficiency bonus if you have expertise in Perception.

EQUIPMENT

The fastest way to equip your hero is to use one of the equipment packs suggested for your class. They can be found in Chapter 6, where you will also find details on weapons, armor, and other items. You can also use the iconic equipment provided by your background and profession.

If you want to dive into all the options, Chapter 6 has detailed lists of weapons, armor, and other gear to choose from. Heroes can purchase any item with a price level equal or lower than their own Wealth Level that is legal in their country of residence.

Equipment with the restricted property requires the GM's permission to purchase and use.

WEAPONS

As you look at equipment, think about what weapon your character will most often use in a fight. Character sheets normally have a few spots to write down details about your most used weapons. Unarmed strikes are considered basic weapons and are sometimes all you will have on hand. (See the combat rules in chapter 9 for details.)

WEAPON ATTACK BONUS

The spaces listed for a weapon has a place to record an attack bonus. This is the total bonus you add when making an attack roll.

Attack roll = d20 roll + ability modifier* + proficiency bonus

* The ability modifier depends on the weapon being used.

- ▶ Strength for melee weapons
- ▶ Dexterity for ranged weapons
- ▶ Strength or Dexterity for finesse weapons

If you are proficient in the weapon's equipment category, add your proficiency bonus.

WEAPON DAMAGE

Weapon damage is determined by the weapon, but you can often add an ability modifier depending on the weapon type. (See the combat rules in chapter 9 for details.)

Damage roll = weapon damage + ability modifier*

* The ability modifier depends on the weapon being used.

- ▶ Strength for melee weapons
- ▶ Dexterity for ranged weapons
- ▶ Strength or Dexterity for finesse weapons
- ▶ None for explosives
- ▶ None for off-hand attacks

PERSONA

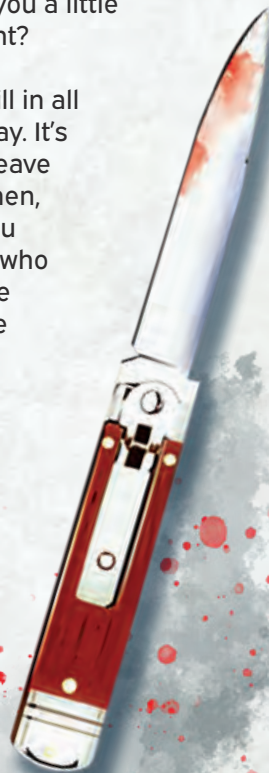
The most important aspects of heroes are not covered by the rules. These are the traits, both internal and external, that comprise a hero's personality and character. While the rules tell you how you can do things, what you do and why you do it is the domain of your imagination and no rule can define that for you. The following suggestions can provide inspiration for fleshing out your hero's persona.

Consider these nine aspects of persona. You may choose any or none of them, but we encourage you to consider at least the first three.

- ▶ **Motivation.** What drives you to do the things you do?
- ▶ **Attachments.** What people, places, or things do you care about?
- ▶ **Biography.** What is your life's journey thus far?
- ▶ **Beliefs.** How do you see and understand the world?
- ▶ **Role.** What role do you see yourself playing in society?
- ▶ **Appearance.** What do you look like?
- ▶ **Virtues.** What makes you a good person?
- ▶ **Flaws.** What makes you a fallible person?
- ▶ **Quirks.** What makes you a little bit strange or different?

Don't feel like you must fill in all this information right away. It's perfectly reasonable to leave some areas blank, and then, as you play your hero, you may get a better feel for who they are, where they have been, and where they are going in their life.

GMs might also find inspiration for creating memorable NPCs and villains. Heroes aren't the only imaginary characters with dreams and feelings!



MOTIVATIONS

A hero's motivations define elements of their character. Nearly every action a hero takes can be traced back to a core motivation of some kind. Most people share a range of motivations, but a few stick out as defining characteristics.

GENERAL MOTIVATIONS

Approval. You need the approval of others to feel good about yourself.

Charity. You're committed to helping others who are less fortunate than yourself.

Creation. You're driven to create art, inventions, or organizations.

Drugs. You constantly crave an altered state of mind.

Duty. You have a sacred duty you agreed to, and you will never fail to uphold it.

Faith. You're a committed member of your faith and seek to uphold its values at all times.

Family. You're always thinking of your family, providing and caring for them.

Food. You love to eat and drink for the sheer pleasure of it.

Friendship. You will do anything for your friends and live for their companionship.

Heroism. You want to be a hero and play a heroic role in the lives of others.

Justice. You're determined to see that justice is done whenever possible.

Leisure. You always want to relax and not have any worries or obligations.

Love. You desire to love and be loved by others above all else.

Pleasure. You pursue visceral pleasures at all opportunities and often at great cost.

Power. You want to be powerful, more powerful than anyone else.

Redemption. You feel guilty about something you did and seek to make it right.

Revenge. You have been wronged and you will make it right by punishing your oppressor.

Sex. You're driven by the desire for sex and are always looking for opportunities.

Society. You desire an important role within society and to fulfill it well.

Survival. You will do anything to stay alive as long as possible.

Thrill. You seek new and intensely exciting experiences.

Truth. The truth of any major issue matters to you, whether that works in your favor or not.

Validation. You believe in a specific theory or worldview, and you want to see it validated by the circumstances of the world.

Vanity. You want to be admired and observed by others whenever possible.

Violence. You have an inner need to fight and do violence to others.

Virtue. You're forever trying to improve yourself in various ways to be a better person.

Wealth. You seek to amass wealth and income for yourself and your enterprises.

Work. Your job means everything to you and is the center of your life.

SPECIFIC MOTIVATIONS

To take your motivations to the next level, consider adding specifics to the general categories, such as in the following examples.

Approval. The police chief is one of your childhood heroes and you're going to make him proud by taking down the Green Dragon cartel.

Family. It was your mother's dream to find the lost city of Atlantis. Now you will finish her work to honor her memory.

Love and Work. The love of your life was taken from you too early and now you throw yourself into your work so you don't have time to think about them.

Revenge. You believe the CIA is behind your father's death and will stop at nothing to uncover the truth and expose their corruption.

ADVENTURE MOTIVATIONS

At the start of a campaign or an adventure, the GM may ask you to provide a specific motivation. Ideally

these meld well with your character concept, but sometimes it's best to tweak your character a little so they fit into the story at hand. For example, the GM is going to run an adventure about finding a rumored secret diary of George Washington. The GM wants everyone to come up with a motivation for why their hero wants to do this.

- ▶ **Kat Whitlock**, a reporter, wants to find the lost diary because it might reveal startling truths about the founding of America, and she believes in sharing the truth with the public.
- ▶ **The]=0XX**, who enjoys accumulating wealth, figures the diary is worth a small fortune and wants to find it to sell it off to the highest bidder.
- ▶ **Doc Jefferson** believes he is a direct descendant of George Washington and believes the diary could finally offer validation that his genealogical claim is legitimate.

ATTACHMENTS

Attachments are the people, places, and things we make part of our own identity and have an emotional investment in. These attachments become part of ourselves and we invest in them emotionally, financially, and even spiritually. Be warned, the friends and family of heroes have an unnaturally high risk of being kidnapped by criminal cartels.

TYPES OF ATTACHMENTS

Celebrity. Celebrity attachments range from harmless admiration to unhealthy obsession. They are usually one-way relationships.

Cultural. Many people have a strong sense of identity as a member of a given culture or subculture. Sometimes without even being a member of it.

Family. Nearly everyone has family attachments, but some are stronger than others. They can even transcend death.

Friend. Friendship can be among the strongest attachments possible and arise in nearly any walk of life.

Hometown. People become attached to the place where they grew up and identify strongly with it.

Media. Many people become devoted to music, films, books, or other kinds of media that have special meaning or influence over their life.

Organization. Joining an organization comes with an emotional attachment, especially with long-term membership.

Pet. Many people have a strong bond with their pets or other animals they care for, sometimes as much or more than their human attachments.

Politics. People who are politically aware and active form an attachment to a party, ideal, or cause they are passionate about and committed to.

Romantic. Romantic attachments can include those you have, those you want to have, and those you have lost.

Sports Team. Becoming a fan of a sports team is a very common and enjoyable type of attachment.

Vehicle. People spend a lot of time and money on cars, boats, and planes, becoming very sentimental about them.

ATTACHMENT DETAILS

Some attachments are positive and give us joy, but others can be sources of negative emotions such as pain and fear. When describing an attachment in detail, you can note both who or what the attachment is, and how it makes you feel. Here are a few examples.

Celebrity. You think the actor Dwayne Johnson is the greatest action movie star of all time and he inspires you to give everything you do 110% effort.

Family. Your father was a cop, and his father was a cop, and now you're a cop. While this fills you with pride, you also feel a little trapped by the pressure of this legacy.

Politics. Your family home was poisoned by toxic waste from a government run bioweapons lab. You harbor a deep distrust and hatred for government agencies and politicians and seek to warn others of the danger.

Vehicle. You have a '66 midnight blue GTO you hand restored from an old wreck. You will never part with it and are paranoid about it being damaged.

ADVENTURE ATTACHMENTS

Attachments allow players to hook into an adventure by way of an NPC that is part of the story. When starting up a campaign or adventure, the GM may ask everyone to come up with a connection between their hero and an NPC important to the plot. In some cases, this might be a positive attachment, in others it might be better as a negative one. The focus of these attachments then serve as a connecting thread between the different heroes in the team, naturally pulling them together for the adventure.

An adventure attachment might also be a place, event, or an important object. For an adventure about recovering a priceless artifact, each player could be asked to create an attachment to this artifact that makes sense for their hero and motivates them to want to recover it from the thieves.

BIOGRAPHY

For many people, their history plays a large part in how they see themselves. Some heroes' stories naturally lead up to the moment their lives turned to heroic pursuits, others stand in stark contrast to it. While you can build out your hero's biography as far as you like, a short paragraph or two is usually enough to tell a compelling tale. To inspire you, here are a few examples.

- ▶ **Example: Jaycene Meyer** grew up in a firefighter's household. She fondly remembers her father's get-togethers in the backyard, the smell of his uniform, and the heroic values that her father demonstrated on the job every day. So she was devastated when her father left to put out a 5-alarm fire and never came back. On her 18th birthday, she knew she was going sign up for the firefighter's test and beat it in one try. This same focus and tenacity are how she was promoted to lieutenant and became the first woman fire chief in the district.
- ▶ **Chris Hansen** grew up in foster care. It was not the healthiest environment. At a very early age, Chris had to learn to defend himself. He first learned karate, then jujitsu, and even a little boxing. When he got older, competing in mixed martial arts seemed like the next logical choice. After 17 titles, Chris didn't know what was next until he met a CIA recruiter.

- ▶ **Damon Johnson** *was always gifted at science. He spent his childhood in the school's lab. This made transitioning to MIT an easy thing. When he got there, he came into his own, excelling in microbiology. Now Damon works for Advanced Genetics, Inc, has his own lab, and is working on groundbreaking research. What more can a guy want?*

BELIEFS

A hero's beliefs inform how they make their way in the world. When two people come into conflict, both thinking they are doing right, their underpinning beliefs about what is truth drive the conflict. This is the realm of philosophy, religion, and lived experience.

RELIGIOUS BELIEFS

Not only are there many religions in the world, each with many branches, but adherents of those religions take different meanings and inspiration from their religion. Nonetheless, religion is a good starting place for beliefs. Before choosing to portray the beliefs of a major religion that is not your own, be respectful and delve into its beliefs, history, and traditions.

PHILOSOPHICAL BELIEFS

Philosophy is an intellectual discipline of seeking truth and knowledge of ourselves and the world around us. Some philosophical positions are holistic, but many seek to answer specific questions about life and the nature of reality. Religion and philosophy are not mutually exclusive, but philosophy is usually devoid of ritual or worship.

Philosophy is roughly divided into four categories: metaphysics, epistemology, axiology, and logic.

- ▶ **Metaphysics.** What is the fundamental nature of reality?
- ▶ **Epistemology.** How can we come to know the truth?
- ▶ **Axiology.** What is good and what is bad?
- ▶ **Logic.** Not so much a statement of belief as a methodology.

PROVERBS

Proverbs are pithy statements about the nature of reality that reflect common wisdom or belief. They are one of the most common forms of belief expression in any given culture. They can become a touchstone for a hero.

- ▶ A fool and his money are soon parted.
- ▶ A penny saved is a penny earned.
- ▶ A stitch in time saves nine.
- ▶ Actions speak louder than words.
- ▶ An ounce of prevention is worth a pound of cure.
- ▶ Blood is thicker than water.
- ▶ Fool me once, shame on you; fool me twice, shame on me.
- ▶ Freedom always comes at a cost.
- ▶ Good is not a thing you are. It's a thing you do.
- ▶ Live fast, die young, leave a beautiful corpse.
- ▶ Love conquers all.
- ▶ Never look a gift horse in the mouth.
- ▶ Never tell me the odds.
- ▶ Power corrupts, absolute power corrupts absolutely.
- ▶ Sometimes you just have to roll the dice.
- ▶ Speak softly but carry a big stick.
- ▶ Sticks and stones may break my bones, but words will never hurt me.
- ▶ The early bird gets the worm.
- ▶ What goes around, comes around.
- ▶ When the going gets tough, the tough get going.
- ▶ With great power comes great responsibility.

ROLE

You can define your character through the roles they play in society. Not everyone finds role to be important, but those who do are focused on this idea. For some, their role in society is simply their job, but for others it can be a family role, a broader social responsibility, or some combination of the above.

SOCIAL ROLES

- ▶ Artist
- ▶ Caretaker
- ▶ Creator
- ▶ Explorer
- ▶ Guardian
- ▶ Hero
- ▶ Intellectual
- ▶ Leader
- ▶ Lover
- ▶ Parent
- ▶ Partier
- ▶ Provider
- ▶ Survivor
- ▶ Teacher
- ▶ Warrior
- ▶ Worker

DETAILED ROLES

Once you have identified a role to focus on, think about how your hero exemplifies it day to day. Why are they attracted to this role and in what situations do they act it out? Here are examples of how these roles can be expressed.

Artist. You wake up every morning before dawn to head out with your camera to capture sunrise in the city. You want others to understand what a beautiful place it can be.

Guardian. You work at the Sunnybrook home for the elderly. You love the residents there like your family and would do anything to protect them.

Survivor. As the last member of your family lineage, you feel a responsibility to survive as long as possible to carry on the family name.

Warrior. You are attracted to violence, but you channel that into keeping innocents safe from others like yourself.

APPEARANCE

While our outward appearance may be a superficial aspect of who we are, it is the first thing others perceive about you. For better or worse, first impressions are based on this limited information.

ASPECTS OF APPEARANCE

- ▶ Body shape and proportion
- ▶ Clothing style and coloration
- ▶ Eye color and decoration
- ▶ Facial hair style
- ▶ Facial shape and features
- ▶ Hair style and coloration
- ▶ Height

- ▶ Posture and movements
- ▶ Skin complexion and coloration
- ▶ Gender presentation

A PICTURE IS WORTH 1,000 WORDS

When it comes to describing a hero, this adage is spot on. It's faster to show people at the gaming table how you imagine your hero than to read a long physical description. A web search can find inspirational character images that reflect your vision. If you're an artist, try illustrating your character!

VIRTUES

Your virtues are the aspects of your personality that you or others think make you a good and worthy person. Typically, you take pride in these virtues, though if humility is among them, you try not to take too much pride. Listed here are virtues that do not obviously stem from ability scores and proficiencies heroes have: Strong, Wise, Intelligent, Insightful, and so on.

- ▶ Amiable
- ▶ Brave
- ▶ Chill
- ▶ Civil
- ▶ Compassionate
- ▶ Creative
- ▶ Earnest
- ▶ Educated
- ▶ Experienced
- ▶ Friendly
- ▶ Funny
- ▶ Generous
- ▶ Grateful
- ▶ Hardworking
- ▶ Honest
- ▶ Humble
- ▶ Judicious
- ▶ Loving
- ▶ Patient
- ▶ Resourceful
- ▶ Respectful
- ▶ Stylish
- ▶ Tolerant
- ▶ Thoughtful

VIRTUES IN DETAIL

A good way to detail your virtues is to add an example of how your hero demonstrates the virtue in their actions.

Brave. You never back down from a challenge, even when the odds are against you.

Chill. No matter how aggravating perps can get, you keep your cool on the streets.

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Friendly. You make new friends wherever you go and avoid fighting whenever possible.

Judicious. You settle disputes at work in a way that leaves everyone feeling satisfied.

FLAWS

Your flaws are the aspects of your personality, appearance, or character that you or others find wanting and perhaps wish you could change. Sometimes we are ashamed of our flaws, sometimes we accept them, and on rare occasions we even celebrate them.

- | | | |
|-----------------|-------------|----------------|
| ▶ Annoying | ▶ Feckless | ▶ Manipulative |
| ▶ Brash | ▶ Forgetful | ▶ Narcissistic |
| ▶ Dishonest | ▶ Greedy | ▶ Nosy |
| ▶ Dour | ▶ Gullible | ▶ Provocative |
| ▶ Inconsiderate | ▶ Heartless | ▶ Shy |
| ▶ Irresponsible | ▶ Lazy | ▶ Smelly |
| ▶ Fearful | ▶ Lecherous | ▶ Spiteful |

FLAWS IN DETAIL

If you want to describe your flaw in an evocative way, describe a typical situation where this flaw is evident to everyone.

Feckless. You use cheat codes in video games because you don't feel like practicing, but you still want to win.

Inconsiderate. You always eat all the maple bars when someone brings donuts to the office.

Nosy. You name-search all your colleagues at work, keeping tabs on their social media.

Spiteful. You never leave a tip when you have to wait longer than 20 minutes at a restaurant.

QUIRKS

Quirks are little things that make you unique. A quirk might be a catch phrase, an unusual talent, or a repeated behavior people remark on. The possibilities are endless, but here are a few examples to get your imagination going.

QUIRKY MANNERISMS

- ▶ You have a slight limp due to a bull fighting accident.
- ▶ You like to stroke your beard when you're thinking.
- ▶ You pretend to conduct an orchestra after a victory.
- ▶ You always shake hands with your left hand first.

QUIRKY SPEECH

- ▶ You refer to everyone as "My little friends."
- ▶ You begin every explanation with the word "Basically,"
- ▶ You constantly make baseball metaphors.
- ▶ You meow like a cat to the people you care about.

QUIRKY LIMITATIONS

- ▶ You refuse to kill anyone on the weekends.
- ▶ You won't go outside without your lucky hat.
- ▶ You never drink alcohol during a full moon.
- ▶ You can't stand the sound of squeaky toys.

QUIRKY TALENTS

- ▶ You can burp the Star-Spangled Banner.
- ▶ You do a perfect Elvis impression.
- ▶ You can move your eyes independently of one another.
- ▶ You can detect cancer by sense of smell.

CHAPTER 6: EQUIPMENT

In the modern world, most people own a vast array of personal property: homes, vehicles, clothing, electronics, tools, furniture, books, and so on. Given costs and availability, characters can acquire a wide variety of goods. Detailing everything someone owns would be an impossible task, so Everyday Heroes focuses on the items that heroes have on hand and equipment that figures into the action of cinematic adventure.



WEALTH

Money doesn't make a hero. However, money can open many doors and comes in handy no matter what a hero is trying to accomplish. It's also a great motivator and can be the goal of adventurers, rogues, and villains alike.

Rather than tracking exactly how much money and income heroes, villains, and NPCs have, Everyday Heroes uses a simple score that ranks overall wealth. This score represents a character's income,

lines of credit they can access, and the capital assets they own.

Your profession sets your starting Wealth Level, which can be further adjusted by class features, feats, and events in game.

Everyday Heroes doesn't allow heroes to attain Wealth Level 6 through the standard rules. Those kinds of riches are reserved for archvillains and other NPCs, but they might be attained at the GM's discretion.

WEALTH LEVEL DESCRIPTIONS

WEALTH LEVEL	DESCRIPTION
0	You are nearly penniless, owning nothing more than what you carry with you.
1	You are considered poor, having only minimal income, meager shelter, and modest possessions. Your transportation is unreliable, and you are likely in debt.
2	You are in the lower-middle-income range, probably renting an apartment with modest furnishings and driving a reliable car. You likely have some debt but are managing it.
3	You are in the upper-middle-income range. You likely own a home and one or more cars. Money might be tight at times, but your finances are secure and any debt you have is less than the assets you own.
4	You are modestly wealthy. As long as you don't spend extravagantly, you don't need to worry about money. You have a large home, one or more nice vehicles, conveniences that anyone might wish for, and significant savings.
5	You are a multimillionaire, probably owning more than one home, multiple vehicles, a yacht, and whatever other luxuries you desire. You have extensive assets and savings, which might include owning one or more businesses.
6	You are filthy rich, enjoying all the benefits of being a billionaire owning and profiting from some huge corporation or massive financial enterprise.

MAKING PURCHASES

In the modern world, nearly anything that isn't illegal is readily available provided one has the money to buy it. As a result, even people on limited incomes might own vast arrays of stuff. Keeping track of everything a hero owns is well beyond the scope of

these rules. Instead, it is assumed that heroes can buy—or that they already have—anything they need as long as it comports with their income level.

That doesn't mean that a hero always has everything they need on their person when they need it. Rather, players should note the things their characters carry and consider useful on a day-to-

day basis. This includes any weapons their heroes own that they are likely to take with them into a dangerous situation.

When making purchases, players and characters should keep in mind two factors: price level and access.

PRICE LEVEL

A character can freely buy, or can assume they already own, any item that has a price level equal to or lower than the character's Wealth Level. Wealth doesn't change when a character acquires equipment, as it's assumed their discretionary budget can handle such purchases.

If a hero wants to buy something that has a price level above their Wealth Level, the GM determines how much money they need to raise. Alternatively, it's fine for one hero to give or loan equipment to another hero, or to make purchases for their team.

The price level noted for expensive items such as vehicles and homes assumes that a character is taking out a loan and making monthly payments toward the purchase, a process not readily available for most other consumer goods. If an item's price level is below a character's Wealth Level, it is likely that the character owns it outright. It is also assumed that a character has only one of each expensive item with a price level equal to their Wealth Level (for example, a vehicle). If the price level is lower than the character's Wealth Level, it is reasonable for a character to have more than one.

ACCESS

In the modern age, most anything a character can legally buy can be ordered online and delivered to all but the most remote locations. That said, certain illicit or restricted goods can be obtained only if a character has a special license to buy them or knows illegal vendors willing to sell them. Access to military gear, illicit weapons, and any items with the restricted property is always at the GM's discretion.

The GM or the scenario being played might further limit what goods are available in a campaign, or what goods can be carried openly without attracting legal attention. Likewise, specific scenarios might dictate that characters don't have the time to buy something or don't have the ability to go shopping.

GAINING AND LOSING WEALTH

Every day, people make and spend money within their normal level of wealth. But any big change to that overall wealth is a potentially life-altering event. Getting a paycheck or finding some small amount of money in the course of play is more of a roleplaying event than a concern of the game rules, except in a few special scenarios.

CHANGING PROFESSIONS

If a hero changes their profession through roleplay and with the GM's blessing, they normally change their Wealth Level to match their new profession.

Everyday Heroes doesn't have any rules that would force a character to lose their job, with that scenario left up to the GM and the hero's player. Generally speaking, it should be possible for a hero who leaves a job to find the same type of employment with a different employer under most circumstances. But if they fail to do so, they'll start to see their wealth decline. For each full year a hero remains unemployed, their Wealth Level drops by 1 until they reach level 0.

WINDFALLS

Whether characters are pulling off a brilliant heist, siphoning funds from an evil genius, or recovering a lost treasure, an adventure might result in a significant financial windfall. Such a windfall has a Wealth Level noted for it, and heroes sharing the windfall can temporarily raise their own wealth to that level. Each year that subsequently passes, a character's Wealth Level drops by 1 until it returns to the level they held before the windfall.

Heroes with extreme spending habits, from those who donate their newfound wealth to those who spend it all on lavish parties, can burn through a windfall more quickly. In that case, a character's Wealth Level drops by 1 each month until it returns to its pre-windfall level.

FINANCIAL DISASTERS

Unfortunate circumstances or villains draining a hero's bank accounts can create a financial disaster. In such instances, the GM assigns a decrease to the hero's Wealth Level. The hero might be able to restore their wealth through windfalls or by reversing their circumstances relatively quickly. If that isn't possible, the character must build their wealth back up using the income from their day



job, reversing the decrease by 1 each year until it reaches the level the character held before the disaster.

STARTING EQUIPMENT

As a 1st-level character, you have equipment from your background, your profession, and your class.

The iconic equipment noted for your background and profession is a starting point, which you can modify as befits your Wealth Level. Similarly, you can change the pack recommended for your class to suit your character.

You might also have one or more proficiencies with categories of equipment: Basic, Advanced, Improvised, Historical, and Military. Your possessions can include items from those categories, if they are lower than or equal to your Wealth Level and don't have the restricted property.

EVERYDAY STUFF

These collections of "stuff" include items that are either common or especially useful. The bulk values listed include the items in the collection (see "Bulk and Encumbrance" later in this chapter). You can simply note that you have one or more of these collections or detail all the contents individually; the entries below offer suggestions you can tailor to your liking. Contents may include any unrestricted items appropriate for your Wealth Level.

EVERYDAY STUFF

COLLECTION	PRICE LEVEL	BULK
Bag stuff	1	1
Car stuff (stored in a car)	2	10
Pocket stuff	1	0

Bag Stuff. A purse, messenger bag, satchel, or small backpack lets you prepare for life's adventures with items slightly too big for pockets, such as a book, a small electronic tablet, ring of keys, makeup, emergency toiletries, tissues, a pen, mini notebook, medication, lotion or sunscreen bottle, energy bar, and sunglasses.

Car Stuff. Cars naturally become repositories for useful items: paper, pens, spare change, a spare tire, a tire iron, a small toolkit, a radio, extra fuses, road flares, a first aid kit, snacks, tissues, a bottle of water, hand soap, a utility knife, batteries, random bags, sunglasses, and a map of the local area.

Pocket Stuff. Pockets don't hold much, but they might contain a smartphone, wallet, credit cards, cash, ID cards, keys, a pocketknife/tool, and lip balm.

EQUIPMENT PACKS

Equipment packs are sets of gear intended to quickly equip your hero. They include things you might need both in and out of combat. Many packs also include kits (described below), sets of equipment used for a specific skill or task or packages of common items. You can customize a pack or mix and match to your liking.

Not every item in a pack or kit can be detailed in this book. Otherwise, if you can find it on sale in the real world, you can buy that item for your character.

BADASS PACK

[PRICE LEVEL 3]

- ▶ Clothes. Jeans, tank top, steel-toe boots
- ▶ Gear. Bag stuff, pocket stuff, utility knife
- ▶ Vehicle. An old muscle car, car stuff
- ▶ Weapons. None (unarmed strike)
- ▶ Armor. Heavy leather jacket (armored clothing)

BODYGUARD PACK

[PRICE LEVEL 3]

- ▶ Clothes. Dark 3-piece suit, dress shoes, concealed holster, earpiece
- ▶ Gear. Bag stuff, pocket stuff
- ▶ Vehicle. Luxury car with tinted windows
- ▶ Weapons. 9mm semi-auto pistol, stun gun
- ▶ Armor. Light ballistic vest

DETECTIVE PACK [PRICE LEVEL 2]

- ▶ Clothes. Business casual shirt and pants, overcoat, rugged shoes
- ▶ Gear. Bag stuff, pocket stuff
- ▶ Vehicle. Common car, car stuff, evidence kit
- ▶ Weapons. Pocket .38 pistol, stun gun
- ▶ Armor. None

ENTERTAINER PACK [PRICE LEVEL 4]

- ▶ Clothes. Stylish clothing and footwear, a brimmed hat or cap
- ▶ Gear. Bag stuff, pocket stuff
- ▶ Vehicle. A sports car (or common car for -2 price level), car stuff, makeup kit, disguise kit
- ▶ Weapons. Pepper spray
- ▶ Armor. None

EVERYDAY PACK [PRICE LEVEL 2]

- ▶ Clothes. Jeans, t-shirt, light jacket, sneakers
- ▶ Gear. Bag stuff, pocket stuff
- ▶ Vehicle. Common car, car stuff
- ▶ Weapons. None
- ▶ Armor. None

EXECUTIVE PACK [PRICE LEVEL 4]

- ▶ Clothes. Designer 3-piece suit or designer business dress, dress shoes or sensible heels
- ▶ Gear. Bag stuff, pocket stuff, expensive watch
- ▶ Vehicle. Luxury car, car stuff
- ▶ Weapons. None
- ▶ Armor. None

DUELIST PACK [PRICE LEVEL 2]

- ▶ Clothes. Fencing uniform, cage helmet, stylish urban clothing, athletic shoes
- ▶ Gear. Bag stuff, pocket stuff
- ▶ Vehicle. Common car, car stuff
- ▶ Weapons. Rapier, dagger
- ▶ Armor. Fencing gear (armored clothing)

FITNESS PACK [PRICE LEVEL 2]

- ▶ Clothes. Sweatpants, t-shirt, hoodie, sneakers
- ▶ Gear. Bag stuff, pocket stuff, fitness watch, water bottle, gym bag with sporting equipment
- ▶ Vehicle. Standard car, car stuff
- ▶ Weapons. None (unarmed strike)
- ▶ Armor. None

HACKER PACK [PRICE LEVEL 2]

- ▶ Clothes. Comfortable pants, geek shirt, sneakers, hoodie, small backpack
- ▶ Gear. Bag stuff, pocket stuff, laptop computer, hacking kit
- ▶ Vehicle. Common car, car stuff
- ▶ Weapons. None
- ▶ Armor. None

HUNTER PACK [PRICE LEVEL 2]

- ▶ Clothes. Camouflage pants, t-shirt, camouflage hunting jacket, hiking boots
- ▶ Gear. Bag stuff, pocket stuff, survival kit, camping kit
- ▶ Vehicle. Pickup truck, ATV, car stuff
- ▶ Weapons. Hunting rifle, large knife
- ▶ Armor. None

MARTIAL ARTIST PACK [PRICE LEVEL 2]

- ▶ Clothes. Traditional martial arts uniform, tabi slippers
- ▶ Gear. Bag stuff, pocket stuff
- ▶ Vehicle. Common car, car stuff
- ▶ Weapons. None (unarmed strike)
- ▶ Armor. None

MECHANIC PACK [PRICE LEVEL 2]

- ▶ Clothes. A set of overalls with many pockets, stained t-shirt, work boots
- ▶ Gear. Bag stuff, pocket stuff, utility knife
- ▶ Vehicle. A white panel van, car stuff, mechanic's kit, welder's kit, machine parts
- ▶ Weapons. None
- ▶ Armor. None

PARENT PACK

[PRICE LEVEL 2]

- ▶ Clothes. Everyday urban clothing
- ▶ Gear. Bag stuff, pocket stuff, stroller, children's toys, extra clothes, snacks
- ▶ Vehicle. Minivan, booster seats, magazines, stuffed animals, car stuff
- ▶ Weapons. None
- ▶ Armor. None

POLICE PACK

[ON DUTY POLICE ONLY]

- ▶ Clothes. Police uniform
- ▶ Gear. Bag stuff, pocket stuff, police kit
- ▶ Vehicle. Police cruiser, police cruiser kit
- ▶ Weapons. 9mm semi-auto pistol, TASER, nightstick (small wooden club)
- ▶ Armor. Medium ballistic armor

RIOT CONTROL PACK

[ON DUTY POLICE ONLY]

- ▶ Clothes. Police uniform, police shoes, riot helmet with face shield
- ▶ Gear. Bag stuff, pocket stuff, police kit, 10 zip ties
- ▶ Vehicle. Police van, car stuff, police cruiser kit
- ▶ Weapons. Baton (large wooden club), 2 tear gas grenades
- ▶ Armor. Modern combat armor

SCIENTIST PACK

[PRICE LEVEL 2]

- ▶ Clothes. Straight leg pants, long sleeve shirt, lab coat, safety goggles
- ▶ Gear. Bag stuff, pocket stuff, laptop computer, chemistry kit or first aid kit
- ▶ Vehicle. Common car, car stuff
- ▶ Weapons. None
- ▶ Armor. None

SNIPER PACK

[PRICE LEVEL 4]

- ▶ Clothes. Inconspicuous clothing
- ▶ Gear. Bag stuff, pocket stuff, wind speed gauge, monocular
- ▶ Vehicle. Common car, car stuff
- ▶ Weapons. Sniper rifle in carrying case or hunting rifle in duffle bag (-2 price level)
- ▶ Armor. None

SOCIALITE PACK

[PRICE LEVEL 4]

- ▶ Clothes. Fashionable designer clothing and shoes
- ▶ Gear. Bag stuff, pocket stuff
- ▶ Vehicle. Luxury car or sports car, car stuff
- ▶ Weapons. Pepper spray
- ▶ Armor. None

SOLDIER PACK

[ON DUTY MILITARY PERSONNEL ONLY]

- ▶ Clothes. Military fatigues, combat boots
- ▶ Gear. Soldier's kit
- ▶ Vehicle. 4WD vehicle, car stuff
- ▶ Weapons. Assault carbine rifle, 2 fragmentation grenades
- ▶ Armor. Heavy ballistic vest





UNDERWORLD PACK [PRICE LEVEL 2]

- ▶ Clothes. Stylish club outfit, trendy jacket, fashionable shoes, concealed carry holsters
- ▶ Gear. Bag stuff, pocket stuff, stylish watch
- ▶ Vehicle. A sedan with tinted windows, car stuff
- ▶ Weapons. Two concealed carry pistols
- ▶ Armor. Ballistic vest, light

WEEKEND WARRIOR PACK [PRICE LEVEL 3]

- ▶ Clothes. Camouflage clothing, combat boots, baseball hat
- ▶ Gear. Bag stuff, pocket stuff
- ▶ Vehicle. 4WD vehicle, car stuff
- ▶ Weapons. Tactical rifle, 9mm semi-auto pistol
- ▶ Armor. Ballistic vest, medium

SPY PACK [PRICE LEVEL 3]

- ▶ Clothes. Professional attire appropriate to the local area, concealed holster, secret pocket
- ▶ Gear. Bag stuff and/or pocket stuff, cell phone, disguise kit, surveillance kit
- ▶ Vehicle. A luxury or sports car (agency property), car stuff
- ▶ Weapons. Concealed carry 9mm pistol
- ▶ Armor. None

STREET CRIMINAL PACK [PRICE LEVEL 2]

- ▶ Clothes. Jeans, t-shirt, hoodie, sneakers, small backpack
- ▶ Gear. Bag stuff, pocket stuff, burglar's kit
- ▶ Vehicle. A street motorcycle
- ▶ Weapons. 9mm semi-auto pistol
- ▶ Armor. None

THUG PACK [PRICE LEVEL 2]

- ▶ Clothes. Jeans, an old t-shirt, combat boots
- ▶ Gear. Bag stuff, pocket stuff
- ▶ Vehicle. Junker car, car stuff
- ▶ Weapons. Brass knuckles, pocket .38 pistol
- ▶ Armor. Heavy leather jacket (armored clothing)



SPECIALIZED KITS

These kits represent collections of items required for certain types of jobs. They are a quick way to equip a character with the tools they need to use their skills or to do their professional work. Kits don't include weapons or armor. Some listings have game statistics or offer an advantage with ability checks in the game, called out in the entry.

SPECIALIZED KITS

KITS	PRICE LEVEL	BULK
Burglar's kit	2	3
Camping kit	2	4
Chemistry kit	3	3
Climber's kit	2	2
Demolition kit	3	3
Disguise kit	2	4
Electrician's kit	2	3
Evidence kit	2	2
First Aid kit	1	2
Forgery kit	3	3
Hacking kit	2	1
Mechanic's kit	2	4
Police kit	3	2
Police cruiser kit	3	20
Soldier's kit	3	4
Surveillance kit	3	2
Survival kit	1	1
Welder's kit	3	4

Burglar's Kit. This set of tools proves useful for breaking into cars and homes with minimal security. A typical kit might include a tough canvas bag, set of lockpicks, crowbar or sturdy screwdriver, slim jim, window-breaking tool, bolt cutters or angle grinder, can of spray paint, mask, and gloves.

Camping Kit. A camping kit is designed to make spending time outdoors comfortable and fun. Typically, everything fits into a frame backpack. Camping kits can contain a flashlight, compact shovel, tent, sleeping bag, camp stove with fuel, hand radio, batteries, GPS unit, camp stool, food, bottled water, binoculars, hand warmers, gloves, change of clothes, soap, and solar charger.

Chemistry Kit. Most chemists work in a laboratory, but you can buy mobile chemistry sets designed for a particular kind of work. Typically, these include a set of stable compounds and implements to mix or heat the chemicals. These kits are relatively delicate since they contain glass vials and equipment.

Climber's Kit. Different surfaces call for different tools, but serious climbing requires certain basics. A typical kit includes a harness, belaying device, pitons, carabiners, anchors, rope, small hammer/pick, chalk and chalk bag, climbing shoes, and helmet.

A climber's kit gives advantage on Strength (Athletic) checks when rappelling and to climb natural cliffs or masonry buildings.

Demolition Kit. This kit contains tools and supplies to set off explosive charges in a safe and controlled manner. It includes detonators, tape, fuses, wire cutters, transmitters, and one or more control boxes.

A demolition kit is a required tool for rigging explosives.

Disguise Kit. This extended collection of makeup goes beyond beauty products, allowing you to create a range of appearances. It is often accompanied by a wardrobe of common clothing styles and uniforms.

Having both makeup and costumes offers advantage on Charisma checks made to hide your identity. Both are required for Charisma checks to impersonate another person.

Electrician's Kit. This kit contains tools needed for household wiring as well as repairing electrical appliances and tools.

These tools are required for any electrical and electronics hardware work.

Evidence Kit. Professional detectives carry a collection of supplies useful for preserving and collecting crime scene evidence. It includes luminol, UV light, fingerprint kit, evidence bags and boxes, small flags, tape rule, magnifying glass, utility knife, rubber gloves, Sharpie, crime scene tape, and swabs.

An evidence kit gives advantage on Intelligence (Investigation) checks made to find clues in a crime scene.

First Aid Kit. A first aid kit helps treat injuries and the symptoms of illness at home or in the field. Sizes range from tiny survival kits to large EMT kits. The entry assumes a briefcase-sized kit.

A first aid kit is required for some uses of the First Aid action and specific actions from feats, class talents, and professions. Usage calls for an Intelligence (Medicine) or Wisdom (Survival) check.

Forgery Kit. This collection of stationery supplies and tools alters or creates false documents. A computer and printer are used alongside such tools.

These tools are required to make convincing forgeries.

Hacking Kit. Also known among ethical hackers as a pentest kit, this collection of common hacking tools is designed to penetrate computer security measures. It can contain a variety of devices including sniffers, cloners, ducks, deauthers, microcomputers, and useful cabling. Simple tools like a screwdriver, pliers, and components from an electrician's kit are also commonly included.

A hacking kit gives advantage on Intelligence (Computers) or Intelligence (Security) attempts to defeat network security or to steal data from a network.

Mechanic's Kit. Mechanical builds and repairs require a set of mechanic's tools. It contains a mix of hand tools and power tools.

Mechanic's tools are required for construction or making basic mechanical repairs.

Police Kit. The police kit contains the items a typical U.S. law enforcement officer might carry with them

when on duty outside the station. The centerpiece is a duty belt that holds most of the items. The kit includes uniform, body camera, watch, set of handcuffs, zip ties, two weapon magazines, pepper spray, flashlight, latex gloves, mini-first aid kit, utility knife, and radio.

Police Cruiser Kit. Police cruisers contain items police need for special situations or that are too big for officers to routinely carry. A cruiser usually contains two medium ballistic vests, a pump-action shotgun with extra ammunition, large first aid kit, portable defibrillator, bolt cutters, additional ammunition, laptop computer, dashboard camera, siren system, evidence kit, extra batteries, and car stuff.

Soldier's Kit. Soldiers carry a lot of equipment when deployed for combat. Exactly what they carry depends on the mission, their role in their unit, and the environment in which they are fighting. This kit offers the essentials, including a frame backpack, combat fatigues, military ID, chemlight, ear and eye protection, multitool, notebook and pen, a woobie (a blanket/poncho), seven magazines of ammunition, night vision goggles, batteries, rations for three days, water, first aid kit, hygiene kit, snacks, and radio (unit leader only).

Surveillance Kit. As technology advances, surveillance grows more pervasive. Cameras and microphones can be hidden nearly anywhere, and computer hacking can access the ever-growing number of smart surveillance devices found in every business and home. A typical surveillance kit includes tiny remote cameras, hidden microphones, trackers, batteries, receivers, and transmitters.

Survival Kit. A survival kit is a set of tools and supplies that help keep you alive when stranded away from civilization. The exact supplies vary based on the environment, but the basics can include a knife, hatchet, fire starter kit, fishing line, fishing hooks, plastic sheeting, water filter device, signaling device, emergency food, signal whistle, flashlight, solar blanket, fresh batteries, 50 feet of cord, minimal first aid kit, reusable water bottle, and compass.

Having a survival kit gives you advantage on Wisdom (Survival) checks where these supplies are useful.

Welder's Kit. A welder's kit is necessary to safely weld metal together but can be used to cut it as well. There are two standard types: gas torch and

electrical. The electrical systems must be plugged in but are simpler to use. A typical kit includes a welding device, wire, safety gloves and glasses, and wire brush.

| *A welder's kit is required for any task involving welding.*

EQUIPMENT RULES

The following rules apply to the equipment tables throughout the chapter.

READING THE TABLES

The tables throughout this chapter describe items using the following values. Some categories of items (such as vehicles) have additional specific values.

Armor Value (AV). Armor Value measures how well armor or a shield protects you against weapons. See "Armor and Shields" below for more information.

Bulk. Bulk provides an indicator for how heavy and/or unwieldy the item is. See "Bulk and Encumbrance," below.

Damage. This is how much damage the weapon does before bonuses are applied, as well as what type of damage it deals.

Penetration Value (PV). This measures a weapon's ability to punch through armor and shields. See "Weapons" below for more information.

Price Level. Price level is a general measure of how expensive something is. If the price level is equal or lower than your Wealth Level, then you can buy the item freely.

Properties. The properties of the weapon, as described in the next section.

Radius. This value lists the blast radius for explosives, measured in feet. Each combatant in that radius is subject to the effects of the explosion.

Range. This is the distance at which you can target a ranged weapon. If two numbers are listed, the second number is its long range. Attacks made at a distance farther than its range but within its long range have disadvantage on the attack roll.

Reload. Reload tells you what type of action you need to reload a weapon: an action, bonus action, or free action.

Rounds. This value shows how many rounds of ammunition you can fire before you must reload. Each time you fire the weapon, you use a number of rounds. Normally each attack uses a single round, but certain special attacks use more.

BULK AND ENCUMBRANCE

Everyday Heroes includes an optional bulk system that represents a combination of the size and weight of equipment with a single bulk rating. Consult with your GM if they want you to track bulk and encumbrance.

Most items you can realistically carry have a bulk rating between 0 and 4. Heroes have a bulk limit (5 + Strength modifier, whether positive or negative) that determines how much bulk they can carry. This limit presumes you have sufficient packs, belts, and pockets to stow these items when not using them.

Bulk limit = 5 + Strength modifier

EXCEEDING YOUR BULK LIMIT

If you exceed your bulk limit, you are Encumbered and must carry the excess stuff in your hands. If you exceed double your bulk limit, you gain the Restrained condition. You can use a carrying case when exceeding your bulk limit to help free up your hands. If you use a carrying case, you should note which items are inside, since they are more difficult to retrieve. Removing an item from a carrying case is an action, rather than a free action.

You can also put items in your car or keep them at home. They don't count against your bulk limit unless you are actively carrying them. When using the bulk limit guidelines, you should note where you normally keep the items listed on your character sheet.

BULK EXAMPLES

The following entries explain what each bulk value represents.

0 Bulk. Anything about the size of a cell phone or smaller isn't tracked individually. You can easily carry these things in your pockets or a bag. This also includes worn clothing. Examples include lipstick, bubblegum, car keys, facial tissue, earbuds, headphones, and sunglasses.

- 1 Bulk.** You can comfortably hold and use these items with one hand. They are big for a pants pocket but easy to conceal if wearing a coat. Examples include pistol, ammunition clips, combat knife, flashlight, baton, handcuffs, bear spray, and book.
- 2 Bulk.** These items are long or wide and usually take two hands to use. They are difficult to conceal unless they are disassembled. Examples include rifle, shotgun, baseball bat, fire axe, doctor's bag, laptop computer, and first aid kit.
- 3 Bulk.** These items take two hands to handle and are especially unwieldy or especially heavy, but not both. Examples include 8 lb. sledgehammer, chainsaw, desktop computer, and strung longbow.
- 4 Bulk.** These items are both heavy and large. They are impossible to conceal and challenging to carry without a case of some kind. Examples include anti-materiel rifle, rocket launcher, light or medium machine gun, 20 lb. sledgehammer, and big screen TV.

ARMOR AND SHIELDS

The following properties apply to armor and shields.

Awkward. Awkward armor and shields slow your movement by 10 feet when worn and impose disadvantage on Dexterity saving throws and Dexterity (Acrobatics) checks. If a character is wearing both, apply the penalties only once.

Ballistic. Ballistic armor defends only against ranged attacks.

Concealable. Concealable armor gives advantage on ability checks to conceal it.

Small. A small shield provides less protection against ranged attacks, only offering 1/2 cover instead of the normal 3/4 cover.

Stab Proof. This armor defends only against piercing and slashing damage.

ARMOR

Mainly used by police and soldiers, modern armor doesn't make you harder to hit or reduce damage from every attack made against you. Instead, it has a chance to block potentially fatal attacks. Personal armor rules come into play only when your hero



would be reduced to 0 hit points by a weapon attack. This includes attacks from unarmed strikes and similar natural attacks such as claws, teeth, horns, and so on. But if you fall off a cliff, your armor won't save you; GM discretion applies.

Armor Value (AV). This measures how well your armor protects you against weapons. It is compared against the Penetration Value of weapons, with higher AV offering better protection.

To determine if your armor protects against a weapon attack, use the following steps.

Step 1. Compare the Armor Value (AV) of the personal armor to the Penetration Value (PV) of the attack.

- ▶ If the AV is equal to or higher than the PV, you can make an armor saving throw (go to step 2).
- ▶ If the PV is higher than the AV, the armor does not help.

Step 2. Make an armor saving throw. The DC is 10 or half the damage from the attack (rounded down), whichever is higher. If you are proficient with the armor, you can add your proficiency bonus to the armor saving throw. If the armor is damaged, you have disadvantage on the armor saving throw.

- ▶ If you succeed, you take no damage but your armor is now damaged.
- ▶ If you fail, you take full damage.

SHIELDS

Shields do not offer a bonus to your Defense. Instead, a shield is a portable form of cover. They are rarely used because most environments can provide cover without carrying these bulky objects around with you.

- ▶ A shield is treated as half cover against melee attacks when you are wielding it.
- ▶ A shield is treated as three-quarters cover against ranged attacks when you are wielding it and moving.
- ▶ A shield can provide full cover if you do not move during your turn, and you crouch down behind the shield.

These rules assume the shield is at least 3 feet tall and 2 feet wide, like a typical riot shield or antique kite shield. Smaller shields only provide half cover against ranged attacks and cannot provide full cover

unless used with another source of half cover. They still provide the same half cover in melee combat.

The Armor Value of a shield works exactly like the Armor Value of cover. If the Penetration Value of a weapon is higher than the Armor Value of the shield, it provides no benefit against that attack, since the weapon can easily punch through the shield.

▶ **Example:** *If a shield has an AR of 2, it could be used as cover against a weapon with a PV of 2 or less. If the weapon has a PV of 3 or more, it can go right through the shield, and it won't provide any defense.*

WEAPONS

Anything capable of causing damage in the hands of a skilled combatant can be considered a weapon. The list of weapons includes those commonly seen in action cinema. It is by no means exhaustive, and many of the listed weapons represent categories of weapons with similar properties. If you don't see exactly what you're looking for, find something close and work with the GM to tweak it to your liking.

Melee. Melee weapons are used to attack adjacent opponents. Melee weapons use your Strength modifier for attack and damage rolls unless otherwise specified.

Ranged. Ranged weapons can attack targets at a distance. Ranged weapons use your Dexterity modifier for attack and damage rolls unless otherwise specified.

WEAPON PROPERTIES

The following properties apply to weapons.

Aquatic. Aquatic ranged weapons can be used underwater without penalty.

Belt. Belt-fed weapons have a chain of ammunition on a belt. The size of the belt can vary, but 100-round belts are a common length. You should note the size of the belt you are using. Weapons with this property will also list Belt in the Rounds column to indicate the number is variable.

Blinding. Blinding weapons use chemical agents or intense light to temporarily blind opponents. In addition to the listed damage, the target must make a Constitution saving throw (DC = 8 + attacker's proficiency bonus + attacker's Dexterity modifier) or be Blinded for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending

the effect on a successful save. Chemical blinding agents are ineffective against anyone wearing a full face covering or eye protection. Blinding weapons do not add an ability score bonus to their damage rolls.

Burst. Weapons with the burst fire property can expend additional ammunition to deal increased damage. The number indicates the number of ammo rounds required. Using burst fire imposes disadvantage on the attack roll but adds one damage die if the attack succeeds. Combatants must declare they are using burst fire before they roll their attack. Burst fire cannot be used at long range.

Deafening. Deafening weapons use intense noise to temporarily deafen opponents. In addition to any damage, the target must make a Constitution saving throw (DC 8 + proficiency + attacker's Dexterity modifier) or gain the Deafened condition and suffer disadvantage on Dexterity ability checks due to temporary inner ear damage, both for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

Disguised. This weapon is designed to look like a mundane item until it is readied for use. It can be identified only by a hands-on inspection.

Finesse. When you use this weapon to make a melee attack, you can choose to use your Dexterity modifier for the attack and damage rolls instead of Strength.

Full-Auto. A full-auto mechanism cocks the gun and loads a new round from the magazine each time a round is fired. The gun fires continuously as long as the trigger is held down. This allows you to use the Suppressive Fire action (see chapter 8).

Grenade. Grenades are explosives designed to be charged and then quickly thrown or launched. They require one hand to throw, and a free hand to arm them. They have special attack rules detailed in Chapter 9: Combat.

Heavy. Heavy weapons are especially large and difficult to wield. Anyone with less than 15 Strength has disadvantage on attack rolls while wielding a heavy weapon. Heavy firearms can be fired without this penalty if they are fired from a stationary position, braced on the ground or a sturdy platform.

Illuminating. This explosive creates a field of bright light within its radius. It is not blinding. It provides illumination for up to 30 minutes.

Improvised. These objects are not well suited to be used as weapons. Wielders suffer disadvantage on attack rolls with these weapons unless they have the Improvised Equipment proficiency.

Indirect. Indirect weapons are almost always some kind of thrown explosive. See the special rules for targeting and attacking with thrown explosives detailed in chapter 9.

Light. Light weapons are small enough to effectively wield one in each hand. For details, see "Bonus Action: Off-Hand Attack" in chapter 9.

Loud. Loud weapons can be heard up to 2 miles away and are easily detected through building walls.

Reach. This is the distance at which you can strike an opponent with a melee weapon. Unless otherwise noted, melee weapons have a reach of 5 feet.

Restricted. This equipment is limited to police and military in most or all of the US, and in many other jurisdictions worldwide. Even where it isn't properly illegal, when in the hands of anyone but known authority figures, it raises eyebrows and draws attention.

RESTRICTED ITEMS

People don't generally walk around armed to the teeth, carrying military grade weapons and wearing battlefield armor. Even military personnel only don weapons and armor when deployed for a fight. Your GM has the final say on what you're allowed to buy and carry with you during the course of an adventure. The GM can outright prohibit some items, or they might discourage such behavior through law enforcement or the public's reaction in the course of play.

Before buying any item marked as restricted, talk to your GM about the circumstances in which you can carry it around without drawing undue attention or breaking the law. Apply common sense to the setting you're playing in—and have fun!

Returning. A returning weapon is designed to return to the person throwing it if the attack misses its target. If the thrower rolls a critical miss, the weapon does not return.

Semi-Auto. A semi-auto mechanism cocks the gun and loads a new round from the magazine each time a round is fired. Each pull of the trigger fires one bullet.

Shot. Shotguns typically fire buckshot rounds that make it easier to hit targets at close range. This weapon has advantage on attack rolls at ranges up to 30 feet.

Slow-Firing. A slow-firing weapon takes significant time to prepare each shot. As a result, you cannot attack more than once during your turn with a slow-firing weapon, even if you have the Advanced Combat Training talent.

Special. This weapon has additional detailed rules listed in its description.

Stationary. Guns with this property are too large to effectively fire while held. They are fired on the ground, from a platform, or mounted to a vehicle.

Stunning. Stunning weapons use electrical pulses to temporarily incapacitate opponents. In addition to any electrical damage, a Medium size or smaller target must make a Constitution saving throw (DC 8 + proficiency + Dexterity modifier) or gain the Stunned condition until the end of their next turn. Stunning weapons do not add an ability score bonus to their damage rolls.

Thrown. Melee weapons that have the thrown property can be used either for a melee attack or thrown at an opponent as a ranged attack. If thrown, they use the same ability modifier for attack and damage as for a melee attack. For example, a hatchet uses your Strength modifier whether melee or thrown. If you throw a dagger, the attack can use either your Strength or your Dexterity modifier, since the dagger has the finesse property.

Weapons with the thrown property have their range in feet noted in parentheses (normal/long range). You must be holding a weapon to attack with it. Once thrown, it must be recovered before it can be thrown again.

Two-Handed. These weapons require two hands to attack with, but they can be carried in one hand.

Unreliable. Firearms with the unreliable property jam on a critical miss. A jammed gun cannot fire until an action is used to clear the jam.

Versatile. These melee weapons can be used in one hand or two. When used with two hands, they deal the additional damage listed in parentheses.

EXPLOSIVES

Most explosives are not listed directly as weapons. Instead, they are listed separately as ammunition. Attacks with grenades are covered by thrown explosives or grenade launchers, rockets are covered by rocket launchers, and mines are used as traps and don't use an attack roll.

Explosives create an area of effect when they detonate. Some deal damage, others have nonlethal effects. When an explosive detonates, anyone within the radius may use the Dive for Cover reaction if they choose and their reaction is available. If successful, they escape the explosion entirely. Dive for Cover is detailed in chapter 9, under "Reactions."

Damage. This is how much damage the explosive does, as well as what type of damage it deals. Unlike weapons, explosives do not apply ability modifiers to their damage.

SAVING THROWS AGAINST EXPLOSIVE DAMAGE

Damaging explosions allow anyone caught in the blast to make a Dexterity saving throw to take half damage. If the explosive is from an attack, the DC is 8 + attacker's total attack bonus for ranged attacks. Otherwise, the DC is listed by the device.

BASIC EQUIPMENT

Basic weapons and armor are commonplace and fairly easy to use. While not everyone is proficient at fighting, most heroes know how to use basic weapons through their class. Despite their simple nature, basic weapons are still potentially deadly.

BASIC MELEE WEAPONS

WEAPON	DAMAGE	PV	PROPERTIES	PRICE LEVEL	BULK
Club, small metal	1d6 bludgeoning	1	—	1	1
Club, small wooden	1d4 bludgeoning	1	Light	1	1
Club, large metal	1d10 bludgeoning	1	Two-Handed	1	2
Club, large wooden	1d6 bludgeoning	1	Versatile (1d8)	1	2
Dagger	1d4 piercing	2	Finesse, Light, Thrown (40/80)	1	1
Knife, small	1d4 slashing	1	Finesse, Light, Thrown (30/60)	1	1
Machete or large knife	1d6 slashing	1	—	1	2
Stun gun	1d4 electrical	0	Finesse, Stunning	1	1
Unarmed strike	1d4 bludgeoning	1	Finesse, Light, Special	0	—

BASIC RANGED WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE LEVEL	BULK
Crossbow, modern	1d8 piercing	200/400	—	—	1	Slow-Firing, Two-Handed	2	2
Pepper spray	1d4 poison	10	10	—	0	Blinding	1	—
Pistol, heavy revolver	1d10 ballistic	100/200	6	Action	3	Loud	2	1
Pistol, pocket .38	1d6 ballistic	50/100	5	Action	2	Light, Loud, Versatile (1d8)	2	1
Rifle, hunting	1d10 ballistic	750/2200	6	Bonus	4	Loud, Slow-Firing, Two-Handed	2	2
Slingshot	1d4 bludgeoning	50/100	—	—	1	—	1	1
Shotgun, double-barrel	2d6 ballistic	200/400	2	Action	3	Burst 2, Loud, Shot, Two-Handed	2	2

BASIC ARMOR

ARMOR	AV	PROPERTIES	PRICE LEVEL	BULK
Armored clothing	1	—	1	1

BASIC EQUIPMENT DESCRIPTIONS

Armored Clothing. This category includes heavy leather jackets, padded vests, chain shirts, or other partial armor made of non-ballistic materials. It offers slim protection against melee weapons but does nothing against bullets and other projectiles. A favorite of street punks and biker gangs.

Club. When all else fails, there is always a trusty club at hand. From a carefully crafted police baton to an awkward but effective pipe wrench, clubs come in varying shapes and sizes.

- ▶ Club, small metal: hammer, wrench
- ▶ Club, small wooden: baton, nightstick
- ▶ Club, large metal: crowbar, pipe, pipe wrench
- ▶ Club, large wooden: baseball bat

Crossbow, Modern. These hunting weapons remain popular in the modern era. Modern crossbows are smaller and easier to load than their ancient counterparts, firing smaller projectiles with less force at higher speeds.

Dagger. Daggers are designed for stabbing rather than cutting and feature thin blades that puncture through or slip around armor. They can also be thrown with excellent accuracy.

Knife. This entry represents knives suitable for fighting, with a good sturdy handle and a strong blade. Smaller utility knives and utensils are considered improvised weapons if used in a fight.

Machete. These single-edged blades are a lesson in simplicity. Little more than a sharpened piece of metal with a handle, they can help navigate a dense jungle or cut through an opponent. Large combat knives perform a similar role in combat.

Pepper Spray. This chemical poison spray in an aerosol canister must be sprayed into an opponent's face to have an effect, but a direct hit can take the fight out of someone. Opponents with eye protection won't enjoy it but are immune to its effects.

Pistol, Heavy Revolver. This type of pistol "won the West." It was the standard army sidearm of the Civil War and post-Civil War period. Today, these revolvers are popular sporting pistols and collectibles.

Pistol, Pocket .38. These small .38 revolvers can be carried in a jacket pocket. They are designed with smooth lines so they can be pulled out quickly with no snags. Due to a snub nose barrel, they are not accurate, but they do pack a punch.

Rifle, Hunting. A huge variety of rifles have been designed for hunting. Range and accuracy are more important than ammunition capacity or reloading speed. For this reason, most are bolt-action weapons. They are dangerous firearms in the hands of a skilled sharpshooter.

Shotguns, Double-Barrel. Shotguns are produced as long-barrel hunting guns, but short-barreled versions are employed as self-defense weapons. The barrels can be fired separately or together. Like most shotguns, they are deadly at short ranges and one of the most versatile and reliable firearms ever devised.

Slingshot. Modern slingshots use a rubber strap on a metal frame strapped to the wrist. When used with a sling bullet, it's a deadly weapon against small pest animals.

Stun Gun. Not a true gun, a stun gun is a handheld device that delivers a strong electric shock when it touches a person. Stun guns work only against exposed skin or through thin clothing.

Unarmed Strike. Unarmed strikes are most commonly punches, but they include any move that has the potential to deliver a punishing blow whether via kicks, headbutts, knees to the groin, or elbows to the face. It's one of the few attacks you don't need a hand to perform and you are always armed with it.

ADVANCED EQUIPMENT

Advanced weapons include the majority of modern civilian firearms along with melee weapons that take training and practice to use effectively. The advanced equipment tables include some armor and weapons commonly used by the military, but which are basically identical to their civilian counterparts.

ADVANCED MELEE WEAPONS

WEAPON	DAMAGE	PV	PROPERTIES	PRICE LEVEL	BULK
Brass knuckles	1d6 bludgeoning	1	Finesse, Light	1	—
Fire axe	1d8 slashing	2	Versatile (1d10)	1	2
Hatchet	1d6 slashing	1	Light, Thrown (20/40)	1	2
Sledgehammer (8 lb. hammer)	1d12 bludgeoning	2	Heavy, Two-Handed	1	3

ADVANCED RANGED WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE LEVEL	BULK
Bow, modern compound	1d10 piercing	200/600	—	—	1	Two-Handed	2	2
Harpoon gun	1d8 piercing	30/60	2	Action	2	Aquatic	2	2
Pistol, 9mm semi-auto	1d10 ballistic	100/200	21	Bonus	2	Loud, Semi-Auto	2	1
Pistol, concealed carry	1d8 ballistic	100/200	8	Bonus	2	Light, Loud, Semi-Auto, Versatile (1d10)	2	1
Pistol, hand cannon	1d12 ballistic	100/200	7	Bonus	3	Loud, Semi-Auto	3	1
Pistol, holdout	1d6 ballistic	50/100	1	Action	2	Disguised, Light, Loud, Slow-Firing	2	—
Rifle, sniper	2d8 ballistic	2,000/6,000	10	Bonus	4	Heavy, Loud, Slow-Firing, Two-Handed	4	3
Rifle, tactical	1d12 ballistic	600/1200	30	Bonus	3	Loud, Semi-Auto, Two-Handed	3	2
Rifle, tranquilizer	1 piercing	50/100	1	Action	1	Slow-Firing, Restricted, Special, Two-Handed	3	2
Shotgun, pump-action	2d6 ballistic	200/400	9	Action	3	Loud, Shot, Two-Handed	2	2
TASER	1d4 electrical	15	2	—	0	Light, Stunning	2	1
Thrown explosive	per explosive	40/80	—	—	—	Indirect	—	—

ADVANCED EXPLOSIVES

THROWN GRENADES	DAMAGE	PV	RADIUS	PROPERTIES	PRICE LEVEL	BULK
Grenade, flare	—	—	30 feet	Grenade, Illuminating, Thrown	1	1
Grenade, smoke	—	—	15 feet	Grenade, Special, Thrown	1	1

ADVANCED ARMOR

ARMOR	AV	PROPERTIES	PRICE LEVEL	BULK
Ballistic vest, light	2	Ballistic, Concealable	2	—
Ballistic vest, medium	3	Ballistic	2	1
Stab vest	2	Stab Proof	2	1

ADVANCED SHIELDS

SHIELD	AV	PROPERTIES	PRICE LEVEL	BULK
Shield, riot	1	Awkward	1	3

ADVANCED EQUIPMENT DESCRIPTIONS

Ballistic Vest, Light. These vests are made entirely of flexible ballistic fabric and padding. They can be worn under a jacket without drawing attention. They effectively block light caliber pistol rounds and other conventional projectiles.

Ballistic Vest, Medium. Thicker than a light ballistic vest, these vests have more layers of thick ballistic fabric as well as light armored plates. They can block most pistol rounds as well as low caliber rifle rounds.

Bow, Modern. Modern bows for hunting or sport are more compact than their ancient counterparts, but they pack as much or greater power. Hunting arrows use bladed tips, while target arrows are pointed.

Brass Knuckles. This entry covers a range of implements you can use to protect your fists while

delivering heavier blows. Brass knuckles do more damage than an unarmed strike.

Grenade, Flare. Flare grenades are used at night to provide illumination on targets or to light up a landing area for a helicopter or the like.

Grenade, Smoke. These grenades create a cloud of smoke in a 15-foot radius, useful both as a signaling device for aircraft and to reduce enemy sight. The area covered by the smoke has no visibility. The smoke lasts for 1 minute. Strong winds can blow the smoke in the direction of the wind, reducing the duration by half.

Hatchet. Hatchets are excellent tools to have in the wilderness, and as a weapon it is useful both up close and at short range.

Harpoon Gun. This weapon is designed to be fired underwater. The range is short, but the harpoons are designed to minimize resistance and deliver a fatal wound to sea creatures.

Fire Axe. The trusty fire axe is a versatile implement, meant to save lives rather than take them. Any woodcutting axe can be covered by this entry.

Pistol, 9mm Semi-Auto. These standard sidearms are used by the armed forces and police and exceedingly popular on the civilian market. They balance stopping power with ammunition capacity and use inexpensive cartridges.

Pistol, Concealed Carry. These compact versions of the standard 9mm pistol are used by undercover police and civilians who want to be armed but keep a low profile. They are typically carried in a concealed holster and chambered for 9mm rounds.

Pistol, Hand Cannon. Heavy pistols fire large caliber rounds such as .50s and .45 magnums. While they have considerable stopping power and penetration, they are difficult to handle and have limited ammunition capacity.

Pistol, Holdout. These small firearms are designed to be concealed nearly anywhere. They have one or two shots and are breech loaded. Larger models can have two shots.

Rifle, Sniper. Sniper rifles are designed for accuracy and penetrating power at long range. They fire high-caliber, armor-piercing rounds and use high-magnification scopes to assist in aiming. While it is possible to fire a sniper rifle while standing, most prefer to fire from a braced position for better accuracy.

Rifle, Tactical. The tactical rifle is the civilian equivalent of the military assault rifle, but without fully automatic fire. In the civilian world, they are used as a self-defense weapon, though there is intense debate as to whether they are appropriate for civilian use.

Rifle, Tranquilizer. This air rifle is specially designed to fire a hypodermic dart intended to tranquilize an animal. Each dart must be prepared with enough tranquilizer for the animal's weight and metabolism to bring them down, but not permanently harm them. They have a short range due to the large and delicate projectile they fire. (See "Poison" in chapter 12 for details.)

Shield, Riot. This heavy plastic shield can be held in one hand, though it's at least four feet tall and at least two-and-a-half feet wide. Police use it to push back crowds and to protect themselves from fists and thrown objects. It offers no protection against firearms but defends against sticks and rocks.

Shotgun, Pump-Action. Pump-action shotguns offer high reliability and a good number of shots from their internal magazines. Individual cartridges can be quickly loaded. Hunters use this feature to load different cartridges depending on the intended target and range. Police and military sometimes use shotguns for clearing buildings.

Sledgehammer. In reality a sledgehammer makes for an unwieldy weapon, but if you have the strength, it can put the hurt on your opponents and bypasses conventional armor, brick walls, and other obstacles.

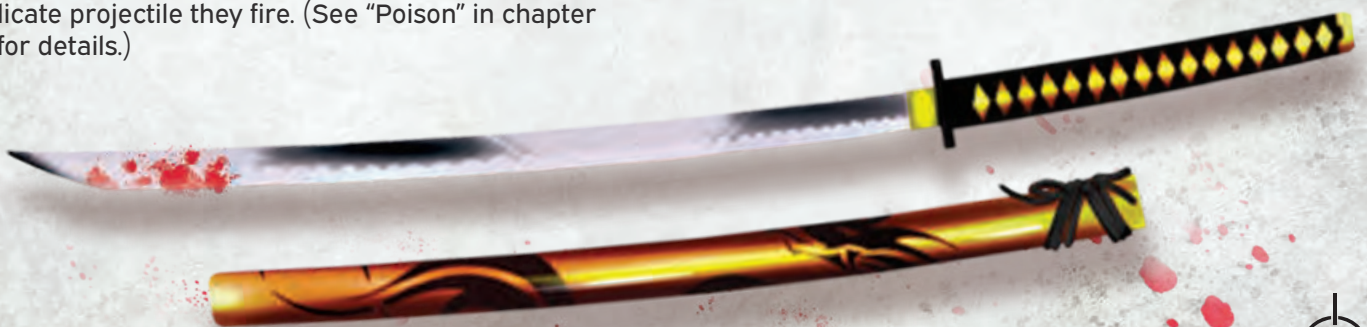
Stab Vest. These vests cover vital areas of the torso with a mesh that is nearly impossible to penetrate with a bladed or spiked weapon. They are not strong enough to stop ballistic weapons, but unlike a ballistic vest, they leave no vulnerable areas unprotected.

TASER. These nonlethal guns fire small metal darts connected by thin wires to the device. Once embedded, these darts deliver a strong electric shock intended to stun the target for a short time. TASER is a trademark held by the company that makes these devices rather than a generic term.

Thrown Explosive. Thrown explosives cover any kind of grenade or grenade like object such as smoke and flare grenades.

HISTORICAL EQUIPMENT

Historical weapons were once a mainstay of warfare and violent conflict but have become rarities in the modern world. Most are used by hobbyists who practice older forms of martial arts or do historical reenactments. They are still deadly weapons, but they tend to be less effective than modern firearms.



HISTORICAL MELEE WEAPONS

WEAPON	DAMAGE	PV	PROPERTIES	PRICE LEVEL	BULK
Boomerang	1d6 bludgeoning	1	Returning, Thrown (40/80)	1	1
Javelin	1d6 piercing	1	Thrown (100/200)	2	1
Net	—	0	Special, Thrown (10)	2	2
Nunchucks	1d6 bludgeoning	1	Finesse, Light	1	1
Poignard	1d6 piercing	1	Finesse, Light	2	1
Quarterstaff	1d8 bludgeoning	1	Finesse, Two-Handed	1	2
Rapier	1d8 piercing	1	Finesse	2	2
Shuriken	1d4 piercing	1	Finesse, Light, Thrown (30/60)	1	-
Spear	1d10 piercing	1	Reach 10 feet, Thrown (30/60), Two-Handed	2	2
Sword	1d8 slashing	1	Versatile (1d10)	3	2
Sword cane	1d8 piercing	1	Disguised	3	2
Sword, two-handed	2d6 slashing	1	Heavy, Two-Handed	3	3
Whip	1d4 slashing	0	Finesse, Reach 15 feet	1	1

HISTORICAL RANGED WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE LEVEL	BULK
Blowgun	1 piercing	30/60	1	Bonus	0	Slow-Firing	2	1
Crossbow	1d10 piercing	200/400	1	Action	2	Slow-Firing, Two-Handed	2	3
Crossbow, hand	1d4 piercing	60/120	1	Bonus	1	Light, Slow-Firing	2	2
Longbow	1d10 piercing	250/750	—	—	1	Two-Handed	2	3

HISTORICAL ARMOR

ARMOR	AV	PROPERTIES	PRICE LEVEL	BULK
Historical Armor	1	Awkward	3	4

HISTORICAL SHIELDS

ARMOR	AV	PROPERTIES	PRICE LEVEL	BULK
Shield, kite	1	Awkward	1	3
Shield, round	1	Small	1	2

HISTORICAL EQUIPMENT DESCRIPTIONS

Blowgun. Blowguns consist of a hollow tube fitted with small, feathered darts. When the user blows into the tube, it propels the dart toward the target. With their short range they are mainly used to deliver poisoned darts, since otherwise they are little more than a painful nuisance.

Boomerang. These unique wooden throwing weapons originated with Aboriginal Australians. They are used to hunt small game, but they can deliver a telling blow. Boomerangs that return when thrown are more useful for recreation than hunting.

Crossbow. Archaic crossbows are easy weapons to use: you load, point, and shoot. They can range from massive siege weapons to tiny toys; the statistics represent an average-sized crossbow.

Crossbow, Hand. Scholars debate whether these items were toys or weapons. They don't have much power but can be loaded quickly and fired in one hand. If used with a poison bolt they might pose a danger, but they're otherwise too slow to be a significant threat.

Historical Armor. In medieval times, knights and other warriors wore this complete set of full body armor. It offers protection against conventional melee and ranged weapons, but bullets go right through it and you look out of place wearing it outside of a Renaissance fair.

Javelin. These thin shafts about two to four feet in length have a sharp metal tip designed for throwing at long distances.

Longbow. Before rifles, the longbow was the terror of the battlefield. These large ancient bows can fire arrows over huge distances and with startling accuracy in the hands of a skilled archer.

Net. A net can be used against Small, Medium, or Large targets. A successful attack does not cause damage, but the target is Restrained. The target can free itself by making a successful DC 10 Strength check as an action or by dealing 15 points of slashing damage to the net.

Nunchucks. These are made by linking two short wooden rods with a short chain or rope. They are associated with traditional Eastern martial arts.

Poniard. A poniard is a long steel dagger meant for stabbing and parrying, popular in the Renaissance period but first documented in the Middle Ages.



Quarterstaff. A smooth wooden stick about 5 feet long, the quarterstaff is both an effective, easy-to-use weapon and a practical walking stick.

Rapier. These thin-bladed swords are popular with fencers and Renaissance fair actors. Among the range of fencing swords, the rapier is one of the heavier options.

Shield, Kite. Kite shields are large wooden shields used by infantry to protect against ranged missile fire from enemy archers and crossbowmen. While they can be used in melee combat, they are heavy and awkward to wield.

Shield, Round. Ancient shields made sense on a battlefield dominated by longbows, but in the era of guns, they're cumbersome pieces of wood.

Shuriken. These small, sharpened bits of metal are easy to throw but rarely deliver a fatal wound. Traditionally they were used as a distraction or poisoned to facilitate an assassination.

Spear. Among the most versatile weapons, spears are cheap, light, can be thrown, and have the advantage of reach in comparison to other melee weapons.

Sword. This entry represents a typical fantasy longsword, cavalry saber, or katana. It's a one-handed blade, but it can be used two-handed for additional speed and power.

Sword Cane. This thin blade disguised as a walking stick isn't especially durable or well balanced, but it is dangerous in the right hands and difficult to detect.

Sword, Two-Handed. These large, two-handed blades are potentially devastating but rarely carried in modern times. Nothing attracts unwanted attention like wandering around with a greatsword strapped to your back.

Whip. What robber of ancient tombs would be complete without a cracking bullwhip? It's employed more often as a tool for ranchers to intimidate livestock, but in a pinch it could be used as a weapon.

IMPROVISED EQUIPMENT

Improvised weapons include objects not normally intended as weapons and weapons manipulated in a way they are not designed to be used. The statistics for these weapons are based on the size of the object and the type of damage it inflicts (see "Thing" below).

Improvised weapons also include introducing your opponent's face or body into nearby objects by slamming the opponent into them (see "Object" below).

An object sufficiently similar to a standard weapon can be treated as a standard weapon at the GM's discretion. A steel pipe is essentially a metal club and can be treated as a basic weapon instead of an improvised one. Wielding an Oscar statue as a bludgeon would not qualify, since it's too awkward to wield accurately.

All weapons with the improvised property impose disadvantage on attack rolls unless the attacker has the Improvised Equipment proficiency.



IMPROVISED MELEE WEAPONS

WEAPON	DAMAGE	PV	PROPERTIES	PRICE LEVEL	BULK
Chainsaw	1d12 slashing	2	Heavy, Improvised, Loud, Two-Handed	2	3
Object, breakable	1d6 bludgeoning	1	Improvised, Special	—	—
Object, unbreakable	1d8 bludgeoning	1	Improvised, Special	—	—
Object, scary-dangerous	1d12 slashing or piercing	1	Improvised, Special	—	—
Salon flamer	1d4 fire	0	Improvised, Light, Two-Handed	1	1
Thing, tiny ouchie	1d4 variable	1	Finesse, Improvised, Light, Thrown (40/80)	—	—
Thing, small painful	1d6 variable	1	Improvised, Thrown (70/140)	—	1
Thing, medium hurtful	1d8 variable	1	Improvised, Thrown (50/100), Versatile (1d10)	—	2
Thing, large agonizing	1d12 variable	2	Heavy, Improvised, Thrown (20/40), Two-Handed	—	3

IMPROVISED RANGED WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE LEVEL	BULK
Thrown Improvised Explosive	—	40/80	—	—	—	Improvised, Indirect		

IMPROVISED EXPLOSIVES

EXPLOSIVE	DAMAGE	PV	RADIUS	PROPERTIES	PRICE LEVEL	BULK
Molotov cocktail	1d4 fire	—	10 feet	Grenade, Special	1	1
TNT stick	3d6 explosive	4	10 feet	Grenade, Restricted	1	1

IMPROVISED ARMOR

ARMOR	AV	PROPERTIES	PRICE LEVEL	BULK
Duct-taped junk	2	Awkward	1	4

IMPROVISED SHIELDS

SHIELD	AV	PROPERTIES	PRICE LEVEL	BULK
Car door	2	Awkward	N/A	4
Garbage can lid	1	Small	1	2

IMPROVISED EQUIPMENT DESCRIPTIONS

Car Door. A sturdy car door can make for a last-ditch bulletproof shield, provided you happen to have one lying around when bullets start flying.

Chainsaw. Chainsaws are not intended for hand-to-hand combat, but few tools are more intimidating when used as melee weapons. A favorite of deranged killers and aggrieved foresters, they make short work of doors, tables, and other obstacles.

Duct-Taped Junk. Phonebooks and cookware taped to your body probably aren't going to save your life or make you look cool, but sometimes heroes have to improvise.

Garbage Can Lid. If you are really strapped for personal protection, a garbage can lid can give you a feeling of discount derring-do in a pinch.

Molotov Cocktail. A Molotov cocktail is a bottle of highly flammable liquid with a cloth wick. When lit and thrown, it is designed to break on a hard surface and ignite surrounding material.

Like other grenades, it is thrown at a location rather than a combatant. Any flammable material in the area of effect gains the Burning condition, including combatants who fail their Dexterity saving throw against explosives and did not successfully dive for cover.



Object, Breakable. This category of objects, when adjacent to you and your opponent, hurt to smash into but will break or give way under the assault. Examples include a bathroom stall, a mirror, a window, a bookshelf, or a big screen TV.

Object, Unbreakable. This category of objects, when adjacent to you and your opponent, hurt to smash into and probably won't break. Examples include a marble countertop, a steel railing, a brick wall, or a flagpole.

Object, Scary-Dangerous. This category of objects, when adjacent to you and your opponent, have brutal effects when you smash someone into them. Examples include a mass of sharp spikes, the whirling blades of a woodchipper, a boat propeller, and similar delights.

Salon Flamer. The salon flamer consists of a lighter and a can of hairspray or other propellant. You hold the lighter in front of the spray and blast people with fire. It's not tremendously effective, but it can be intimidating. You can also apply this entry to a blowtorch or similar tool used as a weapon.

Thing, Various. Things are objects you pick up and turn into weapons. You and the GM decide on the size and if it deals bludgeoning, piercing, or slashing damage. None of these things are fun to get hit with!

Some examples include:

- ▶ **Tiny ouchie things:** *stabbing someone with a shard of glass (slashing), throwing a metal d20 (bludgeoning), or stabbing with a sharpened toothbrush (piercing)*
- ▶ **Small painful things:** *pistol whipping someone (bludgeoning), stabbing with a knitting needle (piercing), or cutting with a bread knife (slashing)*
- ▶ **Medium hurtful things:** *stabbing with a fireplace poker (piercing), slamming with a printer (bludgeoning), or slicing with a sod cutter (slashing)*
- ▶ **A large agonizing thing:** *slashing with a scythe (slashing), stabbing with a flagpole (piercing), or beating some poor fool with an exercise bicycle (bludgeoning)*

TNT Stick. TNT is dangerous, but more to those trying to throw it than those having it thrown at them. It's not designed for anti-personnel use and the actual blast is dangerous only at close ranges.



MILITARY EQUIPMENT

The list of military weapons includes the most powerful firearms and explosives a hero could realistically employ. Most of these weapons are restricted to military personnel. SWAT forces and other special police units are trained to employ these weapons as well. A few are civilian legal, but these are rare due to their price and lack of practical use in civilian life.

MILITARY RANGED WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE LEVEL	BULK
Grenade launcher	Grenade	300/600	1	Bonus	—	Indirect, Restricted, Two-Handed	3	2
Machine gun, light	2d6 ballistic	900/1,800	30 or Belt	Bonus or action	3	Belt, Full-Auto, Heavy, Loud, Restricted, Two-Handed	3	4
Machine gun, medium	2d8 ballistic	900/1,800	30 or Belt	Action	4	Belt, Full-Auto, Heavy, Loud, Restricted, Stationary, Two-Handed	4	6
Machine gun, heavy	2d10 ballistic	1,200/2,400	Belt	Action	5	Belt, Full-Auto, Heavy, Loud, Stationary, Restricted, Two-Handed	4	8
Rifle, anti-materiel	2d10 ballistic	2,000/6,000	10	Action	5	Heavy, Loud, Semi-Auto, Stationary, Two-Handed	4	4
Rifle, assault	1d12 ballistic	900/1,800	30	Bonus	3	Burst 3, Full-Auto, Loud, Restricted, Two-Handed	2	3
Rifle, assault carbine	1d12 ballistic	800/1,600	30	Bonus	3	Burst 3, Full-Auto, Loud, Restricted, Two-Handed	3	2
Rocket launcher	Rocket	500/1500	1	—	—	Restricted, Two-Handed	5	4
SMG	1d10 ballistic	100/200	30	Bonus	2	Burst 3, Full-Auto, Loud, Restricted	3	1
SMG, spec-ops	1d8 ballistic	350/700	50	Bonus	3	Burst 3, Full-Auto, Restricted	3	2
Grenade, Thrown	Grenade	75/150	—	—	—	Indirect	1	—

MILITARY EXPLOSIVES

GRENADES, ROCKETS, MINES, AND CHARGES	DAMAGE	PV	RADIUS	PROPERTIES	PRICE LEVEL	BULK
C4 plastic explosive	4d6 explosive	3	10 feet	Loud, Restricted, DC 15	2	1
Grenade, flashbang	1d4 explosive	1	30 feet	Deafening, Grenade, Loud, Restricted, Stunning	1	1
Grenade, fragmentation	4d8 explosive	3	20 feet	Grenade, Loud, Restricted	1	1
Grenade, incendiary	—	5	—	Grenade, Restricted, Special	1	1
Mine, blast	2d6 explosive	4	NA	Loud, Restricted, DC 15	1	1
Mine, fragmentation	4d8 explosive	3	20 feet	Loud, Restricted, DC 15	1	1
Rocket, anti-tank	8d8 explosive	6	10 feet	Heavy, Loud, Restricted	5	4

MILITARY ARMOR TABLE

ARMOR	AV	PROPERTIES	PRICE LEVEL	BULK
Ballistic vest, heavy	4	Ballistic	3	2
Modern combat armor	3	Awkward	3	4

MILITARY SHIELDS TABLE

SHIELD	AV	PROPERTIES	PRICE LEVEL	BULK
Shield, tactical	3	Awkward	3	4

MILITARY EQUIPMENT DESCRIPTIONS

Ballistic Vest, Heavy. This is similar to medium ballistic armor, with the addition of heavier armor plates. It can block all but the most powerful rounds from handheld firearms.

C4 Plastic Explosive. C4 is used as a demolition charge and delivers an incredibly fast and damaging explosion. For anti-personnel purposes, it needs to be combined with shrapnel to increase its lethal range.

Grenade, Flashbang. Flashbangs are incredibly useful tactical weapons. They both stun and deafen enemies for a short time, creating the perfect opportunity for an assault or to force a surrender. Targets make one saving throw to resist both effects.

Grenade, Fragmentation. Frag grenades are the standard anti-personnel grenade used by militaries the world over. They are lethal and cheap to make. The biggest limitation on grenades is their short range, which explains the creation of grenade launchers.

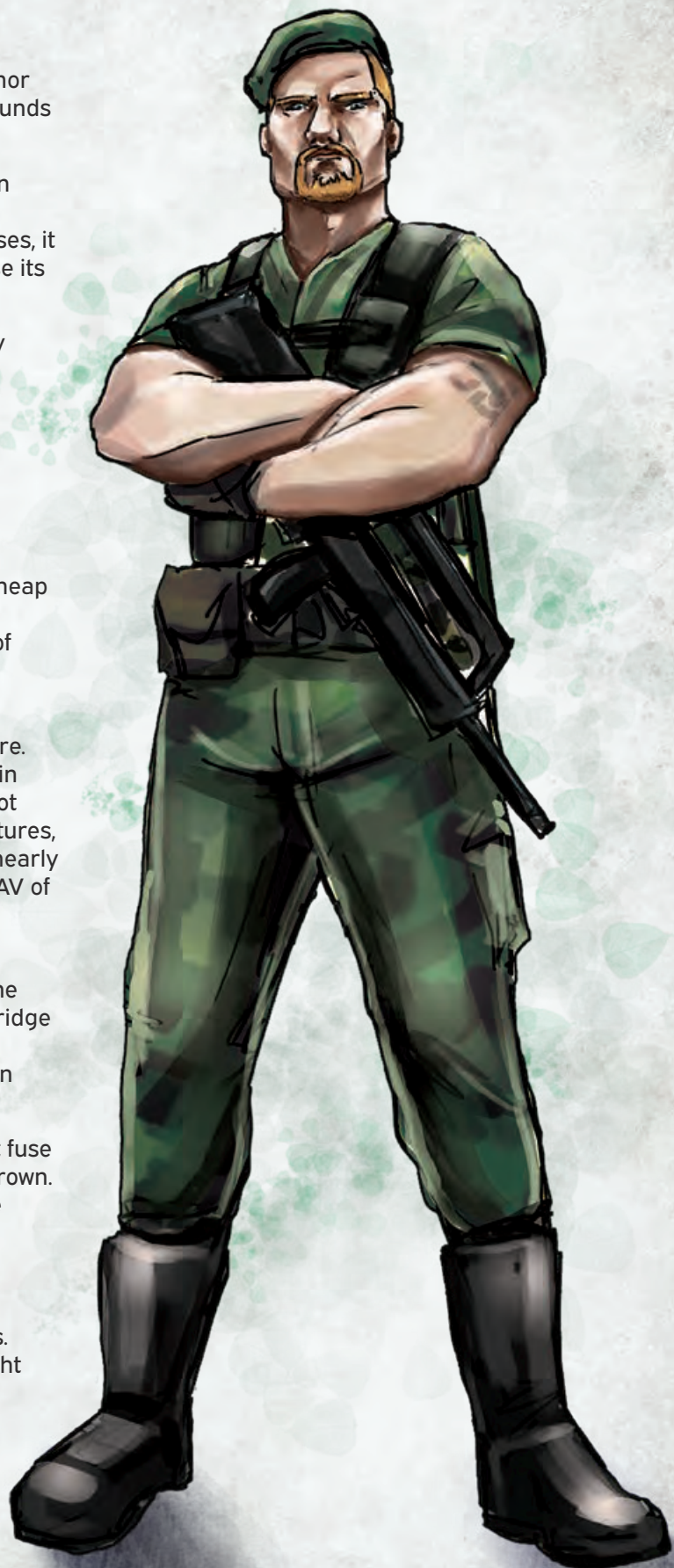
Grenade, Incendiary. Incendiary grenades are intended to set equipment and structures on fire. They are not useful directly against personnel in combat since they are easily avoided and do not explode. They burn at incredibly high temperatures, enough to melt through thick steel and ignite nearly any combustible material. It takes 1 round per AV of the target material to burn through and ignite.

Grenade Launcher. Grenade launchers are often attached to an assault rifle, but standalone launchers exist. They fire a large grenade cartridge at greater ranges than they could be thrown. Launched grenades are designed to explode on impact rather than based on a timer.

Grenade, Thrown. Hand grenades have a short fuse that is hand activated before the grenade is thrown. The most common type of hand grenade is the fragmentation grenade.

Machine Gun, Light. Machine guns are strictly military weapons designed to create fire superiority and provide covering fire for troops. They are fed by an ammunition belt, though light machine guns may use magazines rather than belts and fire the same ammunition as assault rifles.

Machine guns can be used to make a normal attack.



Machine Gun, Heavy. An individual soldier can barely carry this massive gun, so they're usually mounted onto a vehicle or defensive position. These weapons can shred light vehicles and fortifications as well as infantry.

Machine guns can be used to make a normal attack.

Machine Gun, Medium. Medium machine guns use larger caliber rounds than their light counterparts and are too heavy to be fired without being mounted or braced on the ground. They are always belt-fed and their primary mission is to provide covering fire on enemy positions or to threaten light vehicles.

Machine guns can be used to make a normal attack.

Mine, Blast. Blast mines are the scourge of the battlefield, designed more to maim than kill. They are especially horrifying weapons of war because they remain dangerous long after the battles have ended.

Mine, Fragmentation. These mines are designed to eject a small fragmentation grenade that sprays shrapnel in a wide swath. They are far more lethal than blasting mines, but more expensive and prone to misfires.

Modern Combat Armor. This armor combines the benefits of a ballistic vest with knife-proof materials and covers almost the entire body. It is restrictive, hot, and uncomfortable, but it does provide impressive protection.

Rifle, Anti-Materiel. Similar to sniper rifles, these rifles are intended for taking out military equipment rather than people. Their powerful armor-piercing rounds can rip through concrete walls and crack an engine block from more than a mile away.

Rifle, Assault. The AK-47 is a Cold War era design from the USSR. It is the most common gun on Earth with more than 150 million in circulation. While not as accurate as the M-16, it is legendary for its

simplicity and reliability. Most of those sold today are copycat guns using the same design.

Rifle, Assault Carbine. Assault carbine rifles are a military classification for fully automatic combat rifles that strike a balance between accuracy at range, automatic fire, ammunition capacity, weight, and reliability. Most combat troops carry them into battle in the modern era. The M4 Carbine is the U.S. standard combat weapon, replacing the M-16. The two designs are similar but the M4 is a shorter and lighter configuration.

Rocket, Anti-Tank. Anti-tank rockets employ a number of tricks to defeat armor and other defensive measures. One of the most effective is a Russian rocket that fires two rockets in tandem: the first defeats countermeasures while the second goes for the kill.

Rocket Launcher. Rocket launchers are single-use anti-tank or anti-air weapons, primarily designed for use against vehicles or fortified positions. Among the multiple types of rockets, the most common are armor-piercing rockets for use against tanks.

Shield, Tactical. Military and SWAT teams use this large and heavy shield to protect them from gunfire in situations where normal cover is not available. It has a narrow window so it can be held in front of the user's face.

SMG. Submachine guns are fully automatic, short-barreled firearms designed for relatively short ranges. They offer considerable stopping power for a small weapon but are not effective against military body armor. The MAC 10 is a famous SMG that packs serious firepower but with questionable accuracy. It was designed for use with an attached suppressor that acted as a forward grip.

SMG, Spec-Ops. This class of submachine guns was designed for use by support personnel to counter armored paratroopers from the Soviet Union. While they were never used for that purpose, they became popular for special forces units that want a small armor penetrating, fully automatic weapon.

EVERYTHING ELSE

Combat equipment may get lead billing, but modern adventures are about a lot more than gun battles and fist fights. Professional tools help heroes flex their intellectual and creative skills to overcome their foes. Whether your team is breaking into the lair of a villainous mastermind, hacking the computers of a rival government, or rescuing civilians from a massive earthquake, it's best to come prepared!

AMMUNITION

The default rules for Everyday Heroes ask players to track the ammunition in their guns, but not the ammunition they otherwise carry. Tracking the ammunition in the weapon adds a tactical element to the game, since certain actions use up more or less ammunition, and more damaging guns have lower ammunition capacities and longer loading times. These rules make choosing a gun more interesting and using it feel more realistic.

By default, you don't need to track how much backup ammunition you are carrying. There are situations where the GM may decide it's important to track ammunition, for example if you're fighting behind enemy lines, or you have been stripped of all your gear.

If you're tracking all your ammunition, assume that ammunition price levels are the same as the gun itself, and that about 30 rounds of ammunition equals 1 bulk for encumbrance purposes.

AMMUNITION TYPES

In the real world, ammunition is a complicated subject since there are thousands of different types of cartridges available for different uses. Everyday Heroes tries to simplify this by creating statistics for the guns assuming the most popular type of ammunition used for such weapons. The following are optional rules for those who want to simulate ammunition choices with more detail.

PISTOL AND SMG AMMUNITION

Pistols by default use anti-personnel rounds, better known as hollow-point bullets. They are designed to stop targets in their tracks and not fire through to hit bystanders, because they expand when they hit the target.

Switch to Armor-Piercing Rounds. Decrease the damage die by one step and increase the PV by 1.

RIFLE AND AMMUNITION

Rifles, including assault rifles, use armor-piercing rounds by default. These are sometimes known as "full metal jacket" rounds. They are accurate at long ranges and remain intact when encountering armor, hopefully punching through to their victim. It's rare to find rifle cartridges with hollow-point bullets.

SHOTGUN AMMUNITION

Shotguns use buckshot by default. This is a common load for hunting, though there is a huge range of shotgun ammunition and each is favored for a different situation. It's largely a myth that shotgun blasts cover a wide area. Even buckshot rounds spread out only a couple of feet over lethal distances. They are easier to hit with, but they are still designed to be used against a single target.

Switch to Slugs. Shotgun slugs are huge single bullets. They are enormously powerful short-range munitions. Increase the PV by 2 and lose the Shot property.

MACHINE GUN AMMUNITION

Machine gun ammunition is rarely anything but armor-piercing rounds with a tracer round every fifth round or so. The tracer rounds are necessary for aiming since using the sights on a big machine gun rattling away can be challenging, especially when fired from moving vehicles.

Most machine guns are belt-fed. Ammunition belts vary in size from smaller 50-round belts to massive 500-round belts. Belts are carried in an ammunition box that can be attached to the weapon or to a weapon mount. For every 50 rounds a belt has, it has 1 bulk.

FIREARM ACCESSORIES

ACCESSORY	PRICE LEVEL	BULK
Integrated grenade launcher	3	1
Laser sight	2	0
Scope	2	1
Suppressor/silencer	2	1

Integrated Grenade Launcher. A grenade launcher attachment propels grenades farther and with more accuracy than you could achieve by throwing them. It uses the same stats as a normal grenade launcher except for the listed bulk value. This can only be attached to an assault rifle or carbine.

Laser Sight. A laser sight positions a laser dot on an intended target. It can be useful in a number of situations.

- ▶ It gives you advantage on Charisma (Intimidation) checks when you aim at a target with a laser sight.
- ▶ It eliminates disadvantage on attack rolls due to low visibility.

- ▶ It eliminates disadvantage on attack rolls due to firing from a moving vehicle.

Scope. A scope is an optical magnifier used to aim at longer ranges. It is assumed that weapons with ranges that make scopes useful have a scope attached. Therefore, scopes don't have any additional game effects.

Suppressor/Silencer. A suppressor is a real-world device attached to or built into a gun barrel that muffles the sound of the gun firing to some degree. Often, subsonic bullets are used with the suppressor to avoid the supersonic crack made by the bullet itself. Suppressors reduce the noise made by firearms, but they are still easily heard by anyone nearby.

Silencers are used in action movies. They make firearms whisper quiet no matter what ammunition you're using. It isn't realistic, but it's very much appropriate for action story themes. Using a silencer removes the Loud property from a firearm.

CARRYING CASES

Carrying cases make it easier to haul around objects past your bulk limit, either by freeing up a hand or helping you avoid being Encumbered. Your normal bulk limit assumes you already have places to put your usual allotment of bulky stuff: holsters, pockets, belts, shoulder bags, or small backpacks.



These cases allow you to exceed your bulk limit. Pulling one item from a carrying case is an action in combat rather than a free action.

CARRYING CASES

CASE	PRICE LEVEL	BULK
Combat harness	2	4
Duffle bag	1	8
Frame backpack	2	5
Rolling suitcase	2	5

Combat Harness. A combat harness is composed of belts and straps with pockets and attachment points to carry weapons, ammunition, and other useful combat gear. It can carry 4 bulk beyond your usual bulk limit while keeping your hands free. In addition, items in the harness can be accessed normally (one free pull per round).

Duffle Bag. This large and sturdy canvas bag allows you to carry up to 8 bulk worth of stuff in one hand. This doesn't negate encumbrance, but it can let you carry lots of different things in one hand when you are Encumbered.

Frame Backpack. This large backpack can carry 5 bulk beyond your normal bulk limit while keeping your hands free. This does not help you avoid encumbrance, but it does make it possible to carry more stuff.

Rolling Suitcase. This nice hard-body suitcase has wheels and a long telescoping handle. It's great for trips abroad, and also useful for lugging equipment around. It can carry up to 5 bulk that does not count against your encumbrance as long as you're wheeling it around instead of carrying it. If you cross difficult terrain, you must pick it up. It always requires the use of one of your hands.

ELECTRONICS

The modern world is full of electronic gadgets and tools. Everyday Heroes focuses on hacking and security related equipment as well as universal consumer electronics.

ELECTRONICS

ITEM	PRICE LEVEL	BULK
Alarm system	2	2
Cloner	2	0
Deauther	2	0
Desktop computer	2	3
Drone	2	2
Duck	2	0
Earpiece	2	0
Faraday pouch	2	0
Laptop computer	2	1
Microcomputer	1	0
Robot	5	8
Smartphone	2	0
Smart watch or fitness watch	2	0
Sniffer	2	0
Toy robot	3	1

Alarm System. This electronic alarm system consists of a series of sensors and a central alarm mechanism. The alarm can be a silent signal sent to a monitor or an audible or visual alarm. Many types of sensors can be used including motion sensors, light sensors, sound sensors, or contact sensors.

Cloner. A cloner is paired with a sniffer to receive and then mimic a wireless signal, usually from a wireless key or similar device.

Deauther. This device can identify a user on a computer network and deauthorize them. This forces the user to re-enter their network credentials so they can then be stolen.

Desktop Computer. Desktop computer systems come in a wide range of sizes and performance capabilities. Every year, personal computers become more powerful and more versatile.

Drone. Flying drones have become popular tools and toys. They are remote controlled but can be programmed for various tasks and fitted with a range of tools. A camera is a standard piece of equipment on most drones. A Use Device action is required to control a drone during combat. (Detailed stats for drones can be found in chapter 15.)

Duck. Ducks are USB devices that act as a virtual keyboard. When inserted into a target computer, they can be programmed to execute keyboard commands or allow a hacker to remotely control the computer.

Earpiece. This piece of covert gear consists of a hidden earpiece and a hidden microphone, both of which connect wirelessly to a cell phone or other hidden transmitter-receiver. This allows the wearer to secretly communicate with others. Battery life tends to be about 1 hour of active use.



A DC 20 Wisdom (Perception) check can detect such a device in use by seeing it, overhearing it being used, or observing the behavior of the person using it.

Faraday Pouch. By placing an electronic device inside of a Faraday pouch, you can block it from sending or receiving wireless signals. It prevents unwanted snooping or hacking on the device.

Laptop Computer. Laptop computers can range in size from small tablets to large folding computers. While their power varies, most can perform the same functions as larger desktop machines and have a battery to allow for remote operation.

Microcomputer. Microcomputers are small computer chips used by hobbyists and manufacturers to make small electronic “smart” devices. Though inexpensive, they require programming and electronics knowledge to use.

Robot. Robots come in many shapes and sizes, but this entry represents the future of multi-function robotics. Such robots can be programmed for simple interactions but their capabilities are rapidly advancing. (Statistics for consumer robots can be found in chapter 15.)

Smartphone. The smartphone is a revolutionary tool that takes professional photos, allows for wireless global communication, has access to nearly all the world’s accumulated knowledge through the internet, and even makes for a good flashlight. “There’s an app for that” is pretty much a truism.

Smart Watch or Fitness Watch. These devices are computerized watches that include a digital display and are capable of running software and wireless connectivity. Most use an IR sensor and accelerometer to measure exercise, heart rate, and other vital health statistics.

Sniffer. A sniffer is a hacking tool designed to pick up and decode network traffic. Wireless sniffers decode wireless signals while wired sniffers plug physically into a network. What a sniffer can do depends on the security of the network it is sniffing.

Toy Robot. A toy robot is a simple robot designed for amusement and play. Their programming is limited to simple responses to simple commands, or to accomplish a well-defined task. Robot vacuum cleaners and other simple consumer robots also fall into this category.

HARDWARE

This category of equipment includes the tools and items that tradespeople use for their work. They can come in handy for heroics as well.

HARDWARE

ITEM	PRICE LEVEL	BULK
Crowbar	1	2
Duct tape	1	1
Ear protection	1	0
Fire suit	2	2
Flashlight and headlamp	1	1
Gas mask	2	1
Hazmat suit	2	1
Safety goggles	1	0
Utility knife/multitool	1	0
Zip ties	1	0

Crowbar. A crowbar is designed to give you leverage when pulling things apart. You can also use it as a weapon if you need to, equivalent to a large metal club. Using a crowbar grants advantage on Strength checks made to move a heavy object, break something, or to open doors, windows, or containers.

Duct Tape. Duct tape is a tough, single-sided fabric tape widely renowned for its toughness and versatility. It is especially popular for making quick repairs to broken objects. When used as a restraint, it requires a DC 20 ability check to escape from, typically Dexterity (Sleight of Hand) or Strength (Athletics).

Ear Protection. This can take the form of earplugs or headphones designed to block loud noises from damaging your hearing. They offer advantage on Constitution saving throws against being Deafened.

Fire Suit. A fire suit covers the entire body, protecting the wearer from heat and flames. A fire suit grants the wearer damage reduction 10 against fire.

Flashlight and Headlamp. Flashlights and headlamps project light in front of you up to 60 feet. This negates the penalties for low light and darkness within reach of the device but makes the user visible up to a mile away in clear terrain.

Gas Mask. A gas mask, when properly worn, protects the wearer from inhaled poisonous gases and airborne chemical irritants targeting the nose, eyes, or mouth.

Hazmat Suit. Hazmat suits offer full body protection against a range of chemical and biological hazards. They include full face protection, full body protection, and air filtration. Different suits protect against different types of hazards.

Safety Goggles. Safety goggles are designed to protect your eyes from irritants or small objects. They render you largely immune from pepper spray or similar blinding chemical attacks.

Utility Knife/Multitool. This pocket-sized, foldable knife includes a range of other handy tools incorporated into the design. They can deal with a number of simple jobs. They are not intended for fighting but could be used as a weapon in a pinch.

Zip Ties. In addition to organizing cables and the like, these ties can be used as improvised restraints. A DC 20 Strength check can break them. A DC 20 Dexterity (Sleight of Hand) check allows escape. They can also easily be cut with any bladed instrument.



SPECIALTY GOODS

Though this game imagines the characters as heroes, the tools of the criminal trades can come in handy. In the U.S., most of these tools are legal, provided you aren't using them for illegal purposes.

SPECIALTY GOODS

ITEM	PRICE LEVEL	BULK
Caltrops	1	1
Handcuffs	1	0
Lockpicks	1	0
Slim jim	1	1

Caltrops. Caltrops are tiny metal objects which, when thrown on the ground, always have an upward facing spike. They can impede people, animals, and soft-tire vehicles when strewn on the ground in the path of travel. They are detailed under "Traps" in chapter 10.

Handcuffs. Typical law enforcement handcuffs are difficult to break free from when properly applied. A DC 30 Strength check can break them. A DC 25 Dexterity (Sleight of hand) check allows escape. Finally, they can be picked with a DC 20 Intelligence (Security) check, though this check has disadvantage if they are behind your back. You can buy escape keys that open most handcuffs.

Lockpicks. A set of lockpicks includes a number of tools useful for picking locks. The two essentials are a tension bar and a pick which, when used together, can open most locks. Lockpicks are necessary to pick locks, but you can improvise a pick using stiff wire.

Slim Jim. A slim jim is a thin piece of metal about two to three feet long with a small hook on one end. It can slip into a car door to switch the lock open. It works only on older cars, or inexpensive cars without power locks and shielded locking mechanisms. With such cars, it offers advantage on Intelligence or Dexterity (Security) checks made to open them.

SPORTING GOODS

Sporting goods stores are a wonderland for heroes. Along with weapons, they offer a huge range of useful tools, clothing, and equipment for all kinds of adventures.

SPORTING GOODS

OUTDOOR EQUIPMENT	PRICE LEVEL	BULK
Binoculars	1	1
Camouflage clothing	2	0
Diver propulsion vehicle	3	4
Ghillie suit	2	2
Ice skates	2	0
Metal detector	2	3
Night vision devices	3	1
Parachute	3	3
Periscope	1	1
Roller skates	2	0
Rope, 50 feet	1	1
Scuba gear	3	4
Skateboard	1	2
Swim fins	1	2
Swim goggles	1	0
Trap camera	2	0
Trap, shell	1	0
Trap, steel jaw	2	1
Winter clothing	2	2

Binoculars. Binoculars help you see farther than you otherwise could, though with a narrower field of view. They come in a wide range of magnifications and sizes. Typically, the GM will assign a higher DC to spot people or objects at a great distance. Binoculars reduce that DC.

Camouflage Clothing. Hunters and combatants often wear clothing and use equipment with a camouflage pattern. Each pattern is specific to a given environment. Anyone trying to spot someone or something that is camouflaged for the given environment has disadvantage on their Wisdom (Perception) check.

Diver Propulsion Vehicle. Known as a DPV, this device consists of a waterproof housing for a battery and propeller that you hold on to while diving to provide you with propulsion. This both increases your speed and stamina while diving allowing for longer dives. Use of a DPV increases dive times by 50 percent and allows for normal movement underwater.

Ghillie Suit. A ghillie suit covers the entire body in a mesh designed with camouflage patterns and material simulating the texture of the targeted environment. In addition to the effect of regular camouflage, anyone wearing a ghillie suit has advantage on Dexterity (Stealth) checks to hide in the matching environment.

Ice Skates. Ice skates are essential for moving quickly on ice. A hero wearing ice skates and who is proficient in either Athletics or Acrobatics can treat ice as normal terrain. Anyone wearing ice skates treats all other terrain as difficult terrain.

Metal Detector. This tool finds metal objects using a magnetic field generator and sensor. It works only in places that don't otherwise contain metal objects. It offers advantage on Wisdom (Perception) checks to locate metal objects in a given location.

Night Vision Devices. These devices date back to WWII and allow the wearer to see reasonably well in low light conditions. Night vision scopes allow you to ignore the combat penalties from low light and darkness. Night vision goggles remove all penalties from low light and darkness.

Parachute. If you plan to jump out of an airplane, you need one of these. They take some training to use correctly. Controlled descent requires a DC 13 Dexterity (Acrobatics) or Dexterity (Vehicles) check. A parachute, when used correctly, prevents all falling damage.

Periscope. A periscope allows you to see around a corner, over a wall, and so forth using either optical mirrors or a digital camera. Using a periscope offers advantage on Dexterity (Stealth) checks made while spying.

Roller Skates. Whether four-wheeled skates or inline roller blades, these devices move fast on hard and flat terrain. A hero wearing roller skates and proficient in either Athletics or Acrobatics increases their movement speed by 10 feet when on hard, flat terrain. All other terrain is considered difficult terrain while wearing roller skates. They do not afford bonus movement.

Scuba Gear. Scuba gear allows you to breathe underwater using an oxygen tank. Typical gear allows you about one hour of dive time. Scuba gear may include a dry or wetsuit for colder water and includes swim fins.

Skateboard. Skateboards allow their riders to move quickly and perform fun tricks in an urban environment. Heroes using a skateboard who are proficient in either Athletics or Acrobatics can increase their movement speed by 10 feet on flat and hard surfaces. Unlike skates, heroes can quickly switch to foot in other terrain provided they have a hand free to carry the board.

Swim Fins. Swim fins attach to your feet, giving you greater traction in the water. Wearing fins grants advantage on Strength (Athletics) checks made to swim.

Swim Goggles. Swim goggles protect your eyes from irritants in water, allowing you unimpaired vision in clear water. Swim goggles negate disadvantage to Wisdom (Perception) checks made to see underwater.

Trap Camera. A trap camera combines a motion sensor and a digital camera. When the sensor is tripped, the camera takes a series of pictures. The pictures are stored in the camera and can be wirelessly transmitted to a nearby device.

Trap, Shell. A shell trap is a small metal frame designed to fire a shotshell using a simple spring action firing pin. The shell trap is attached to something, the shell placed inside, the spring set, and a string or wire is rigged to set off the trap, firing the shell. As there is no barrel, the range is short. It can be used as an alarm with blank shells.

Trap, Steel Jaw. Steel jaw traps, often called bear traps, consist of spring-powered steel teeth that

snap shut when the trigger in the center of the trap is pressed or pulled. The jaws are meant to hold an animal's arm or leg in the trap as well as to wound the animal.

Winter Clothing. When operating in extreme cold, it's critical to have cold winter clothing and bedding. Winter clothing provides the wearer damage reduction 10 against cold.

VEHICLES

Vehicles play an important role in action films, sometimes as the main focus of the story. Most of the time, vehicles come into play during chase scenes, but they can work as transportation, storage, and an element of a hero's personal style.

Any machine that you can sit inside of or on top of and go places is considered a vehicle in Everyday Heroes. Vehicles are mainly used in the context of chases in the game, but they can become involved in other combat encounters as well. Rules for vehicles are covered in chapter 11, while their properties and statistics are detailed in this chapter.

Armor Value (AV). Like any object, a vehicle's Armor Value determines what weapons can damage it. A vehicle's windows and tires have their own AV of 1 by default.

Constitution (Con). A vehicle's Constitution modifier is used when it must make a saving throw to avoid damage.

Dexterity (Dex). A vehicle's Dexterity represents how well it handles. A vehicle's Dexterity modifier applies when making an ability check to make tight turns, stay on the road, or perform other fancy tricks.

Pax. An abbreviation for "passengers," this is the number of people who can comfortably fit in the vehicle, including the driver.

Strength (Str). A vehicle's Strength modifier represents its acceleration and top speed. A vehicle's Strength modifier applies when the rules call for making an ability check based on going fast.

Top Speed. A vehicle's top speed is included for comparison purposes but is not used in the game mechanics for chases or combat.

VEHICLES PROPERTIES

Accident Prone. Checks made to avoid crashing with this vehicle have disadvantage. It crashes automatically if it has no driver.

Airspeed. This vehicle travels at high speeds, easily outpacing any land vehicle.

All-Terrain. This vehicle does not suffer disadvantage when driving off-road or in other harsh conditions.

Bulletproof. The vehicle's tires and windows are bulletproof and have an AV of 2.

Enclosed. The vehicle is encased in armor. Passengers always have total cover if they are inside the vehicle.

Exposed. This vehicle leaves its driver and passengers exposed to the elements.

Extra Wheels. This vehicle has more wheels than usual. It does not suffer the Blown Tires condition until three or more tires have been destroyed.

Gargantuan. This vehicle is Gargantuan size, making it the size of a small building or even larger.

Gliding. This vehicle cannot fly under its own power and cannot gain altitude without the help of the wind.

Huge. Huge is the typical size for a passenger car or light truck.

Large. Compact cars, big motorcycles, and other one- or two-passenger vehicles are considered Large.

Medium. This size category includes motorcycles, bicycles, and other one-person vehicles.

Muscle-Powered. This vehicle is powered by pedals or a similar mechanism. Add the driver's Strength modifier to the vehicle's. The driver uses Strength (Athletics) in place of Dexterity (Vehicles) when making checks to operate this vehicle.

Railed. Railed vehicles such as trains travel using steel wheels on steel rails. They cannot suffer the Blown Tires condition.

Stable. Attacks made while this vehicle is in motion do not suffer disadvantage due to that movement.

Tracked. Tracked vehicles drive on large metal belts sitting on metal wheels. They cannot suffer the Blown Tires condition.

CIVILIAN LAND VEHICLES

NAME	PAX	STR	DEX	CON	AV	PRICE LEVEL	TOP SPEED	PROPERTIES
CARS								
4WD vehicle	4	+2	+2	+3	2	3	150 mph	All-Terrain, Huge
Common car	5	+2	+2	+2	2	2	150 mph	Huge
Junker	5	+1	+1	+1	2	1	100 mph	Huge
Luxury car	5	+3	+2	+2	2	3	150 mph	Huge
Mini	4	+1	+4	+1	2	2	150 mph	Large
Muscle car	5	+5	+2	+3	2	3	200 mph	Huge
Race car	2	+10	+2	-3	2	4	300-400 mph	Huge
Sports car	2-4	+4	+4	+0	2	4	250 mph	Huge
TRUCKS AND VANS								
Minivan	7	+1	+0	+3	2	2	150 mph	Huge
Pickup truck	3-5	+2	+0	+4	2	2	150 mph	Huge
RV (mobile home)	3+	-2	-4	+5	2	2	75 mph	Gargantuan
BIKES AND CARTS								
ATV	2	+0	+6	+2	2	2	75 mph	All-Terrain, Exposed, Large
Bicycle	2	-4	+9	-2	1	1	30 mph	Accident Prone, Exposed, Medium, Muscle-Powered
Go kart	1	-2	+5	+0	2	2	50 mph	Exposed, Large
Golf cart	4	-4	+2	+1	2	2	15 mph	Exposed, Large
Motocross bike	2	+1	+8	-1	1	2	100 mph	Accident Prone, All-Terrain, Exposed, Large
Motorcycle	2	+5	+6	+0	2	2	200 mph	Accident Prone, Exposed, Large

ATV. The All-Terrain Vehicle (ATV), also called a four-wheeler, is like a motorcycle with four wheels. As the name implies, the ATV functions well off-road.

4WD Vehicle. Four-wheel drive vehicles come in various shapes and sizes but are similar in that they offer high torque, high clearance, and the ability to go off-road.

Bicycle. You'll have to pedal, but a bike can get you where you're going. Eventually.

Common Car. Representing most sedans, coupes, SUVs, and station wagons, a common car is a run-of-the-mill, average civilian vehicle. Most are standard four-door models, but the same statistics apply to two-door cars, and all seat five passengers. Trunk size also varies widely.

Go Kart. These miniature racing vehicles don't go as fast as their larger cousins, but they pack some real power in their tiny bodies.

Golf Cart. These little carts are meant to drive at a leisurely pace around golf courses, but you can drive them anywhere! Check your local laws first, though.

Junker. Like a common car, but old, beat up, or poorly maintained. And cheap! If you can't afford anything else, a junker gets you where you're going when you don't want to walk.

Luxury Car. This car has all the bells and whistles—or at least some of them. Heated seats, souped-up engine, sweet paint job. It's not much better than a common car, but it is more expensive, allowing you to flaunt your wealth.

Mini. These compact, two-door cars pack most of the power of a regular car in a smaller package, allowing for greater maneuverability and better gas mileage.

Minivan. A favorite of soccer moms, the minivan doesn't get the best mileage, and it's not built for performance, but it's reliable and it seats seven. A

sliding side door allows easy access for a minivan's many passengers.

Motocross Bike. A motorized sports bike, this vehicle is great for off-roading, but it functions fine on the road as well.

Motorcycle. Two-wheeled, fast, and dangerous! With this baby, you could weave in and out of traffic at break-neck speeds!

Muscle Car. For when you want the strongest, loudest engine available. This baby can purr! While not the fastest cars around, muscle cars have incredible acceleration, making them a favorite for street racing.

Pickup Truck. When you need to haul a lot of stuff and get around reliably, a pickup truck is ideal. This truck is defined by its large cargo bed, which can fit a few extra people if they don't mind being outside and without seatbelts. A typical pickup truck has a single bench in the front cabin, seating up to three, but some sacrifice some cargo space for a more traditional five-seat configuration with two in the front and three in back.

Race Car. Extremely fast, these cars are made for racing and not much else. Not usually seen on the road, a race car is hugely inefficient for everyday use, but when you have a need for speed, this is the vehicle for you.

RV (Mobile Home). This mobile home is equipped with all the amenities, and you can drive it! The cabin seats three, but you can pack seven or eight more in the living area. There are no seatbelts back there though, so it's not exactly safe.

Sports Car. The luxury car is for people who can't afford this one. Faster, more maneuverable, and with way more trips to the mechanic, the sports car is the ultimate vehicle for the rich and powerful, as well as anyone experiencing a midlife crisis.

COMMERCIAL LAND VEHICLES

NAME	PAX	STR	DEX	CON	AV	PRICE LEVEL	TOP SPEED	PROPERTIES
UTILITY VEHICLES								
18-wheeler	2	+0	-3	+10	2	4	75 mph	Extra Wheels, Gargantuan
Armored car	2	+0	-2	+8	3	4	100 mph	Bulletproof, Huge
Semi	2	+1	-2	+8	2	3	100 mph	Extra Wheels, Huge
Truck	2	+1	-2	+6	2	3	150 mph	Huge
Van	3	+0	-1	+4	2	2	150 mph	Huge
PUBLIC TRANSPORTATION								
Bullet train	80-90 per car	+5	-5	+6	2	6	250 mph	Enclosed, Gargantuan, Rails, Stable
Bus	40-80	-2	-3	+8	2	4	75 mph	Extra Wheels, Gargantuan
Passenger train	80-90 per car	+3	-5	+8	2	5	150 mph	Enclosed, Gargantuan, Rails, Stable
CONSTRUCTION AND FARM EQUIPMENT								
Backhoe	1	-4	-2	+6	2	3	20 mph	All-Terrain, Huge
Bulldozer	2	-2	-4	+8	3	3	50 mph	All-Terrain, Huge
Crane	2	-2	-4	+5	2	3	50 mph	Huge
Forklift	1	-4	+0	+2	2	2	20 mph	Exposed, Large
Tractor	2	-4	-2	+6	2	3	25 mph	All-Terrain, Huge

18-Wheeler. The kings of the road, these trucks haul just about anything across the country. The cabin seats two, though a lot more people could fit in the trailer in a pinch (this is illegal in most countries).

Armored Car. These armored transport vehicles carry valuables. Most commonly, banks use them to move cash or jewelry.

Backhoe. A backhoe is a heavy, tracked, all-purpose construction vehicle. Typically, it has a hydraulic shovel on one end and a plow on the other.

Bulldozer. Another common heavy construction vehicle, the bulldozer pushes earth, stone, or other heavy materials as well as to level ground.

Bullet Train. So-called bullet trains are streamlined high-speed express trains that travel at speeds

rivaling airplanes. They are common in Japan, but can be found in other select cities.

Bus. A bus might be a school bus or a common passenger bus. Either way, it may lack seatbelts for anyone but the driver.

Crane. Cranes are very heavy vehicles that operate only while stationary. They have a boom arm and winch to lift things up, and large counterweights to keep from tipping over.

Forklift. Most forklifts are electric vehicles. They feature a large fork for lifting crates and a significant counterweight to avoid tipping over.

Passenger Train. A standard train for commuting or long-distance travel. Any given car could also be used for cargo instead of passengers.

Semi. This is the front of an 18-wheeler without a trailer attached. With its powerful engine made to pull a heavy trailer, a semi-truck can accelerate fairly quickly despite its size.

Tractor. Designed for agriculture, these vehicles aren't fast, but they are powerful and built to drive across rough terrain. They can be fitted with numerous useful farming implements.

Truck. This includes any large commercial truck such as a garbage truck, dump truck, fire engine, or ambulance. They aren't fast, but you don't want to be in their way.

Van. This represents a wide variety of commercial vans, such as postal vans, utility vans, and unmarked white vans.

LAW ENFORCEMENT LAND VEHICLES

NAME	PAX	STR	DEX	CON	AV	PRICE LEVEL	TOP SPEED	PROPERTIES
Police cruiser	5	+4	+3	+3	2	3	150 mph	Bulletproof, Huge
Prison bus	50	-2	-3	+8	2	4	75 mph	Bulletproof, Gargantuan, Restricted
Prison van	6	+1	+0	+4	2	3	150 mph	Bulletproof, Huge, Restricted
Surveillance Van	3	+1	-1	+5	2	3	150 mph	Bulletproof, Huge, Restricted
SWAT Van	10	+0	-1	+6	3	5	150 mph	Bulletproof, Huge, Enclosed, Restricted

Police Cruiser. A standard law enforcement vehicle, these cars come in regular police colors, but they can look just like any other car, too.

Prison Bus. This heavily armored bus moves a large number of prisoners at once. Prisoners are Restrained for their journey.

Prison Van. These simple vans are designed to move a small number of prisoners around with light security. For particularly dangerous criminals, a prison might use an armored car instead.

Surveillance Van. This van is equipped with the latest surveillance equipment, allowing agents to eavesdrop relatively unnoticed, so long as a van sitting around in one place for a long time doesn't tip someone off.

SWAT Van. Heavily armored and made for transporting SWAT teams, these vans are deployed only in extreme circumstances. They carry riot equipment and tactical weapons.

MILITARY LAND VEHICLES

NAME	PAX	STR	DEX	CON	AV	TOP SPEED	PROPERTIES	PRICE LEVEL
APC	9	+0	-4	+8	4	60 mph	All-Terrain, Bulletproof, Huge, Restricted	5
Humvee	4	+1	+2	+5	2	75 mph	All-Terrain, Huge, Bulletproof	3
Tank	4	-3	-1	+10	5	45 mph	All-Terrain, Enclosed, Gargantuan, Restricted, Tracked	5

APC. An armored personnel carrier (or APC) is a heavily armored troop transport used by the military to safely move soldiers. An APC can have a weapon such as a machine gun or rocket launcher mounted to it.

Humvee. The Humvee, and similar light armored vehicles, are standard military trucks, able to drive off-road and withstand moderate gunfire. A Humvee

can mount a weapon such as a machine gun or rocket launcher.

Tank. Battle tanks are general purpose armored vehicles that combine massive firepower, heavy armor, and high mobility. A tank often has one or more stationary machine guns mounted on it, and one passenger can operate the main cannon, which has the following statistics.



INTEGRATED TANK WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE LEVEL	BULK
Tank cannon	8d6 explosive	4,000/8,000	1	Action	—	Loud, Restricted	5	N/A

BOATS

NAME	PAX	STR	DEX	CON	AV	TOP SPEED	PROPERTIES	PRICE LEVEL
Fishing boat	6	-3	-2	+4	2	25 mph	Huge	3
Inflatable boat	4	-2	+2	-4	1	50 mph	Exposed, Large	1
Jet ski	2	-2	+2	-2	2	35 mph	Exposed, Large	2
Motorboat	4	-2	+0	-2	1	50 mph	Exposed, Large	1
Personal submarine	6	-3	-3	+4	3	25 mph	Enclosed, Huge	5
Rowboat	4	-8	-2	-2	1	5 mph	Exposed, Large, Muscle-Powered	1
Sailboat	12	-5	-5	+4	2	15 mph	Exposed, Huge	3
Yacht	12	-1	-5	+2	2	80 mph	Huge, Stable	4

Fishing Boat. This common utility boat is mostly used by anglers, as the name implies. They come in many sizes but this one is a smaller four-person vessel.

Inflatable Boat. This small lifeboat or other inflatable craft is quick and agile, at least for a boat.

Jet Ski. The motorcycle of the sea, this thing is all about fun! It goes fast for a boat but doesn't stand up well to rough waters.

Motorboat. Motorized but still small, these boats are faster and easier to use than rowboats but are still mainly for personal use.

Personal Submarine. This small submarine might be used by scientists or nautical enthusiasts who can afford their steep price tags.

Rowboat. Small and usually powered by oars, this can also represent paddle boats, canoes, and other similar boats.

Sailboat. Powered by the wind like ships of old, these boats are mostly for sport, but are worthy vessels for short- and long-distance voyages.

Yacht. This small pleasure craft is the rich person's money sink. The price level of 4 is only the beginning for yachts, which can be as expensive as you can imagine.

AIRCRAFT

NAME	PAX	STR	DEX	CON	AV	TOP SPEED	PRICE LEVEL	PROPERTIES
Airliner	100–850	+0	-4	+7	3	550 mph	6	Airspeed
Fighter jet	2	+10	+6	+4	2	Mach 2-3	6	Airspeed
Helicopter	7	+8	+2	+1	2	250 mph	4	—
Hot air balloon	4	-5	-4	+0	1	10 mph	3	—
Paraglider	1	-4	+1	-2	0	25 mph	2	Exposed, Gliding
Personal aircraft	2–9	+6	+0	+2	1	200 mph	3	—
Regional aircraft	10–100	+0	-2	+4	2	550 mph	5	Airspeed
Wingsuit	1	+0	+8	-5	0	100 mph	2	Gliding

Airliner. Commercial airliners carry dozens or hundreds of passengers all across the world. They are nearly always owned by a company rather than individuals.

Fighter Jet. These fast military aircraft are often equipped with stationary machine guns, as well as ballistic missiles. See the table on the next page for statistics.

Helicopter. These flying vehicles are capable of taking off and landing vertically. Military helicopters are often equipped with one or more machine guns.

Hot Air Balloon. These recreational aircraft allow for a delightful, scenic time in the sky. They move only as fast as the wind permits.

Personal Aircraft. These small planes seat between one and nine passengers. They are nearly always propeller driven and typically have one set of wings.

Paraglider. These simple gliders vary from large, steerable parachutes to more kite-like gliders.

Regional Aircraft. These commercial aircraft carry ten or more passengers on regional trips from both major and smaller airfields. They tend to be propeller driven and have two to four engines.

Wingsuit. These base-jumping suits allow the wearer to glide like a flying squirrel! Surprisingly fast and highly maneuverable, the only downside is their reliance on jumping from a great height.



INTEGRATED AIRCRAFT WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE LEVEL	BULK
Machine gun	2d8 ballistic	1,800	200	N/A	4	Full-Auto, Loud, Restricted	4	N/A
Missile launcher	Missile	50 miles	4	N/A	-	Loud, Restricted	5	N/A

INTEGRATED AIRCRAFT EXPLOSIVES

MISSILE	DAMAGE	PV	RADIUS	PROPERTIES	PRICE LEVEL	BULK
Air to ground missile	20d6 explosive	5	50 feet	Loud, Restricted	5	N/A

USEFUL PLACES

Modern people and organizations own more than what they carry around with them. They often have rooms or buildings dedicated to storing useful equipment or for functions other than basic shelter. Such buildings are considered a major purchase.

In some adventures, having access to such locations can be helpful in overcoming certain challenges. These locations have a place level between 1 and 5, with 1 being the minimum accommodations and 5 being the upper end. The price level corresponds to the place level as shown on the Site table, with benefits of that level noted in the descriptions

As noted under "Wealth" in chapter 6, a price level of 6 is the province of supervillains and elite corporations.

SITE

SITE	PRICE LEVEL / PLACE LEVEL
Armory	Price level = place level
Home	Price level = place level
Laboratory	Price level = place level +1
Safe house	Price level = place level +1
Storage unit	Price level = place level
Studio	Price level = place level
Workshop	Price level = place level +1

- **Example:** Shady Jim has a level 2 mechanics workshop where he can strip down luxury cars for parts, which he bought for price level 3.



ARMORY

PLACE LEVEL	PRICE LEVEL	ARMORY DESCRIPTION
1	1	Weapons up to price level 1
2	2	Weapons up to price level 2
3	3	Weapons up to price level 3
4	4	Weapons up to price level 4
5	5	Weapons up to price level 5

Armory. An armory is a secure storehouse for weapons and ammunition. These may be maintained by an organization or a private individual.

The level of an armory corresponds to the maximum price level of weapons you can find there. It should also be noted whether it contains restricted arms and/or explosives, which are available only at the GM's discretion.

HOME

PLACE LEVEL	PRICE LEVEL	HOME DESCRIPTION
1	1	Small apartment in a bad neighborhood, dated camper
2	2	Small house or apartment, typical mobile home
3	3	Average house or apartment, deluxe mobile home
4	4	Large house or luxury condo
5	5	Sizeable mansion

Home. They say home is where the heart is, but it's also where your stuff is. If you have a Wealth Level above 0, it's assumed you have a home commensurate with your income level. You probably rent or owe debt on your home unless you buy a home below your means, in which case you may own it outright. Homes don't have any special game

advantage. Higher-level homes are simply larger and more elaborate.

LABORATORY

PLACE LEVEL	PRICE LEVEL	EXPERIMENT CHECK DIFFICULTY
1	2	Up to DC 15
2	3	Up to DC 20
3	4	Up to DC 25
4	5	Up to DC 30
5	6	No limit

Laboratory. A laboratory contains scientific instruments and supplies needed to perform experiments within a given natural science discipline. Most labs are focused on a specific area of science such as chemistry, biology, physics, and so forth.

Using a lab grants advantage on Intelligence (Natural Sciences) checks. The level of a lab dictates the difficulty of checks that can be performed there.

SAFE HOUSE/ROOM

PLACE LEVEL	PRICE LEVEL	DC TO FIND
1	2	DC 15
2	3	DC 20
3	4	DC 25
4	5	DC 30
5	6	DC 35

Safe House or Safe Room. These places are meant for "lying low" in times of trouble. They can take many forms, but they are typically hard to find and stocked with essentials such as cash, food, and water.

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The level of a safe house or safe room corresponds to the DC needed to find it; $10 + (5 \times \text{level})$. Finding a safe house can be done by making an Intelligence (Investigation) check. Finding a safe room, provided you're in the building that contains it, can be done with a Wisdom (Perception) check.

STORAGE UNIT

PLACE LEVEL	PRICE LEVEL	STORAGE CAPACITY
1	1	A duffle bag or gym bag
2	2	Several pieces of furniture
3	3	A car
4	4	A semi-truck
5	5	A full warehouse

Storage Unit. A storage locker down at the train station or the local gym is a great place to stash something you don't want to be too closely associated with your name and usual residence. Larger lockers at self-storage facilities hold even more stuff, up to whatever you can afford. The level of a storage locker relates to how much stuff it can store.

STUDIO

PRICE LEVEL	PLACE LEVEL	CHECK DIFFICULTY
1	1	DC 15
2	2	DC 20
3	3	DC 25
4	4	DC 30
5	5	No limit

Studio. A studio is a location designed for practicing and creating art. It has appropriate space as well as necessary supplies. The contents and space needed vary depending on the form of art being created. Sculpture, pottery, and woodworking studios veer toward workshop status. Studio level roughly corresponds to the size of the studio and its prestige.

Using a studio grants advantage on Intelligence (Arts and Crafts) or Charisma (Performance) checks. The level of a studio corresponds to the difficulty of checks that can be performed there.

WORKSHOP

PLACE LEVEL	PRICE LEVEL	PRICE LEVEL OF ITEMS
1	2	1
2	3	2
3	4	3
4	5	4
5	6	5

Workshop. A workshop is a location that contains tools and materials needed to build anything from a car to a dollhouse to a bomb. Exactly what tools are found here depends on what the workshop was designed for. They can be as simple as a bench in a garage to just short of a full-on factory.

Using a workshop grants advantage on Intelligence (Mechanics) checks. The level of a workshop corresponds to the price level of items that can be built and repaired there.

CHAPTER 7: FEATS

Feats optimize or add variety to your hero. By using them to customize what a hero can do, they help make each hero unique. Feats are divided into three broad categories: Basic Feats, Advanced Feats, and Multiclass Feats.



ACQUIRING FEATS

At levels 2, 4, 6, 8, and 10, heroes may choose feats. You can choose two minor feats or one major feat. The major feats are more powerful, so you can only get one when you choose feats. All multiclass feats are major, but most others are minor.

Some feats have prerequisites you must meet to take the feat. This can be a minimum level, ability score, proficiency, or another feat. If at any time a hero no longer meets the prerequisites for a feat they have taken, they cannot use the benefits of the feat until they once again meet the prerequisites. This does not apply to prerequisites that require you not to have a given archetype or class.

FEAT TYPES

Basic Feats. These generic feats let you choose what benefits you get or offer basic character talents. You can take basic feats multiple times. All basic feats

are minor feats. Basic feats are great if you want to make your hero strong, while keeping things simple!

Advanced Feats. These feats give you specific and detailed benefits that are unique or mimic talents from classes. You can take an advanced feat only once. Most advanced feats are minor feats, but a few are major feats.

Multiclass Feats. These feats give you talents from other archetypes and classes. You can take them only once, and you cannot take the feats for your own archetype or class. These powerful feats add complexity to your hero. All multiclass feats are major feats.

FEATS TABLE

The feats table can help you find a feat you want to take. Look over the table to see what feats you might like, and then look up the details of what they do in the game.

BASIC FEATS

FEAT NAME	DESCRIPTION	TYPE
Ability Score Training	Increases one ability score by 1 point	Minor
Advanced Skill Training	Gives expertise in a skill you're already proficient in	Minor
Equipment Training	Gives equipment proficiencies	Minor
Investments	Increases Wealth Level	Minor
Skill Training	Gives skill proficiencies	Minor
Survival Training	Gives saving throw proficiencies	Minor

ADVANCED FEATS-MINOR

FEAT NAME	DESCRIPTION	TYPE
Animal Whisperer	Provides a well-trained pet	Minor
Artful Dodger	Allows off-hand attacks while dodging	Minor
Awesome Reflexes	Catch and return weapons thrown at you	Minor
Battlefield Medic	Help others recover hit points in combat	Minor
Blademaster	Hinder opponents when you use a melee slashing weapon	Minor
Blind Fighting	Fight effectively in the dark or while Blinded	Minor
Brute	Hinder opponents when you use a blunt melee weapon	Minor
Cross Training	Use any physical ability with physical skills	Minor
Defensive Driving	Get advantages in violent vehicle chases	Minor
Diehard	Automatically stabilize when at 0 hit points	Minor
Fast Feet	Run faster	Minor
Fast Hands	Reload and service guns faster	Minor
Free Running	Overcome obstacles easily while running	Minor
Global Contacts	Have friends all over the world	Minor
Grappler	Get advantages grappling and pinning	Minor
Great Cook	Heal allies and influence people with cooking	Minor
Gunfighter	Shoot fast and accurately in close quarters	Minor
Gunner	Shoot accurately from moving vehicles and mounts	Minor
Hardy	Hit Dice heal more hit points	Minor
Impaler	Hinder opponents when you use a melee piercing weapon	Minor
Impersonator	Look and sound like specific people well	Minor
Jack of All Trades	Get a bonus on skills you are not proficient with	Minor

ADVANCED FEATS – MINOR CONTINUED

FEAT NAME	DESCRIPTION	TYPE
Language Expert	Learn languages and the use of ciphers	Minor
Lead by Example	Give others advantage in group ability checks	Minor
Perfect Throw	Never miss with a grenade	Minor
Pinning Fire	Follow a target while using suppressive fire	Minor
Pack Rat	Carry more stuff	Minor
Poison Specialist	Gain advantages when treating and using poisons	Minor
Punisher	Get opportunity attacks in more situations	Minor
Racer	Improve your speed and agility in vehicle chases	Minor
Renaissance Thinking	Swap Int and Wis modifiers for ability checks	Minor
Resilient	Resist various conditions like Exhaustion and Stunned	Minor
Resistant	Resist effects and damage from poisons	Minor
Resourceful	Make tools and materials from nearly anything	Minor
Scout	Gain a bonus on perception and traps	Minor
Seducer	Gain social advantages through sex appeal	Minor
Skirmisher	Avoid opportunity attacks in various ways	Minor
Snatch Victory	Turn a 1 into a 20 once per day	Minor
Sticky Fingers	Pick pockets while in melee combat	Minor
Touch of Grace	Gain a bonus to non-proficient saving throws	Minor
Tumbling	Move through crowds and stand up quickly	Minor
Walking Dead	Continue to act at 0 hit points	Minor
Whale	Use your wealth to gain social advantage	Minor

ADVANCED FEATS-MAJOR

FEAT NAME	DESCRIPTION	TYPE
Fortune's Fool	Reroll three attacks, saving throws, or ability checks per day	Major
Guerrilla	Ambush enemies from the shadows	Major
Harrier	Block melee attacks and attack while retreating	Major
Healthy	Increase your maximum hit points	Major
Perfect Shot	Shoot multiple opponents who are lined up	Major
Power Slam	Do damage to opponents when tripping or shoving	Major
Signature Weapon	Get various advantages using a favorite weapon	Major
Sweeping Attack	Hit multiple opponents with one giant swing	Major

MULTICLASS FEATS (MAJOR FEATS)

FEAT NAME	DESCRIPTION	TYPE
Archetype (Strong Hero Training, Agile Hero Training, Tough Hero Training, Smart Hero Training, Wise Hero Training, Charming Hero Training)	Gain skills and talents from each of the six archetypes	Major
Class Training (Brawler Training, Heavy Gunner Training, MMA Fighter Training, Martial Artist Training, Scoundrel Training, Sharpshooter Training, Bodyguard Training, Commando Training, Scrapper Training, Engineer Training, Hacker Training, Mastermind Training, Scientist Training, Hunter Training, Master Training, Sleuth Training, Duelist Training, Icon Training, Leader Training, Manipulator Training)	Gain proficiencies and talents from each of the nineteen classes	Major
Advanced Class Training (Advanced Brawler Training, Advanced Heavy Gunner Training, Advanced MMA Fighter Training, Advanced Martial Artist Training, Advanced Scoundrel Training, Advanced Sharpshooter Training, Advanced Bodyguard Training, Advanced Commando Training, Advanced Scrapper Training, Advanced Engineer Training, Advanced Hacker Training, Advanced Mastermind Training, Advanced Scientist Training, Advanced Hunter Training, Advanced Master Training, Advanced Sleuth Training, Advanced Duelist Training, Advanced Icon Training, Advanced Leader Training, Advanced Manipulator Training)	Gain higher level class talents	Major

BASIC FEATS

ABILITY SCORE TRAINING [MINOR FEAT]

You have trained your mind and/or body to increase your overall human potential. Each time you take this feat, you can increase any ability score by 1 to a maximum of 20.

ADVANCED SKILL TRAINING [MINOR FEAT]

You love to acquire new skills and abilities through constant study and practice. Each time you take this feat, you gain expertise in a skill of your choice that you are already proficient in.

EQUIPMENT TRAINING [MINOR FEAT]

You have trained to use various kinds of combat equipment.

- ▶ You gain Basic Equipment proficiency if you don't already have it.
- ▶ Choose one additional equipment proficiency from Advanced Equipment, Historical Equipment, and Improvised Equipment.
- ▶ If you already have Advanced Equipment, you may select Military Equipment.

INVESTMENTS [MINOR FEAT]

You have either made wise investments or come into an inheritance of some kind. Each time you take this feat, you gain +1 Wealth Level (maximum 5).

SKILL TRAINING [MINOR FEAT]

You love to acquire new skills and abilities through constant study and practice. Each time you take this feat, you gain proficiency in two skills of your choice.

SURVIVAL TRAINING [MINOR FEAT]

You have hardened yourself against various hazards. Each time you take this feat, you gain proficiency with one type of saving throw of your choice.



ADVANCED FEATS—MINOR

Advanced feats include heroic and everyday activities. Many are useful in combat, but there are plenty of others for use in solving other kinds of challenges.

ANIMAL WHISPERER [MINOR FEAT]

You form a special bond with your pets and are good with animals.

You gain advantage on ability checks made to influence animals.

You can train a tiny- to large-sized animal to perform a variety of behaviors at your command:

- ▶ Fetch objects, whether thrown, within sight, or in a location known to the animal (at the GM's discretion.)
- ▶ Search for specific objects, scents, sounds, or other stimuli the animal can naturally detect.
- ▶ Deliver an object to a location known to the animal

- ▶ Raise alarm when an unknown person or animal enters a location the animal is in
- ▶ Perform physical stunts or tricks within its range of capabilities

This animal's stat block is that of an average member of its species.

If the pet dies, you can train a new pet in 30 days.

The actions of the animal, outside of the specified behaviors, are always at the GM's discretion. This feat does not allow a pet to make attacks in combat.

If you have a class talent that grants a special animal companion, this feat can both apply to that animal and any others you may choose to train.

ARTFUL DODGER [MINOR FEAT]

While you prefer to stay on the defensive, you have learned how to mix in an attack when it counts. You can make an off-hand attack after taking a Dodge action, waiving the requirement to have taken the Attack action this turn.

AWESOME REFLEXES [MINOR FEAT]

You have trained yourself to reflexively catch objects that come speeding at you and can even throw them back.

When someone throws a weapon at you, you can spend a reaction to try to catch it, then throw it back at the attacker. Before the attacker rolls to hit, make a Dexterity saving throw with a DC equal to the attacker's Defense. If you succeed, the attacker is hit and takes damage from the attack. If you fail, their attack resolves normally.

BATTLEFIELD MEDIC [MINOR FEAT]

You've trained in first aid and emergency medicine.

- ▶ When using a first aid kit to stabilize someone, that person also recovers 1 hit point.
- ▶ As an action, you can use a first aid kit to treat a conscious person adjacent to you. Make a DC 10 Intelligence

(Medicine) check. If successful, the target may spend one Hit Die to regain hit points. This action cannot be used again on the same person until after they have taken a short or long rest.

- ▶ If you don't have a first aid kit at hand, you can try to improvise. Make a DC 15 Wisdom (Survival) check. If successful, you don't need a first aid kit. If the check fails, you cannot find the materials needed.

BLADEMASTER [MINOR FEAT]

You are an expert in using bladed weapons to deal crippling cuts to your opponents.

- ▶ Once per turn when you hit a opponent with an attack that deals slashing damage, you can reduce the speed of the target by 10 feet until the start of your next turn.
- ▶ After you score a critical hit that deals slashing damage to an opponent, until the start of your next turn, the target has disadvantage on all attack rolls.



BLIND FIGHTING [MINOR FEAT]

Through rigorous training, you have learned to use your hearing and other senses to keep track of enemies on the battlefield.

- ▶ Opponents don't have advantage on attack rolls targeting you because you cannot see them.
- ▶ You do not have disadvantage on attack rolls due to visibility limitations.
- ▶ You may make ability checks normally requiring sight while you cannot see, provided the GM feels another sense could be substituted with sufficient practice.

BRUTE [MINOR FEAT]

You know how to knock heads and put your opponents off balance.

- ▶ Once per turn, when you hit an opponent with an attack that deals bludgeoning damage, you can move them 5 feet to an unoccupied space, provided the target is large size or smaller.
- ▶ When you score a critical hit that deals bludgeoning damage to an opponent, attack rolls against that combatant have advantage until the start of your next turn.

CROSS TRAINING [MINOR FEAT]

You're an all-around athlete, able to leverage your strengths to overcome your weaknesses. Choose one ability score from Strength, Dexterity, or Constitution. You can always use that ability score when making Athletics, Acrobatics, or Endurance ability checks.

DEFENSIVE DRIVING [MINOR FEAT]

You've trained to operate vehicles under hostile and dangerous conditions.

- ▶ You have advantage on Dexterity (Vehicles) checks made to avoid a crash.
- ▶ You give your vehicle advantage on saving throws made against complications.
- ▶ While you operate a vehicle, increase its Constitution modifier by 2.

DIEHARD [MINOR FEAT]

You're tough as nails and don't go down easily. When you are reduced to 0 hit points but not killed, you automatically and immediately stabilize.

FAST FEET [MINOR FEAT]

You're especially quick on your feet.

- ▶ Your base speed increases by 10.
- ▶ When using the Dash action, you ignore difficult terrain.
- ▶ You gain advantage on Strength (Athletics) checks made during a foot chase.

FAST HANDS [MINOR FEAT]

You've trained extensively with firearms.

- ▶ You can reload a weapon with a bonus action reload speed as a free action.
- ▶ You can reload a weapon with an action reload speed as a bonus action.
- ▶ You can clear a jam as a bonus action.
- ▶ As an action, you can disassemble a gun you are holding.

FREE RUNNING [MINOR FEAT]

You've practiced the art of running through environments filled with obstacles and hazards without slowing down.

- ▶ Climbing is not considered difficult movement for you.
- ▶ You can ignore movement requirements for jumps.
- ▶ You can jump down up to 15 feet without taking damage and land on your feet. This does not prevent falling damage.
- ▶ You gain advantage on Dexterity (Acrobatics) checks made during a foot chase.

GLOBAL CONTACTS [MINOR FEAT]

You have built up a network of friends and contacts all over the world.

- ▶ Wherever you travel, you can call on a friend for favors such as a ride, translation, food

and lodging, local information, bail (where available), or discreet rescue (when feasible).

- ▶ You can gain advantage on Wisdom (Streetwise) checks by calling a friend and asking for tips.
- ▶ You can borrow up to three items with a price level of 3 or less per month from your local friend. Be the type of hero who returns what you borrow!

GRAPPLER

[MINOR FEAT]

You've developed the skills necessary to hold your own in close-quarters combat.

- ▶ You have advantage on attack rolls against a opponent you are grappling.
- ▶ If you currently have an opponent Grappled, you can make a special attack to pin them. No attack roll or ability check is made, success is automatic. You and the opponent are considered Restrained until the grapple is broken.



GREAT COOK

[MINOR FEAT]

You can prepare food so that it tastes great and provides optimal nourishment.

- ▶ You have advantage on Charisma (Persuasion) checks made with anyone eating a meal you have prepared for them.
- ▶ When you or one of your companions eats food that you have prepared, they can regain up to two spent Hit Dice. They cannot do so again until they finish a long rest.

GUNFIGHTER

[MINOR FEAT]

You have a quick trigger finger and can shoot accurately in close quarters.

- ▶ You don't suffer disadvantage for attacking with a firearm against an adjacent opponent.
- ▶ You can take a bonus action to treat any firearm you wield that does not have the slow-firing property as if it had the Burst 3 property until the end of your turn.

GUNNER

[MINOR FEAT]

You're trained at using ranged weapons from a moving vehicle or while mounted. You do not have disadvantage when making ranged attacks due to being mounted or in a moving vehicle.

HARDY

[MINOR FEAT]

You keep in good health and know how to take care of yourself. When rolling a Hit Die to regain hit points, you gain at least twice your Constitution modifier or 2 hit points, whichever is higher.

IMPALER

[MINOR FEAT]

You have a talent for stabbing opponents where it hurts.

- ▶ Once per turn, when you hit an opponent with an attack that deals piercing damage, you can reroll one of the attack's damage dice.
- ▶ When you score a critical hit that deals piercing damage to an opponent, you can roll damage twice and take the better of the two results rather than only one die.

IMPERSONATOR

[MINOR FEAT]

You have mastered the art of copying the voice and mannerisms of others.

- ▶ You have advantage on Charisma (Performance) checks when impersonating other people, animal sounds, or object sounds.
- ▶ You have advantage on Charisma (Performance) checks to disguise your own identity, or to appear as someone else.

JACK OF ALL TRADES

[MINOR FEAT]

You're well read and good at anything you set your mind to. You can add half your proficiency bonus (rounded down) to any ability check calling for a skill you are not proficient in. You may not use this bonus if no skill is applicable.

LANGUAGE EXPERT

[MINOR FEAT]

You have learned multiple languages and studied the nature of language, giving you insights into symbology and communication.

- ▶ Choose two additional languages.
- ▶ You can learn new languages becoming proficient in 6 weeks as long as you have a manual in a language you know or access to a willing teacher proficient in it.
- ▶ You are adept at deciphering linguistic or symbolic codes, gaining advantage on Intelligence (Social Sciences) checks to decipher or understand them.
- ▶ You can also create ciphers and coded messages. Unless provided with the means to decode them, they can only be deciphered with an Intelligence check with a DC of your Intelligence score + your proficiency bonus.

LEAD BY EXAMPLE

[MINOR FEAT]

You're good at showing others how to do something and leading them to success. When in a team making a group ability check, you may make your check first. If you succeed, other members of the team have advantage on their checks.

PERFECT THROW

[MINOR FEAT]

You're an expert at throwing objects at stationary targets. When throwing or launching a grenade or other object at a space or an immobile object, you do not need to make an attack roll, you automatically hit.



PINNING FIRE [MINOR FEAT]

You ensure that an opponent can't easily escape your suppressive fire.

- ▶ When using the Suppressive Fire action, you can choose a single visible opponent target. Until the suppressive fire ends, or until your next turn begins, you can change the area targeted by your suppressive fire to wherever the target is visible, as long as you have a clear line of fire to that location. Changing the area targeted does not take any action.

This makes the Dive for Cover reaction impossible for the target unless there is total cover within reach of their movement, as the hero can follow their movement. The target should use their Dive for Cover reaction before any other combatants in the area of fire do so. After the target has had that opportunity, then check for any other combatants in the new area of fire.

PACK RAT [MINOR FEAT]

You have a strong back and are adept at packing efficiently.

- ▶ You can carry an additional 5 bulk without penalty.
- ▶ You can take items from a carrying case as a bonus action in combat.

Bulk is an optional rule in the Everyday Heroes core rules.

POISON SPECIALIST [MINOR FEAT]

You're practiced in making and applying poisons safely.

- ▶ You have advantage on Intelligence (Medicine) and Wisdom (Survival) checks to identify and treat poisons.
- ▶ You can handle poison without needing to make an ability check to avoid injury.
- ▶ You can apply poison to a piece of ammunition or weapon as a bonus action.
- ▶ The use of poison by heroes is at the GM's discretion, so consult with your GM before taking this feat.

PUNISHER [MINOR FEAT]

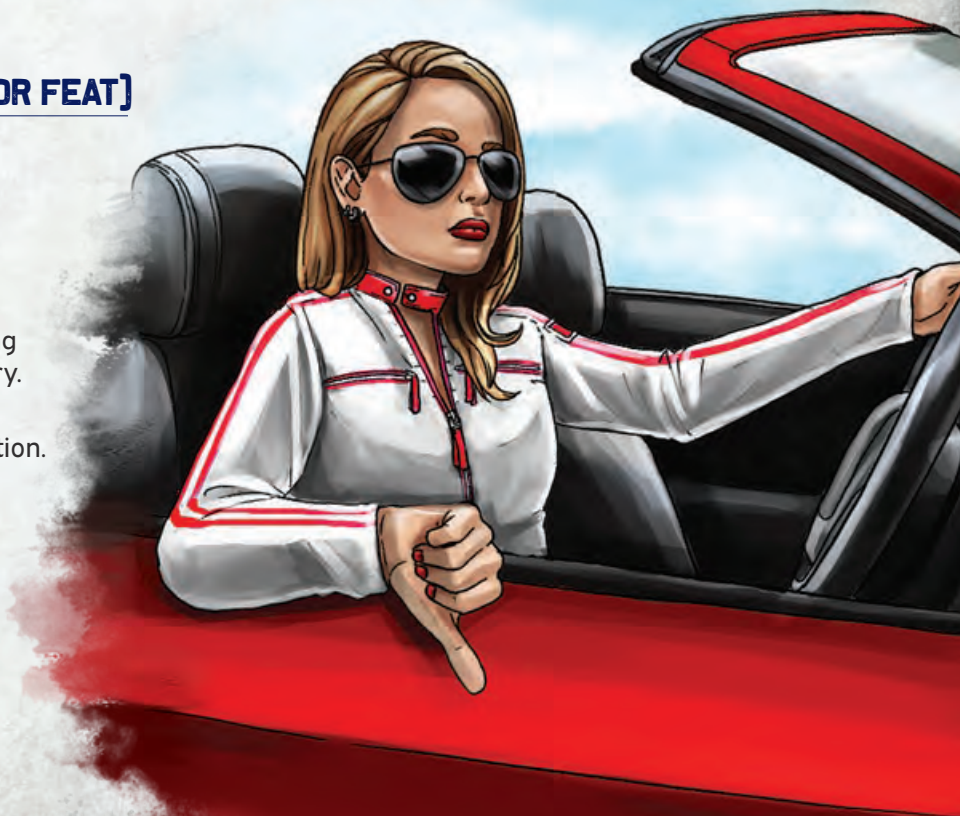
You're talented at kicking people while they are down and otherwise taking advantage of opportunities.

- ▶ You can make an opportunity attack when an adjacent opponent stands up from Prone.
- ▶ You can make an opportunity attack when an adjacent opponent picks an object up from the ground or uses a device.
- ▶ You can make an opportunity attack when an adjacent opponent makes a special attack against you.

RACER [MINOR FEAT]

You know how to push a vehicle to its limits, going faster and maneuvering better than others.

- ▶ While you operate a vehicle, increase its Strength modifier by 2.
- ▶ While you operate a vehicle, increase its Dexterity modifier by 2.
- ▶ You gain advantage on Dexterity (Vehicles) checks called for by complications.



RENAISSANCE THINKING [MINOR FEAT]

You're able to look at challenges from both a philosophical and intellectual approach. You can substitute your Intelligence modifier for your Wisdom modifier and vice versa when making ability checks with skills you are proficient in.

RESILIENT [MINOR FEAT]

Through repeated exposures to bodily punishment, you have gained significant resilience. You have advantage on saving throws to avoid, resist, and recover from the following conditions: Exhaustion, Intoxication, Paralyzed, Sickened, and Stunned.

RESISTANT [MINOR FEAT]

You have built up resistances to numerous ailments and toxins through healthy living and past exposures.

- ▶ You have advantage on saving throws to resist the effects of poisons and diseases.
- ▶ You have damage reduction 5 against poison.

RESOURCEFUL [MINOR FEAT]

You have the uncanny ability to make just about anything you need out of whatever happens to be lying around. Given 10 minutes, you can create a makeshift invention that allows you to attempt any ability check you are proficient in without needing the tools, materials, or equipment you might normally need, and you negate any situational disadvantage applied to the check.

This process of improvisational invention involves dismantling and breaking other perfectly good tools or objects you have on hand.

SCOUT [MINOR FEAT]

You have honed your awareness to pick up on small details in your environment allowing you to spot danger and opportunity.

- ▶ You gain advantage on passive Perception checks. (Remember that advantage on a passive check is simply a +5 bonus.)
- ▶ You have advantage on ability checks made to defeat traps.

SEDUCER [MINOR FEAT]

You have developed undeniable sex appeal through a combination of looks and attitude. You gain advantage on Charisma (Persuasion) and Charisma (Deception) checks with people who are attracted to your gender.

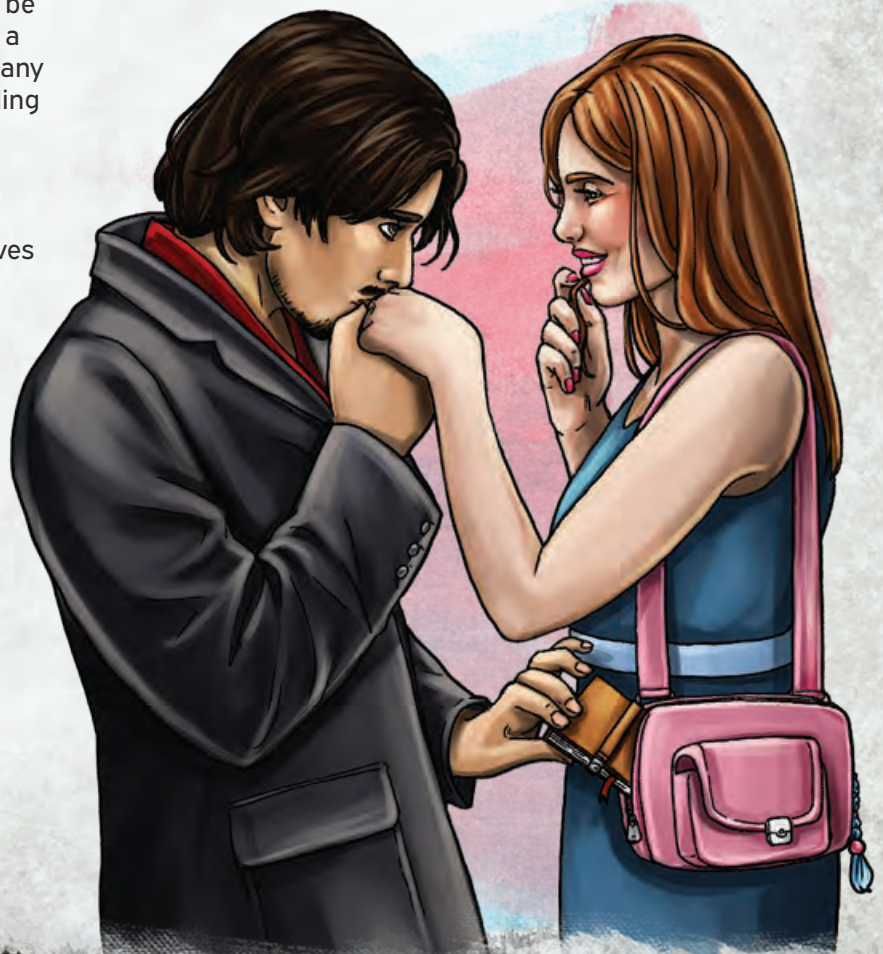
SKIRMISHER [MINOR FEAT]

You're quick on your feet in combat and always wary of your opponents.

- ▶ As a reaction, you can cause one opportunity attack made against you to automatically miss.
- ▶ If you hit an opponent with a melee attack, they cannot make an opportunity attack against you until the start of your next turn.

SNATCH VICTORY [MINOR FEAT]

You have a strange knack for turning a potential disaster into stunning success. When you roll a 1 on a d20, you can treat it as if you rolled 20. You cannot do this again until you finish a long rest.



STICKY FINGERS [MINOR FEAT]

You're very fast at pick pocketing and adept at using combat as a cover for your larceny.

- ▶ You can make Dexterity (Sleight of Hand) checks to pickpocket as a bonus action in combat provided you have a free hand.
- ▶ If you have hit an opponent with a melee attack this round, you have advantage on Dexterity (Sleight of Hand) checks against that opponent this round.

Pickpocketing is usually handled as a contest between the thief's Dexterity (Sleight of Hand) check against the defender's passive Perception. You can steal any reasonable item on the person that they are not holding or wearing. Grenade pins and weapons are popular choices in combat.

TOUCH OF GRACE [MINOR FEAT]

You have an unusual knack for rolling with life's punches and coming out from under difficulty. You can add half your proficiency bonus (rounded down) to saving throws you are not proficient in. This does not apply to death saving throws, but can apply to armor saving throws.

TUMBLING [MINOR FEAT]

You have mastered moving in unusual ways and circumstances.

- ▶ You don't need to spend any movement to stand from Prone.
- ▶ Crawling is not considered difficult movement for you.
- ▶ You can move through spaces occupied by opponents.
- ▶ Moving through a space occupied by someone is not difficult terrain for you.

WALKING DEAD [MINOR FEAT]

With grim determination you fight on, not stopping until your last breath. When reduced to 0 hit points but not killed, instead of falling Unconscious, you gain two levels of Exhaustion and fall Prone. You remain at 0 hit points and must make death saving throws normally. If you recover hit points while at 0 hit points you may remove these two levels of Exhaustion.

WHALE [MINOR FEAT]

Prerequisite: Wealth Level 4 or higher

You're a high roller, a big spender, and everyone knows it, especially those who want a piece of what you have.

- ▶ You can add your Wealth Level as a bonus to Charisma (Intimidation) and Charisma (Persuasion) checks made with customer service workers, bankers, sales professionals, business owners, casino personnel, and politicians.
- ▶ You gain advantage on Charisma (Persuasion) checks made when bribing someone who has a lower Wealth Level than yours.
- ▶ You get free meals and lodging at casino hotels and restaurants.

ADVANCED FEATS-MAJOR

FORTUNE'S FOOL [MAJOR FEAT]

You have learned to trust in providence, and somehow it has come to treat you kindly in return for your faith.

- ▶ You gain 3 luck points, which are replenished each time you take a long rest.
- ▶ You may spend a luck point to reroll an attack roll, saving throw, or ability check after the roll but before you know the result.

If multiple d20s are rolled due to advantage or disadvantage, you choose only one to be re-rolled.

GUERRILLA [MAJOR FEAT]

You're among the very best at hiding in shadows and striking from the darkness.

- ▶ You can ignore the effects of poor visibility.
- ▶ You can attempt to hide from an opponent from whom you have poor visibility.
- ▶ While hiding, if you miss with a ranged attack, the attack does not automatically reveal your position.

HARRIER [MAJOR FEAT]

You're adept at melee combat and can protect yourself from close quarters combatants.

- ▶ If you are hit with a melee attack while wielding a melee weapon you are proficient in, you may use your reaction to add your proficiency bonus to your defense against that attack, potentially turning the hit into a miss.
- ▶ After taking the Disengage action, you can make a single ranged attack as a bonus action.

HEALTHY [MAJOR FEAT]

Through rigorous activity and good living, you have become more resilient to injury and fatigue in battle.

- ▶ On taking this feat, increase your hit point maximum by 2 per character level.
- ▶ Each time you gain a level, increase your hit point maximum by 2.

PERFECT SHOT [MAJOR FEAT]

You have perfected the technique of hitting multiple opponents with a single shot.

- ▶ When you make a ranged attack with a ballistic weapon using armor-piercing rounds, you can attack multiple targets by shooting through one and into the next. All targets you attack this way must be in your line of fire. Attack the closest target first. If you hit, roll for damage normally and you may then roll an attack on the next target in your line of fire. If subsequent targets are hit they take the same damage. If you miss any attack, or any damage is stopped by armor, you can make no further attacks. You can attack a number of targets up to the Penetration Value of your weapon.
- ▶ Rifles and machine guns are loaded with armor penetrating rounds by default, while pistols and shotguns are not. Ballistic weapons with a PV of 3 or greater are armor piercing.
- ▶ If you are not playing with a map or miniatures, ask the GM how many targets you can line up in a given situation. Two would be the most common, and you would need to reposition yourself to line them up for the perfect shot.

POWER SLAM [MAJOR FEAT]

You have a knack for slamming people violently into the ground and tackling them with great force.

- ▶ You have advantage on shoving/tripping attempts.
- ▶ If you successfully shove or trip an opponent, you can deal your unarmed strike damage to them including your melee ability score modifier.

SIGNATURE WEAPON [MAJOR FEAT]

You're dedicated to the use of a specific weapon and feel more confident when wielding it.

Choose a specific weapon as your signature weapon, describe it, and give it a name. All further benefits of this feat require you to be wielding this weapon.

- ▶ You can ignore one source of disadvantage when making an attack roll.
- ▶ You have advantage on ability checks to avoid being disarmed.
- ▶ You have advantage on Charisma (Intimidation) checks.
- ▶ Your signature weapon will not break as a result of your own actions, abilities, or class talents.

If some horrible foe or other calamity destroys your precious signature weapon, you can designate and name a new one after an appropriate mourning period of 1 week.

SWEEPING ATTACK [MAJOR FEAT]

Using larger weapons, you are able to deal with crowds of opponents by making a wide sweeping attack.



- ▶ Once during your turn, if you are attacking with a two-handed melee weapon or a versatile melee weapon in two hands, you may treat your attack as a sweeping attack. During a sweeping attack, you make one melee attack against each opponent within your melee reach.

Any attack modifiers that are limited in the number of uses for any reason, are applied individually to individual attacks you make, not universally to all the attacks you make during a sweeping attack.

- ▶ **Example:** *Lakeisha Brown is wielding a spear, a two-handed martial weapon with 10-foot reach. Lakeisha has Sweeping Attack as well as Advanced Combat Training. There are three opponents within reach of her spear during her turn. She decides to use the Attack Action and gets two attacks. She declares her first attack is a Sweeping Attack, so she makes an attack roll at each of the three opponents within reach, hits two of them, and rolls damage for each. She gets a second attack from Advanced Combat Training, but cannot use Sweeping Attack because it is usable only once during her turn. Instead, she makes a regular attack at one of the opponents she hit with the sweeping attack.*

MULTICLASS FEATS

Multiclass feats offer heroes the opportunity to gain themes and talents from archetypes and classes other than their own. To qualify for class feats that are not in your hero's archetype, you must first take the archetype training feat for those classes. Because all Multiclass feats are advanced feats, you can only take any given multiclass feat once. There is no limit for how many multiclass feats you can have other than the number of feat picks your hero has been granted.

Multiclass feats are listed in the same order as the archetypes and classes in the Class section rather than in alphabetical order.

- ▶ **Nicholas "The Ukrainian Bear" Novikov** is a Strong Hero with the MMA fighter class. He just reached level 4 and wants to multiclass with brawler. Since his archetype is Strong Hero, he meets the prerequisite for the Brawler Training feat.
- ▶ **Sue Fairfield**, a Tough Hero with the commando class, is interested in multiclassing with the heavy gunner class. She needs to take the Strong Hero Training feat before she can take the Heavy Gunner Training feat.

STRONG HERO MULTICLASS FEATS

STRONG HERO TRAINING [MAJOR FEAT]

Prerequisite: Not a Strong Hero archetype, Strength 13+, Level 2+

You have learned how to use your strength to focus an aggressive offense.

- ▶ You gain Basic Equipment proficiency.
- ▶ You gain proficiency in one of the following skills: Athletics, Acrobatics, or Endurance.
- ▶ Before making an attack, you can declare you are being reckless. You gain advantage on all melee weapon attack rolls but all opponents attacking you have advantage on their attack rolls. This lasts until the start of your next turn.

BRAWLER TRAINING [MAJOR FEAT]

Prerequisite: Strong Hero archetype OR Strong Hero Training feat, not a brawler (class), Level 4+

You have trained yourself to be an engine of destruction, letting nothing stand between you and your target.

- ▶ You gain Improvised Equipment proficiency.
- ▶ You have advantage on any Strength check you make to break an object. In addition, your melee attacks have +1 Penetration Value.
- ▶ As a bonus action, you can move up to your speed, but you must move toward an opponent. If there are no enemies present, you may move toward an obviously dangerous situation instead.

ADVANCED BRAWLER TRAINING [MAJOR FEAT]

Prerequisite: Not a brawler (class), Brawler Training feat, Level 8+

Few opponents or weapons can survive the powerful blows you deliver.

- ▶ Once during your turn, when you hit an opponent with an attack with a melee weapon, you can choose to deal an additional 2d6 damage. If you do, and you did not attack with an unarmed strike, the weapon is destroyed. You can't use this talent with explosives attacks.

- ▶ You have advantage on ability checks and saving throws to avoid or escape being Grappled, Restrained, Stunned, or Paralyzed.

HEAVY GUNNER TRAINING [MAJOR FEAT]

Prerequisite: Strong Hero archetype OR Strong Hero Training feat, not a heavy gunner (class), Level 4+

You like big guns and you cannot lie, someone does you wrong and they are gonna die.

- ▶ You gain Advanced Equipment proficiency.
- ▶ You may use Strength instead of Dexterity when you make a ranged attack with a non-light ranged weapon.
- ▶ You can ignore the stationary property of weapons.
- ▶ Before making an attack with a non-light ranged weapon you can declare you are being reckless. You gain advantage on your attack rolls with that weapon but all opponents attacking you have advantage on their attack rolls. This lasts until the start of your next turn.

ADVANCED HEAVY GUNNER TRAINING [MAJOR FEAT]

Prerequisite: Not a heavy gunner (class), Heavy Gunner Training feat, Level 8+

The sound of explosives and heavy machine gun fire are music to your ears.

- ▶ You gain Military Equipment proficiency.
- ▶ When you damage any target with Suppressive Fire or an explosive, the damage is increased by double your proficiency bonus.
- ▶ When you take the Suppressive Fire action, you can double the area covered.

MMA FIGHTER TRAINING [MAJOR FEAT]

Prerequisite: Strong Hero archetype OR Strong Hero Training feat, not an MMA fighter (class), Level 4+

Through hard training you have become skilled in a range of martial arts disciplines.

- ▶ If you have an opponent Grappled, you can apply a submission move as a special attack.

You automatically deal your unarmed strike damage to the opponent. You cannot use Power Attack or Improved Power attack when making a Submission Move.

- ▶ Your unarmed strike damage is improved by one die step.

ADVANCED MMA FIGHTER TRAINING [MAJOR FEAT]

Prerequisite: Not an MMA fighter (class), MMA Fighter Training feat, Level 8+

You have hardened your fists and honed your technique making you a very dangerous unarmed combatant.

- ▶ You gain advantage on Strength (Athletic) checks made to initiate or escape a grapple.
- ▶ Once during your turn, before rolling to hit with an unarmed strike, you can declare it is a takedown. If the takedown hits, you deal damage, and may make a free unarmed special attack against the target.
- ▶ Once during your turn, before rolling to hit with an unarmed strike, you can declare it is a jab. If the jab hits you gain advantage on your next melee attack roll against that opponent. You can't declare an attack as both a takedown and a jab.

AGILE HERO MULTICLASS FEATS

AGILE HERO TRAINING [MAJOR FEAT]

Prerequisite: Not an Agile Hero archetype, Dexterity 13+, Level 2+

You have trained your reflexes to a razor's edge. Your movements are both swift and elegant.

- ▶ You gain Basic Equipment proficiency.
- ▶ Choose one from Acrobatics, Sleight of Hand, Stealth, and Vehicles. You gain proficiency in the chosen skill.
- ▶ You can take the Dash or Disengage action as a bonus action.
- ▶ During a foot chase, you have advantage on Strength (Athletics) checks made as part of a Gain Ground action.



MARTIAL ARTIST TRAINING [MAJOR FEAT]

Prerequisite: Agile Hero archetype OR Agile Hero Training feat, not a martial artist (class), Level 4+

You have trained to strike efficiently with your hands and feet and are skilled in weapons used for sport and training.

- ▶ You gain Historical Equipment proficiency.
- ▶ Your unarmed strike damage is improved by one die step.
- ▶ You can make an unarmed strike as a bonus action.
- ▶ Climbing and swimming are not difficult movement for you.

ADVANCED MARTIAL ARTIST TRAINING [MAJOR FEAT]

Prerequisite: Not a martial artist (class), Martial Artist Training feat, Level 8+

Your heightened awareness and reflexes have made you a difficult target and adept at off-hand strikes.

- ▶ Your unarmed strike damage is improved by one die step.
- ▶ You ignore difficult terrain when you move.
- ▶ You treat all melee weapons that don't have the heavy property as if they had the finesse property.
- ▶ When you make a Dexterity saving throw to take half damage from an effect, you take no damage on a successful save, and half damage on a failed one.

SCOUNDREL TRAINING [MAJOR FEAT]

Prerequisite: Agile Hero archetype OR Agile Hero Training feat, not a scoundrel (class), Level 4+

You have gotten pretty good at getting the upper hand through under-handed tactics.

- ▶ You gain Advanced Equipment proficiency.
- ▶ Choose one from Acrobatics, Deception, Intimidation, Security, Sleight of Hand, Stealth, and Streetwise. You gain proficiency in the chosen skill.
- ▶ You can Hide, Object Interaction, or make a Security or Sleight of Hand check as a bonus action.
- ▶ You have advantage on attack rolls against any opponent that has not acted this combat.

ADVANCED SCOUNDREL TRAINING [MAJOR FEAT]

Prerequisite: Not a scoundrel (class), Scoundrel Training feat, Level 8+

You have learned all the best ways to hurt a person when they don't see it coming.

- ▶ Choose one from Acrobatics, Deception, Intimidation, Security, Sleight of Hand, Stealth, and Streetwise. You gain expertise in the chosen skill.

- ▶ Once during your turn, when you hit a target with an attack, if you had advantage on that attack or an ally is within 5 feet of that target, you can choose to deal an additional 2d6 damage. You cannot deal this additional damage if the attack had disadvantage.

SHARPSHOOTER TRAINING [MAJOR FEAT]

Prerequisite: Agile Hero archetype OR Agile Hero Training feat, not a sharpshooter (class), Level 4+

Handling ranged weapons has become second nature to you and using them requires about as much thought as breathing.

- ▶ You gain Advanced Equipment proficiency.
- ▶ You can draw two one-handed light weapons as a free action.
- ▶ You can reload two ranged weapons with the same action, without needing a free hand.
- ▶ You can ignore the slow-firing property on ranged weapons.
- ▶ When using a two-handed ranged weapon, you do not have disadvantage with attack rolls at long range.

ADVANCED SHARPSHOOTER TRAINING [MAJOR FEAT]

Prerequisite: Not a sharpshooter (class), Sharpshooter Training feat, Level 8+

Your mastery of ranged weapons has made you an opponent to be feared by all.

- ▶ You can add your Dexterity modifier to damage rolls made with off-hand ranged attacks.
- ▶ When using a two-handed ranged weapon, you can ignore half cover when making ranged attacks at targets in cover.
- ▶ When using a two-handed ranged weapon, you treat targets in three-fourths cover as being in half cover. (This changes the cover defense from 20 to 16.)
- ▶ You score a critical hit on a roll of 19 or 20 when making ranged attacks.

TOUGH HERO MULTICLASS FEATS

TOUGH HERO TRAINING [MAJOR FEAT]

Prerequisite: Not a Tough Hero archetype, Constitution 13+, Level 2+

You have toughened yourself up to where you find a little pain and exertion rather exhilarating.

- ▶ You gain Basic Equipment proficiency.
- ▶ You gain damage reduction (against all damage types) equal to your proficiency bonus.
- ▶ Once during your turn, when you attack an opponent that has damaged you since the end of your last turn, you gain a +2 bonus on the attack roll.

BODYGUARD TRAINING [MAJOR FEAT]

Prerequisite: Tough Hero archetype OR Tough Hero Training feat, not a bodyguard (class), Level 4+

You gladly put yourself in danger to protect others, and have trained to do exactly that.

- ▶ You gain Advanced Equipment proficiency.
- ▶ When an ally within 5 feet is hit by an attack, you can use your reaction to cause the attack to hit you instead.
- ▶ If you are in cover and adjacent to a willing ally, you can take a bonus action on your turn to move that ally into cover. You can move up to 5 feet during this action to make room for your ally.
- ▶ You do not damage allies if you roll a critical miss when firing into melee combat.

ADVANCED BODYGUARD TRAINING [MAJOR FEAT]

Prerequisite: Not a bodyguard (class), Bodyguard Training feat, Level 8+

Ever vigilant, you have further honed your ability to keep those you protect from harm.

- ▶ You can ignore cover provided by your allies in your line of fire or in melee combat with your target.

- ▶ When an opponent uses Dive for Cover as a reaction to one of your attacks or actions, their movement speed becomes 0 on their next turn.
- ▶ You can take up to two reactions between each of your turns.

COMMANDO TRAINING [MAJOR FEAT]

Prerequisite: Tough Hero archetype OR Tough Hero feat, not a commando (class), Level 4+

You give your all in combat, making you a very difficult target to take down.

- ▶ You gain Advanced Equipment proficiency.
- ▶ You can take the Second Wind action as a bonus action.
- ▶ You can draw, arm, and throw a grenade as a bonus action. You must have a free hand or already be holding the grenade to do this.

ADVANCED COMMANDO TRAINING [MAJOR FEAT]

Prerequisite: Not a commando (class), Commando Training feat, Level 8+

You're an especially dangerous person, capable of feats in combat few others can match.

- ▶ You gain Military Equipment proficiency.
- ▶ By pushing yourself to the limit, you can take an additional action during your turn. You can do this only once before you finish a long rest.
- ▶ You gain a +2 bonus to your Defense.

SCRAPPER TRAINING [MAJOR FEAT]

Prerequisite: Tough Hero archetype OR Tough Hero Training feat, not a scrapper (class), Level 4+

You love one-on-one combat and seek to force a confrontation with your chosen opponent.

- ▶ You gain Advanced Equipment proficiency.
- ▶ Enemies taking the Disengage action provoke opportunity attacks from you before leaving your reach.
- ▶ Enemies within your reach that attack one of your allies other than you provoke an opportunity attack from you.

- ▶ When you damage an opponent with an opportunity attack, their speed becomes 0 until the end of their current turn, preventing further movement.

ADVANCED SCRAPPER TRAINING [MAJOR FEAT]

Prerequisite: Not a scrapper (class), Scrapper Training feat, Level 8+

You have an uncanny knack for surviving all kinds of pain and punishment.

- ▶ When you take damage from an attack, you can use your reaction to halve that attack's damage against you.
- ▶ After rolling any saving throw, you may reroll that saving throw. You can't do this again until you finish a short rest.

SMART HERO MULTICLASS FEATS

SMART HERO TRAINING [MAJOR FEAT]

Prerequisite: Not a Smart Hero archetype, Intelligence 13+, Level 2+

You have sharpened your wits to a razor's edge and turned your mind into the greatest weapon of all.

- ▶ You gain 2 Genius points. You can enact any plan you know by spending 1 Genius point. Genius points recharge when you finish a long rest. Your Plan DC formula is 8 + your Intelligence modifier + your proficiency bonus.
- ▶ You learn two plans from the Shared Plans list for Smart Heroes.
- ▶ You can only use shared plan enhancements up to Level 1.

ENGINEER TRAINING [MAJOR FEAT]

Prerequisite: Smart Hero archetype OR Smart Hero Training feat, not an engineer (class), Level 4+

You have studied the worlds of technology and machinery and have gained startling insights.

- ▶ You gain proficiency in Mechanics.

- ▶ You gain a Mechanical Companion from the engineer's list of mechanical companions. (This does not include talents related to the Mechanical Companion. The companion follows standard companion rules.)
- ▶ You learn 1 additional plan from the engineer plan list.
- ▶ You can only use engineer plan enhancements up to Level 3.
- ▶ If you are not a Smart Hero archetype, you can use shared plan enhancements only up to Level 3.

ADVANCED ENGINEER TRAINING [MAJOR FEAT]

Prerequisite: Not an engineer (class), Engineer Training feat, Level 8+

Your mastering of the technical world is impressive enough to put most people in awe of your skills.

- ▶ You gain expertise in Mechanics.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn 2 additional plans, either from the Engineer or shared plan list.
- ▶ You can only use Engineer plan enhancements up to Level 5.
- ▶ If you are not a Smart Hero (archetype), you can only use shared plan enhancements up to Level 5.

HACKER TRAINING [MAJOR FEAT]

Prerequisite: Smart Hero archetype OR Smart Hero Training feat, not a hacker (class), Level 4+

You have dived deeply into the digital ocean and become one of the elites of that realm.

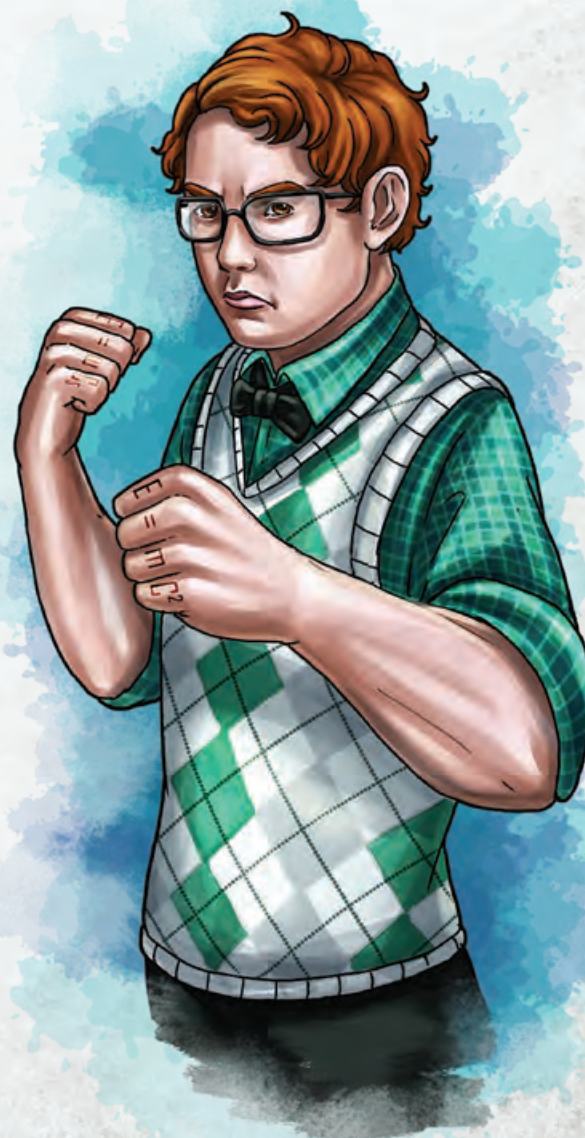
- ▶ You gain proficiency in Computers.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn 1 additional plan from the hacker plan list.
- ▶ You can only use hacker plan enhancements up to Level 3.
- ▶ If you are not a Smart Hero (archetype), you can only use shared plan enhancements up to Level 3.

ADVANCED HACKER TRAINING [MAJOR FEAT]

Prerequisite: Not a hacker (class), Hacker Training feat, Level 8+

When sysops hear your name they either tremble in fear, or stand in awe of your elite skills.

- ▶ You gain expertise in Computers.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn two additional plans, either from the Hacker or shared plan list.
- ▶ You can only use hacker plan enhancements up to Level 5.
- ▶ If you are not a Smart Hero (archetype), you can only use shared plan enhancements up to Level 5.



MASTERMIND TRAINING [MAJOR FEAT]

Prerequisite: Smart Hero archetype OR Smart Hero Training feat, not a mastermind (class), Level 4+

You have spent an awful lot of time trying to outsmart everyone, and it's working.

- ▶ Choose either Investigation or Social Sciences. You gain proficiency in the chosen skill.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn 1 additional plan from the mastermind plan list.
- ▶ You can only use mastermind plan enhancements up to Level 3.
- ▶ If you are not a Smart Hero (archetype), you can only use shared plan enhancements up to Level 3.

ADVANCED MASTERMIND TRAINING [MAJOR FEAT]

Prerequisite: Not a mastermind (class), Mastermind Training feat, Level 8+

You have devised plans within plans within plans. How about two more plans?

- ▶ Choose either Investigation or Social Sciences. You gain expertise in the chosen skill.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn 2 additional plans from the mastermind or shared plan list.
- ▶ You can only use mastermind plan enhancements up to Level 5.
- ▶ If you are not a Smart Hero (archetype), you can only use shared plan enhancements up to Level 5.

SCIENTIST TRAINING [MAJOR FEAT]

Prerequisite: Smart Hero archetype OR Smart Hero Training feat, not a scientist (class), Level 4+

For those willing to master knowledge, the universe can be your sandbox.

- ▶ Choose either Medicine or Natural Sciences. You gain proficiency in the chosen skill.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn 1 additional plan from the scientist plan list.

- ▶ You can only use scientist plan enhancements up to Level 3.
- ▶ If you are not a Smart Hero (archetype), you can only use shared plan enhancements up to Level 3.

ADVANCED SCIENTIST TRAINING [MAJOR FEAT]

Prerequisite: Not a scientist (class), Scientist Training feat, Level 8+

Your mastery of the elements of nature knows few equals.

- ▶ Choose either Medicine or Natural Sciences. You gain expertise in the chosen skill.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn 2 additional plans from the scientist or shared plan list.
- ▶ You can only use scientist plan enhancements up to Level 5. If you are not a Smart Hero (archetype), you can only use shared plan enhancements up to Level 5.

WISE HERO MULTICLASS FEATS

WISE HERO TRAINING [MAJOR FEAT]

Prerequisite: Not a Wise Hero archetype, Wisdom 13+, Level 2+

You have learned to act with efficiency rather than speed, carefully choosing the correct course of action.

- ▶ You gain Basic Equipment proficiency.
- ▶ Choose one from Insight, Perception, Streetwise, and Survival. You gain proficiency in the chosen skill.
- ▶ You gain 2 focus points. Your Focus recharges whenever you finish a short or long rest.
- ▶ You can spend one focus point to reroll a failed Wisdom ability check. This may only be done once per ability check.
- ▶ You can choose not to fall Prone when you Dive for Cover.

HUNTER TRAINING [MAJOR FEAT]

Prerequisite: Wise Hero archetype OR Wise Hero Training feat, not a hunter (class), Level 4+

You have learned the art of tracking prey and bringing them to ground.

- ▶ You gain the Advanced Equipment proficiency.
- ▶ Choose one from Perception, Stealth, and Survival. You gain proficiency in the chosen skill.
- ▶ You gain 1 additional Focus point.
- ▶ As a bonus action, you can spend 1 Focus to mark one target opponent you can see.
- ▶ You gain advantage on Wisdom (Perception) checks against a marked target.
- ▶ You gain advantage on Wisdom (Streetwise) and Wisdom (Survival) checks made to track or find a marked target.
- ▶ You can spend 1 Focus to reroll a damage roll you make against a marked target. If multiple dice are rolled for damage, you reroll all damage dice. You may only do this once per attack.

ADVANCED HUNTER TRAINING [MAJOR FEAT]

Prerequisite: Not a hunter (class), Hunter Training feat, Level 8+

You have further honed your hunting skills, focusing on what it takes to survive encounters with dangerous prey.

- ▶ Choose one from Perception, Stealth, or Survival. You must be proficient in the chosen skill. You gain Expertise in the chosen skill.
- ▶ You gain 1 additional Focus point.
- ▶ You can spend 1 Focus to reroll a missed attack roll against a marked target made by you or your hunting companion. You may only do this once per attack.
- ▶ After an opponent hits you with an attack, you gain a +4 bonus to Defense against any further attacks that same opponent makes against you until the start of your next turn.

MASTER TRAINING [MAJOR FEAT]

Prerequisite: Wise Hero archetype OR Wise Hero Training feat, not a master (class), Level 4+

Your contemplative meditation has brought you to a state of inner harmony and butt-kicking.

- ▶ You gain Improvised Equipment proficiency.
- ▶ You gain 1 additional focus point.
- ▶ You have damage reduction 15 against falling.
- ▶ You can spend 1 focus point to take the Dash, Disengage, or Dodge action as a bonus action.
- ▶ You can spend 1 focus to make an unarmed strike as a bonus action.

ADVANCED MASTER TRAINING [MAJOR FEAT]

Prerequisite: Not a master (class), Master Training feat, Level 8+

Your great wisdom and inner peace have given you the ability to elegantly avoid danger and knock people's lights out.

- ▶ You gain 1 additional focus point.
- ▶ When an opponent's attack misses you, and you are adjacent to a different opponent, you may take a reaction to cause the missed attack to hit the adjacent opponent.
- ▶ When you hit a target with an unarmed strike, simple melee weapon, or improvised weapon, you can spend 1 focus point to attempt to stun that target. It must make a Constitution saving throw or be Stunned until the end of your next turn. The save DC is 8 + your Wisdom modifier + your proficiency bonus.

SLEUTH TRAINING [MAJOR FEAT]

Prerequisite: Wise Hero archetype OR Wise Hero Training feat, not a sleuth (class), Level 4+

You have honed your awareness of your environment and are adept at spotting an opponent's weaknesses.

- ▶ You gain Advanced Equipment proficiency.

- ▶ Choose one from Insight, Investigation, Perception, Security, and Streetwise. You gain proficiency in the chosen skill.
- ▶ You cannot be surprised.
- ▶ You can take the Search action as a bonus action.
- ▶ You gain 1 additional Focus point.
- ▶ You can spend 1 Focus point to reroll a failed Intelligence ability check. This may only be done once per ability check.

ADVANCED SLEUTH TRAINING [MAJOR FEAT]

Prerequisite: Not a sleuth (class), Sleuth Training feat, Level 8+

Your intuition has given you the ability to get the drop on your enemies and hit them where it hurts.

- ▶ Choose one from Insight, Investigation, Perception, Security, and Streetwise. You gain expertise in the chosen skill.
- ▶ You gain 1 additional Focus point.
- ▶ As a bonus action, you can spend 1 Focus point to gain advantage on your next attack roll. If the attack hits, you deal an additional 2d6 damage to the target.
- ▶ When you make a Dexterity saving throw to take half damage from an effect, you take no damage on a successful save, and half damage on a failed one.

CHARMING HERO MULTICLASS FEATS

CHARMING HERO TRAINING [MAJOR FEAT]

Prerequisite: Not a Charming Hero archetype, Charisma 13+, Level 2+

You have a way with words and/or looks that could kill.

- ▶ Choose two from Deception, Intimidation, Performance, and Persuasion. You gain proficiency in the chosen skills.
- ▶ Choose one from Deception, Intimidation, Performance, and Persuasion). You must be proficient in the chosen skill. You gain expertise in the chosen skill.
 - ▶ You have two influence dice, which are d6s. An influence die is expended when it is rolled. You regain all of your expended influence dice when you finish a short or long rest.
 - ▶ When you make a Charisma check, after rolling but before determining the result, you can roll an influence die and add it to your result.



DUELIST TRAINING

[MAJOR FEAT]

Prerequisite: Charming Hero archetype OR Charming Hero Training feat, not a Duelist (class), Level 4+

You have learned the ancient art of grace in combat, keeping you one step ahead of your opponent.

- ▶ Basic Equipment and Historical Equipment proficiency.
- ▶ You gain 1 additional influence die.
- ▶ While wielding a finesse weapon, your Defense bonus is increased by +1.
- ▶ You learn two tricks, chosen from the list of duelist tricks.

ADVANCED DUELIST TRAINING

[MAJOR FEAT]

Prerequisite: Not a duelist (class), Duelist Training feat, Level 8+

You have become an expert in the lunge and parry maneuvers, dancing around opponents and striking when they are most vulnerable.

- ▶ You gain 1 additional influence die.
- ▶ Your influence dice are now d8 instead of d6. (Ignore this if your archetype is Charming Hero.)
- ▶ You can add your Charisma modifier to initiative.
- ▶ Opportunity attacks made against you have disadvantage.
- ▶ You learn one additional trick chosen from the list of duelist tricks.

ICON TRAINING

[MAJOR FEAT]

Prerequisite: Charming Hero archetype OR Charming Hero Training feat, not an icon (class), Level 4+

You are the bee's knees, the cat's pajamas, and perhaps the GOAT!

- ▶ You gain Basic Equipment and Advanced Equipment proficiencies.
- ▶ You gain 1 additional influence die.
- ▶ You learn two tricks, chosen from the list of icon tricks.
- ▶ As a bonus action, you can give your allies an opening by drawing the attention of an opponent you are aware of who can hear you within 60 feet. The next attack one of your allies makes against that target before the start of your next turn has advantage.

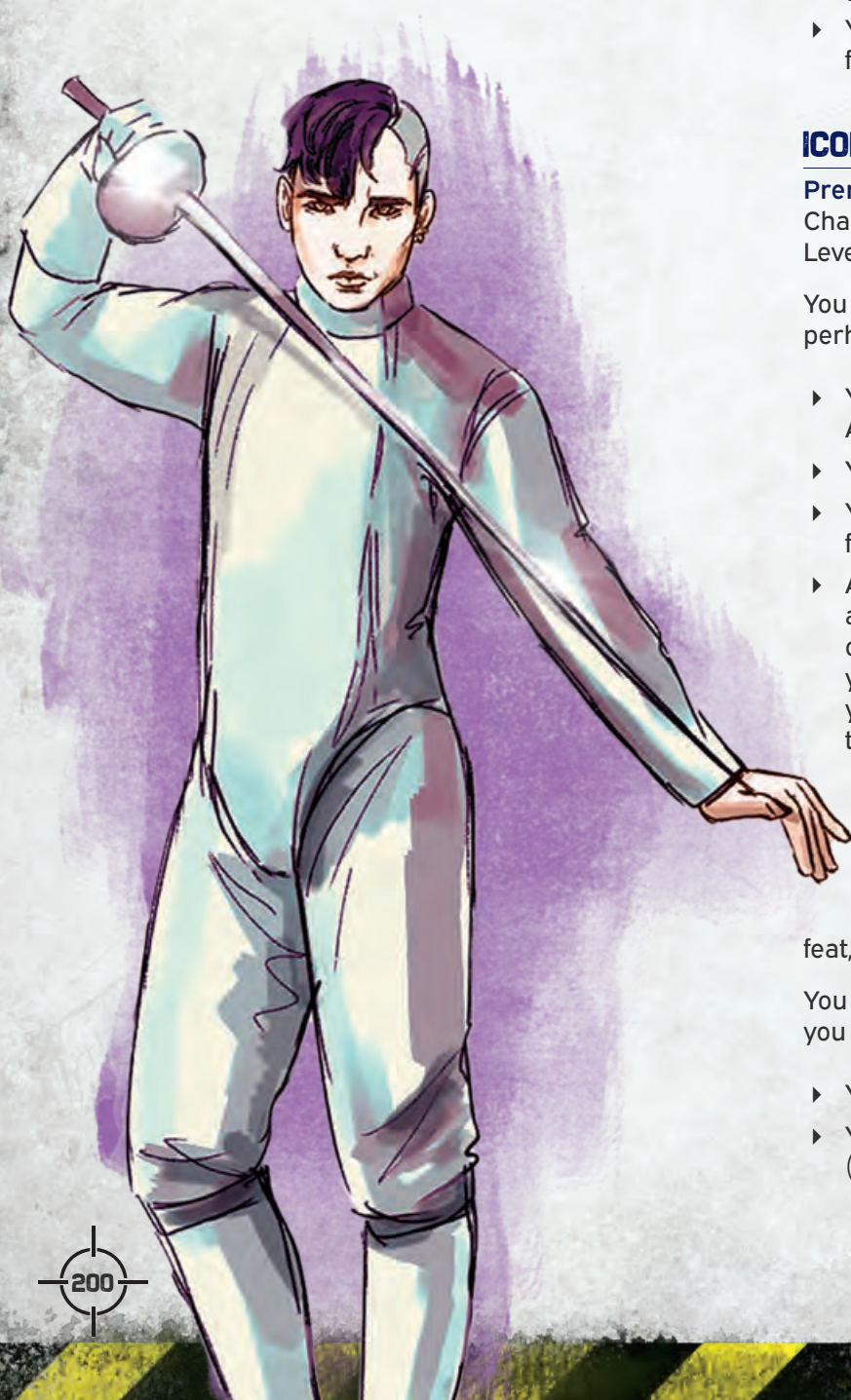
ADVANCED ICON TRAINING

[MAJOR FEAT]

Prerequisite: Not an icon (class), Icon Training feat, Level 8+

You are definitely the GOAT, don't let anyone tell you differently!

- ▶ You gain 1 additional influence die.
- ▶ Your influence dice are now d8 instead of d6. (Ignore this if your archetype is Charming Hero.)



- ▶ You learn one additional trick chosen from the list of Icon tricks.
- ▶ Whenever you roll a 1 on an influence die or a damage die, you can reroll that die once, taking the new result.
- ▶ As a reaction, when an opponent within 5 feet that can see you targets you with an attack, you can cause that attack to have disadvantage. They cannot change targets in reaction to you doing this.

LEADER TRAINING [MAJOR FEAT]

Prerequisite: Charming Hero archetype OR Charming Hero Training feat, not a leader (class), Level 4+

Your allies respect your wisdom and advice allowing you to direct them in combat and lift their spirits in rest.

- ▶ You gain Basic and Advanced Equipment proficiency.
- ▶ You gain 1 additional influence die.
- ▶ You learn two tricks, chosen from the list of leader tricks.
- ▶ As an action, you can command one of your allies. That ally can use a reaction to make one attack or move up to its speed.

ADVANCED LEADER TRAINING [MAJOR FEAT]

Prerequisite: Not a leader (class), Leader Training feat, Level 8+

You have further developed your leadership skills allowing you to better direct and motivate your allies.

- ▶ You gain 1 additional influence die.
- ▶ Your influence dice are now d8 instead of d6. (Ignore this if your archetype is Charming Hero.)
- ▶ You learn one additional trick chosen from the list of Leader tricks.
- ▶ You encourage camaraderie among your allies. Whenever you and your allies finish a short rest, you and any ally that can hear you each regain 1 spent Hit Die, whether it was spent during this rest or earlier. You can do this only once before finishing a long rest.

- ▶ As an action you can grant yourself and up to 6 allies that can hear you temporary hit points equal to your Hero level plus your Charisma modifier. You cannot take this action again until you finish a short or long rest.

MANIPULATOR TRAINING [MAJOR FEAT]

Prerequisite: Charming Hero archetype OR Charming Hero Training feat, not a manipulator (class), Level 4+

You have learned the art of not only influencing others, but bending them to your will.

- ▶ You gain 1 additional influence die
- ▶ You learn two tricks, chosen from the list of Manipulator tricks.
- ▶ You can demoralize an opponent within 60 feet as an action. The target must make a Wisdom saving throw against a DC of 8 + your Charisma modifier + your proficiency bonus. On a failed save, the target has disadvantage on attack rolls, disadvantage on ability checks, and attack rolls against the target have advantage. This effect lasts until the end of your next turn.

ADVANCED MANIPULATOR TRAINING [MAJOR FEAT]

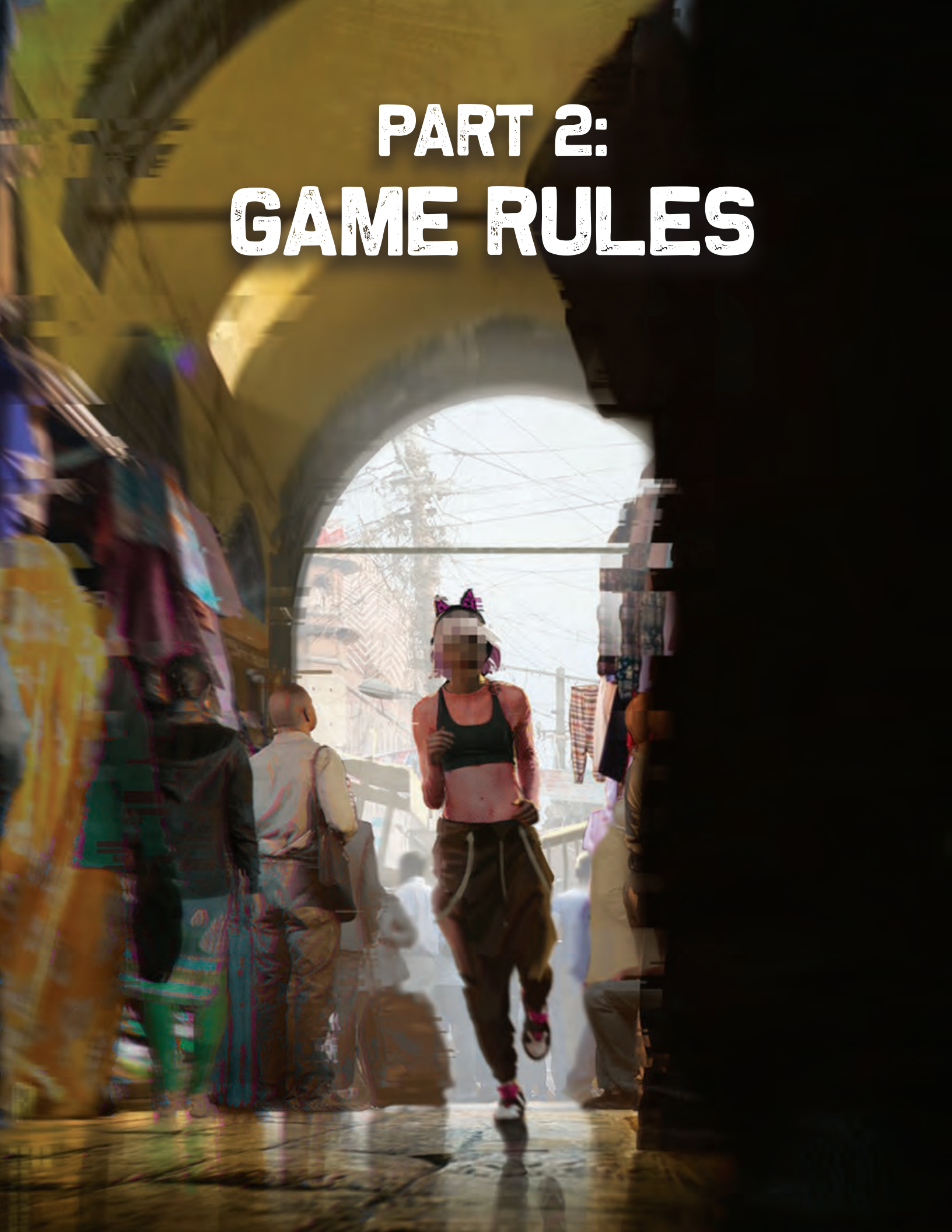
Prerequisite: Not a manipulator (class), Manipulator Training feat, Level 8+

You not only get into the heads of your enemies, you live there rent-free.

- ▶ You gain 1 additional influence die
- ▶ Your influence dice are now d8 instead of d6. (Ignore this if your archetype is Charming Hero.)
- ▶ You learn one additional trick, chosen from the list of Manipulator tricks.
- ▶ You can perfectly mimic the voice of another person, as long as you have heard them speak for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the voice is fake.
- ▶ You can use your Demoralize ability as a bonus action. You can still use it as an action as well, allowing you to use it twice during your turn if you like.



PART 2: GAME RULES



PART 2 | GAME RULES

Everyday Heroes is based on the fifth edition of the System Reference Document rules, whose origins go back to the beginning of tabletop RPGs. At its heart, the SRD presents a simple set of rules upon which detailed games can be built. The fundamentals of the game are simple, but the rules in this book add new options and details designed to give Everyday Heroes a “feel” that is both realistic and faithful to the style of the action movie genre.

CHAPTER 8 CORE RULES

This chapter details the core rules of Everyday Heroes, useful for both players and GMs.

DICE RULES

If you're new to tabletop roleplaying games, be sure to review the section in the Introduction regarding polyhedral dice and how their use is presented in these rules. This section assumes you know what 2d8 + 2 and similar annotations mean.

ADVANTAGE AND DISADVANTAGE

Advantage and disadvantage are applied only to d20 rolls. Advantage means you roll the d20 twice and use the higher roll. Disadvantage means you roll the d20 twice and use the lower roll.

► **Example:** *Arjun Mehta wants to vault over a security fence. He's got a long pole he's going to use to help him vault the fence. The GM decides he needs to succeed on a DC 15 Strength (Athletics) check, but he gets advantage due to the pole. Arjun rolls two d20s instead of one. He rolls a 6 and a 15. Because he has advantage, he uses the 15. If Arjun had disadvantage for some reason, he would have to use the 6.*

You can never roll more than two dice due to advantage or disadvantage. If two or more different effects would individually give you advantage or disadvantage on a roll, you still roll two dice.

If different effects grant you advantage and disadvantage on the same roll, they cancel each other out and you make the roll normally. This is true even if you have multiple effects providing advantage and only one effect providing disadvantage, or vice versa.

► **Example:** *Daxx has snuck up behind a mob boss in a dark alley and wants to blast the criminal with their shotgun. Because Daxx is hidden, they get advantage. They also get advantage from the shot property of the shotgun. But because there is low visibility due to the darkness, Daxx also has disadvantage on the ranged attack. Because Daxx has both advantage and disadvantage, they are canceled out, and the attack roll is normal, rolling a single d20.*

If some effect allows you to reroll a d20 after you have rolled with advantage or disadvantage, you choose which one of the two dice to reroll, then take the higher or lower roll from both dice, as appropriate.

ASSIGNING ADVANTAGE AND DISADVANTAGE

Advantage and disadvantage are meant to be situational bonuses. The GM can assign advantage and disadvantage on any roll made by heroes or NPCs before the roll is made and should cite what effect is creating the advantage or disadvantage.

CHAPTER 8 | CORE RULES

Some hero talents automatically grant advantage in specific situations, and many rules automatically grant disadvantage in specific situations.

Players are also encouraged to ask for advantage if they feel the situation justifies it, but the GM always has final say on when advantage and disadvantage are applied.

REROLLS

If an effect allows you to reroll a d20, you can choose to roll the die again after determining if the original roll is successful or not. If you reroll, you must accept the rerolled outcome even if it is worse than your initial roll. If you are allowed to reroll a d20 while you have advantage or disadvantage, you choose which of the two dice to reroll, then take the higher or lower roll from both dice, as appropriate.

DIE STEPS

When making a damage roll, the rules sometimes tell you to increase or decrease a die by one or more steps, allowing you to use a higher- or lower-numbered die accordingly. If you are rolling

multiple dice and are told to increase or decrease a die, all the dice are increased or decreased. (This is uncommon.)

Die Steps: d4, d6, d8, d10, d12

Dice can't be decreased past d4 or increased past d12.

ADDING OR REMOVING DICE

Some effects add or remove dice from a damage roll. The added dice are of the same type you normally roll.

► **Example:** *If a weapon does $2d6 + 4$ damage, adding one damage die increases the damage to $3d6 + 4$. If you remove one die, the weapon deals $1d6 + 4$ damage.*

If an effect calls for removing as many or more dice than would normally be rolled, no dice are rolled and the dice portion deals 1 point of damage. For example, if a weapon normally does $1d6 + 2$ damage and an effect removes one or more dice, the result would be $1 + 2$ damage.



ABILITIES

Six different abilities represent the raw potential of both heroes and their foes, helping to define the characters in the game both physically and mentally:

STRENGTH, measuring physical power and might

DEXTERITY, measuring a character's agility and grace

CONSTITUTION, representing physical health and endurance

INTELLIGENCE, measuring a character's reasoning ability and wits

WISDOM, representing intuitive understanding and willpower

CHARISMA, measuring personal magnetism and ego

Most of the die rolls made during a game are modified by one of these abilities.

ABILITY SCORES

Each ability score is assigned a value. Human ability scores range between 3 and 20, with 11 being an average. Nonhuman creatures might have ability scores as low as 1 and as high as 30. A character's ability scores are used to determine their ability modifiers.

ABILITY MODIFIERS

Each ability score has a modifier. Modifiers are negative for low scores and positive for high scores. You can calculate an ability modifier by taking the ability score and subtracting 10, then dividing by 2 and rounding down. The Ability Modifier table shows the modifiers for the range of human ability scores, from -4 for a score of 3, to +5 for a score of 20.

Ability Modifier: $(\text{Ability score} - 10)/2$, rounded down

ABILITY MODIFIER

SCORE	MODIFIER
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

PROFICIENCY

Proficiency represents the training and experience that allows a hero to undertake challenging tasks and activities. Proficiencies cover a broad category of activities that modern heroes can potentially attempt, with each hero having both a list of proficiencies and a proficiency bonus.

PROFICIENCY BONUS

Your hero's proficiency bonus is based on their level. You can't add your proficiency bonus more than once to a given roll, even if multiple proficiencies or talents grant a proficiency bonus. You also can't multiply or divide the bonus more than once.

HERO LEVEL	PROFICIENCY BONUS
1-4	+2
5-8	+3
9-10	+4



Your hero's proficiency bonus is a modifier that can be added to the d20 roll when you attack, make a saving throw, or make an ability check using a skill, depending on whether you have the necessary proficiency.

PROFICIENCY USES

PROFICIENCY TYPE	APPLICABLE D20 ROLL
Equipment proficiency (weapons)	Attack roll
Equipment proficiency (armor)	Armor saving throw
Skill proficiency	Ability check
Saving throw proficiency	Saving throw

EQUIPMENT PROFICIENCIES

An equipment proficiency represents basic training with a specific category of weapons, armor, ammunition, or combat gear. All weapons, armor, and explosives belong to one of the equipment proficiency categories.

Equipment proficiencies are arranged by tiers, as seen in the diagram below. Heroes gain proficiency with Basic Equipment before Advanced Equipment, Historical Equipment, or Improvised Equipment. Likewise, they gain Advanced Equipment proficiency before acquiring Military Equipment. A hero can attempt to use any equipment even without proficiency, but they can't use their proficiency bonus on checks made with that equipment.



EQUIPMENT TREE

BASIC EQUIPMENT

Equipment nearly anyone can use well

ADVANCED EQUIPMENT

Modern Equipment that require more practice

MILITARY EQUIPMENT

Advanced armaments meant for modern war

HISTORICAL EQUIPMENT

Equipment of war from past ages

IMPROVISED EQUIPMENT

Use anything as a deadly weapon

ARMOR

If your character wears armor they have proficiency with, you apply your proficiency bonus to your armor saving throws.

WEAPONS

If your character wields a weapon they have proficiency with, you apply your proficiency bonus to your attack rolls made for that weapon.

Explosives. Attacks with explosives are made using a launcher or a specific throwing attack, both of which are treated as weapons. There is no separate proficiency with explosives, which only detail the effect of the attack.

Improvised Weapons. Improvised weapons are items not designed to be used as weapons. Heroes not proficient with Improvised Equipment have disadvantage on attack rolls made with anything not meant to be used as a weapon or with a weapon being wielded in a way it was not designed for.

SAVING THROW PROFICIENCIES

Characters can have proficiency in saving throws making use of any of the six ability scores. If your character has proficiency in saving throws for a given ability score, you add your proficiency bonus when rolling such saving throws.

SKILL PROFICIENCIES

The Everyday Heroes core rules feature twenty-two different skills, designed to cover a wide range of activities heroes can perform outside of combat. Skill proficiencies allow you to add your proficiency bonus to ability checks that can use the skill your character has proficiency in. For example, a character with proficiency in the Athletics skill can apply their proficiency bonus to Strength (Athletics) checks.

EXPERTISE

Expertise in a skill allows you to double your proficiency bonus when making ability checks using that skill. Your character must be proficient in a skill to be able to gain expertise in it. You can't double your proficiency bonus more than once on an ability check.

ACQUIRING SKILL PROFICIENCIES AND EXPERTISE

If you acquire a skill proficiency a second time while creating your character, you can instead gain proficiency in any other skill. If you acquire expertise in a skill you already have expertise in, you can select a different skill you're already proficient in and gain expertise in that skill.

► **Example:** *Mac Williams chooses the student athlete background and gains proficiency in the Athletics skill. Mac also gains proficiency in the Athletics skill when he chooses Athletics as his profession. This allows him to instead take proficiency with Acrobatics or any other skill he is not already proficient in.*

ABILITY CHECKS

The most universal mechanic in Everyday Heroes is the ability check. Heroes make ability checks for just about everything they can try to do, other than attacking in combat. Ability checks can be used to determine the outcome of any activity where there is some chance of failure, or any situation where two characters are competing against one another.

Ability checks are not needed to perform mundane activities such as driving a car to work, doing your job, making dinner, and so forth. Rather, the GM calls for ability checks when the outcome of an action is in doubt and the consequences of success and failure are meaningful events in the course of the game. Leaping across a chasm, bribing a guard, hacking a computer system, or seducing an enemy spy are all examples of actions where an ability check would be used.

MAKING ABILITY CHECKS

An ability check is made by rolling a d20 and applying one of a character's ability modifiers. When you make a Strength check, you roll a d20 and add your Strength modifier. A Wisdom check is a d20 plus your Wisdom modifier, and so forth.

Additionally, ability checks often specify a skill that can be used to also add your proficiency bonus on the ability check. If you have expertise in a skill, you can double your proficiency bonus on the ability check.

Ability Check: d20 + ability score modifier + proficiency bonus (conditional)

- **Example:** *Miho Kato wants to convince the bartender at a local watering hole to tell her if he's seen a wanted fugitive. The GM calls for a Charisma (Persuasion) check. Miho is not only proficient in Persuasion, she has expertise in that skill. Rolling a 15 on the d20, Miho adds +3 for her Charisma of 17, then adds her +2 proficiency bonus to the roll twice (a total of +4). The result of her check is 22!*

DIFFICULTY CLASS (DC)

Most activities requiring an ability check are made against a Difficulty Class (DC) set by the GM. If your check result is equal to or higher than the DC, you succeed at the task represented by the check. For example, to diagnose the symptoms of a sick NPC, the GM might call for a DC 15 Intelligence (Medicine) check. By succeeding on that check, a character recognizes the symptoms of scarlet fever.

Some checks have fixed DC values, while others can have variable DCs expressed as a formula.

TYPICAL DIFFICULTY CLASS VALUES

DIFFICULTY	DC
Trivial	5
Easy	10
Challenging	15
Difficult	20
Daunting	25
Near impossible	30

When a hero is initiating an effect that creates a DC for an opponent to save against, there is a default formula for determining the DC. Most of the time, a specific formula is given, but if you need to create a DC on the fly, you can use this default.

Default hero-generated DC =
8 + ability score modifier + proficiency bonus

TYPES OF ABILITY CHECKS

When characters undertake activities requiring ability checks, those checks can be made in four different ways, as determined by the GM.

CHALLENGE

A challenge is the default type of ability check. It covers typical situations in which a character undertakes a specific activity and needs to determine if they succeed or fail.

- **Example:** *Dr. Wunderkind wants to swing down from a second-floor apartment balcony and land on a car moving past in the street below. The GM decides this is a difficult task, requiring a DC 20 Dexterity (Acrobatics) check. Dr. Wunderkind is proficient in the Acrobatics skill and is 5th level, so he adds both his +4 Dexterity modifier and his +3 proficiency bonus to the check. A roll of 17 on the check thus gives a result of 24. Dr. Wunderkind valiantly sticks the landing and is now hanging onto a moving car.*

CONTESTS

When two opponents are trying to best one another at a specific task, they make ability checks as a contest. Instead of the GM assigning a DC to the checks, each opponent makes their check and the one who has the higher result is the winner. If the checks are tied, the GM might determine that no one wins the contest, or that the situation the characters were competing over remains unchanged. Ability checks made as a contest can be made using the same type of check for each side or a different check for each side.

Under some circumstances, the GM might call for one character to make an ability check while the other character makes a saving throw. If a saving throw is used in a contest, a tie should be interpreted such that the participant making the saving throw resists whatever ill effect the other participant is trying to impose on them.

- **Example:** *Jimmy the Brute is trying to force open a door while Miho Kato tries to keep it closed. The GM calls for a contest of Strength (Athletics) checks. Jimmy rolls a 12 and adds his Strength modifier and proficiency bonus for a result of 17. Miho rolls a*

15 but doesn't have proficiency in Athletics—and her Strength is low enough that gives her a -1 penalty to the check, so that her result is only 14. Jimmy wins the contest and pushes the door open, forcing Miho away from the door.

GROUP CHALLENGES

When a number of characters are attempting the same task and could collectively fail, the GM might call for a group challenge. Each character makes an individual ability check against a DC set by the GM, but the characters don't succeed individually. Rather, if half or more of the characters succeed, then all the characters succeed as a team. Otherwise, all the characters fail.

- **Example:** Four heroes want to sneak up on a criminal safe house, so the GM calls for a DC 15 Dexterity (Stealth) group challenge. Kat Whitlock, Luis Garza, and Johnny Blaze all succeed on their Dexterity (Stealth) checks, but Mack Williams botches his roll with a result of 3. However, even though Mack is a klutz, the other characters can keep him out of trouble, allowing the team to approach undetected.

GROUP CONTESTS

When two or more teams of characters collectively oppose each other in a task where having more people involved doesn't automatically give a greater chance of success, the GM can call for a group contest. In a group contest, the number of successes and failures against a set DC is tracked for the characters. Each participant in the contest makes their own ability check, adding a success to their team's total if they succeed, and subtracting a success if they fail. The team with the most total successes wins the contest.

- **Example:** Five heroes scramble to swim across a river, chased by four poachers. The GM has each player make a DC 15 Strength (Athletics) check for their heroes and rolls the same checks for the four NPCs. Three of the heroes succeed while two fail, leaving their final successes at one. Two of the four poachers also succeed, but two failures leave them with a total of zero successes, meaning the heroes get safely to the other side of the river as a team.

PASSIVE CHECKS

Passive ability checks can be used whenever the GM wants to use a hero's abilities and skills without alerting the players to what's happening. This often comes up when determining surprise in combat, giving the heroes a chance to notice traps, and other times when asking for ability checks might warn the players of danger even if their characters fail to notice it. In particular, the GM should keep a record of every character's passive Perception check on hand for just such occasions.

A passive check is calculated by assuming that the character rolled a 10 on their check (the average of rolling a d20). In general, the GM tells the players the result of a passive ability check only if one or more characters succeed on the check.

Passive Check: 10 + ability modifier + proficiency bonus (if applicable);

Because no roll is made, advantage on a passive check becomes a +5 bonus instead. Likewise, disadvantage on a passive check becomes a -5 penalty instead.

- **Example:** Four heroes enter a room in the secret base of Dr. Crow, unaware that a trap has been set for them. The GM decides that a successful DC 15 Wisdom (Perception) check allows a character to notice the dried blood of earlier victims. The GM doesn't want to tip the players off by calling for Wisdom (Perception) checks but does want them to have a chance to avoid the trap.

The GM already has a list of the heroes' passive Perception checks, derived by adding 10 to their Wisdom (Perception) modifiers. Both Mel Stackhouse and Katie Paige have passive Wisdom (Perception) checks of 15 or higher, so the GM lets them know about the blood on the carpet as they enter the room.

HELPING

When a character makes an ability check, another character can help them, granting advantage to the character making the check. In combat, helping another character requires an action. Out of combat, a helping character needs only to declare their intention to do so. The helper must have some reasonable means of giving assistance, and the GM has discretion as to when help can reasonably be given.

SKILLS

Skills represent areas of practical knowledge that are useful in the life of a hero. Heroes gain proficiencies with specific skills through their background, profession, feats, or class. Being proficient in a skill allows a hero to add their proficiency bonus when making an ability check to perform an action covered by the skill.

Heroes don't need to be proficient in a skill to make an ability check covered by that skill. The only benefit of being proficient is the proficiency bonus. The GM has the discretion to say that certain ability checks require proficiency with a specific skill if they so choose, but this is the exception, not the norm.

Different skills can be used to accomplish similar tasks. For example, characters trying to avoid a security camera might do so by using Intelligence (Computers) checks to hack the system controlling the camera, Intelligence (Security) checks to cause the camera to stop working, or Dexterity (Stealth) checks to move through the shadows out of the camera's view.

DEFAULT ABILITY SCORE

Each skill is linked with a specific ability score. This is the ability check the skill is most often associated with, but it's possible to use a skill with a different ability check when it makes sense to do so.

► **Example:** *Wesley Scott, the boy genius, is trying to intimidate an FBI agent threatening his team with arrest by explaining exactly how his team of lawyers will bury the agency in red tape if they persist in hassling the heroes. The GM decides to allow Wesley to attempt an Intelligence (Intimidation) check instead of using Charisma, the ability normally associated with the Intimidation skill.*

SKILL DESCRIPTIONS

This section describes the default skills available to characters in the game, with the ability score normally associated with that skill in parentheses. Each skill has a number of suggested uses, intended to provide players and GMs with inspiration and guidance. These suggestions are not meant to be absolute or exhaustive.

Suggested uses sometimes appear under multiple skills. This represents the idea that heroes can attempt different approaches to problems in the game and helps ensure that characters of different types have a chance to succeed at specific activities.

ACROBATICS [DEXTERITY]

Acrobatics covers physical activities focused around quick movement, balance, hand-eye coordination, and grace. Heroes proficient in Acrobatics are typically avid sports or health enthusiasts, or even professional athletes.

Skill Uses: Balance objects, balance on a ledge, catch objects, juggle, land properly after falling, perform gymnastics, shoot arrows in a noncombat situation, skate, swing from a rope, throw objects in noncombat situations, tumble, walk a tightrope, walk on slippery surfaces

ARTS AND CRAFTS [WISDOM]

The Arts and Crafts skill covers the activities involved in creating finely crafted and beautiful objects, as well as knowledge of the arts. Heroes proficient in Arts and Crafts include both professional artists and dedicated hobbyists.

Skill Uses: Analyze art, appraise objects, build things, cook, create art, create artistic forgeries, decorate objects, disguise objects, illustrate, make films, make furniture, make prop weapons, perform carpentry, sculpt, sew, repair everyday objects, write and edit, write calligraphy

ATHLETICS [STRENGTH]

Athletics includes a wide range of physical activities centered around physical strength. Heroes proficient in Athletics are typically avid sports or health enthusiasts, or even professional athletes.

Skill Uses: Carry or lift someone, climb, hold a door open or closed, jump, kick open a door, lift heavy objects, open a stuck window, play field sports, push a car, run, swim, throw or kick something (outside of combat), wrestle

COMPUTERS [INTELLIGENCE]

The Computers skill covers anything having to do with computers and electronics. It can be used to overcome a wide variety of technical and technological challenges. Heroes proficient in

Computers might be professional programmers, diligent hobbyists, or dedicated hackers.

Skill Uses: Analyze data, build a computer, bypass login security, change data, defeat electronic security, encrypt or decrypt information, hack a system, operate a computer, operate a robot, plant a computer virus, plant data, play a computer game, program a computer, read computer code, repair electronics, use computer knowledge, use a smartphone

DECEPTION [CHARISMA]

Deception involves the creation of false beliefs, but this skill is useful for more than simply lying. While most people occasionally resort to momentary dishonesty, heroes proficient in Deception are practiced experts in the field, whether natural storytellers, professional salespeople, or con artists.

Skill Uses: Bluff, confuse people, counterfeit or forge documents, fast-talk, forge signatures, lie or dissemble, make promises that can't be kept, misdirect or divert someone, perform stage magic, scam someone, sell or market something, spoof biometric security, wear a disguise

ENDURANCE [CONSTITUTION]

Endurance represents the ability to withstand hardship and continue to function at a high level of physical performance. Heroes proficient in Endurance are often amateur or professional athletes, survivalists, or people who work under extreme conditions, training their bodies to resist vigorous exertion and perform under highly adverse conditions.

Skill Uses: Have a staring contest, hold one's breath, make a forced march, play long-distance sports, overcome injury, resist pain, survive on minimal food and water, work at high altitudes, work in freezing cold, work in high heat, work underwater

INSIGHT [WISDOM]

The Insight skill indicates an intuitive understanding of other people—their motivations, how they think, and how they behave—and covers a huge range of personal and professional uses. Heroes proficient in Insight include those with a natural knack for reading people, as well as professionals whose jobs involve gleaning the truth of other people's thoughts.

Skill Uses: Analyze art and literature, conduct an interview, create marketing materials, design a product, detect lies, determine hidden motives, give advice, negotiate, preach, predict others' actions, profile criminals, profile customers, psychoanalyze a person, see through a disguise, show empathy, understand religious texts

INTIMIDATION [CHARISMA]

The Intimidation skill is used to manipulate people through awe or fear. Doing so can be as subtle as adopting a posture that gives a character a sense of authority, or as direct as threatening a prisoner who knows information. Heroes proficient in Intimidation include those with a naturally menacing demeanor, as well as those whose professions demand threatening behavior from time to time.

Skill Uses: Avoid violence, clear a room, demand surrender, extort money or favors, give orders, inspire respect, inspire fear, interrogate, negotiate deals

INVESTIGATION [INTELLIGENCE]

Investigation covers activities useful for learning hidden details about people, places, and events. Heroes proficient in Investigation are experts at solving mysteries of all kinds, whether amateur sleuths or professional detectives, spies, and investigative journalists.

Skill Uses: Analyze a crime scene, analyze evidence, analyze financial statements, analyze photographs, analyze sound recordings, collect evidence, conduct surveillance, do research, find government records, find hidden cameras and microphones, read contracts, trace phone calls, use civil law knowledge, use criminal law knowledge, use police procedure, use tracking devices

MECHANICS [INTELLIGENCE]

Mechanics covers a wide range of disciplines involving the design and construction of useful machines and mechanisms. Heroes proficient in Mechanics are happiest with a good set of tools and a problem to solve, whether amateur grease monkeys or professional architects, technicians, and engineers.

Skill Uses: Build vehicles, create machines, demolish structures, draft blueprints, engineer products, fix electrical systems, fix plumbing, maintain

machinery, make traps, make weapons, operate machinery, repair broken machines, sabotage machinery, tune up a vehicle, use 3D printing, use physics knowledge, weld, work with metal

MEDICINE **[INTELLIGENCE]**

The Medicine skill covers knowledge from modern medicine as well as lesser-known medical practices, encompassing a broad range of healing and diagnostic arts. Many heroes proficient in Medicine work in the medical field, but others have learned what they know in the course of undertaking high-risk activities.

Skill Uses: Administer medicine or poison, analyze blood, care for patients, create medicine or poison, design prosthetics, diagnose ailments, identify poison, perform an autopsy, perform surgery, prescribe medication, provide first aid, provide massage, resuscitate a dying character, set broken bones, treat poison and disease, use biology knowledge, use chemistry knowledge, use drug knowledge

NATURAL SCIENCES **[INTELLIGENCE]**

The Natural Sciences skill covers the various mathematics-driven sciences that seek to understand the workings of the natural world. Heroes proficient in Natural Sciences might focus on knowledge and research for their own ends or have a background in the academic world.

Skill Uses: Analyze materials, create acids, create explosives, create gases, create incendiary compounds, create toxins, identify minerals, identify plants, navigate, perform genetic analysis, predict the weather, solve math problems, use astronomy knowledge, use biology knowledge, use botanical knowledge, use chemistry knowledge, use geology knowledge, use physics knowledge

PERCEPTION **[WISDOM]**

Perception involves all a character's senses, though sight and hearing are the most common applications of this skill. Heroes proficient in Perception have trained themselves to pick out minute details and maintain a high level of awareness, whether instinctively or as part of formal training.

Skill Uses: Analyze food or drink, avoid ambushes, estimate temperature, feel fine details, find secret

doors, hear faint sounds, locate hidden objects or creatures, navigate dark places, notice minor details in the environment, smell dangerous materials, read lips, spot distant creatures or objects

PERFORMANCE **[CHARISMA]**

Performance entertains people, whether a full crowd of spectators or an audience of one. Heroes proficient in Performance might make their living as actors, musicians, or writers, or they might simply have a knack for influencing people by stirring up specific emotions and ideas.

Skill Uses: Act, apply makeup, busk for cash, conduct an orchestra, create empathy, dance, draw attention to oneself, evoke emotions, impersonate someone, lead other performers, play musical instruments, seduce others, tell stories, write music

PERSUASION **[CHARISMA]**

The Persuasion skill covers the various methods of convincing others, shaping their impressions, or outright manipulating them. Heroes proficient in Persuasion might have a natural knack for making others see things their way, or they might be professionally dedicated to the arts of negotiation or manipulation.

Skill Uses: Ask for favors, bargain, beg for charity, hypnotize a person, lead people, make deals, make friends, engage in politics, negotiate, offer bribes, seduce others, sell products, win arguments

SECURITY **[INTELLIGENCE]**

The Security skill covers both creating security systems and defeating them. Heroes proficient in Security might have gained their expertise through general interest, as security experts, or as professional criminals.

Skill Uses: Break a lock, bypass a fence, defeat alarm systems, defeat electronic locks, defeat security cameras, detect booby traps, disarm booby traps, find hidden valuables, infiltrate a building or site, install and operate security systems, open a safe, pick a lock, plant false evidence, pry open doors, spoof biometric security

SLEIGHT OF HAND **[DEXTERITY]**

The Sleight of Hand skill covers a wide range of dexterous activities used for entertainment and

petty crime, such as card tricks, juggling, and picking pockets. Heroes proficient in Sleight of Hand might be hobbyists, professional entertainers, or experienced con artists and sneak thieves.

Skill Uses: Cheat at games, do card tricks, escape from bonds, hide small objects, juggle, make shadow puppets, perform magic tricks, pick someone's pocket, plant evidence, steal small objects in plain sight

SOCIAL SCIENCES **[INTELLIGENCE]**

The Social Sciences skill covers the various observation-driven sciences dealing with the study of people and culture. Heroes proficient in Social Sciences might be well-traveled lovers of foreign cultures, or professionals dedicated to academia or public service.

Skill Uses: Engage in academic debate, engage in library research, psychoanalyze a person, read ancient languages, use ancient cultures knowledge, use author knowledge, use economics knowledge, use etiquette knowledge, use foreign cultures knowledge, use government knowledge, use history knowledge, use literary works knowledge, use philosophy knowledge, use psychology knowledge, use religion knowledge

STEALTH **[DEXTERITY]**

Stealth is the ideal skill for anyone who wants to avoid trouble—or to create trouble for those not expecting it. Heroes proficient in Stealth might be hunters (professional or casual), soldiers, thieves, or spies.

Skill Uses: Blend into a crowd, cover your tracks, create an ambush, create and use camouflage, create distractions, hide objects, hide yourself or others, move quietly

STREETWISE **[WISDOM]**

The Streetwise skill is focused on urban environments, allowing characters to understand the nature of the city, where to find what they need, and how to get where they need to go. Heroes proficient in Streetwise might have lived all their

lives in cities, or they might be experienced in activities and professions commonly found in an urban environment.

Skill Uses: Avoid the authorities, buy and sell illegal goods and services, call in favors, collect rumors, contact and hire criminals, fence stolen property, find food and drink, find goods and services, find local residents, find shelter, gamble, have perfect knowledge of a public transportation system, know current events, know local history, navigate a city, shadow someone, use criminal etiquette, use criminal knowledge

SURVIVAL **[WISDOM]**

The Survival skill focuses on working in and exploring the outdoors and the wilderness, allowing characters to provide for themselves from the bounty of the wild. Heroes proficient in Survival feel at home in natural settings, whether from having lived in the wilds all their lives or engaging in work connected with nature.

Skill Uses: Avoid predators, build a fire, build a shelter, catch fish, collect natural resources, cook with open fire, find potable water, grow crops, hunt animals, identify plants and animals, make simple tools, make snares and traps, navigate outdoors, predict the weather and tides, raise animals, ride a horse or other mount, track in the outdoors, treat simple injuries, use botanical knowledge

VEHICLES **[DEXTERITY]**

The Vehicles skill allows characters to specialize in operating and controlling a wide range of vehicles and conveyances and lets them handle dangerous situations involving those vehicles with aplomb. Heroes proficient with Vehicles might be professional pilots or ship captains, or they might simply have a knack for operating all manner of exotic transportation.

Skill Uses: Avoid accidents, diagnose problems with vehicles, drive a truck, fly an airplane, maintain vehicles, navigate, operate heavy machinery, perform vehicle stunts, pilot a boat, race vehicles, tune up a vehicle, use vehicle knowledge



SAVING THROWS

A saving throw is a d20 roll made to resist or avoid some kind of imminent danger. When you're asked to make a saving throw by the Game Master, the GM will tell you what ability score to use. If you're proficient with that type of saving throw, you can add your proficiency bonus to your roll.

Saving Throw: d20 + ability modifier + proficiency bonus (conditional)

Saving throws are made against a given Difficulty Class (DC). In the event of an ability contest between two characters, one character might make an ability check while the other character makes a saving throw, effectively using the check to set the DC for the save. On a result equal to or higher than the DC, a character succeeds on the saving throw and avoids or lessens the effect of the threat they face.

Effects that require a save describe the consequences of success and failure. If an attack or threat has multiple effects resisted by the same type of saving throw, the target makes one save for all effects unless otherwise noted.

► **Example:** *Sue Fairfield throws a flashbang grenade into a crowded room, knowing that it can both blind and stun people in proximity when it goes off. Both effects call for a Constitution saving throw (DC = 8 + Sue's proficiency bonus + Sue's Dexterity modifier). Each character affected by the grenade makes only one Constitution saving throw, avoiding being both Blinded and Stunned if they succeed.*

STRENGTH SAVING THROWS

Strength saving throws are called for when a character is unexpectedly challenged by an effect that can be resisted with sheer physical power. You might make a Strength save to resist being tripped, to shield yourself from falling debris, to avoid being pushed off a cliff, or to reduce the damage taken if you fall.

DEXTERITY SAVING THROWS

Dexterity saving throws are called for whenever a character's quick reflexes or innate sense of balance and stability can avoid danger. A successful Dexterity save can help you roll away from an

explosion, reduce the damage taken from a fall, or dodge an oncoming car.

CONSTITUTION SAVING THROWS

Constitution saving throws are called for when a character needs to resist effects that can make them Sickened, gain Exhaustion, or impose other unhealthy conditions. You might make a Constitution save to reduce the damage taken from poison, avoid illness, or resist being Stunned.

INTELLIGENCE SAVING THROWS

Intelligence saving throws are called for when a character must think clearly under difficult circumstances or is attempting to avoid being tricked. A successful Intelligence save lets you see through a scam, quickly respond to an insult, or avoid becoming confused.

WISDOM SAVING THROWS

Wisdom saving throws are called for when a character wants to resist emotional compulsion, or when a character must trust their intuition to help overcome deception. You might make a Wisdom save to see through a lie, overcome temptation, or shake off fear.

CHARISMA SAVING THROWS

Charisma saving throws are called for when a character's reputation, identity, or image are under attack in some way. A successful Charisma saving throw allows you to properly respond to being accused of a crime, to quickly counter someone's defamatory statements, or to keep looking cool even while covered in mud.

SPECIAL SAVING THROWS

Special saving throws are used in various situations that do not involve one of the six ability scores. Each has its own modifiers and specified outcomes.

Armor Saving Throws. These are made to see if personal armor is effective at stopping someone from being reduced to zero hit points. The roll uses no ability score modifiers but can include

proficiency bonus if the wearer is proficient with the armor.

Death Saving Throws. These are made when a hero is reduced to zero hit points. The roll has a DC 10 and uses no modifiers (see chapter 9 for more information).

Luck Saving Throws. GMs can call for a luck saving throw when they want to leave some event entirely up to chance. The roll has a DC of 11 and allows no modifiers.

Vehicle Damage Saving Throws. These are made when a vehicle takes damage that gets through its armor. The DC is based on the damage taken and the roll adds only the vehicle's Constitution modifier to the roll.

CONDITIONS

Conditions are special states that alter a character's capabilities. They can apply to heroes and NPCs alike. All conditions impose adverse effects, which sometimes include other conditions.

Whenever the GM or the players are unsure what effect a certain situation might have on characters, they can check this section for a condition that might fit.

BLINDED

A Blinded character can't see and fails any ability check requiring sight.

- ▶ The character has disadvantage on attack rolls.
- ▶ Attack rolls made against a Blinded character have advantage.

BURNING

A character that is Burning takes 1d4 fire damage at the start of each of their turns. This damage ignores armor.

- ▶ A DC 10 Dexterity, Wisdom (Survival), or Intelligence (Medicine) check can be made as an action to extinguish the fire.
- ▶ Immersion in water or the use of a fire extinguisher automatically extinguishes the fire.

DEAFENED

A Deafened character can't hear and fails any ability check requiring hearing.

DISTRACTED

A Distracted character can't take bonus actions or reactions.

- ▶ The character has disadvantage on Intelligence and Wisdom checks unless those checks are directed at the source of the distraction.

ENCUMBERED

An Encumbered character's speed is halved, and it can't use the Dash action.

- ▶ The character has disadvantage on Dexterity saving throws.

EXHAUSTION

Environmental hazards and other effects, including starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called Exhaustion. Exhaustion is measured in six levels, each of which has a cumulative effect. Whenever a character becomes exhausted, they gain one level of Exhaustion. Finishing a long rest reduces Exhaustion by one level provided that food and drink are available.

EXHAUSTION LEVEL	EFFECT
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

FRIGHTENED

A Frightened character has disadvantage on ability checks and attack rolls while the source of their fear is visible to them.

GRAPPLED

A Grappled character's speed becomes 0, and they can't benefit from any bonus to their speed.

- ▶ The condition ends if the grappler is Incapacitated.
- ▶ The condition ends if an effect removes the Grappled character from the reach of the grappler or grappling effect.

INCAPACITATED

An Incapacitated character can't take actions, bonus actions, free actions, or reactions.

INTOXICATION

An intoxicated character is suffering from the effects of drugs and other substances that depress the function of the central nervous system. Intoxication is measured in four levels, each of which has a cumulative effect.

Whenever a character becomes intoxicated, they gain the indicated level of Intoxication. If the character is already intoxicated and another intoxicating effect is applied, their Intoxication level does not increase. Rather, the highest level applies. Unless otherwise noted, for every 2 hours that a character is not exposed to the source of their Intoxication, they reduce their Intoxication by one level.

INTOXICATION LEVEL	EFFECT
1	Disadvantage on Dexterity, Intelligence, and Wisdom checks and saving throws
2	Speed halved, and Sickened
3	Unconscious
4	Reduced to 0 hit points and must make death saving throws

PARALYZED

A Paralyzed character is Incapacitated and can't move or speak. They automatically fail Strength and Dexterity saving throws.

- ▶ Attack rolls against the character have advantage.
- ▶ Any attack that hits the character is a critical hit if the attacker is within 5 feet.

PRONE

A Prone character's only movement option is to stand up or crawl.

- ▶ The character has disadvantage on attack rolls with melee weapons.
- ▶ Melee attack rolls against a Prone target have advantage.

RESTRAINED

A Restrained character's speed becomes 0, and the character can't benefit from any bonus to their speed.

- ▶ Attack rolls against them have advantage, and their attack rolls have disadvantage.
- ▶ The character has disadvantage on Dexterity saving throws.

SICKENED

A Sickened character has disadvantage on attack rolls and ability checks.

STUNNED

A Stunned character is Incapacitated, can't move, and can speak only falteringly.

- ▶ The character automatically fails Strength and Dexterity saving throws.
- ▶ Attack rolls against them have advantage.

UNCONSCIOUS

An Unconscious character is Incapacitated, can't move or speak, and is unaware of their surroundings.

- ▶ The character drops whatever they're holding and falls Prone.
- ▶ The character automatically fails Strength and Dexterity saving throws.
- ▶ Attack rolls against the character have advantage.
- ▶ Any attack that hits the character is a critical hit if the attacker is within 5 feet.

CHAPTER 9 COMBAT

Bullets flying. Glass breaking. Determined combatants putting their lives on the line to fight for what they think is right, for a big payday—or maybe just for fun. At the heart of every action movie lies the action, and at the heart of the Everyday Heroes rules is its combat system. Combat doesn't need to be a part of every adventure, but in an action-oriented game, it often will be.

The combat rules for Everyday Heroes are simple at their core. Each turn, combatants move, attack one another, and interact with their environment. The game tries to strike a balance so combat doesn't take too long to play out, even as it offers suitable tactical and strategic depth. It also balances the desire for realism with the needs of telling a fun story.

Because the rules of the game can't be designed to suit every player's tastes and every adventure's needs, each group is encouraged to use as much or as little of the combat system as makes sense for their game. To this end, the rules are presented in a modular fashion, so that any aspect of those rules can be easily changed or ignored. Likewise, this modularity makes Everyday Heroes an easy system to build and expand upon.

STARTING COMBAT

Combat starts as soon as a hero or NPC decides they want to attack someone. A common situation is for a team of bad guys to decide to attack the heroes, but it's not unheard of for the heroes to start the fight.

This section lays out the basic order of combat, with specific details on movement, actions, and other rules following throughout the chapter.

COMBAT STRUCTURE AND TIME

Real-life combat happens all at once, but in Everyday Heroes, fights focus on one combatant at a time. It's up to the imaginations of the players and GM to picture how the individual actions of the heroes and their foes play out together.

The overall structure of combat in the game works as follows:

During combat, time is measured in rounds, each of which is about 6 seconds long (so that 10 rounds equals about 1 minute of game time).

During a round, each combat participant takes a turn. During their turn, each combatant can move and perform certain actions.

A round ends when all combatants have taken their turns.

Another round then starts, with subsequent rounds continuing until combat ends.

STEP 1: SURPRISE

Characters can be taken by surprise when combat starts. For this to happen, the attackers need to catch the defenders completely unaware. The most common scenario occurs when the attackers are in hiding, but surprise can also happen when an attack comes from someone the defenders didn't see as a potential threat. Either way, combatants that are

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surprised roll initiative normally (see below), but they can't move or take any actions during the first round of combat.

Surprise is determined in one of two ways, depending on whether the heroes are the defenders or the attackers.

If the heroes are the defenders:

The GM determines a DC for the heroes to detect the attackers before they strike.

The GM makes a passive Perception check for all the heroes. Those that succeed are not surprised, those that fail are surprised.

If the heroes are the attackers:

The players designate which hero is leading the ambush who makes a Dexterity (Stealth) check. The result sets a DC for the NPCs.

The GM makes a passive perception check for all the NPCs against the DC. Those that succeed are not surprised, those that fail are surprised.

Alternate Types of Surprise. In the case of the attackers pretending to be harmless, use Charisma (Deception) for attackers and passive Wisdom (Insight) for the defenders. You can use this same pattern, but with appropriate ability score checks for other situations that might initiate combat unexpectedly.

► **Example:** *Kat Whitlock and her three companions walk into an abandoned warehouse where members of the dreaded Black Scorpion gang lie in wait for them. The GM sets the check for the heroes to notice the hidden gang members at DC 14. Kat, ever perceptive, has a passive Perception check of 19, so she isn't surprised. Luis Garza has a 14, just enough to avoid surprise, but Johnny Blaze and Mack Williams aren't so perceptive. Johnny and Mack are surprised and unable to respond in the first round of combat.*



STEP 2: POSITION

As the fight gets underway, the GM will establish where all visible combatants are located with respect to one another. This includes distance, direction, and the environment of the battlefield.

MAPS OR MAPLESS

Combat in Everyday Heroes is designed so that players can choose whether to play with a battle map and miniatures, a digital map, or no map at all. Playing with a map makes it easier for everyone to understand and keep track of where all the combatants are, especially as the number of participants increases. That said, combat in the modern era can take place at a considerable distance thanks to modern firearms, in or on a moving vehicle, or even between combatants in different vehicles—all scenarios that can make maps impractical. Chapter 12 has advice for the GM on handling all kinds of combat encounters.

Whether a game uses maps or not, Everyday Heroes measures movement and range in 5-foot increments. Maps with other scales perform equally as well for combat encounters, as long as the GM makes the scale of the maps clear.

STEP 3: INITIATIVE

When combat starts, each combatant makes an initiative roll. This is a Dexterity check made with no proficiency bonus or other modifiers, though class talents and other features might grant you advantage on initiative, give you a bonus to your initiative checks, or let you swap your Dexterity modifier for a different ability. Combatants then take turns in initiative order, from highest initiative to lowest each round.

If any combatants tie on their initiative rolls, the GM decides in what order the tied combatants act. The GM can also decide to make one initiative roll for a number of enemies as a group, or for all enemies as one group, to help speed up combat. Initiative is rolled only once during the course of combat.

Initiative: d20 + Dexterity modifier

Any player can choose to lower their hero's initiative after it is rolled but before combat starts, allowing them to act after opponents or after an ally if they so choose.

STEP 4: COMBAT TURNS

Every character participating in the combat encounter takes a turn according to the initiative order. Each participant's turn consists of a wide variety of potential activities, described throughout this chapter.

During a turn, a combatant can do all the following things, in any order they like:

Move up to their speed (see "Movement" below)

Take one action, which might include an Attack action (see "Actions" and "Attacks" below)

Take one bonus action, if available (see "Bonus Actions" below)

Perform free actions (see "Free Actions" below)

Use your reaction under certain circumstances (see "Reactions" below)

None of these activities are required, and a combatant's turn happens even if they choose to take no actions or to not move.

The round ends once every combatant has taken a turn.

STEP 5: REPEAT UNTIL DONE

The fight continues in a new round at the top of the initiative order and proceeds as long as the fight persists. Combat ends when the fighting stops, whether that means some or all of the opposing forces have been knocked out, killed, called for a truce, escaped, or are otherwise no longer actively battling each other.

MOVEMENT

During a combatant's turn, they can move a distance up to their speed, measured in feet. They can use as much or as little of this movement as they like during their turn. Furthermore, they can use their movement allowance at any time during their turn, even breaking it up into multiple shorter moves before, between, or after other actions or attacks.

MOVEMENT MODES

Movement includes running, jumping, climbing, swimming, flying, and so forth. These are called Movement Modes. The default mode is running, which means someone is moving on the ground in a way that is normal to them. Humans have a default speed of 30 when running.

Other movement modes can include but are not limited to Crawling, Climbing, Flying, and Swimming. Some combatants may have multiple speeds listed, with different values for different modes. This means these types of movement are normal for them.

NORMAL AND DIFFICULT MOVEMENT

Normal movement is when a character can move at their full speed. Difficult movement is when they can only move half as far. When movement is difficult they spend twice as much of their distance allowance. Movement can be difficult for various reasons.

The first is when the terrain or conditions you are moving in make it difficult. This is referred to as Difficult Terrain. A sandy beach, rocky slope, or tangled thicket of weeds could all be considered difficult terrain. The GM has the final say on what constitutes difficult terrain.

The second reason for difficult movement is moving in a mode that is not natural or normal for the combatant. Humans are slower when crawling on the ground, swimming in the water, or climbing a rope than when they are running on even ground. Penguins, while fast in the water, are pretty slow when waddling around an ice flow. This is usually just referred to as difficult movement. Like with terrain, the GM has the final say on what is difficult and what isn't.

When a hero or NPC has a speed listed with a movement mode, it means that is a normal way for them to move. Running is assumed if speed is listed without any mode specified. Modes that aren't listed are assumed to be either difficult or impossible without some kind of assistance or tools. Common sense should be a good guide as to what is difficult and what is impossible, but the GM has the final say.

Even if multiple circumstances make movement difficult, they do not add up. Movement is either difficult, or it is normal. Effects that actually reduce a combatant's speed by some number of feet can be effectively combined with difficult movement.

► **Example:** *Mack Williams wants to smash a Black Scorpion assassin in the face, but the villain is standing on top of a 10-foot-high rock. Mack can move 30 feet in a turn and the rock is only 10 feet away, but the terrain is difficult due to being rocky and uneven. Mack moves up to the rock, traveling 10 feet in difficult terrain which uses 20 feet of his available movement.*

Mack then wants to climb up the 10-foot-high rock, but because climbing is difficult movement, it would cost him 20 feet of movement, and he only has 10 left. Black Scorpion laughs from his high perch.

MIXING MOVEMENT

Some combatants may have multiple speeds in different modes. They can freely mix the use of these as circumstances allow or demand, but there are some limitations. The combatant's total movement can't be more than their fastest speed. Also, they can't move farther in a given mode than their speed in that mode. These limits include the added costs for difficult movement.

► **Example:** *Katie Paige has engaged her emergency jet pack, which gives her a flying speed of 60 feet alongside her normal speed of 30 feet. She runs 20 feet to an open window, then flies 30 feet to a nearby rooftop. After she touches down, she can walk or fly another 10 feet across the rooftop before using up all her movement for the turn.*

FALLING PRONE

Combatants can end up Prone (see "Conditions," below) either because they were knocked down or because they dropped down intentionally. A character can drop Prone as a free action without using any of its movement. Standing up after being knocked Prone costs half of a combatant's movement (rounded down to the nearest 5-foot increment).

To move while Prone, a character must usually crawl, which is difficult movement (see above).

JUMPING

Characters can normally jump without making ability checks. If a character can get at least a 10-foot running start, they can automatically make the following jumps:

A **vertical** leap covering a number of feet equal to the character's Strength modifier (minimum 1 foot)

A **horizontal** jump covering a number of feet equal to the character's Strength score (minimum 1 foot)

Without a running start, a character can jump only shorter distances:

A **vertical** leap of 1 foot

A **horizontal** jump covering a number of feet equal to the character's Strength Modifier

The GM might allow longer jumps to be made using a successful Strength (Athletics) check, with the DC based on the difficulty of the jump. Whenever a character jumps, the distance they jump is counted against their overall movement.

MOVING THROUGH OTHER COMBATANTS

Combatants can move freely through spaces occupied by their allies. They can't move through spaces occupied by opponents unless those opponents are two sizes smaller (Tiny for Medium combatants, see chapter 15). In either case, spaces occupied by another combatant are considered difficult terrain.

Characters can't choose to end their movement in the same space as another combatant. If a character is moved by some other character, and that movement ends with them in the same square as some other combatant, the character falls prone in that combatant's space.

FLYING AND OTHER SPECIAL MOVEMENT

The stat blocks of certain creatures might list a special type of movement such as flying or swimming. Such a creature can move up to the indicated distance using that type of movement, and normally doesn't need to make ability checks for that movement.

Flying combatants can end their movement in the air and should keep track of their distance from the ground to determine range and area of effects. Swimming combatants can end their movement at any depth below the surface.

A flying combatant can fall out of the sky if the GM determines that their condition no longer allows them to fly. For example, an eagle that becomes

Paralyzed falls to the ground, but a character attached to a helium balloon who falls asleep continues to float. A combatant that falls while flying takes damage from the fall as normal when they hit the ground (see "Falling" in chapter 10).

ACTIONS

Taking an action is usually the most important thing a combatant does each combat round. A number of actions are available to nearly all characters, and certain class talents or feats might allow a character to take special actions or to modify the actions noted below.

ATTACK

Covering the most common activities in combat, the Attack action allows a character to make a single melee, ranged, or special attack against an opponent. Some class talents allow combatants to make multiple attacks using the Attack action. See the "The Attack Action" section below for details.

BRACE

During a chase, a combatant can focus on preparing for the next complication they encounter, giving them advantage on their next ability check or saving throw to deal with an encounter. See chapter 11 for details.

CLEAR JAM

If a combatant's weapon is jammed, they can use an action to clear the jam. A combatant must have a hand free to use the Clear Jam action.

DASH

Taking the Dash action allows a combatant to move a distance up to their current speed. This is in addition to their normal movement during their turn.

DISENGAGE

The Disengage action can be useful when a combatant wants to escape a melee opponent or run past other enemies. If a combatant uses the Disengage action, their movement for the rest of their turn does not provoke opportunity attacks.

DODGE

Using the Dodge action lets a character focus on avoiding being hit in combat. When a character uses the Dodge action, anyone attacking them has disadvantage on their attack rolls, and the character has advantage on Dexterity saving throws. These effects last until the start of the character's next turn.

FIRST AID

By using the First Aid action, a character can make an Intelligence (Medicine) check to provide first aid to an ally or to themselves during combat. Some activities associated with the First Aid action require a first aid kit for essential supplies (see chapter 6).

FIRST AID CHECKS

INTELLIGENCE [MEDICINE] CHECK DC	RESULT	FIRST AID KIT REQUIRED
10	Stabilize an ally at 0 hit points.	No
10	Stabilize an ally at 0 hit points using a first aid kit. If the check succeeds by 5 or more, the ally regains 1 hit point.	Yes
10	End the Blinded or Deafened condition imposed by a weapon on one combatant.	No
10	Smother the flames on one combatant that is Burning.	No
Poison DC	Give a combatant advantage on their next saving throw against poison.	Yes
Poison DC	Allow a combatant to make a saving throw to end an ongoing effect imposed by a poison or drug.	Yes

GAIN GROUND

During a chase, a combatant can try to get an advantage over their opponents by using the current circumstances of the chase to their advantage or to the detriment of their opponents. This usually involves a challenge between the combatant and one of their opponents. See chapter 11 for details.

HELP

A character can use the Help action to assist an ally within reach with something they are doing. The ally gains advantage on one ability check or attack roll made before the start of the helping character's next turn.

HIDE

A character can use the Hide action to attempt to get out of sight, making a Dexterity (Stealth) check as part of a contest with combatants that might

notice them. See "Hiding and Seeking" in chapter 10 for more information.

OBJECT INTERACTION

The Object Interaction action allows a character to do something with an object that requires focus and concentration, or which goes beyond the limits of what is allowed as a free action (see below). The activities covered by Object Interaction might include any of the following:

- ▶ Operating a cell phone, a remote control, a computer, or any other relatively complex device
- ▶ Controlling heavy machinery to perform a specific task
- ▶ Pulling a second item from inventory (pulling the first item is a free action)
- ▶ Picking up a large or awkward item
- ▶ Unlocking a door using the key

RELOAD

The Reload action allows a character to pull ammunition from their inventory, then load their weapon with that ammunition, giving it a full number of rounds. A combatant must have a hand free to use the Reload action.

READY

A character can use the Ready action to delay an action, specifying a chosen action to take place if a given trigger condition occurs. For example, a character might say, "I ready an action to run using the Dash action if the bomb is activated." If the trigger condition occurs before the start of the character's next turn, they can use their reaction to take the action specified. A character can't use the Ready action to prepare another Ready action.

Example: *Luis Garza wants to get the drop on enemy soldiers who have been firing at his friends and ducking back behind cover on their turns. On Luis's turn, all the enemies are hiding, so he uses the Ready action, preparing to attack using his rifle the first time an enemy pops up from cover. Later in the round, one of the soldiers rises up to take a shot. Before they can fire, Luis's Ready action triggers and he makes his attack. If the soldier survives, they can continue their turn.*

SEARCH

A character uses the Search action to deliberately observe their environment using either a Wisdom (Perception) or Intelligence (Investigation) check.

SECOND WIND

The Second Wind action allows a character to refocus themselves in combat. When taking this action, a character can spend up to half their maximum number of Hit Dice (rounded up), adding their Constitution modifier to each die rolled and regaining hit points equal to the total. The character must decide how many dice they want to roll before rolling.

When a hero uses the Second Wind action, they can't do so again until finishing a short or long rest. NPCs and companions normally can't take this action.

SUPPRESSIVE FIRE

By taking the Suppressive Fire action, a combatant sprays an area with bullets, endangering everyone in the field of fire. Suppressive fire can be used to threaten a large group of opponents at once, or as cover fire that gives teammates a chance to move or act in the open by forcing enemies to get out of the way.

Performing Suppressive Fire. Suppressive fire can be laid down with a semi-auto or full-auto weapon (see "Weapon Properties" in chapter 6). To take the Suppressive Fire action, a combatant designates a target area within the weapon's normal range. The target area is either a line or a series of contiguous spaces up to the size of the allowed target area and is based on the type of weapon.

With a semi-auto weapon:

- ▶ The target area is 10 feet wide.
- ▶ The attacker needs to have 8 or more rounds left in their weapon's magazine.
- ▶ Taking the Suppressive Fire action expends 8 rounds of ammunition.

With a full-auto weapon:

- ▶ The target area is up to 30 feet wide.
- ▶ The attacker needs to have 20 or more rounds left in their weapon's magazine.
- ▶ Taking the Suppressive Fire action expends 20 rounds of ammunition.

▶ **Example:** *Romeo Sinclair is facing off against a cadre of criminals firing at his allies from behind a concrete barrier. He carries a light machine gun, which as a full-auto weapon can cover a target area up to 30 feet wide. Because the barrier is 25 feet across, Romeo targets the full length of it with the Suppressive Fire action, threatening each enemy behind the barrier.*

Field of Fire. The field of fire for a suppressive fire attack is defined as the targeted area plus the area between that targeted area and the shooter. Any combatant in the field of fire who is not behind effective total cover is hit by the suppressive fire, which requires no attack roll (and thus can't be a critical hit). Combatants in the field of fire can use the Dive for Cover reaction (see below) to avoid the damage, but they must decide to do so before damage is rolled. A character using the Suppressive Fire action rolls damage once for all targets.

(If you use a battle map for combat, you can draw a line connecting the right and left ends of the target area to the shooter. Any target whose space has its center within the field of fire area is affected by the suppressive fire attack.)

The field of fire stays in effect until the start of the shooter's next turn, until the shooter moves or is moved by an external effect, or until the shooter suffers a condition that stops them from firing. While the field of fire is in effect, anyone entering that area or coming out of total cover within it takes damage automatically.

► **Example:** Sue Fairfield and Mack Williams are pinned down by violent gangsters, three of whom are kneeling behind a barrier with guns drawn. Sue wants to lay down cover fire for Mack, allowing him to charge up and jump over the barricade. On her turn, she leans around the corner and uses the *Suppressive Fire* action with her M4 carbine on full-auto. She places the target area to cover the area of the barrier where the three criminals are located, but she leaves some room at the end so Mack doesn't have to cross into the field of fire on his turn.

The three criminals now have a choice—use the Dive for Cover reaction to get down behind the barrier, or stay where they are and get hit. Two decide to take cover, but the other is hit by part of the hail of bullets from Sue's gun. The M4 does 1d12 ballistic damage plus Sue's Dexterity modifier of +3, with a roll of 7 dealing 10 damage to the gangster.

Using the *Suppressive Fire* action is not considered an attack by the shooter. As such, talents that add bonus damage to attacks can't be used with suppressive fire, but talents that modify weapon damage do affect suppressive fire damage. *Suppressive fire* can be considered a type of attack by a defender using talents or reactions triggered by being attacked with a ranged attack, but talents that modify an opponent's attack roll have no effect.

BONUS ACTIONS

Alongside their actions, each combatant can take one bonus action during their turn. Most bonus actions are granted by special class talents or feats. If none of your features explicitly use a bonus action, you don't have one to use . . . with the following two exceptions.

These bonus actions can be used by all characters if circumstances allow.

OFF-HAND ATTACK

An off-hand attack is an attack made as a bonus action. A character can make an off-hand attack only when both of the following conditions are true:

They have already made an attack in the same turn with a light weapon (including an unarmed strike).

They are wielding another light weapon in their other hand, or that hand is free to make an unarmed strike.

When a character uses the *Off-Hand Attack* bonus action, the attack is made with the second light weapon or an unarmed strike. Off-hand attacks don't add ability modifiers to damage. Special attacks can be made with off-hand attacks.

► **Example:** Mel Stackhouse, a bodyguard, is wielding two concealed-carry pistols, one in each hand. On her turn, she uses an action to make an attack using the pistol in her right hand. After resolving that attack, and because both weapons are light, she decides to use the *Off-Hand Attack* bonus action with the pistol in her left hand. For the second attack, Mel does not add her *Dexterity* modifier to the damage if she hits.

RELOAD

The *Reload* bonus action functions as the *Reload* action (see above), but it applies only to weapons whose reload value indicates that they can be reloaded as a bonus action.

FREE ACTIONS

Since a turn is about 6 seconds long, combatants can also perform various quick activities alongside their standard action and bonus action. Such actions are deemed to be free actions—activities that typically require minimal concentration and less than 1 second in time.

Examples of free actions include:

- Pulling the first item from inventory during a turn (pulling additional items requires the *Object Interaction* action)
- Drawing one weapon
- Opening an unlocked door

- ▶ Communicating quickly (making a brief comment, speaking a short statement, whistling to alert a companion, and so forth)
- ▶ Using an object in a simple way (dropping something held, opening an unlocked cupboard, pushing a button, and so forth)
- ▶ Picking up a small item close at hand

Picking up more than one item or pulling more than one item out of inventory requires the use of the Object Interaction action. The GM is the arbiter of what actions can be taken as free actions during a turn.

REACTIONS

Reactions represent activities that can be undertaken during anyone's turn, and which are triggered by specific effects or circumstances. Each combatant can use only one reaction per round. When a combatant takes a reaction, they can't do so again until the start of their next turn.

Reactions can be used only when the circumstance that triggers them occurs. When a reaction is finished, play continues with the active combatant's turn. Most reactions are granted by class talents or feats, but the following two reactions can be used by all characters.

DIVE FOR COVER

When a combatant is about to take damage from or otherwise be affected by an area effect, such as an explosion, sleep gas, or another character taking the Suppressive Fire action, they can use the Dive for Cover reaction to avoid damage.

When diving for cover, a combatant can move up to half their speed to try to reach the nearest safe space or location. Typically this means:

- ▶ Getting behind total cover capable of blocking the effect (see "Cover" later in this chapter)
- ▶ Getting out of the field of fire (see the Suppressive Fire action above)
- ▶ Getting outside the area of effect

Normal movement rules apply to the movement granted by this reaction, which is not deducted from your normal movement on your turn. If a character reaches a suitable safe space, they avoid all damage

and effects, and they fall Prone at the end of their movement, if not already Prone.

If the character doesn't reach a suitable safe space, they suffer the specified damage and effects, then fall Prone at the end of their movement, if not already Prone.

▶ **Example:** *A guerilla fighter throws a fragmentation grenade right where Dexter LaFontaine is standing, inspiring Dexter to want to dive for cover. The grenade's radius is 20 feet, but half of Dexter's movement is only 15 feet. Luckily, an open window stands 10 feet away. Using the Dive for Cover reaction, Dexter leaps through the window and lands Prone on the other side. The GM determines that the wall of the building will contain the shrapnel from the grenade, so Dexter is safe.*

Even if a combatant can't escape using the Dive for Cover reaction, diving for cover can at least get them farther away from the center of an effect if it's advantageous to do so.

If you are not using a battle map for combat, whether a safe space can be reached by a character is at the GM's discretion. It is recommended that a GM allow success with the Dive for Cover reaction unless that makes absolutely no sense in the given situation. The limitations placed on Dive for Cover are to keep it from feeling too unrealistic, not to make it difficult to use.

OPPORTUNITY ATTACK

If one combatant is within the reach of an opponent armed with a melee weapon and then moves away from that opponent, the opponent can use the Opportunity Attack reaction to attack the moving combatant using their melee weapon. This is resolved as a normal melee attack.

A combatant who uses the Disengage action does not provoke opportunity attacks for their movement in this way on their turn. Forced movement, including falling or being pushed, does not provoke opportunity attacks.

▶ **Example:** *Mack Williams has been smashing Dr. Dismembered in the face with a two-by-four. Dr. Dismembered panics and makes a run for his escape pod, allowing Mack to take an opportunity attack as a reaction. Mack successfully brings the two-by-four down one last time as the terrified villain moves away.*

THE ATTACK ACTION

Making an attack is the most common action taken in a combat encounter. Just about any time a combatant wants to physically engage with another combatant, they'll make an attack of some kind using the Attack action.

ATTACK BASICS

Making an attack involves a combatant first choosing a target by declaring what character, object, or location they are directing their attack against. The combatant then makes an attack roll to see if the attack hits, followed by rolling for damage and applying other effects of the attack.

Attacks are divided into melee attacks, made with melee weapons against targets within the attacker's reach (usually 5 feet for heroes); and ranged attacks, made with ranged weapons and usually at a distance. See the "Melee Attacks" and "Ranged Attacks" sections below for the differences.

ADDITIONAL ATTACKS

Some combatants can make more than one attack when they use the Attack action. Though each attack is made as part of the same action, attacks are resolved one at a time.

TARGETING ATTACKS

When making an attack, a combatant must identify a target. Most of the time, this target is an opponent the combatant can see, but it's also possible to target objects or a specific location, usually an area where a foe might be hidden.

The target of an attack must be within reach (melee attacks) or range (ranged attacks) of the combatant making the attack.

DEFENSE

Defense is a measure of how difficult it is to hit or otherwise endanger a target in combat. An attack roll whose result is equal to or higher than a target's Defense hits the target.

For heroes, Defense is determined by a special formula based on the hero's archetype. For NPC combatants, Defense is a fixed number defined by a creature's stat block.



Immobile targets such as objects have no Defense against melee attacks and are automatically hit on any roll other than a critical miss. Against ranged attacks, an immobile target has a Defense of 5, assuming the target is about 5 feet across. If an immobile target is bigger, it is automatically hit on any roll other than a critical miss.

ATTACK ROLLS

When making an attack, a combatant rolls a d20, then adds one of their ability modifiers and their proficiency bonus, if applicable. If the result is equal to or higher than the target's Defense, the attack hits. If the attack roll is lower than the target's Defense, the attack misses.

Attack Roll: d20 + ability modifier + proficiency bonus (conditional) = attack result

Attack Result $\geq$ Defense: attack hits

Attack Result $<$ Defense: attack misses

The ability modifier used for an attack roll depends on the type of attack being made, whether melee or ranged.

Certain class talents, feats, and other benefits allow different ability modifiers to be used for certain types of attacks. For example, a sleuth can use Wisdom for attack and damage rolls that ordinarily use Dexterity, but they cannot substitute Wisdom for rolls that require Strength. An attack can never benefit from more than one ability modifier unless otherwise noted.

For an attack to use a combatant's proficiency bonus, the combatant must be proficient with the equipment category the weapon is associated with. Unarmed strikes are considered a basic weapon for this purpose.

CRITICAL HITS AND CRITICAL MISSES

Attack rolls have a special feature such that if a 20 is rolled on the die, the attack automatically hits no matter what the target's Defense is. This is called a critical hit, and it deals additional damage (see "Damage Rolls" below for details).

Likewise, if a 1 is rolled on attack roll, the attack automatically misses no matter what the target's Defense is. This is called a critical miss, and it can

result in extra difficulty for the attacker in certain situations (having a weapon jam, for example). A critical miss is defined in circumstances when it applies, such as in the following notable situations.

On a critical miss:

- ▶ Any attack automatically misses
- ▶ A weapon with the returning weapon property does not return
- ▶ Firearms with the unreliable property become jammed
- ▶ Ranged attacks into melee combat can hit an ally (see "Ranged Attacks into Close Combat" below)

MELEE ATTACKS

A **melee** attack is a close combat fight, whether a combatant uses an unarmed strike or a club or a sword.

Close Combat. Any situation in which two combatants on different sides of a fight are adjacent (within 5 feet) of one another. Those combatants are considered to be in close combat.

The default reach of a melee attack is 5 feet. Some weapons have an extended reach noted and can be used against targets up to that distance away. Certain creatures also have natural attacks with an extended reach.

Melee attacks include off-hand attacks and opportunity attacks, described above.

Melee Attack Roll: d20 + ability modifier + proficiency bonus (if proficient with the weapon)

The ability modifier used for a melee attack roll depends on the type of attack being made:

Strength modifier for melee attacks

Strength modifier for melee attacks using weapons with the thrown property

Strength or Dexterity modifier for melee attacks using weapons with the finesse property (combatant's choice)

RANGED ATTACKS

A **ranged** attack is made from a distance, whether a combatant uses a firearm or a crossbow or a thrown weapon. Attacks with a melee weapon using its reach property is a melee attack.

Each ranged weapon notes its range values, measured in feet. A weapon with only one range number has only a normal range and can be used up to that range. If two numbers are noted, the first is normal range and the second is long range. Combatants can target enemies anywhere up to long range, but attacks made outside normal range have disadvantage on the attack roll.

Ranged Attack Roll: d20 + ability modifier + proficiency bonus (if proficient with the weapon)

The ability modifier used for a ranged attack roll depends on the type of attack being made:

Dexterity modifier for ranged attacks

Strength modifier for ranged attacks using weapons with the thrown property

Strength or Dexterity modifier for ranged attacks using weapons with the finesse property (combatant's choice)

RANGED ATTACK VARIABLES

A number of circumstances can potentially complicate or modify ranged attacks.

LONG RANGE

Ranged attacks made at long range (the second number in a weapon's range entry) have disadvantage on the attack roll. An attack is made at long range if the distance to the target is beyond the weapon's normal range (the first number in the range entry) but still within long range.

RANGED ATTACKS FROM CLOSE COMBAT

It is difficult to make ranged attacks while being attacked in melee combat, because the need for a combatant to be aware of opponents around them can interfere with the aiming and timing of the ranged attack. A combatant making a ranged attack while an opponent is within 5 feet of them and is capable of attacking them has disadvantage on the ranged attack roll.

RANGED ATTACKS INTO CLOSE COMBAT

It is both difficult and dangerous to fire a ranged weapon at an opponent in close combat with an ally. Anyone engaged in close combat with an ally of the attacker has half cover. Additionally, if the attack is a critical miss, the ally in close combat is hit by the attack, regardless of their Defense. If multiple allies are involved in the close combat, the GM selects which ally is hit.

FIREARM ATTACKS

Special rules apply to ranged attacks made with firearms.

ATTACKS USING AMMUNITION ROUNDS

All firearms use ammunition rounds, noted by the weapon having the rounds property (see the "Weapons" section in chapter 6). A weapon with the rounds value must have at least 1 round of ammunition in it to be used, and it must have the appropriate amount of ammunition for attacks that use more than 1 round. To track ammunition use, rounds should be marked off as attacks are made.

BURST FIRE

Fully automatic weapons with the burst value can expend additional ammunition to deal increased damage. The number given with the burst value indicates the number of rounds required. Using burst fire imposes disadvantage on the attack roll but adds one die of damage if the attack hits. Combatants must declare they are using burst fire before they roll their attack. Burst fire cannot be used at long range.

LINE OF FIRE

Line of fire is the path ammunition travels from an attacker making a ranged attack to their target. If you use a battle map for combat, any space in a line traced from the center of an attacker to the center of the target is in the line of fire.

A character must have direct line of fire to a target to attack them with a ranged weapon. Any substantial object between attacker and target grants the target some measure of cover. Having other combatants between an attacker and a target (whether friend or foe) provides half cover. See "Cover" in the next section for details.

Suppressive fire laid down with the Suppressive Fire action (see above) has a field of fire rather than a line of fire. Only total cover provides any meaningful defense to targets in a field of fire.

THROWN EXPLOSIVES

Throwing explosives works differently than other ranged attacks. An attacker throws an explosive at a location rather than a specific combatant. The location must be within the explosive's range, and there must be a clear path to that location. It is possible to throw an explosive at a space that is behind an obstacle as long as the explosive can reasonably be thrown over, under or through the obstacle.

Grenades launched from handheld grenade launchers use the same rules but have longer ranges.

A result of 5 or higher on an attack roll is needed to successfully throw the explosive to the desired location. If the attacker cannot see the location due to an obstacle or less than good visibility, the attack has disadvantage. If the attacker misses, you need to figure out where the explosive detonates.

Roll a d4 to see where the explosive detonates.

- ▶ 1: it detonates 10 feet short of the target
- ▶ 2: it detonates 10 feet left of the target
- ▶ 3: it detonates 10 feet right of the target
- ▶ 4: it detonates 10 feet behind the target

▶ **Example:** Dr. Margaret Wellington wants to make her escape from a pack of Dragon Tooth gang members who have her pinned down from their firing position up on a roof top. She decides to throw a flash-bang grenade up there to blind them. Margaret targets a space in the middle of the gunmen, that she can't see (since it is up on a roof), but is within range and reachable by her grenade. She has disadvantage since she can't see the space. She rolls two d20s, a 1 and a 17. Unfortunately, the 1 is a critical miss no matter her bonus to attack. She rolls a d4 and gets a 1 so the grenade will fall 10 feet short of the target.

ROCKET LAUNCHERS

Primarily used as anti-vehicle weapons, rocket launchers can also be used to target walls, equipment, or other hard targets. Rockets are designed to detonate when striking a hard surface, with their explosive penetrating inward to destroy armor rather than radiating outward to injure personnel.

A rocket launcher must have a clear line of fire, so it can't be used to target an object or location the attacker can't see. If the target is an immobile object, the attacker needs only a 10 or higher on the attack roll to hit. If the target is a vehicle or a character, the attack uses a normal attack roll against the target's Defense.

AREA OF EFFECT

Some attacks create an area of effect. An attack might describe exactly what its area of effect is, or it will note a radius or use the phrase "within X feet," where X is the distance from the center of the attack. If you use a battle map for combat, the radius of an area of effect is measured from the center of the target square. If you divide the radius by the size of a square, you get the number of squares away from the center square that are affected. For example, a 10-foot-radius explosive attack depicted on a battle map with 5-foot squares affects targets up to two squares away from the center square.

SPECIAL ATTACKS

A special attack is one that can be made instead of a regular melee or ranged attack, but which has its own distinct rules. Most often, they are made as part of the Attack action. However they can also be used instead of opportunity attacks, off-hand attacks, or other regular attacks granted through talents.

Special attacks are granted by class talents, feats, or other unique rules, but the following special attacks are available to all characters. If a combatant can make multiple attacks as an action, any of those attacks can be replaced by one of the following special attacks.

Disarm, Grapple, Shove, or Trip Attack: Attacker's Strength (Athletics) check against the target's Strength (Athletics) or Dexterity (Acrobatics) check

DISARM

The disarm special attack allows a combatant to force an opponent to relinquish their weapon. The target of a disarm attempt must be within the attacker's reach, and the attacker must either have a free hand or be wielding a melee weapon.

Disarming an opponent is an ability contest. The attacker makes a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check. The target chooses which check they make. If the attacker wins the contest, the defender drops their weapon. If the attacker has a free hand, they can instead take the weapon.

To disarm an opponent with a weapon that deals slashing damage, an attacker must be wielding a melee weapon, and can't grab the weapon if the defender drops it.

GRAPPLE

The grapple special attack allows a combatant to grab onto and secure another combatant with a melee attack. A combatant can attempt to grapple an opponent as long as they have at least one hand free. The target of a grapple attempt must be within the attacker's reach and can be no more than one size category larger than the attacker.

Grappling is an ability contest. The attacker makes a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check. The target chooses which check they make. If the attacker wins the contest, the defender is Grappled (see "Conditions" in chapter 8).

A combatant that has a target Grappled can release that target on their turn as a free action. A combatant that has a target Grappled drags or carries a Grappled target with them when they move, but this counts as difficult movement unless the Grappled opponent is two or more size categories smaller than they are.

A combatant that is Grappled can take an action to attempt escape with an ability contest, making a Strength (Athletics) check or a Dexterity (Acrobatics) check contested by the Strength (Athletics) check of the combatant grappling them. If the target wins the contest, they escape the grapple.

SHOVE OR TRIP

The shove and trip special attacks allow a combatant to force an opponent back or down onto the ground. The target of a shove or trip attempt must be within the attacker's reach and can be no more than one size category larger than the attacker.

Shoving or tripping is an ability contest. The attacker makes a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check. The target chooses which check they make. If the attacker wins the contest, they can either knock the target Prone or push the target 5 feet away from them.

COMBAT CIRCUMSTANCES

The conditions under which combat takes place and the circumstances of the combatants can have a significant impact on the outcome of any fight.

COVER

Walls, trees, cars, obstacles, and other combatants can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

Cover offers combatants a fixed Defense score, so that combatants in cover can use either their normal Defense or the cover's Defense, whichever is higher. Three degrees of cover can help protect a target, each with its own Defense score. If a target is behind multiple sources of cover, only the most protective cover applies.

Cover also has an Armor Value in addition to the Defense it provides for combatants behind it, indicating how easy or difficult it is for an attack to break through that cover. (See "Penetrating through Cover" below.)

HALF COVER

Half cover provides Defense 16 to combatants behind it. A target has half cover if an obstacle blocks approximately half its body. Such an obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, a medium-sized automobile, or

another character, whether that character is an opponent or a friend. A character leaning around a corner or preparing to hop over a wall typically has half cover.

THREE-QUARTERS COVER

Three-quarters cover provides Defense 20 to combatants behind it. A target has three-quarters cover if an obstacle blocks approximately three-quarters of its body. Such an obstacle might be a tall wall, a large truck, or a thick tree trunk. A character poking their head around a corner or peeking over a wall typically has three-quarters cover.

TOTAL COVER

A target with total cover can't be targeted directly by an attack, although some attacks can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

POSITIONING AND COVER

Combatants can position themselves with respect to suitable obstacles to gain half cover, three-quarters cover, or total cover. The GM ultimately decides how much cover an obstacle provides. For example, a combatant worried about being attacked goes Prone behind a two-foot-high wall, taking total cover and preventing them from being attacked. Wanting to get a look at their foes, they can decide to rise to their knees behind the wall and crouch for half cover. Or they could peek around the end of the wall while Prone, giving them three-quarters cover. However, the GM might determine that if the combatant stands up fully, the wall provides no cover at all even though it continues to block their feet and lower legs.

PENETRATING THROUGH COVER

If the attacker is using a weapon with a greater Penetration Value than the Armor Value of the cover, the attacker can ignore the Defense provided by the cover, so that targets behind the cover use their normal Defense.

If a target has total cover, an attacker whose weapon's Penetration Value is greater than the cover's Armor Value can attack a target behind the cover, but they are attacking an unseen target (see below).

DESTROYING COVER

A melee weapon or explosive can be used to destroy cover. If the Penetration Value of the weapon is greater than the Armor Value of the cover, a hit against the cover effectively destroys it. A melee attack can destroy a 5-foot section of cover, while explosives can destroy an area of cover up to the size of the explosion.

MATERIALS' ARMOR VALUE

MATERIAL	ARMOR VALUE
Plate glass, cloth partition	0
Light interior wall, hollow-core door, upholstered furniture, plywood furniture, reinforced glass	1
Metal door, exterior wall, thick wooden table, bulletproof glass, sheet metal, car door and exterior	2
Brick wall, sandbags, tree trunk, light armor plating	3
Engine block, concrete wall, heavy armor plating	4
Earthworks bunker, battleship armor, massive stone wall	5

Though they are not considered a protective material as such, people have an Armor Value of 2 when determining what kind of cover they provide.

FIRING BLIND FROM BEHIND TOTAL COVER

It's possible for a combatant to fire a weapon while remaining behind total cover, exposing only the weapon and perhaps their hands. A combatant firing blind is treated as though they are firing at unseen targets (see below).

It's also possible for a combatant to use their movement to stand up or peek around cover, attack,

and then use the rest of their movement to return to cover. This is more effective than firing blindly, but it can be countered by opponents using the Ready action or the Suppressive Fire action.

TRANSPARENT OR MIXED COVER

If a combatant is completely or partially behind a transparent barrier, they are considered to have cover as long as the transparent barrier is capable of stopping the attack targeting them.

- ▶ **Example:** Wesley Scott sits in a car with the windows rolled up. A hopeful assailant attacks with a slingshot, but that weapon's Penetration Value of 1 can't get through the reinforced glass's Armor Value of 1. As such, Wesley has total cover against the slingshot attack. However, if a better-prepared assailant takes a shot using a pistol with a Penetration Value of 2, the glass ceases to become a sufficient barrier, and Wesley has only three-quarters cover from the body of the car (with an Armor Value of 2).

If the second assailant instead had a sniper rifle (Penetration Value of 4), then Wesley would have no cover at all from their attack, with the sniper rifle able to shoot through the window or the car door—and the window allowing him to be seen and freely targeted.

UNSEEN ATTACKERS

When an attacker is completely hidden from the target and the target is visible to the attacker, the attacker has advantage on attack rolls against the target.

UNSEEN TARGETS

Whether firing a weapon into a smoke-filled room, shooting through a wall, or fighting while Blinded, a combatant might want to attack a location where they suspect a foe is, but they don't know for certain. When attacking an unseen target, the attacker first chooses a location they are attacking or shooting at, or chooses a direction for their fire. They then make their attack roll with disadvantage.

The GM determines which target, if any, is in a position that would make them eligible to be hit by the attack. If there is such a target, the GM asks the attacker to roll damage, then determines whether

the attack was a hit or a miss. (Asking for damage allows the GM to not reveal whether the attack hits or misses, assuming they want to maintain that mystery. If they want to reveal the status of the attack, they can certainly do so.)

- ▶ **Example:** Romeo Sinclair knows that an assassin is waiting for him just inside an office door. He decides to play it safe and uses his action to fire his Desert Eagle pistol through the door, hoping to hit the unseen target on the other side. The GM calls for Romeo to make an attack roll, with Romeo rolling two d20s because he has disadvantage. His lowest result is a 14. The GM then asks Romeo to roll damage, with a result of 16 points for the massive pistol. The GM describes how Romeo's shot blasts straight through the door, with Romeo then taking a free action to peek through the hole—only to discover no one was waiting for him after all.

DAMAGE ROLLS

When an attack hits, it deals damage to the target or targets of the attack. Damage is determined by a damage roll, using dice noted in the description of the attacker's weapon or in the description of a special attack.

For most weapon attacks, an ability modifier is also added to the damage roll:

- ▶ Strength modifier for melee attacks
- ▶ Dexterity modifier for ranged attacks
- ▶ Strength or Dexterity modifier for melee attacks using weapons with the finesse property
- ▶ Strength or Dexterity modifier for ranged attacks using weapons with the finesse and thrown properties
- ▶ No ability modifier applies to attacks with explosives.

- ▶ **Example:** Saoirse O'Connor hits an opponent with her Desert Eagle pistol, which deals 1d12 ballistic damage. This is a ranged attack, so Saoirse adds her +4 Dexterity modifier to the damage roll of 5, for a result of 9 damage.

If an attack or other source of damage affects more than one combatant, the damage is rolled once and applied to all affected combatants.

CRITICAL HITS

When an attack roll comes up as a 20 on the die, the attack is a critical hit. On a critical hit, the attack's damage dice are rolled twice and the rolls are added together. Extra damage that is not rolled for, including damage from ability modifiers or talents, is still added only once to the result.

Explosives do not do extra damage on a critical hit.

- ▶ **Example:** Saoirse O'Connor rolls a critical hit with her Desert Eagle pistol. The pistol deals 1d12 ballistic damage, so Saoirse rolls the d12 twice, getting 7 on the first roll and 12 on the second for a total of 19. Then she adds her +4 Dexterity modifier for a result of 23 damage.

DAMAGE TYPES

Every attack that deals damage has a damage type. Certain rules, including the rules for damage reduction and armor, depend on what type of damage an attack deals.

The following damage types are used in Everyday Heroes:

- ▶ Acid (any type of corrosive effect)
- ▶ Ballistic (from bullets)
- ▶ Bludgeoning (from blunt weapons or unarmed strikes)
- ▶ Cold (frostbite and other effects of extreme cold)
- ▶ Electrical (electric shocks and burns)
- ▶ Explosive (intense shock waves in air or water)
- ▶ Fire (heat and open flame)
- ▶ Piercing (from arrows, daggers, spears, and other stabbing weapons)
- ▶ Poison (both natural and synthetic toxins)
- ▶ Psychic (damage to the mind)
- ▶ Slashing (from knives, swords, and other cutting weapons)

EXPLOSION DAMAGE

Damage-dealing explosions always allow a Dexterity saving throw to take half damage to anyone caught in the blast. If the explosive is the result of an attack, the DC for the saving throw is 8 + the attacker's

attack bonus for ranged attacks. Otherwise, the DC is noted for the specific device, trap, and so forth.

Any effect that deals explosive damage is considered an explosion, but explosions can also deal other types of damage from devices noted as explosives, such as the Molotov cocktail.

DAMAGE REDUCTION

Damage reduction is a special property that reduces the amount of damage taken by a combatant from certain damage types. Damage reduction can be gained from specific equipment a combatant is wearing, class talents, and other features. The amount of the damage reduction is noted alongside the damage type, for example: "damage reduction 10 against cold." Whenever a combatant takes damage from the given types, reduce the damage by the noted amount, to a minimum of 0.

- ▶ **Example:** Leticia Wright is wearing a fire suit and runs into a burning building to save a puppy. The GM decides the intense flames are going to deal 3d6 fire damage, rolling a result of 15. But because Leticia's fire suit has damage reduction 10 against fire, she takes only 5 damage in the end.

TAKING DAMAGE

Whenever a creature or object takes damage, that damage lowers the creature or object's hit points. As long as a creature has 1 hit point or more, they can act normally. Hit points can't be reduced below 0.

WHAT IT MEANS TO LOSE HIT POINTS

In terms of game mechanics, losing hit points simply means that someone is closer to being knocked out or killed. In terms of story, things can be more nuanced. Losing hit points might mean suffering a physical injury. It might mean a character got lucky as a potentially devastating attack glanced off them, but that their luck is running out. It could also mean a character dodged or deflected an attack at the last moment, but that doing so took some of the fight out of them.

In Everyday Heroes, every hit doesn't necessarily make physical contact. This is why it's relatively easy to restore hit points simply by resting, and why

armor only kicks in when damage is about to reduce a character to 0 hit points. Ultimately, it's up to the GM and the players to use their imaginations and decide exactly what happens when an attack is a hit.

0 HIT POINTS

When a hero takes damage that reduces them to 0 hit points, they immediately either die or fall Unconscious. If the damage dealt to the hero in excess of the amount needed to reduce them to 0 hit points is greater than their hit point maximum, they die immediately. Otherwise, they immediately become Unconscious and fall Prone. If the character restores any hit points, they become conscious again.

NPCs controlled by the GM die immediately at 0 hit points, though important NPCs can follow the same rules used for heroes if the GM chooses. GMs can even have NPCs always fall Unconscious but stay stable at 0 hit points if they like. It all depends on the tone desired for the adventure.

DEATH SAVING THROWS

Any time a hero starts their turn with 0 hit points, they must make a death saving throw. This special saving throw is a d20 roll that takes no modifiers, with results as follows:

D20 ROLL	RESULT
20	The character regains 1 hit point, regains consciousness, and can take their turn normally.
10–19	The character gains one success. If this gives them their third success, they stabilize.
2–9	The character gains one failure. If this gives them their third failure, they die.
1	The character gains two failures. If this gives them their third failure or more, they die.

TAKING DAMAGE AT 0 HIT POINTS

Each time a hero takes damage while at 0 hit points, they remain at 0 hit points but gain one failed death saving throw. If the damage is from a critical hit, the character gains two failures.

Additionally, if the damage taken is greater than the character's hit point maximum, the character dies immediately.

STABILIZING

A hero is stabilized when they make their third successful death saving throw, or when another character successfully uses the First Aid action (see "Actions" earlier in this chapter). A stabilized character remains at 0 hit points, but they no longer need to make death saving throws on their turn. If a stabilized character is damaged while at 0 hit points, they resume making death saving throws each round, including gaining one or more failed death saving throws immediately for the damage taken.

When a hero at 0 hit points regains 1 or more hit points, any death saving throws they made while at 0 hit points are cleared.

PERSONAL ARMOR

Personal armor in Everyday Heroes does not make a character harder to hit. Instead, armor offers a chance to block potentially fatal attacks. The rules for personal armor are used only when damage a combatant is about to take will reduce them to 0 Hit Points.

When personal armor comes into play, compare the Armor Value of the personal armor to the Penetration Value of the attack as follows:

If the Armor Value is equal to or higher than the Penetration Value, the character can make an armor saving throw.

If the Penetration Value is higher than the Armor Value, the armor is of no benefit.

When a character makes an armor saving throw, the DC equals 10 or half the damage dealt by the attack, whichever is higher. If the character is proficient with their armor, they add their proficiency bonus to the armor saving throw. If the armor is damaged, they have disadvantage on the save. On a successful saving throw, the character takes no damage,

but their armor is now damaged. On a failure, the character takes full damage.

Armor Saving Throw:
d20 + proficiency bonus (conditional)

Certain types of personal armor protect only against certain types of damage or attacks. See the armor descriptions in chapter 6 for details.

NONLETHAL FINISH

Whenever a melee attack would reduce a combatant to 0 hit points, the attacker can choose to avoid killing the target by pulling the full force of the attack, intentionally targeting a less critical area of the body, and so forth. The target falls Unconscious but is considered stable.

RESTORING LOST HIT POINTS

Heroes can restore lost hit points in a number of ways. Taking time for rest and recuperation can allow characters to regain their fighting spirit, as can restoring hit points through medical care and attention. As well, all heroes can use the Second Wind action to collect themselves and renew the will to fight.

Heroes can restore hit points only up to their hit point maximum, ignoring any additional hit points that would otherwise be restored. Many modes of restoring hit points involve spending Hit Dice, usually by rolling those Hit Dice to see how many hit points are recovered. Hit dice are typically regained during a long rest.

RESTING

Taking some time to catch one's breath, clean and bandage wounds, and get something to eat and drink can do wonders for any hero. Resting is the primary way that characters regain lost hit points and replenish limited-use talents.

The game features both a short rest and a long rest, each of which allows characters to gain different benefits. Each type of rest covers a specific length of time, so that any interruption to a rest extends the



time needed to finish the rest by the duration of the interruption.

SHORT REST

A short rest lasts for 1 hour or more, during which time participants can eat, drink, nap, read, chat, and tend to their wounds. At the end of a short rest, a character can spend one or more Hit Dice, up to their maximum number of Hit Dice, to recover lost hit points. For each Hit Die spent, the character rolls the appropriate die and adds their Constitution modifier. Hit Dice can be spent one at a time, allowing players to determine how many hit points their character restores before deciding whether to roll more Hit Dice.

LONG REST

A long rest lasts for 8 hours or more, during which time participants must sleep for at least 6 hours. The remainder of the time can be spent keeping watch, eating, drinking, or otherwise relaxing. At the end of a long rest, each participant recovers hit points up to their hit point maximum and regains a number of spent Hit Dice up to half their maximum Hit Dice (rounded up).

A character can take only one long rest in a 24-hour period. A character must have 1 hit point or more to benefit from a long rest, and must have access to basic food, water, and hospitable resting conditions.

MEDICAL CARE DURING REST

When a hero takes a short rest, their healing can be improved through medical attention. This requires a first aid kit or other medical supplies, which can be used by the hero or by another character providing the medical attention. The care provider must attempt a DC 10 Intelligence (Medicine) check. On a success, any characters being cared for gain a reroll for each Hit Die they spend to restore hit points. On a failure, each character recovers hit points normally. An assistant can help the character using the first aid kit or medical supplies, providing advantage on the check.

Any characters who work to care for one or more other characters during a long rest, or helps a character doing so, can't restore hit points themselves.

RESTING WITH ROBOTS

Robots such as the engineer's mechanical companion (see chapter 4) can use the normal resting rules to restore hit points and Hit Dice with a few differences. If the robot does not have a special self-repairing ability, they must be with an ally who has proficiency in the Mechanics skill and a mechanic's kit to regain hit points. A robot does not benefit from the same medical care that other beings benefit from, but the rules above can be used with an Intelligence (Mechanics) check rather than Intelligence (Medicine) to achieve the same results.

TEMPORARY HIT POINTS

Temporary hit points are granted by certain class talents and equipment and are tracked differently than normal hit points. A character has no maximum number of temporary hit points, which instead sit on top of their regular current hit points. While a character has temporary hit points, any damage taken is first applied to those temporary hit points. Only when the temporary hit points are depleted are the character's regular hit points reduced.

Temporary hit points can't be recovered once they are lost. An Unconscious combatant can receive temporary hit points to help protect them from further damage, but temporary hit points can't stabilize a character or return them to consciousness. Any temporary hit points a character has are lost at the end of a short or long rest.

If a character has temporary hit points and receives more temporary hit points, those temporary hit points aren't added together. Rather, the new temporary hit points are compared to the old, and the character's temporary hit points become the larger of the two.

► **Example:** *Romeo Sinclair has 6 temporary hit points bestowed by an ally. He then receives an adrenaline shot from Doc Jefferson, which grants $2d6 + 3$ temporary hit points, rolling a result of 10 that replaces the lower temporary hit points he currently has. Later, Romeo is fighting a bunch of hot-yoga hooligans when one of them hits him with a baseball bat for 12 bludgeoning damage.*

The damage depletes the 10 temporary hit points, with the remaining 2 damage applied to Romeo's normal hit points.



CHAPTER 10

MISCELLANEOUS RULES

This chapter collects rules for a number of unique facets of the game that don't fit neatly into the other sections, including companions and mounts, unusual environments and situations, traps, and more.



COMPANIONS

A companion is an ally granted to certain heroes by their class. Companions follow special rules both in and out of combat. They can be human, animal, or even robotic and are loyal only to the hero they are associated with. Only NPCs specifically granted as companions through a character's class follow these rules.

Companions have Hit Dice like heroes do, and can use them while resting in the same way heroes can. A companion automatically stabilizes when reduced to 0 hit points, and does not

need to make death saving throws as long as their hero is alive.

A hero can have only one companion with them at any given time. If a hero has multiple talents that grant a companion, they must choose which companion they are partnering with.

The effects of class talents that specify "companion" apply to any companion, while those specifying a specific companion type such as "animal companion" apply only to companions of that type.

COMPANION STATISTICS

A companion's statistics are defined with the class they are associated with and are similar to the stats of NPCs. One notable difference is that companions have a number of Hit Dice equal to their hero's Hit Dice. They recalculate their hit point maximum each time their hero gains a level. Class talents can modify a companion's statistics further.

COMPANIONS IN COMBAT

A companion acts on their hero's initiative, but they can do so only when their hero issues a command (sometimes requiring an action of their own) that the companion can see or hear. As normal, a companion can take only one move and one action per turn.

The following table shows the commands a hero can issue to a companion.

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COMPANION ACTIONS

COMMAND	HERO'S ACTION	COMPANION'S ACTION
Assist (during a chase only)	Action	The companion uses the Gain Ground action as long as the GM agrees doing so makes sense for the situation.
Evade	Bonus action	The companion uses the Dodge action.
Flee	Bonus action	The companion uses the Disengage action.
Kill	Action	The companion uses the Attack action against a valid target in any way they are capable of, including using Multiattack if they have that action.
Move	Free action (once per turn)	The companion moves up to their speed at any point during the turn.
Run	Bonus action	The companion uses the Dash action.



A companion can use the Dive for Cover reaction without being commanded to do so, but does not use other reactions unless specifically noted in the description of the class that grants the companion.

Because of the close relationship between hero and companion, neither suffers disadvantage on ranged attacks against opponents engaged in close combat with the other, and neither can hit the other on a critical miss in that situation.

COMPANIONS OUTSIDE OF COMBAT

Outside of combat, a companion can be commanded to perform tasks that would be normal for any other creature of their type. They obey the command automatically, provided doing so does not put their life in immediate danger. When not commanded, a companion follows their hero wherever they go to the best of their ability.

During a chase, a companion does their best to keep up with their hero and does not need to make ability checks or saving throws to deal with complications. A companion can be commanded during a chase but can't perform any actions that a hero wouldn't be allowed to perform within the rules for a chase.

INDEPENDENT COMPANIONS

When a hero is incapacitated or is not present, their companion acts according to their own instincts. The GM can allow the character's player to continue to control the companion, or the GM can control the companion.

MOUNTS IN COMBAT

Fighting from horseback isn't common in the modern age, but horses are impressive as all-terrain vehicles, and can provide characters with a serious edge in a fight when extra speed and mobility are needed.

Only a creature specifically trained to accept and be directed by a rider can serve as a mount. Animals not so trained typically attack or flee if a character attempts to ride them.

In combat, a mount moves and acts on their rider's initiative. The mount moves as the rider directs

them, but can be commanded only to take the Dash action, the Disengage action, or the Dodge action. Directing a mount in this way is a bonus action for the rider.

A combatant making ranged attacks from a moving mount (as from a moving vehicle) has disadvantage on their attack rolls.

ENVIRONMENTAL CHALLENGES

Trudging through deep snow and icy winds toward the secret base of a doomsday cult. Holding your breath long enough to defuse the bomb planted beneath the pier, and dealing with attacks from the shark circling around you. Plummeling from a rooftop while looking desperately for some way to break your fall. Dangerous environments of all kinds make for exciting adventures, but they require special rules.

FALLING

When a character falls a distance greater than 10 feet, they take 1d8 bludgeoning damage for each 10 feet fallen when they land. If they take any damage from a fall, they land Prone.

Depending on the circumstances, the GM might allow a combatant to make a Strength (Athletics) or Dexterity (Acrobatics) check to reduce the damage taken from a fall, or to avoid all damage by interacting with the environment to slow or arrest their descent.

SUFFOCATION

Any creature that needs to breathe and is deprived of air is subject to suffocation. A hero can hold their breath for a number of minutes equal to their Constitution modifier (minimum 1 minute). Once their breath runs out, they must attempt a DC 15 Constitution (Endurance) check at the end of each turn. On a failed check, the character is reduced to 0 hit points, but instead of making death saving throws, they must attempt a DC 15 Constitution saving throw at the end of each turn. If they fail three saving throws before being rescued, they die immediately.

VISIBILITY

Smoke, fog, and a lack of light can all impact visibility, as can any effect that causes a character's vision to be sufficiently impaired. At any point in the game, characters might experience good visibility, poor visibility, or no visibility, with effects as noted on the table below.

LEVEL	DESCRIPTION	EFFECT
Good visibility	Good lighting and minimal particulates	None
Poor visibility	Light fog, light smoke, blurry vision, dim lighting	Disadvantage on Wisdom (Perception) checks based on sight; disadvantage on ranged attacks beyond 5 feet
No visibility	Heavy fog or smoke, minimal to no illumination	Combatants can't see and are effectively Blinded

Night vision goggles and similar equipment allow characters to overcome poor visibility from dim lighting or darkness, but not from fog, smoke, or similar effects.

Chapter 9 includes information on attacking and being attacked by unseen opponents.

DEHYDRATION

A human typically needs about one gallon of water per day to remain healthy. If a character drinks less than half a gallon of water over 24 hours, they must succeed on a DC 15 Constitution (Endurance) check or gain one level of Exhaustion.

STARVATION

A human typically needs about one pound of food per day to remain healthy. A character can go a number of days without food equal to 3 + their Constitution modifier (minimum 3 days). At the end of each subsequent day, the character gains one level of Exhaustion until they are able to eat properly again.

UNDERWATER COMBAT

Underwater combat can add an element of stress and danger to any encounter. That said, it's tough to fight while swimming for creatures not born with fins. Creatures that live in the water can fight underwater normally. For everyone else, the following rules apply:

An attacker using a melee weapon underwater has disadvantage on attack rolls unless the weapon deals piercing damage.

A combatant has disadvantage on Wisdom (Perception) checks made underwater.

Ranged weapons can't be used underwater unless they have the aquatic property.

Weapons and effects that deal fire damage don't work underwater.

Combatants treat all movement in water or underwater as difficult movement unless they are wearing swim fins or have an underwater vehicle.

HIDING AND SEEKING

A combatant can attempt to hide from others by making a Dexterity (Stealth) check. Until a hiding combatant is revealed or decides to leave hiding, another creature actively looking for them must contest the combatant's check with a Wisdom (Perception) check. A creature not actively looking but which the GM determines could reasonably detect the hiding combatant given the circumstances is allowed a passive Perception check to discover the hiding character.

A combatant can't normally hide from anyone who can clearly see them trying to do so. Furthermore, a hiding combatant gives their position away if they

make significant noise, if they can be scented by a creature, or if they make an attack.

The GM is the final arbiter of when heroes are able to hide and when they aren't, especially when other combatants are keeping a watchful eye out for danger. Under other circumstances, the GM might decide that heroes can sneak up on an enemy without hiding if the enemy is busy or preoccupied.

APPLYING AND ESCAPING RESTRAINTS

Preventing a creature from moving can be accomplished by use of restraints. A combatant can have their limbs restrained together, can have a limb attached to a nearby object, or both, depending on the type of restraints used.

A character who wants to apply restraints to another combatant that is not Incapacitated must either be grappling with that combatant, or have the combatant submit to the process voluntarily. If a creature is grappling, applying restraints requires an action and a contested Strength (Athletics) check against the target's choice of a Strength (Athletics) or Dexterity (Acrobatics) check. If the target is Incapacitated or submits to being Restrained, success is automatic.

Once bound by restraints, a character has the Restrained condition. The character can attempt to escape using an action and a successful Strength (Athletics) check to break the restraints, a Dexterity (Sleight of Hand) check to slip out of the restraints, or an Intelligence (Security) check to defeat the restraints by lock picking or some other clever means.

CONCEALING ITEMS

Many situations might inspire a character to want to hide something on their person. Concealing a weapon from public view is one such scenario, but plenty of other items sometimes need to be hidden from criminals or the authorities.

When concealing an item, a character attempts to make something difficult to find, whether by casual observation or a careful search. For example, quickly dropping a pistol into a backpack doesn't

truly hide it, as anyone opening the backpack can see it. Properly concealing the pistol requires securing it in the backpack so that someone who looks through the pack won't find the gun. Likewise, a character concealing a weapon on their person requires that neither someone looking at the character intently nor casually patting them down will notice it.

Concealing an item requires a successful Dexterity (Sleight of Hand) or Dexterity (Stealth) check, contested by the Wisdom (Perception) check of the combatant looking at or searching for the item. Dexterity (Sleight of Hand) checks should be used for concealing an item while being observed, while Dexterity (Stealth) checks can be used when not observed. Equipment with the concealable property grants advantage on ability checks made to conceal it.

A character can make a check to conceal an item when they actively attempt to do so, or the first time a situation arises where the concealment matters. The latter case assumes that the character had a previous opportunity to conceal the item.

Only items with a bulk 2 or lower can be reasonably concealed on a character. Larger items could be hidden in a room or vehicle. The clothing a character wears also makes a difference in determining what they can conceal.

EQUIPMENT CONCEALMENT

BULK LEVEL	CLOTHING NEEDED
0	Any clothing
1	Jacket, hoodie, or other baggy clothing.
2	Trench coat, winter coat, cloak, or similarly concealing and cumbersome clothing

BREAKING STUFF

There comes a time in nearly every hero's life when they just need to break something. Whether blowing stuff up with explosives, kicking open a door, or smashing through a security gate in an SUV, sometimes it feels good to solve a problem using brute force.

ARMOR VALUE AND PENETRATION VALUE

Armor Value (AV) and Penetration Value (PV) are used in Everyday Heroes to represent the toughness of objects and the ability of weapons to break those objects. They come into play during combat when armor or cover is involved, and when characters need to destroy objects of various kinds.

Armor Value is always compared to Penetration Value, with three general outcomes:

- ▶ If the Armor Value of an object is greater than the Penetration Value of the attack or effect targeting it, the object is unharmed by the attack, and blocks attacks from passing through it.
 - ▶ If the Armor Value of an object is less than the Penetration Value of an attack or effect, the object is destroyed or penetrated by the attack, and the attack can effectively pass through the object.
 - ▶ If Armor Value and Penetration Value are the same, it takes 10 minutes or more for the attack or effect to destroy the object, during which time the object blocks attacks from passing through it.
- ▶ **Example:** *Katie Paige has closed and locked the door to a hotel bathroom to escape Madsaw Max, but Max decides he wants to use his chainsaw to destroy the door. The chainsaw has a Penetration Value of 2, which is more than the interior door's Armor Value of 1. Madsaw attacks the door and cuts it to pieces. Katie needs a plan B!*

In many cases, certain objects are specifically designed to destroy other objects. For example, a chainsaw is made to cut down trees and a cutting torch is made to cut through steel. Such tools

are often too slow for combat use, but they can cut through the materials they were designed to regardless of Armor Values and Penetration Values.

MATERIAL ARMOR VALUES

MATERIAL	ARMOR VALUE
Plate glass, cloth partition	0
Light interior walls, hollow-core door, upholstered furniture, plywood furniture, reinforced glass	1
Metal door, exterior wall, thick wooden table, bulletproof glass, sheet metal, car door and exterior	2
Brick wall, sandbags, tree trunk, light armor plating	3
Engine block, concrete wall, heavy armor plating	4
Earthworks bunker, battleship armor, massive stone wall	5

KICKING OPEN DOORS

Kicking open a door requires a Strength (Athletics) check. The DC for the check varies depending on how tough the door and lock are, as determined by the GM. Kicking in an interior door might be an easy DC 10 check, while kicking in a typical front door on a home is likely a difficult DC 20 check.

TRAPS

Characters who know that the enemy is coming for them need every defensive advantage they can get. That's when setting up traps and alarms becomes a most useful talent. Likewise, for characters on the offense who know their enemies have booby-trapped every inch of their position, knowing how to detect and defeat traps and alarms becomes essential to success.

Traps include alarms and similar devices. The rules for traps are asymmetrical, meaning that traps the characters set and traps the characters encounter are different. This helps keep the focus of play on what the characters are doing, not what their opponents are doing.

SETTING TRAPS

The most common ability check used in setting traps is Intelligence (Security). Characters can use that check for any type of trap or alarm they want to put together. A Wisdom (Survival) check can also be used to set up traps and alarms, but only in a wilderness setting. A character doesn't need to be proficient with those checks to set traps, but it certainly helps.

The process of a character setting a trap starts with a description of what kind of trap they want to set. Players can make use of the sample traps in this section or can describe a unique trap they want their character to make, with the GM finalizing the trap's effects and the DC to set it. Setting up a trap successfully requires the appropriate materials and the necessary time.

A character who sets up a trap makes the ability check covering that setup only when the trap has an opportunity to be sprung by a target, not when the trap is set up. The GM notifies the player when their character's check needs to be made, with the Intelligence (Security) or Wisdom (Survival) check made against the DC to set the trap. On a success, the trap works as intended. On a failure, the trap either failed to work correctly or was bypassed by the intended victim and no longer poses a threat.

DETECTING TRAPS

Characters can detect traps in two different ways—passively or actively. Passive detection uses a character's passive Perception check against the DC to detect the trap. The GM initiates passive ability checks, but players might want to remind the GM of their characters' passive Perception modifier if they think there might be traps around.

► **Example:** *Kat Whitlock is exploring an abandoned warehouse looking for evidence of human trafficking. Being the stellar detective she is, her passive Perception check is 15. A bear trap hidden in the darkness to catch unwanted snoops like Kat has a DC of 13 to detect it. The GM tells Kat that she can see the dangerous bear trap hidden in the shadows.*

Active detection can be handled one of two ways. The GM can call on a character to make an Intelligence (Security) or Wisdom (Perception) check (usually the player's choice) to search an area for traps. The DC to detect the trap determines how difficult it is to find, and the check can be made only once. If the trap is detected, the GM describes what the character has found.

Alternatively, certain scenarios might allow characters to simply roleplay the search for traps by telling the GM exactly where they're looking and what they're looking for. Based on the character's perceptiveness and the location of a prospective trap, the GM can then decide if the search finds it or not.

DEALING WITH TRAPS

Once a character finds a trap, they need to decide what to do about it—typically either by first analyzing it, then by avoiding the trap or disabling it in some fashion. All these activities can be handled through roleplaying or ability checks.

ANALYZING A TRAP

Analyzing a trap typically involves making an Intelligence (Security) check against the DC to disable the trap. On a success, the GM describes the trap in detail, including how it triggers and what happens when it does. On a failure, a character knows only what the GM has already revealed about the trap.



- ▶ **Example:** *Mel Stackhouse has discovered that a lounge chair in her hotel room has C-4 explosives strapped to the bottom of it. She takes a close and careful look by rolling a DC 15 Intelligence (Security) check, reflecting the DC to disable the trap. The result is 22, so the GM explains that someone has rigged the C-4 with an accelerometer that will detonate the explosives if the chair is disturbed in any way.*

DISABLING A TRAP

A character can disable a trap by making an Intelligence (Security) check against the appropriate DC. On a success, the trap is disabled safely. On a failure, the trap is triggered. A character who first succeeds at analyzing a trap has advantage on the check to disable it.

- ▶ **Example:** *Knowing how the explosive in her room is set up, Mel—an expert at security devices—decides to disarm it. Her careful examination gives her advantage on her DC 15 Intelligence (Security) check, and the result of 15 is just enough. Sweating after the close call, she disengages the accelerometer trigger mechanism and recovers the explosives.*

Heroes can also use roleplaying to help disable a trap, by having a player tell the GM exactly what plan their character has for doing so. If the GM thinks the idea is a good one, they might grant advantage on the check to disable the trap, or allow the attempt to succeed automatically.

- ▶ **Example:** *Daxx found a trip wire in a doorway and spots a shotgun bolted to the kitchen table clearly visible across the room. Daxx's player tells the GM that Daxx wants to carefully cut the trip wire, making an educated guess regarding the setup of the trap. After a dramatic pause, the GM reports that nothing happens, and the trap has been disabled.*

Some traps can be effectively disabled by setting them off in a way that doesn't endanger anyone.

AVOIDING TRAPS

Especially for traps that can't be properly analyzed, the best approach is sometimes to simply avoid the trap. Doing so can be as easy as walking around a pressure plate, stepping over a trip wire, or calling in professionals to deal with a trap.

- ▶ **Example:** *If Mel had decided that dealing with an exploding lounge chair really isn't her style, she might have called the front desk and asked them to summon the bomb squad. As long as no one else disturbs the trap, Mel can easily avoid it while waiting for someone else to deal with it.*

Other traps might require characters to dodge one or more trigger mechanisms in the area around the trap. Generally, players tell the GM what they want their characters to do to avoid the trap, and the GM advises whether an ability check is needed and how difficult that check is.

- ▶ **Example:** *Daxx discovers that a hallway is lined with hidden holes, each of which is set with darts ready to fire at anyone walking past them. Daxx decides they're going to run down the hallway and hope for the best. The GM calls for a DC 15 Strength (Athletics) check to see if this strategy works out.*

SAMPLE TRAPS

This section summarizes a number of common traps that heroes might come up against or make use of.

◀ CALTROPS ▶

Caltrops are small metal devices with between three and four spikes, one of which always points up. They are used to injure feet or shred tires when thrown in the path of foes.

Materials: Caltrops (10 or more)

Setup Time: 1 action

Effect: 1d4 piercing damage to creatures. Land vehicles with tires of Armor Value 1 suffer a flat tire, and the vehicle risks a crash.

Difficulty: DC 5 to set, DC 15 to detect, DC 10 to disable*

*During a chase, characters on foot can make Dexterity (Acrobatics) checks, and drivers can make Dexterity (Vehicles) checks, to avoid the caltrops if they are detected.

◀ DOOR AND WINDOW ALARM SYSTEM ▶

A series of small remote sensors are placed on the doors and windows of a building. Opening the doors or windows while the system is armed trips the sensors and triggers a central silent alarm.

Materials: Silent alarm system

Setup Time: 10 minutes per entrance

Effect: The alarm triggers, alerting anyone monitoring it.

Difficulty: DC 10 to set, DC 15 to detect, DC 15 to disable

◀ DOOR GUN ▶

A shotgun is rigged so that it points toward a door, to which it is connected by a simple pull line. When the door is opened from the other side, the unseen gun fires.

Materials: Shotgun (or other firearm), string, tape or clamp

Setup Time: 10 minutes

Effect: The shotgun fires, dealing 2d6 ballistic damage with Penetration Value 3 to anyone in the doorway.

Difficulty: DC 13 to set, DC 20 to detect,* DC 5 to disable

***For detecting the trap from the other side of the door. If encountered on the inside of the door, the trap is discovered automatically.**

◀ EXPLOSIVE TRAP ▶

An explosive trap is usually composed of a quantity of explosives with an electrical trigger mechanism. Triggers vary, but can include accelerometers, proximity detectors, sound sensors, and timers.

Materials: Explosives, electronics kit

Setup Time: 2 hours

Effect: If the triggering condition occurs, the explosive goes off. Damage depends on the explosive used (see chapter 6).

Difficulty: DC 20 to set, DC 20 to detect, DC 20 to disable

◀ HUNTING SNARES ▶

Hunting snares include a variety of traps designed to catch or kill small animals. They are ineffective against people but useful for wilderness survival.

Materials: String, sticks, wire, cutting tool

Setup Time: 10 minutes

Effect: Small animals are either caught alive or take 1d4 bludgeoning damage, depending on the intent of the trap.

Difficulty: DC 15 to set, DC 15 to detect, DC 5 to disable

◀ LAND MINE ▶

Land mines come in different varieties, and are designed to be placed under a thin layer of earth, sand, or other loose materials. They are triggered when someone steps on or near them, and are extremely dangerous.

Materials: Land mine

Setup Time: 5 minutes

Effect: The mine explodes, dealing damage depending on the type of mine (see chapter 6).

Difficulty: DC 5 to set, DC 20 to detect, DC 15 to disable

◀ NAIL TRAP ▶

A nail trap is a board or similar medium with a number of nails driven through it to stick out the other side. The trap is then hidden in a location where a target is likely to step or sit.

Materials: Nails, board, hammer

Setup Time: 5 minutes

Effect: A target who steps or sits on the trap takes 1d4 piercing damage with Penetration Value 1.

Difficulty: DC 10 to set, DC 15 to detect, DC 5 to disable

◀ SHELL TRAP ▶

Shell traps use a trip wire connected to a small spring-loaded trigger that fires off a shotgun cartridge. They can be used with blank cartridges to create a loud alarm, or with a live round to injure or

kill intruders. If targeting creatures, the trap must be close to the targets, as it is not accurate. The trip wire can be strung across an opening or tied to an object that might be moved.

Materials: Shell trap; or spring, mechanics tools, a piece of string, tape, shotgun cartridge

Setup Time: 10 minutes

Effect: The trap goes off, making a loud noise. If using a live round, each target within 10 feet and in the line of fire takes 2d6 ballistic damage with Penetration Value 3.

Difficulty: DC 15 to set, DC 15 to detect, DC 10 to disable

◀ SPIKED PIT ▶

A deep pit is dug in a wilderness setting and sharpened wooden stakes are placed at the bottom. The opening is then covered with debris from the surrounding terrain.

Materials: Shovel, cutting tool, sticks, brush

Setup Time: 6 hours

Effect: The first victim to encounter the pit unawares falls in, taking 2d6 piercing damage from the fall onto the sharpened stakes. The victim takes half damage with a successful DC 15 Dexterity saving throw.

Difficulty: DC 15 to set, DC 13 to detect, DC 5 to disable

◀ STEEL JAW TRAP ▶

Designed for bears and other large animals, this trap is usually hidden either in darkness or under loose debris, and features a pair of spring-loaded steel jaws designed to catch and injure an animal's foot. People can usually escape these traps easily, but the injuries they cause can be serious.

Materials: Steel jaw trap

Setup Time: 5 minutes

Effect: The victim takes 1d8 slashing damage from the trap and is Restrained. It takes an action and a successful DC 12 Strength (Athletics) check to open the trap and allow a target to escape it.

Difficulty: DC 13 to set, DC 13 to detect, DC 5 to disable

◀ TRIP ALARM ▶

A trip line is strung across an entryway or path so that anyone walking through the area is likely to trigger it. The trip line is connected to one or more objects that come crashing down to sound the alarm.

Materials: String or wire, something that makes noise when it falls down

Setup Time: 5 minutes

Effect: The alarm makes a loud noise that is easily heard by anyone nearby.

Difficulty: DC 13 to set, DC 13 to detect, DC 5 to disable

◀ TRIP TRAP ▶

A sturdy wire or string is tied between two anchors along a likely path of movement, tripping the unwary. Alternatively, ball bearings or other slippery materials could be concealed along a path to achieve a similar effect.

Materials: A length of wire or string, solid anchor points; or slippery materials

Setup Time: 10 minutes

Effect: Anyone running through the area while unaware of the trap must succeed on a DC 15 Dexterity saving throw or take 1d4 bludgeoning damage and fall Prone.

Difficulty: DC 10 to set, DC 13 to detect, DC 5 to disable



CHAPTER 11

CHASES AND VEHICLES

Whether the heroes are engaged in a foot chase through a busy market, a high-speed pursuit through city streets, or a race between two helicopters in a slot canyon, the rules in this chapter can be used to create fast-paced narrative-driven chases, races, and combats on the move.

The chase rules are intentionally abstract. The exact distances between all participants involved in a chase aren't tracked. It's assumed that everyone is close enough to interact in meaningful ways, but not so close that the chase would conclude. Then it's left to the GM and the players to take the events of the chase and describe what's happening at any given moment.

CHASES AND RACES

Chases and races both use the same rules for the most part. In a chase, one side ("the predators") is chasing another side ("the prey.") The chase resolves either when the prey escapes or when the predators catch their prey. In a race, everyone involved is trying to reach some goal before the others. Races can be every-character-for-themselves, or can involve two or more sides trying to be the first to collectively reach the goal.

For simplicity, these rules use "chase" to refer to both chases and races. Where there is a meaningful difference, it will be noted.

The action happens during a series of rounds in which every participant takes a turn.

On their turn, a participant can take a regular action, a bonus action, and free actions.

A participant can take a reaction on or off their turn.

Chases differ from regular combat as follows:

Chases usually have a time limit.

Each side in a chase tracks their progress using chase points.

Chases don't use surprise.

All participants are assumed to constantly be on the move.

Each round features a complication that the heroes have to deal with.

All checks and saving throws made in response to complications typically use the same DC.

CHASE OVERVIEW

A chase follows the same basic structure as combat:

Participating characters roll initiative.

STARTING A CHASE

A chase starts when one group decides to run away and another group decides to pursue them. The rules assume that both sides have a reasonable

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chance of succeeding at their goals. Participants that are fleeing are the prey side of the chase, while the participants doing the chasing are the predator side. (In a race, all sides are treated as predator sides.)

The GM then announces the chase DC. This is the default DC for all checks and saving throws involving complications during the chase. Everyone then rolls for initiative, with each hero rolling their own initiative and the GM rolling for NPCs, as normal. Participants act in initiative order after each round's complication is introduced.

SHIFTING FROM COMBAT INTO A CHASE

A combat can turn into a chase when one or more opponents decide to flee. If the NPCs are running, the GM should announce they are fleeing at the start of a round. If the heroes make a run for it, all the players need to agree that fleeing is what their characters want to do at the start of a round. If the players are split, the GM can either let some of them escape freely while continuing the combat, have all the NPCs pursue the fleeing characters, or split the scene into a chase involving some of the characters and a combat involving the others.

Once one side has decided to flee and the other side has decided to give chase, play out the current combat round. Participants on the prey side can't

make any attacks, instead using their turns to try to get away (and likely using the Disengage or Dodge actions). Participants on the predator side can attack freely.

Once the final round of combat is done, start the next round using the chase rules, keeping the same initiative order from the combat for the chase.

CHASE POINTS

During a chase, each side keeps track of chase points, which start at 0. The participants on each side are aiming to earn points for their side, while avoiding giving points to the opposing side.

In a race, each racer (whether an individual or a team) has their own chase points. If a complication during a race would normally give the side opposing the heroes a chase point, it instead deducts a chase point from the heroes' side.

CHASE ROUNDS

As in combat, a chase is broken up into rounds, during which each participant can act once. The GM can have NPCs act as a team or individually in a chase. Heroes always act individually in their initiative order.



ROUND LIMIT

Most chases last a fixed number of rounds. At the end of the final round, whichever side has more points wins the chase. The GM decides whether to disclose the time limit.

- ▶ **Example:** *A group of gangsters tries to flee when the heroes burst in on them, racing for the exit of their hideout. The GM decides that it will take 4 rounds to reach the exit, at which point the chase ends either with the prey side escaping into the bustling city, or with the predator side cutting them off at the door. Because everyone involved knows that the chase will be over if the gangsters get outside, the GM tells the players how many rounds the chase will last.*

ALTERNATIVE ENDINGS

In certain situations, a chase can end before reaching its turn limit. If all the participants on one side are completely incapacitated, that typically ends a chase. The GM can also end a chase when one side gains an overwhelming advantage in chase points. (Details and guidance for these situations are discussed in chapter 15.)

COMPLICATIONS

At the start of each chase round, the GM announces a complication—either an obstacle that must be dealt with (a hazard) or a situation or circumstance to be overcome (a challenge). Complications set the stage for the action happening in the chase. Needing to navigate around boxes, dealing with heavy traffic, traversing rough ground, spotting a fruit stand dead ahead, and trying to make time on a wide-open freeway are all examples of complications.

At the start of each hero's turn, that hero must deal with the round's complication before taking their action for the round. This takes the form of an ability check or saving throw, depending on the type of complication. The GM can use their discretion to allow heroes to ignore complications that shouldn't reasonably apply to them, and in some kinds of chases, only designated heroes roll for complications. For example, in a car chase, complications usually only affect the driver.

NPCs don't need to make rolls for complications unless the GM decides they should. In most cases,

the heroes' rolls determine how much better or worse they're doing than their opponents, and friendly NPCs in a chase are just along for the ride.

HAZARDS

If the round's complication is a hazard, each character affected by it must make a saving throw of a type determined by the GM for that hazard. The DC is equal to the chase DC unless the GM selects a different difficulty. Use the following guidelines to resolve the saving throws:

On a failed save, the opposing side gains 1 chase point.

If the save fails by 10 or more, the opposing side instead gains 2 chase points.

On a success, the character is safe! Nothing happens.

If the save succeeds by 5 or more, the character's side gains 1 chase point.

CHALLENGES

If the round's complication is a challenge, each character affected by it must make an ability check of a type determined by the GM for that challenge. The DC is equal to the chase DC, unless the GM selects a different difficulty. Use the following guidelines to resolve the ability checks:

On a successful check, the character's side gains 1 chase point.

If the check succeeds by 10 or more, the character's side gains 2 chase points.

On a failure, the character muddles through. Nothing happens.

If the check fails by 5 or more, the opposing side gains 1 chase point.

CHASE TURNS

Once the round's complication is resolved for each participant in a chase, taking a turn is mostly the same as in combat. Chase participants can attempt to attack one another, subject to special limitations (see below). Additionally, characters can undertake two special actions available only in a chase.

BRACE

A character's focus on the chase environment allows them to get ready for whatever's coming next. When a character takes the Brace action during a chase, they have advantage on the next ability check or saving throw they make involving a complication.

Using the Brace action is a safe and easy choice if a combatant isn't sure what they can do to help their side.

GAIN GROUND

A character can try to gain ground on opponents during a chase either by making things more difficult for those opponents, or by making things easier for the character's side. A character who takes the Gain Ground action undertakes an ability contest between them and one combatant on the other side, making use of specific gain ground options that are part of the current complication. If the intent is to hamper the other side, the character chooses which combatant contests their check. If the intent is to gain an edge, the GM chooses who opposes the character in the contest.

If the character using the Gain Ground action wins the ability contest, their side gains 1 chase point. If the character loses the challenge by 5 or more, they botch their attempt and the other side gains 1 chase point instead. In the event of a tie, no chase points are awarded.

Each complication (presented in the "Chase Encounters" section in chapter 15) has a list of suggested actions that can be used to gain ground, and which make sense for the environment of a particular chase. The GM can provide this list to the players to let them know what kinds of actions are possible, and players can also come up with their own ideas if the GM agrees that they make sense for the situation underlying the chase.

- **Example:** *Dexter LaFontaine is running from a pack of criminals and ducks into a crowded market in an attempt to blend in with the crowd and lose his pursuers. Dexter takes the Gain Ground action, and the GM calls for a Charisma (Stealth) check contested by a Wisdom (Perception) check by the nearest criminal. Dexter's result is a 15, while the criminal's result is only 10, letting Dexter successfully blend into the crowd—and earning his side 1 chase point.*

COMBAT LIMITATIONS DURING CHASES

Characters can engage in combat during a chase much like in any other encounter. Trying to eliminate the other side is a good tactic if a group is getting behind that side on chase points, but being in a chase imposes some limitations on what kinds of combat can be undertaken.

COMBAT RANGE

The GM determines the range and visibility between combatants in a chase depending on the circumstances of the chase. Typically, the range in a chase is within the normal range of most ranged attacks, but ranged attacks from moving vehicles and mounts already have disadvantage.

MELEE ATTACKS

Melee attacks are not possible in most chases. It's assumed that characters on the prey side are trying to avoid physical contact, since that could result in being captured. That said, the GM might allow melee attacks under specific circumstances—for example, a fistfight that takes place between characters in the beds of two fast-moving trucks during a vehicle chase.

OUT-OF-REACH OPPONENTS

Because it is assumed that the two sides are some distance apart during a chase, opponents are never considered to be within each other's reach. This prevents most opportunity attacks, as well as other actions that depend on being able to reach a target. As with melee attacks, the GM might make exceptions in specific circumstances.

MOVEMENT

It is assumed everyone is moving during a chase, whether on foot, in a vehicle, on a mount, and so forth. However, characters' movement isn't measured during a chase, and the regular effects of a move can't impact a chase. Taking actions that provide extra movement—most commonly the Dash action—can be used to gain advantage on ability checks in appropriate complications at the GM's discretion. Actions that affect movement (for example, the Disengage action) usually make no sense in the context of a chase, but the GM might rule otherwise.

STOPPING MOVEMENT

Any action that would require a character to stop moving during a chase—including the First Aid and Hide actions—grants the opposing side 1 chase point. (In a race, this means the character who stops loses 1 chase point). If any participant in the chase spends more than one consecutive turn standing still, they are considered to have dropped out of the chase (see “Dropping Out” below).

SUPPRESSIVE FIRE

The Suppressive Fire action requires sustained fire on a fixed position, so it normally can't be used during a chase. However, the GM might allow it in specific circumstances, or might allow suppressive fire to grant advantage or even an automatic success when a character uses the Gain Ground action.

AREA EFFECTS

Area effects, including explosions, can be used during a chase. Some effects provide specific guidance on how they impact chases. Otherwise, because of the fluid action of a chase scene, the impact of an area effect is at the GM's determination, based on the circumstances of the chase.

If an area effect normally requires an attack against a target space, the attacker rolls the attack against a Defense of 10. Success indicates that one or more participants in the chase are affected, while a failure indicates that none of the chase participants are affected. (Bystanders might not be so lucky, though, as the GM determines.) If the effect does not require an attack roll, the combatant creating the effect can designate one member or vehicle of the other side that they can see to be the target.

Based on the area of the effect and the situation, the GM then determines if any other combatants are affected. Because the participants on the predator side are chasing the prey side, area effects used by the predator side might also affect participants on that side if they run forward into the effect.

Area affects impact a chase only for 1 round, even if the effect normally lasts longer, since the participants are on the move. The only exception is if the effect stops a participant's movement, in which case the effect continues to impact the affected participants and anyone else who stops at the location of the effect.

DIVE FOR COVER

Participants can use the Dive for Cover reaction to escape an explosion or other area effect. A character does not need to satisfy the normal requirements to seek cover or get out of the area of effect, and they do not fall Prone. However, for each participant using the Dive for Cover reaction, the opposing side gains 1 chase point.

MOVEMENT PENALTIES DURING A CHASE

Because normal movement is not tracked during a chase, effects and conditions that reduce or prevent movement for one side in a chase award chase points to the other side. If any event, action, or effect normally causes one of the following scenarios, the opposing side gains 1 chase point for each turn the effect persists for each participant affected by it:

- ▶ Having a participant's speed reduced by half or more, while participants on the other side are not similarly affected.
- ▶ Having participants fall Prone.

A participant can elect to drop out of the chase to avoid a scenario that would grant a chase point to the other side (see “Dropping Out” for details). As well, if any event, action, or effect causes one of the following situations, the affected participant drops out of the chase automatically.

- ▶ Being unable or unwilling to move for more than one consecutive turn.
- ▶ Falling under the direct control of the other side and being made to do something that would result in the participant effectively giving up the chase. For example, a character on the prey side might be mind-controlled and ordered to turn around and run toward the predator side, or a character on the predator side could be ordered to go after a target not involved in the chase.

DROPPING OUT

If a participant in a chase is either unable or unwilling to continue, they drop out of the chase. If all participants on one side drop out, the chase ends immediately with the other side victorious, regardless of how many chase points each side has scored.

When a character on the prey side drops out of a chase, they risk capture. Any characters on the predator side can also drop out to take dropped-out prey characters captive (if they are Incapacitated or willingly give up) or to enter combat with them. If a character on the predator side drops out of a chase, they are simply no longer part of the action until the chase ends.

ENDING A CHASE

A chase can end in one of three ways:

- ▶ At the end of the time limit, whichever side has more chase points wins the chase. In case of a tie, the predator side wins.
- ▶ If all participants on one side drop out of the chase, the other side wins.
- ▶ At the end of any round, if one side is winning by a predetermined amount, that side wins the chase.

GOING FROM A CHASE INTO COMBAT

When a chase ends with the predator side victorious, the chase typically turns into a combat encounter unless all participants on the prey side surrender or are Incapacitated. Each character on the prey side starts combat with two levels of Exhaustion. At the end of each of their turns, a combatant with Exhaustion can make a DC 10 Constitution (Endurance) check, removing one level of Exhaustion on a success. Both levels of Exhaustion are removed if the check result is 20 or higher.

This check can be used only to reduce the two levels of Exhaustion imposed by losing the chase. Characters with Exhaustion from some other source must contend with it as normal.

FLEEING AGAIN

Rather than enter into a long fight, characters on the prey side can attempt to flee from the predator side once again. However, unlike fleeing combat in the first place, success is not guaranteed. At the end of any round of the combat that follows a chase, characters on the prey side that have decided to run must make a group ability check against the chase DC. The GM decides what ability



checks can be used for this check given the situation. If the group check succeeds, the chase begins again.

For this new chase, the predator side starts off with 1 chase point for every hero involved in the chase (regardless of which side they are on).

The rules above hold only if the participants on the prey side attempt to flee a fight that unfolds after the prey side loses a chase. Characters on the predator side can flee the follow-up combat as normal, becoming the prey of a new chase if their enemies pursue.

VEHICLES

Vehicles are a big part of action cinema, and they can play a number of roles. The most prominent use of vehicles is in chases, but they can also play a part in stationary combat encounters. The interior or exterior of a vehicle might even be the setting in which a combat takes place. Of course, vehicles might also simply be a means of transportation, be part of a hero's image, or serve as one of their emotional attachments.

The following rules mostly apply to vehicles involved in chases and combat.

VEHICLE ABILITY MODIFIERS

Each vehicle has Strength, Dexterity, and Constitution scores and modifiers. Strength measures a vehicle's power and acceleration, Dexterity is its maneuverability, and Constitution is its overall durability. These ability modifiers are used in certain rolls made by drivers, with the rules specifying when the modifiers are to be used and how. Typically, the driver of a vehicle makes rolls for that vehicle.

TRAVELING SPEED

Traveling speed is a rough measure of how fast a vehicle is currently moving. Traveling speed most often comes into play during a crash or impact, and is divided into five categories grouped by actual speed in miles per hour (mph).

SPEED CATEGORY	ACTUAL SPEED	DESCRIPTION
Low speed	Under 30 mph	Casual driving in the city, in suburbs, or on back roads
Mid speed	30–45 mph	Typical driving speeds on normal roads without heavy traffic
High speed	50–75 mph	Highway driving speeds
Extreme speed	80+ mph	Racing speeds, illegal on most public roads
Air speed	250+ mph	Speeds attained by high-speed airplanes

VEHICLE CONDITIONS

The following conditions are analogous to conditions such as Distracted and Frightened that apply to creatures (see chapter 8), but they apply only to vehicles.

Some vehicle conditions are temporary, while others are permanent. A permanent condition requires repairs before it can be removed, while a temporary

condition lasts until the effect or circumstances causing it come to an end. Conditions caused by physical damage are always permanent.

Some vehicle conditions escalate over multiple levels, each of which are cumulative. For example, a vehicle that has two levels of the Body Damage condition has both disadvantage and a –2 penalty to Constitution saving throws.

BLOWN TIRES

When a vehicle no longer has enough functional tires to operate safely, it has two permanent levels of both Loss of Control and Loss of Power (see below) until the tires are repaired.

BODY DAMAGE

Damage to a vehicle's exterior and physical framework covers three levels of effect.

LEVEL	EFFECT
1	The vehicle has a –2 penalty to Constitution saving throws made to prevent vehicle damage.
2	The vehicle has disadvantage on Constitution saving throws made to prevent vehicle damage.
3	The vehicle is Totaled (see below).

LOSS OF CONTROL

Three levels of Loss of Control represent how difficult it is for a vehicle to be handled.

LEVEL	EFFECT
1	The vehicle has a –2 penalty to Dexterity (Vehicles) checks and Dexterity saving throws made by the driver.
2	The vehicle has disadvantage on Dexterity (Vehicles) checks and Dexterity saving throws made by the driver.
3	The vehicle risks a crash (see below) at the start of its turn. Additionally, the vehicle's Dexterity modifier can't be higher than 0.

LOSS OF POWER

Three levels of Loss of Power represent a vehicle's reduced ability to move at speed.

LEVEL	EFFECT
1	The vehicle has a -2 penalty to Strength checks and saving throws.
2	The vehicle has disadvantage on Strength checks and saving throws.
3	Wheeled vehicles slow by one speed category, and risk a crash if they are moving at the start of their turn. Aquatic vehicles slow one speed category per turn and suffer three levels of Loss of Control. ▶ Tracked vehicles come to a complete stop. ▶ Airborne vehicles stall.

A plane or other airborne vehicle that has three levels of the Loss of Power condition stalls. It might be possible for a skilled pilot to get the vehicle on a glide path, buying time to restore power, or to slow the speed of the vehicle when it crashes. This requires a Dexterity (Vehicles) check against a DC based on the GM's judgment of the circumstances.

TOTALED

A vehicle that is Totaled can't move under its own power. It can't be controlled and crashes and comes to a full stop if it is moving.

DRIVING A VEHICLE

Driving a vehicle under normal conditions at normal speeds does not usually call for any game mechanics. When a dangerous or unusual situation does arrive, a Dexterity (Vehicles) check is the default means to determine success or failure.

VEHICLE CONTESTS

A vehicle contest takes place whenever drivers in two different vehicles are competing in some way, as in contests of speed or maneuverability. Such contests are most common during chase scenes when characters are using the Gain Ground action, but they can also be used to determine the outcome of a drag race, or a moment of vehicle interaction on the road, on the water, or in the sky.

All vehicle contests involve both drivers making opposed Dexterity (Vehicles) checks. In a speed contest, both drivers add their vehicle's Strength modifier to their checks. In a maneuverability contest, both drivers add their vehicle's Dexterity modifier to their checks. The winner of the contest gets the better of their opponent, while a tie leaves both vehicles in the same situation as before they started the contest.

VEHICLE STUNTS

Vehicle stunts involve driving or piloting a vehicle in some manner it wasn't explicitly designed for as part of its normal operations. Performing a stunt requires a successful Dexterity (Vehicles) check, with a DC set by the GM based on how challenging the stunt is. This check has a maximum bonus equal to the vehicle's Dexterity modifier.

If the check succeeds, the driver pulls off the stunt successfully. If the check fails by less than 5, the stunt fails. If the check fails by 5 or more, the stunt fails and the vehicle also risks a crash.

RISKING A CRASH

Whenever a vehicle risks a crash, the driver must make a Dexterity (Vehicles) check, adding the vehicle's Dexterity modifier to the check. On a success, the vehicle remains under the driver's control. On a failure, the vehicle crashes. If a vehicle has no driver, the check automatically fails.

The DC for the check is determined by the conditions around the vehicle modified by the vehicle's speed, as noted on the Crash Conditions and Crash Speed tables. See the next section for information on interpreting crash damage on the Crash Speed table.

CRASH CONDITIONS

DC	CONDITIONS
5	Perfect driving conditions with no obstacles; calm seas; clear skies
10	Good driving conditions with few obstacles; choppy water; windy skies
15	Poor driving conditions or heavy traffic; rough waters; stormy weather
20	Terrible driving conditions with many obstacles; river rapids; hailstorm
25	Off-road in the woods; hurricane or other massive storm

CRASH SPEED

TRAVELING SPEED	CRASH DC MODIFIER	CRASH DAMAGE	PASSENGER DAMAGE
Low speed	-5	4d6 (PV +0)	None
Mid speed	+0	8d6 (PV +1)	2d6
High speed	+5	12d6 (PV +1)	3d6
Extreme speed	+10	16d6 (PV +2)	4d6
Air speed	+0	Automatic destruction	Death

CRASH DAMAGE TO OBJECTS AND VEHICLES

A crash always involves two objects—the crashing vehicle and the object it hits—with both the vehicle and the object taking damage based on the vehicle's speed. Crash damage has both a dice expression representing the amount of damage dealt by the crash, plus an adjustment to the Penetration Value of both the vehicle and the object being hit. The total Penetration Value for the car in a crash is equal to the Armor Value of the object being hit, plus the modifier on the Crash Speed table. The total Penetration Value for the object being hit is equal to the Armor Value of the car plus the modifier on the table.

► **Example:** A sports car traveling at high speed crashes into a concrete barrier. The base damage for that speed is 12d6, with a +1 bonus to the Penetration Value of both car and barrier. The sports car has an Armor Value of 2 and the concrete barrier has an Armor Value of 4. The damage to the car thus has a Penetration Value of 5 (the barrier's Armor Value 4 and the +1 bonus from speed), while the damage to the barrier has a Penetration Value of 3 (the car's Armor Value + 1). The barrier will be fine, but the sports car is going to take a lot of damage.

Damage is rolled once and applied to both the vehicle and the object it hits. If two moving vehicles crash together, use the speed of the faster vehicle to determine damage to both.

Most creatures (including people) are considered to have an Armor Value of 2 when hit in a crash.

If a vehicle crashes into an object of equal or larger size or an object that took no damage from the crash, it comes to a complete stop. If it crashes into a smaller object and is not Totaled after taking damage, the vehicle's speed is reduced by two categories but it can continue moving.

A crash happening at air speed typically results in the complete destruction of both the vehicle and the object it crashes into.

CRASH DAMAGE TO PASSENGERS

If a vehicle takes damage in a crash, its passengers (including the driver) might also take damage. If the passengers are using safety equipment (seatbelts and airbags in cars, protective clothing and a helmet for cyclists, and so forth), they take damage based on the Passenger Damage column of the Crash

Speed table. If not, they take the same damage as the vehicle does.

Each passenger taking damage from a crash can make a DC 15 Constitution saving throw. On a success, the passenger takes half damage. Damage taken in a crash is bludgeoning damage, and personal armor can't prevent it (though armor might count as safety equipment at the GM's discretion.)

If a vehicle crashes at air speed, all passengers on the vehicle are typically killed.

FALLING VEHICLES

When a vehicle falls from a height, unless the fall is part of a successful stunt, the vehicle automatically crashes. The effective speed of this crash is determined as based on the distance of the fall or the speed of the vehicle before it fell, whichever is greater.

FALL DISTANCE	EQUIVALENT SPEED
10–50 feet	Low speed
60–100 feet	Mid speed
110–150 feet	High speed
160 feet or more	Extreme speed

FALLING PLANES

Planes that fall from high altitude take a certain amount of time to reach the ground. The GM can give any character in the plane a chance to try to escape, or to somehow arrest the fall. Considering that a crash or free fall likely means death, heroes should be given every reasonable opportunity to escape.

DAMAGING A VEHICLE

When a vehicle is hit by an attack or otherwise takes damage, compare the vehicle's Armor Value to the attack's Penetration Value. If the Penetration Value is higher than the Armor Value, the vehicle is damaged. If the Armor Value is equal to or higher than the Penetration Value, the vehicle is not damaged.

Vehicles don't have hit points, so a vehicle that is damaged makes a Constitution saving throw with a DC = half the attack's damage, rounded down. The driver rolls a d20 and adds the vehicle's Constitution modifier to get the result. On a success, roll on the Vehicle Damage table to determine what was damaged, and with what effect. On a failure, the vehicle is Totaled (see "Vehicle Conditions" above). A Totaled vehicle that is moving risks a crash.

VEHICLE DAMAGE

D6	PART DAMAGED	EFFECT
1	Cargo	A random piece of important cargo is hit by the attack. If the vehicle has no cargo, there is no effect.
2	Body	The vehicle gains one permanent level of Body Damage.
3	Control	The vehicle gains one permanent level of Loss of Control.
4	Power	The vehicle gains one permanent level of Loss of Power.
5	Tires	If the vehicle has tires, it has the Blown Tires condition and risks a crash. A vehicle without tires gains one permanent level of Body Damage.
6	Passenger	A random passenger is hit by the attack instead of the vehicle.

VEHICLES IN COMBAT

The most common vehicular combat scenario is a chase. The vehicle combat rules in this section aren't meant to simulate a vehicle's movement with the same accuracy as the game rules track the movement of heroes and NPCs. Outside of a chase, a vehicle will usually be stationary, speeding into combat, or speeding out of combat.

INITIATIVE

If a vehicle without a driver is called on to make a check when it risks a crash, it does so on the initiative of its last driver.

ATTACKING FROM VEHICLES

Characters can attack from inside a vehicle, but any combatant in a moving vehicle has disadvantage on attacks against targets outside the vehicle.

FIRING INTEGRATED VEHICLE WEAPONS

Some vehicles, particularly certain types of military vehicle, have built-in weapons integrated into their design. Depending on the weapon, the driver or another designated character can fire a vehicle's integrated weapons as an attack on their turn. Proficiency with Military Equipment covers using integrated vehicle weapons.

An integrated weapon in a turret can fire in any direction. Otherwise, the vehicle must be facing in the direction of a target.

DRIVE-BY AND STRAFING ATTACKS

A moving vehicle used to make attacks against much slower combatants engages in a drive-by or strafing attack. The GM sets a distance for the vehicle as it passes by the targets. On the initiative of the vehicle's driver, the vehicle arrives at the site of the attack, where it can be attacked until the start of its next turn. At that point, the vehicle moves away.

If a vehicle circles back around to do a drive-by or strafing attack at the same location, the GM decides how long it takes to do so (typically at least 1 round).

ATTACKING VEHICLES

Vehicles that come under attack are treated differently than living combatants, but they can still be damaged in specific ways. Attacking a vehicle is accomplished in the same way as a normal attack, with an attacker choosing the vehicle as a target and making an attack roll. If the attack hits, it deals damage, imposes a condition or other effect, or both. A vehicle can't be killed, but it can be Totaled. (See above for information on damaging vehicles.)

By default, a stationary vehicle has a Defense of 5. While in motion and operated by a driver with proficiency with Vehicles, a vehicle's Defense is equal to 10 + the lower of the vehicle's Dexterity modifier and the driver's bonus with Dexterity (Vehicles) checks.

► **Example:** A driver has a bonus with Dexterity (Vehicles) checks of +4, from a Dexterity modifier of +2 and a proficiency bonus of +2. When they drive a car with a Dexterity modifier of +1, the driver's skill is limited by the car's maneuverability, which sets its Defense to 11. If that same driver were to drive a vehicle with a Dexterity modifier of +6, the driver's own skill would be the limiting factor, giving the vehicle a Defense of 14.

AIMING AT THE TIRES

When attacking a vehicle, a character can choose to target the tires. The attack roll is made with disadvantage, but automatically targets the tires rather than having the attacker roll for a damage location. If the attack hits and the attack's Penetration Value is higher than the Armor Value of the tires (1 by default), the vehicle gains the Blown Tires condition and risks a crash.

AIMING AT PASSENGERS

Aiming at passengers in vehicles is handled as normal combat, though passengers in a vehicle likely have cover. Unless it has the exposed property (see "Vehicles Properties" in chapter 6), a vehicle provides three-quarters cover to characters inside it, and the vehicle's Armor Value is used as the Armor Value of the cover. A vehicle's windows can provide total cover, but since they are usually transparent and have only an Armor Value of 1, they offer limited protection.

A combatant that crouches or lies down in a vehicle has total cover from anyone 5 feet from the vehicle or farther, but can't see outside the vehicle.

RAMMING WITH VEHICLES

The driver of a vehicle can intentionally crash into something or someone if they so choose. Resolving whether the ramming succeeds depends on the target.

TARGET	RESOLUTION
Stationary object	Automatic success
Another vehicle	The GM calls for a Dexterity (Vehicles) contest between the two drivers. A success by the driver of the ramming vehicle results in a crash.
Creature	A creature targeted by a vehicle, aware of the danger, and able to move can use the Dive for Cover reaction to avoid the ramming attempt. If the creature can't dive for cover, the vehicle rams them. The creature can make a Dexterity saving throw with a DC = 8 + the lower of the driver's Dexterity (Vehicles) bonus and the vehicle's Dexterity modifier. On a success, the creature takes half damage from the crash.

NO DRIVER

A vehicle with no driver or pilot gains three temporary levels of the Loss of Control condition. These levels are removed when a new driver takes control of the vehicle.

PUSHING MANEUVER

As an action, the driver of a land or sea vehicle can try to push another vehicle in an attempt to destabilize them or shove them into an obstacle. To have any effect, the pushing vehicle must be of equal size or larger than the target vehicle. This action is resolved using a Dexterity (Vehicles) contest between the two drivers. If the pushing vehicle is larger, the driver has advantage on their check.

- ▶ If the pushing vehicle driver wins, the target risks a crash.

- ▶ If the pushing vehicle driver loses by 5 or more they risk a crash.
- ▶ If the pushing vehicle driver loses by less than 5, nothing happens.

TAKING CONTROL

As an action, a character in or on a vehicle who is within 5 feet of the driver can attempt to take over control of the vehicle from the driver. If the driver does not resist, the new character can automatically make ability checks to drive the vehicle. If the driver resists, both characters engage in a Strength (Athletics) or Dexterity (Sleight of Hand) contest, with each character choosing which ability check to use. If the contest has a winner, that character can make ability checks to drive the vehicle for 1 round.

In either event, the character driving has disadvantage on ability checks made to steer the vehicle for 1 round.

VEHICLES IN CHASES

Though the circumstances of a vehicle chase are different, the general mechanics are the same as for a chase undertaken by characters on foot. During a chase making use of a vehicle, the driver of that vehicle likely makes all checks and saving throws involving complications. Even if they don't, they are the only character who can use the Brace action to gain advantage on those checks. Many suggested activities involved in using the Gain Ground action also focus on the driver.

Passengers involved in a vehicle chase might be able to make ability checks using the Gain Ground action to target a character on the other side in the chase, or they can aid the driver in their own checks to gain ground. Passengers can also engage in combat with adversaries, sit tight to wait for a moment when they can be of assistance to the driver, or engage in commentary and roleplay around the action.

CHASE SPEED

Vehicle chases happen at the fastest speed a vehicle on the prey side is able to go in the chase environment. If a vehicle on the prey side can go considerably faster than the predators, the GM is likely to rule that the prey side automatically wins the chase. That said, many chases take place in situations where vehicles can't move at their maximum speeds, allowing skilled driving to be the key to success.



PART III:
MASTERING
THE GAME



PART 3 | MASTERING THE GAME

Game Mastering is challenging, but also immensely rewarding. It can be a lot of work, but it comes with an incredible sense of joy and satisfaction. People have been fulfilling this role for more than 50 years now and libraries worth of advice have been written on the subject. Whether you are an experienced GM or are preparing to run your first game, you are the heart and soul of this hobby we all share. Part III of *Everyday Heroes* exists to help you prepare for play and to build fantastic adventures in the modern world.

CHAPTER 12: THE GM'S TOOLBOX

This chapter focuses on rules and advice for building and running different kinds of encounters, applying the rules of the game, creating exciting chase scenes, and more.

DCs BY LEVEL

A GM sets Difficulty Challenge (DC) numbers, whether when planning an encounter or when responding to the actions of a character in the middle of a tense action scene. Because *Everyday Heroes* uses straightforward mechanics, it doesn't take long to get a feel for what makes an easy or difficult DC.

When setting a DC, you want characters of a given level to succeed about 55 percent of the time. Generally speaking, combat DCs should be harder for characters to succeed than ability check or skill check DCs. Why? To reflect expertise, and because skill checks are often undertaken by the most skilled member of the team, as opposed to everyone participating in combat.

The DCs by Level table shows the range of bonuses that heroes can obtain by level, as well as the median DCs for different types of rolls. At any given level band, the first DC in each entry represents the target for an average challenge for an average character (which said character should succeed at 55 percent of the time), while the DC in parentheses represents the target for an average challenge for the most talented heroes. As characters go up in level, the range between the most talented hero

DCS BY LEVEL

LEVEL	HERO BONUS RANGE	SKILL CHECK DC	ABILITY CHECK DC	COMBAT DC
1	-1 to +7	13 (17)	11 (13)	12 (15)
2-4	-1 to +8	13 (18)	11 (14)	13 (16)
5	-1 to +10	14 (20)	11 (14)	13 (17)
6-8	-1 to +11	15 (21)	12 (15)	14 (18)
9-10	-1 to +13	16 (23)	12 (15)	14 (19)

and an average character grows wider. The "Skill Check DC" column represents ability checks made using a skill proficiency or expertise. The "Ability Check DC" column is for ability checks made with no proficiency. The "Combat DC" column covers attack rolls and saving throws made in combat.

In general, to set a difficult DC, add up to 5 to any of the numbers on the table. To set an easy DC,

subtract up to 5. That creates a success-rate range of 30 percent to 80 percent for characters of the indicated level. The chance for characters to gain advantage is common, so GMs should err on the high side when setting up truly challenging tasks.

Looking at the table, the biggest difference isn't so much between low-level and high-level characters as it is between characters who are weaker in specific areas or who specialized in those areas (as indicated by their bonus). This is an intentional part of the 5e system design, which we carried over into *Everyday Heroes*.

Also worth noting, Defense values for both heroes and NPCs are typically higher than the combat DC ranges, especially considering that three-quarters cover provides Defense 20. This is because most combat-focused heroes are at the upper end of the hero range for their chosen combat style, and because at lower levels, damage values can be high compared to hit points. But this defensive advantage slowly erodes as heroes level up and gain a bigger hit point cushion.

AREA OF EFFECT

Certain effects in *Everyday Heroes* cover an area, allowing them to affect multiple targets at once. Most areas of effect are described as having a radius, meaning that from a center point, a circle is drawn using a line of that length extending out in all directions from the center point. Another way to think of it is that anything the specified distance or less from the center point is potentially affected.

In games that use a battle map for combat and want to be precise about area, a line of the given distance can be extended out from the center of a target square. If that line touches or passes through the center of any other square, that other square falls in the area of effect. To make a rougher judgment, divide the radius by the size of a square, and then count out from the center square as square 0. For example, a fragmentation grenade has a 20-foot-radius area of effect. On a map with 5-foot squares, that area of effect extends 4 squares in every direction, not counting the starting square.

The area of effect for suppressive fire is effectively a triangle and is described under the Suppressive Fire action in chapter 9.



When playing without a map in “theater of the mind”-style games, GMs and players need to make judgment calls as to the relationship between people during combat. In modern combat, most combatants stay in visual sight of one another but don’t stand directly next to other combatants to avoid the risk of stray gunfire. Generally speaking, enemies bunched together are much easier to target than those that spread out.

If the location of a hero isn’t clear when determining area of effect, the best approach is for you to ask the players where they imagine their heroes are, then target the attack and declare who’s affected. In the same way, a player whose character makes an area attack or lays down suppressive fire can ask you how many targets they can hit. The answer is up to you, who should try to be fair to the situation and let the players feel they are having a meaningful impact on the fight.

DESIGNING ENCOUNTERS

When planning adventures, a GM can break up the challenges the characters will face into individual encounters. Typically, an encounter takes place in a single location and involves one main challenge or a set of interconnected challenges. Combat, social challenges, and investigating an area are all examples of encounters. Encounters can bleed into one another, but characters typically deal with them one at a time as they progress through the story.

Most of the content of an adventure is contained within encounters. The time in between encounters is often “fast forward” time, such as travel or resting, or downtime, none of which requires much planning on your part. They simply need to be aware of when the characters are likely to have time to rest or shop between encounters.

COMBAT ENCOUNTERS

Modern action often involves characters getting into fights during an adventure. Combat encounters are highly structured, using the rules documented in chapter 9. GMs and players alike should look to that chapter to familiarize themselves with the basics of combat.

When creating a combat encounter, first the GM decides who opposes the characters. Thematically, this can be anyone or anything that makes sense for the story. On the mechanical side, the GM also determines the encounter difficulty and selects enemies that can pose an appropriate level of threat.

OPPONENT BUDGET

When building an encounter of average difficulty, all the GM needs to do is count the number of heroes, then pick a number of NPCs whose challenge rating in combat adds up to about that number.

To find how many heroes an NPC is worth, find the characters’ level in the Opponent Values by Level and CR table, then find the number in the column matching the NPC’s CR.

For example, for a 2nd-level team, a CR $\frac{1}{4}$ NPC is worth $\frac{1}{2}$ of a hero. Against a team of five heroes of 2nd level, ten CR $\frac{1}{4}$ opponents would thus make an average encounter. Meanwhile, a CR 1 NPC is worth three characters of 2nd level, allowing a GM to build an average encounter out of one CR 1 opponent plus four CR $\frac{1}{4}$ opponents.

An average encounter will require some effort from the team to overcome, but unless they have been run ragged, there is little chance of them actually losing such a fight. For an encounter whose difficulty is more or less than average, the GM simply selects NPCs whose total value is higher or lower than normal:

Trivial Encounter: An encounter with a value below two-thirds of the team’s opponent budget is trivial, posing little challenge to the characters or players. Use such encounters sparingly, as they can easily bog down the game with unnecessary combat.

Easy Encounter: An encounter with a value as low as two-thirds of the team’s opponent budget is easy. These encounters let the players and characters feel cool and powerful, but might cost them a small amount of resources.

Hard Encounter: An encounter with a value of up to 50 percent higher than the team’s opponent budget is hard. Such encounters can be difficult but not overwhelming, and are likely to cost more resources than an average encounter.

Very Hard Encounter: An encounter with a value of up to twice the team's opponent budget is very hard. Very hard encounters can be dangerous. The characters are still likely to come out on top, but a run of bad luck could see them losing the fight if they're already drained of resources.

Deadly Encounter: Encounters with a value over twice the team's opponent budget are deadly. As the name implies, characters can die in a deadly encounter if they get unlucky or are low on resources. The characters can definitely lose a fight at this difficulty, but with enough resource expenditure, they'll probably at least limp away—unless the encounter value reaches triple the team's level or higher.

NPC ROLES

NPCs fill a number of roles in combat, which a GM can use to decide what kind of encounter to create. These roles exist only as general guidance on how opponents might be used in encounter building, the types of characters who do well or poorly against

them, and the tactics they might employ. They otherwise have no mechanical effects. An NPC can have any number of roles as long as they all apply.

BASIC ROLES

Basic combat roles define what an NPC does in a fight in the broadest sense.

Hulk. Hulks have a lot of hit points, and a low Defense. They're fun for characters to lay into with their highest-damage attacks, but can be effective against heroes who already hit most of the time or who struggle to dish out high damage.

Killer. Killers deal high damage but are relatively easy to take out. A killer doesn't last as long as some other foes, so characters with a high initiative bonus who can dispatch them quickly will enjoy fighting them, as will tough characters who can protect their allies. Characters with lower Defense and hit points can sometimes struggle against a killer.

OPPONENT VALUES BY LEVEL AND CR

TEAM LEVEL	0	$\frac{1}{8}$	$\frac{1}{4}$	$\frac{1}{2}$	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	$\frac{1}{8}$	$\frac{1}{3}$	1	3	5	8	10	—	—	—	—	—	—	—	—	—	—	—	—
2	$\frac{1}{10}$	$\frac{1}{5}$	$\frac{1}{2}$	2	3	5	8	10	—	—	—	—	—	—	—	—	—	—	—
3	$\frac{1}{15}$	$\frac{1}{8}$	$\frac{1}{3}$	1	$1\frac{1}{2}$	3	5	8	9	10	—	—	—	—	—	—	—	—	—
4	$\frac{1}{22}$	$\frac{1}{10}$	$\frac{1}{5}$	$\frac{3}{4}$	1	2	4	5	6	8	9	10	—	—	—	—	—	—	—
5	—	$\frac{1}{15}$	$\frac{1}{8}$	$\frac{1}{3}$	$\frac{1}{2}$	$1\frac{1}{2}$	$2\frac{1}{2}$	$3\frac{1}{2}$	5	6	8	9	10	—	—	—	—	—	—
6	—	$\frac{1}{20}$	$\frac{1}{10}$	$\frac{1}{4}$	$\frac{1}{3}$	1	2	3	4	5	6	7	8	9	10	—	—	—	—
7	—	—	$\frac{1}{15}$	$\frac{1}{5}$	$\frac{1}{4}$	$\frac{3}{4}$	$1\frac{1}{2}$	2	3	4	5	6	7	8	9	10	—	—	—
8	—	—	$\frac{1}{20}$	$\frac{1}{6}$	$\frac{1}{5}$	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	3	4	5	6	7	8	9	10	—	—
9	—	—	—	$\frac{1}{8}$	$\frac{1}{6}$	$\frac{1}{3}$	$\frac{3}{4}$	1	$1\frac{1}{2}$	$2\frac{1}{2}$	3	4	5	6	7	8	9	10	—
10	—	—	—	$\frac{1}{10}$	$\frac{1}{8}$	$\frac{1}{4}$	$\frac{1}{2}$	$\frac{3}{4}$	1	$1\frac{1}{2}$	2	3	4	5	6	7	8	9	10



Leader. Leaders are NPCs who give their allies some kind of benefit or buff. Characters who can focus attacks can easily take out leaders first, while those with limited mobility and range might struggle against them. Leaders make good boss enemies when supported by allies.

Shadow. Shadows rely on stealth and ambush, along with superior mobility that allows them to hide or find cover after making a strike. Perceptive heroes shine against shadows, as do characters who can keep them from moving. Straightforward characters might have more trouble against shadow NPCs.

Support. Support NPCs perform some role in combat other than dealing damage, taking damage, or buffing their allies. This usually means they debilitate, immobilize, or otherwise harass the heroes in some way, or provide healing or defense to their allies. Characters with good saving throws are more effective against support NPCs, as are those who can perform well even while hindered in combat. Characters with poor saves or who are reliant on a single tactic might struggle.

Tank. Tanks focus on protecting their allies, either explicitly with specific features and abilities, or by standing in front of them and soaking up damage. They usually have high Defense, good saving throw bonuses, and decent hit points, but they do less damage than other NPCs. A tank lets characters with high accuracy and mobility shine, and they punish heroes with poor tactics.

RANGE ROLES

Two combat roles determine whether an NPC fights better up close or from a distance: melee and ranged.

Melee. Melee opponents thrive in close combat. They might have ranged attacks, but those attacks typically pack less punch than their melee options. Heroes who hit hard in melee

usually deal better with melee opponents, but characters focused on ranged combat can often take out melee NPCs from a distance before they get close enough to pose a danger.

Ranged. Ranged enemies are more dangerous at a distance, as their melee attacks deal less damage than their ranged options. Heroes who can fight at range should typically concentrate on ranged opponents, but are more effective against melee characters before they can move close enough to bring their attack options to bear.

GROUPING ROLES

Grouping roles determine whether an NPC works better alone or as part of a mass attack.

Fodder. Fodder NPCs are easy to run. They can be used in large groups against higher-level heroes, as they typically make simple attacks and have no abilities that recharge or resources to track. Characters who can hit multiple enemies at once will shine against fodder NPCs, while those who specialize in dealing large amounts of damage to single targets might struggle and could get overwhelmed.

Loner. Loners excel at fighting on their own or with only a little backup. They are usually complicated in their mechanical setup, make multiple attacks, or possess abilities that recharge or have limited use. Heroes who deal a lot of damage to one enemy will like fighting loners, while characters who focus on damaging multiple enemies might have a harder time. Loners make good boss enemies, whether alone or with allies.

NPCs who have no roles can work in any role but are usually less effective.

ADJUSTING COMBAT DIFFICULTY

When a fight breaks out, it's not just the forces on the enemy side that determine how tough things get. This section covers other factors that can affect the challenge of a combat encounter.



ALLIES

If the characters have NPC allies in a fight, don't count them as additional characters when determining the difficulty of an encounter. Rather, look up their value on the Opponent CR table as with enemy NPCs, but subtract that value from the encounter value instead of adding it.

ENVIRONMENT AND TERRAIN

The location of an encounter can easily affect its difficulty. Terrain doesn't provide exact math as NPCs do, but the GM and the players should keep the following things in mind:

Better cover for the characters makes an encounter easier, while better cover for their enemies makes an encounter harder.

Enemies who have long-range attacks and start at a distance make for a harder encounter, especially if the space between the characters and their foes features little or no cover.

Enemies who focus on ranged attacks and are encountered in enclosed spaces make an easier encounter, while melee-focused enemies in the same environment create a harder encounter.

A choke point—a single location that all combatants must get through to move across the battlefield—makes an easier encounter if the characters are outnumbered, but a harder encounter if they're trying to press forward.

TACTICS

Smart enemies can adjust the difficulty of an encounter by taking cover, focusing fire on one hero at a time, staying out of reach of melee characters, or any other tactics that make them individually more dangerous. At the other extreme, if the enemies barrel in, ignore potential cover, attack whoever is in front of them at any given moment, go toe-to-toe with melee specialists, or otherwise make bad tactical choices, they'll be easier to deal with.

It's hard to assign numbers to tactical superiority, but tactics are extremely easy to adjust during a fight. If things start to go badly for the characters, the GM might have an enemy slip up. Likewise, for a team that consistently takes down threats with ease, a GM might want to increase the challenge by planning out the enemies' movements and tactics more carefully.

EQUIPMENT

The modern world features powerful, high-tech weapons which don't take significant training or skill to use. A GM should keep the following balance issues in mind when deciding what weapon limitations to place on heroes, if any, and how to stage combats so everyone has a good time.

By and large, guns in *Everyday Heroes* are more dangerous than the game's non-firearms options, both because of their solid damage and because characters can employ them from a great distance. A hero armed with a kitchen knife simply won't present the same level of danger as one armed with a military assault rifle and hand grenades. Melee-based heroes can choose strong abilities to help them compete, but there aren't many ways to use their fists from a hundred yards away. Guns always provide an edge in modern combat.

That said, the GM can always try to stage fights in environments where melee characters have reasonable opportunities to close distance and get into the fray. For example, make sure the environment features sufficient cover. This lets melee characters charge up on their turn and then hunker down at the end of movement. On the other hand, foes with automatic weapons or grenades can do a lot of damage to heroes who don't have any cover to duck behind. You can also stage fights in enclosed spaces, such as a warehouse or parking garage, though the GM must be wary of hindering characters who specialize in long-range weapons.

Another equipment strategy the GM can employ is to match enemy weapon types with the types of weapons the heroes carry. If the team features an equal mix of melee and ranged combatants, arming enemies in a similar way can help ensure everyone has an opponent they can square off against.

COMBAT AND RANGE

Modern combat can feel quite different from fantasy combat. Most fantasy battles take place face to face, with ranged attackers relatively close to the field of battle except in rare cases. In a modern setting, a character might be attacked from more than a mile away by an enemy they're wholly unaware of. This section details some of the considerations that come into play when staging fights in a modern setting.

MAPS

Like 5e fantasy gaming, *Everyday Heroes* is designed to work with or without battle maps. It comes down to what style your group prefers. Maps allow for precise measurements and let everyone see how the battle unfolds. Using “theater of the mind”-style descriptive combat has more flexibility, but it can get confusing and requires the GM to not only effectively describe the situation but adjudicate character actions in a way that appears fair to everyone.

One of the challenges of a game using maps is that no map can cover the distances potentially involved in a gun battle at the same time that it handles close-quarters combat. Most battle maps are made with a close-up scale of 5 feet per square in mind. Combatants shooting targets from 100-yard ranges—not to mention true snipers firing from even farther away—are not going to fit on such a map. Many GMs mix maps with theater-of-the-mind to stitch such battles together.

For GMs not using maps, it can be challenging to determine if a combatant using the Dive for Cover reaction can find and reach cover, or exactly how far away a melee hero is from the assassin shooting at them. Even for groups not playing with a battle mat, it can be useful to have a small-scale map to show relative positions or a strong GM description that creates a mental image of the situation.

A positioning map not at any particular scale that shows the positions of combatants relative to one another can solve this problem for theater-of-the-mind groups. Such a map works at nearly any scale, and you can even use a large-scale positioning map alongside a small-scale encounter map to show combatants in melee.

SETTING THE STAGE

GMs create and set up the scenes in which combat takes place. Most written adventures detail specific locations for their combat encounters, whether the heroes are in a given location when enemies attack, or the enemies are in a given location when the heroes arrive. Either way, the GM usually controls whether an encounter takes place at long or short range.

The GM should always keep in mind the capabilities of their heroes when planning encounters. The characters should be challenged but not overwhelmed during most combats. A clifftop ambush sprung on a bunch of melee-focused characters will likely leave them in serious trouble no matter their experience and capabilities. Likewise, a barroom brawl with a team of heroes who have minimal melee ability can easily go sideways. Sometimes, you may want to exploit the heroes’ weaknesses to challenge them, but it’s important to keep such scenarios from frustrating your players. The heroes should always have a chance to overcome the challenge in the end.

The same idea works in reverse. If a GM constantly throws packs of martial artists at heroes who are all gun specialists, those heroes are likely to end up shooting their enemies like fish in a barrel. You should reward characters with easy combats once in a while, but enemies should quickly adapt and try different tactics.

CHASE ENCOUNTERS

Chases are every bit as important a part of action movies as combat. Creating great chase scenes is incredibly fun and rewarding for a GM, as a good chase amps up everyone’s level of excitement.

The first step to designing a chase encounter is to understand how chases work in the rules. A GM should eventually be familiar enough with the chase rules that they feel as though they can improvise freely while running one to keep the action moving. The rules for chases are described in chapter 11 and describe everything the participants in a chase can do. This section is more about how to set up chases, focusing on making the GM feel confident in running them. As with the chase rules, this section uses “chase” to mean both chases and races, as the rules for both are almost identical.

WHEN NOT TO USE A CHASE

A chase almost always makes for an exciting scene. But not all situations need an entire scene to play out to show the characters catching someone or getting away from pursuit. A full chase scene might not be necessary under any of the following circumstances:

The consequences of the chase aren't important. In a combat, the characters are usually fighting for their lives, and while a chase isn't quite as involved as a fight, it's still a major investment of game time. As such, don't run a chase if the players aren't invested in the outcome.

The locale isn't dynamic. A chase scene requires an ever-shifting landscape full of complications and opportunity for action. Don't use a chase scene for a simple race intended to see who's faster.

The chase is really just a fight. In some scenarios, a GM might set up a high-speed combat on top of moving vehicles or some other chase-like environment. But if no one is trying to get away, it's not a chase. Such a scene can be resolved like any combat—just with much more deadly falls!

When there's no need to use a full chase, a GM can resolve a quick foot race with a simple ability contest, such as a *Strength (Athletics)* contest, or a group *Strength (Athletics)* check made against a DC equal to the opponents' passive *Strength (Athletics)* check. This setup is most useful when the outcome is uncertain, but also not that critical. And if the outcome of a chase doesn't matter at all, the GM can skip calling for die rolls entirely and simply narrate the outcome.

- **Example:** *A group of enemies is mostly defeated, but one of them runs. It might matter whether they get away to tell their boss what happened, but the heroes have just had a fight, this single enemy isn't important, and the consequences of their escape are minor. As such, the GM might decide to call for a *Strength (Athletics)* check from any character saying they want to go after the fleeing villain, or might simply decide that the villain escapes successfully or is automatically captured by anyone who goes after them.*

SETTING UP A CHASE

Chases can become part of a game when the GM plans them as a set piece, or when they happen spontaneously. The chase rules of Everyday Heroes are designed to make both of these situations easy to handle. The first thing a GM considers when setting up a chase is how they want it to end. Like the start of a chase, the end of a chase can be planned or unplanned.

ROUND LIMIT AND DIFFERENCE LIMIT

All chases have a round limit that determines when the chase is automatically over. For example, a GM might decide that a car chase is going to run for 4 rounds. This lets them plan out four cool complications for the characters to cope with before the chase comes to an end. At the end of the round limit, the winner of the chase is whichever side has the most chase points earned for overcoming challenges, or when the opposing side fails a challenge badly. In the case of a tie, the characters trying to flee (the prey side) are captured by the characters chasing them (the predator side).

Chases can be any length, but a time limit of 3 to 4 rounds suffices for most chases. A time limit of 5 to 8 rounds works for a more complex chase, but such a case should include a difference limit as well, in case one side pulls far enough ahead that additional time spent in the chase scene won't be exciting. At the end of any round, if the difference between the chase points earned by both sides in a chase equals or exceeds the difference limit, the chase automatically ends and the side with more chase points wins. For example, a GM has set the round limit of a complicated chase to 6 and the difference limit to 5. At the end of round 3, the prey side has 3 chase points and the predator side has 8 chase points—equaling the difference limit, and establishing that the predator side have caught up to the prey side well within the chase's time limit.

When deciding on an appropriate difference limit for a chase, a GM should think about the number of heroes in the chase, which heavily influences how many chase points can be gained by each side during each round. By default, a chase should use a difference limit equal to 1.5 per hero, rounded up. A difference limit of around 1 per hero makes for a tight chase where one exceptional round could end it, suitable for short- to mid-length chases or tense scenes where someone might slip away or get caught at a moment's notice. A difference limit closer to 2 per character requires one side to be solidly in the lead before automatically winning, and is most suitable for longer chases whose complications can make things interesting even after it becomes clear which way the chase is going to go.

UNPLANNED CHASE ENDINGS

Chases can also end when events take place that naturally would bring the chase to a halt. Most commonly, if everyone on a given side drops out, then the chase is over. If a chase ever feels as though it has gone on too long, the GM can simply have the NPCs drop out in frustration.

CHASE DC

A chase should have a default DC used for most or all of its complications. As a baseline, DC 13 works well for a low-level chase (levels 1–4), DC 15 works for a mid-level chase (levels 5–8), and DC 16 works for a high-level chase (level 9–10). Lower DCs in a chase favor the heroes and higher DCs favor their opponents, since only heroes roll against complications to determine which side gains chase points.

Though a hero using the Gain Ground action normally engages in an ability contest with a character on the other side in a chase, a GM can also use the default chase DC for such actions.

See the “DCs By Level” section in chapter 12 for more information on setting DCs.

STREAMLINING ENEMY ACTIONS

By default, enemies take actions during a chase just like heroes, but a GM can take advantage of a few differences and options in the more narrative, free-flowing environment of a chase scene.

NON-ACTIONS

During a chase where there are large numbers of NPCs involved you can simply narrate what some or all of the NPCs are doing in the environment rather than having them all take specific actions.

COMBINING ACTIONS

When a chase involves a whole lot of NPCs, the GM can always combine some or all of their actions into a single Gain Ground action. This is functionally similar to having some of the NPCs use the Brace action, but the GM can then give the NPCs a bonus to the check to gain ground or give the check advantage due to their numbers. This gives the NPCs an edge as a unit, as opposed to having individual attempts to gain ground against a skilled hero effectively hand the hero's side free chase points.

MORE TARGETS

When the heroes are in a chase against a single opponent or a much smaller group, being able to take multiple Gain Ground actions can be a serious benefit. An NPC with extremely high bonuses in the sorts of ability checks used in the chase negates this benefit, but is likely to make the chase extremely difficult. For a smaller increase in difficulty, you can have an NPC using the Gain Ground action make a single check contested by the checks of multiple heroes, rather than making a separate check for each contest.

PURE SIMPLICITY

A GM might also use all of the above options together, making a single roll for all opponents against some or all of the heroes.

RANGE

During a chase, the exact distance between participants is not tracked. Instead, it's up to the GM to decide how far apart everyone is, and if any given character is in range of another combatant's attacks. In most chases, it can usually be assumed that any ranged attack or ability has enough range to target any enemy, but the GM will consider the narrative of the scene when adjudicating what is or isn't in range.

COVER

What kind of cover any given participant in a chase has depends on the environment, which can be informed by the round's complication as well as the GM's descriptions. Characters might have half cover while running through a crowd, three-quarters cover in a junkyard or a construction site, or total cover in a building with short hallways that keep enemies just out of sight.

SPLITTING UP

Sometimes, characters on the prey side of a chase might split up. If all the prey take slightly different routes as they try to flee but are still roughly headed in the same direction, the chase continues as normal. A chase naturally involves characters temporarily splitting up while avoiding obstacles anyway, so there's no need to do anything special in this case.

In a case where fleeing characters decide to go in dramatically different directions, each character on the predator side must choose who to follow. If all the predators choose to chase only one group of prey, then any other fleeing prey who split off get away and everyone else carries on with the chase normally. If the predators also split up to continue chasing different groups on the prey side, then multiple chases are now occurring simultaneously. Each chase begins with the same number of chase points as the original chase, but newly earned points apply only to the new chase in which they are earned.

VEHICLE CHASES

In a vehicle chase, the opportunity to make rolls for complications and to take the Gain Ground action is available only to a character driving a vehicle. Because of this, it makes sense for drivers not trying to gain ground to consistently use the Brace action to gain advantage on ability checks involving complications.

Nondriver characters can take combat actions during a vehicle chase, with the GM tracking movement and range relative to vehicles holding characters attacking each other. However, overall chase movement is still tracked using the simplified chase mechanics.

MOUNTS IN VEHICLE CHASES

When using mounts as part of a vehicle chase, a mount's Strength, Dexterity, and Constitution modifiers are used as if it were a vehicle when a complication uses those modifiers. However, a

mount's Strength modifier is treated as if it were 5 lower than normal. A mount's rider uses *Dexterity (Survival)* checks in place of *Dexterity (Vehicles)* checks when dealing with complications.

SPEED DIFFERENCES

The chase rules are built around the assumption that all participants in a race can move through their environment at comparable speeds. But if characters on the prey side are speeding away down an open road in a sports car while the predator side features kids on bicycles, that's not a chase. The fleeing characters are simply getting away.

That said, a sports car can't go all that fast on busy downtown streets where kids on bicycles can cut through alleyways and between cars. So in that environment, the chase could be perfectly reasonable. In the end, it falls to the GM's storytelling skills to make chase scenes believable, and their choice of challenges and complications to make a chase competitive.

Another way to deal with problematic speed differences between both sides in a chase is to have a relatively short round limit for the chase. For example, in the classic scene of the bad guys boarding a plane and taxiing down the runway, the good guys might be in cars trying to stop the plane before it gets airborne. If the GM sets up this chase to run for 2 rounds, either the characters will quickly find a way to disable the plane, or they'll lose the chase as soon as the plane's superior speed comes into play.



COMPLICATIONS

Complications add a sense of place and drama to a chase. They describe the location in which the chase is taking place, as well as what obstacles and opportunities are available for participants to cope with or take advantage of. For a planned chase, the GM can create complications ahead of time. For an unplanned chase, complications might be chosen from a list, rolled randomly, or ad-libbed on the spot.

Every complication is described using a number of components in the following format.

COMPLICATION NAME

A **description** gives the GM something to read or paraphrase for the players, to give them a mental picture of what's happening as a complication unfolds.

Type (hazard or challenge). The complication's type determines whether it's a hazard (making use of a saving throw) or a challenge (making use of an ability check).

Gain Ground Suggestions:

- ▶ Each complication includes one or more actions the GM can suggest to the players or undertake them for the NPCs. These suggestions represent the sorts of things participants can do in response to a complication, but aren't meant to be a definitive list. Chases should be a chance for players to get creative.

DESCRIBING COMPLICATIONS

When the GM describes a complication, they'll set the tone for what happens as the heroes and their foes make their rolls, and as they react to the complication with their actions. A complication should feel like a dynamic and changing situation, not a set scene. As the action goes from round to round and complication to complication, the GM will provide description that links each complication to the next, with the players' imaginations filling in gaps to make the whole process feel like a smooth action sequence.

CHASE COMPLICATIONS

This section provides a number of sets of complications for different types of chases in different environments. A GM can pick and choose complications that they think would be fun, or can roll randomly on the tables in this section and let luck tell part of the story. Any of these complications can have their flavor changed to suit the exact environment of a chase. The ever-popular fruit vendor's cart isn't so different from any other obstacle, except in how it's described.

GMs can also create their own complications, most easily by thinking about action movies featuring chases and adapting those situations for their game. And many cinematic adventures will provide complications that can be reused in other adventures. A library of cool complications is much like having a book of foes, providing quick access to cool stuff that can challenge the players and characters.

HAZARDS AND CHALLENGES

Heroes have an edge in challenge complications, as they must fail by 5 or more to give a point to the other side. Hazard complications are more difficult, as a hero must succeed by 5 or more to earn a point. As a result, a chase with more hazards is more difficult, while one with more challenges is easier.

When a GM plans a chase or builds their own table of complications, the default should be an equal number of hazards and challenges. Increasing the number of hazards then increases the difficulty, while increasing the number of challenges reduces it. This can also be done on the fly, with the GM choosing to focus on challenges or hazards depending on how a chase is progressing.

OPTIONAL RULE: LETTING PREY CHOOSE COMPLICATIONS

When the heroes are on the prey side in a chase, it makes sense for them to choose what kinds of situations they want to lead their pursuers into. This isn't the default for chase scenes, because it requires



the GM to be extremely familiar with the system and think quickly on their feet. As well, though some players love this kind of creative control over a scene, some don't want to stretch those creative muscles so hard, preferring to leave that to the GM.

If this optional rule makes sense, the GM will let the players know. Then, at the start of each round, the players are asked where they want the characters to lead their pursuers or can be given options for where they could go. The GM then either picks a complication that's a good match for the players' intentions or invents checks for that complication on the spot based on what the players described.

FOOT CHASE, URBAN STREETS

These complications can be used for outside encounters in any city or adapted for suburban locales.

D10	COMPLICATION
1	Fruit Cart
2	Busy Street
3	Under Construction
4	Rumbling Train
5	Suspicious Cop
6	Twisting Alleyways
7	Crowd
8	Dumpster
9-10	Straightaway

FRUIT CART

A merchant pulling a cart loaded with produce moves into the path of the chase, threatening to send fruit flying everywhere.

Hazard. Strength or Dexterity saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Direct the blame to an opponent so the cart owner antagonizes them and not you. *Charisma (Deception)* against *Charisma (Persuasion)*
- ▶ Throw spilled fruit at an opponent. *Strength (Athletics)* against *Constitution (Endurance)*, or opposed by a Dexterity saving throw

- ▶ Scatter spilled fruit over the ground behind you so your opponent slips on it (prey only). *Dexterity (Sleight of Hand)* against *Dexterity (Acrobatics)*

BUSY STREET

The chase leads into a busy street full of vehicles on the move.

Hazard. Dexterity saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Distract drivers so they can't avoid running into your opponent. *Charisma (Performance)* against *Charisma (Performance)*
- ▶ Hop over moving cars, hindering opponents who can't keep up. *Strength (Athletics)* against *Strength (Athletics)*
- ▶ Move with the traffic by predicting its flow more accurately than your opponent. *Intelligence (Social Sciences)* or *Wisdom (Vehicles)* against *Intelligence (Social Sciences)* or *Wisdom (Vehicles)*

UNDER CONSTRUCTION

Construction crews have ripped up the street directly in the path of the chase, which is filled with supplies and equipment.

Hazard. Intelligence saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Pull a lever that moves a piece of equipment into your opponent's path. *Intelligence (Mechanics)* against *Wisdom (Perception)*
- ▶ Run straight through the construction area, hopping on pipes, equipment, and even workers. *Dexterity (Acrobatics)* against *Dexterity (Acrobatics)*

RUMBLING TRAIN

As the chase approaches a railroad crossing, a train rumbles past, creating an incredible din that makes it hard to focus.

Hazard. Wisdom saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Hop on the side of the train that's going in the right direction. *Strength (Athletics)* against *Strength (Athletics)*

- ▶ Time your movement across the tracks so the train cuts off pursuers (prey only). *Wisdom (Perception)* against *Wisdom (Perception)*

SUSPICIOUS COP

A police officer ahead sees the chase but doesn't know what to make of it, and is suspicious of everyone involved.

Hazard. *Charisma* saving throw. Each participant on a side succeeds automatically on the save if at least one of them shows a police badge as a reaction.

GAIN GROUND SUGGESTIONS:

- ▶ Shift suspicion to an opponent. *Charisma (Deception or Persuasion)* against *Charisma (Deception or Persuasion)*, depending on whether participants are on the side of the law or not
- ▶ Move the cop into the path of pursuers so they have to shove their way past (prey only). *Dexterity (Sleight of Hand)* against *Strength (Athletics)*

TWISTING ALLEYWAYS

The chase turns a corner into a maze of confusing alleyways littered by trash cans and refuse.

Challenge. *Intelligence (Investigation)* or *Wisdom (Streetwise)* check

GAIN GROUND SUGGESTIONS:

- ▶ Seek a shortcut through the alleys. *Wisdom (Streetwise)* against *Wisdom (Streetwise)*
- ▶ Knock over a trash can to trip up pursuers (prey only). *Strength (Athletics)* against *Dexterity (Acrobatics)*
- ▶ Fake out your opponent to slip down a different alley (prey only). *Charisma (Deception)* against *Wisdom (Insight)*

CROWD

A thick crowd of people chokes the street ahead.

Challenge. *Intelligence (Social Sciences)* or *Charisma (Intimidation or Persuasion)* check

GAIN GROUND SUGGESTIONS:

- ▶ Convince people to get in the way of your opponents. *Charisma (Persuasion)* against *Charisma (Intimidation or Persuasion)*
- ▶ Vanish into the crowd (prey only). *Charisma (Stealth)* against *Wisdom (Perception)*

DUMPSTER

A dumpster in the process of being emptied by a large truck blocks the path ahead.

Challenge. *Strength (Athletics)* check

GAIN GROUND SUGGESTIONS:

- ▶ Seek another way around. *Intelligence (Investigation)* or *Wisdom (Streetwise)* against *Intelligence (Investigation)* or *Wisdom (Streetwise)*
- ▶ Convince the truck driver to block your opponent after you've passed (prey only). *Charisma (Persuasion)* against *Charisma (Intimidation or Persuasion)*

STRAIGHTAWAY

The sidewalk ahead is clear, but fences block any other paths you might take.

Challenge. *Constitution (Endurance)* check

GAIN GROUND SUGGESTIONS:

- ▶ Hoof It. *Constitution (Endurance)* against *Constitution (Endurance)*
- ▶ Hop a Fence (prey only). *Strength (Athletics)* against *Strength (Athletics)*

FOOT CHASE, BUILDING INTERIOR

These complications can be used for chases taking place in a single large building or multiple buildings strung together. A GM might also alternate these complications with those of other sections as a chase goes in and out of buildings.

D10	COMPLICATION
1	Residence/Office
2	Crowded Hallway
3	Confusing Hallways
4	Clutter
5	Stacked Boxes
6	Stairs Up
7	Stairs Down
8	Cramped Space
9	Locked Doors
10	Long Hallway

RESIDENCE/OFFICE

The chase leads into an occupied room, surprising everyone inside.

Hazard. *Charisma* saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Convince people to harry your opponent. *Charisma (Deception or Persuasion)* against *Charisma (Deception or Persuasion)*, depending on whether participants are allowed to be in the area or not
- ▶ Tip furniture into the path of pursuers (prey only). *Strength (Athletics)* against *Dexterity (Acrobatics)*

CROWDED HALLWAY

The hallway ahead is clogged with people blocking the way.

Hazard. Strength or *Charisma* saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Yell at everyone to get out of your way. *Charisma (Intimidation)* against *Charisma (Intimidation)*

- ▶ Look for another way around (prey only). *Wisdom (Perception)* against *Wisdom (Perception)*

CONFUSING HALLWAYS

The chase bogs down in a confusingly laid out section of hallways.

Hazard. Intelligence saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Figure out the architect's intent to take the right turns. *Intelligence (Arts and Crafts)* against *Intelligence (Arts and Crafts)*
- ▶ Make abrupt turns to lose pursuers (prey only). *Dexterity (Stealth)* against *Wisdom (Perception)*

CLUTTER

The chase leads into a cluttered room, full of all kinds of junk that might be tripped over.

Hazard. Dexterity saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Book it straight across and try not to trip. *Dexterity (Acrobatics)* against *Dexterity (Acrobatics)*
- ▶ Try to throw off pursuers by staying hidden behind the junk (prey only). *Dexterity (Stealth)* against *Wisdom (Perception)*

STACKED BOXES

Stacks of cardboard boxes block most of the hallway ahead.

Hazard. Strength or Dexterity saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Keep your pace by navigating around the boxes. *Intelligence (Investigation)* against *Intelligence (Investigation)*
- ▶ Smash straight through the boxes. *Strength (Athletics)* against *Strength (Athletics)*
- ▶ Strategically pull out a box to topple a pile over onto pursuers (prey only). *Wisdom (Arts and Crafts)* opposed by a Dexterity saving throw

STAIRS UP

The only path forward is a set of stairs heading up to another floor.

Challenge. *Strength (Athletics)* or *Constitution (Endurance)* check

GAIN GROUND SUGGESTIONS:

- ▶ Take the steps three at a time. *Constitution (Endurance)* against *Constitution (Endurance)*
- ▶ Knock a trash can or other object down the stairs (prey only). *Strength (Athletics)* against *Dexterity (Acrobatics)*

STAIRS DOWN

The only path forward is a set of stairs leading down.

Challenge. *Strength (Athletics)* or *Constitution (Endurance)* check

GAIN GROUND SUGGESTIONS:

- ▶ Leap down the stairs. *Strength (Athletics)* against *Strength (Athletics)* or *Dexterity (Acrobatics)*
- ▶ Slide down the railings. *Dexterity (Acrobatics)* against *Strength (Athletics)* or *Dexterity (Acrobatics)*

CRAMPED SPACE

The chase leads into a crawl space, between walls, through a vent, or some other cramped route.

Challenge. *Dexterity (Acrobatics)* or *Intelligence (Security)* check

GAIN GROUND SUGGESTIONS:

- ▶ Squeeze your way through. *Dexterity (Acrobatics)* against *Dexterity (Acrobatics)*
- ▶ Quietly disappear while passing through a small space (prey only). *Dexterity (Stealth)* against *Wisdom (Perception)*

LOCKED DOORS

A number of doors ahead are locked, blocking the way forward unless quickly unlocked or busted down.

Challenge. *Strength (Athletics)* or *Intelligence (Security)* check

GAIN GROUND SUGGESTIONS:

- ▶ Jump through a window. *Strength (Athletics)* against *Strength (Athletics)*

- ▶ Relock a door behind you (prey only). *Dexterity (Sleight of Hand)* against *Intelligence (Security)* or *Strength (Athletics)*

LONG HALLWAY

A long hallway occupied only by a cleaning cart offers a chance to build up speed.

Challenge. *Constitution (Endurance)* check

GAIN GROUND SUGGESTIONS:

- ▶ Hoof it. *Constitution (Endurance)* against *Constitution (Endurance)*
- ▶ Knock the cleaning cart over to block those behind you (prey only). *Strength (Athletics)* against *Dexterity (Acrobatics)*

FOOT CHASE, CITY ROOFTOPS

These complications can be used for any chase taking the characters across the top of one or more buildings. This type of chase is most common in a city, but might take place anywhere multiple buildings are close together.

DIO	COMPLICATION
1	Wide Gaps
2	Storm of Pigeons
3	Skylight
4	Machinery
5	Sloped Roof
6	Windows
7	Ladder Up
8	Ladder Down
9-10	Open Rooftop

WIDE GAPS

Wide alleyways between buildings require a number of long jumps to get across.

Hazard. Strength saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Seek out the easiest jumps to make. *Wisdom (Perception)* or *Wisdom (Streetwise)* against *Wisdom (Perception)* or *Wisdom (Streetwise)*



- ▶ Undertake the most difficult jumps to limit pursuit. *Strength (Athletics)* against *Strength (Athletics)*

STORM OF PIGEONS

Racing across the roof disturbs a flock of pigeons, which fill the air around you.

Hazard. Dexterity saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Duck through the swarming birds. *Wisdom (Perception)* or *Dexterity (Acrobatics)* against *Wisdom (Perception)* or *Dexterity (Acrobatics)*
- ▶ Drive the birds back to distract your pursuers (prey only). *Wisdom (Survival)* opposed by a Dexterity saving throw.

SKYLIGHT

The chase leads toward an enormous glass skylight, which must be crossed carefully.

Hazard. Dexterity saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Go around the window without slowing down. *Strength (Athletics)* against *Strength (Athletics)* or *Dexterity (Acrobatics)*
- ▶ Break the glass behind you to prevent pursuit (prey only). *Strength (Athletics)* or *Wisdom (Arts and Crafts)* opposed by a Dexterity saving throw

MACHINERY

This roof is covered in vent exits, doors, and other protrusions, creating a veritable maze.

Hazard. Intelligence or Wisdom saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Use your knowledge of machinery to intuit which paths will feature more open space. *Intelligence (Mechanics)* against *Intelligence (Mechanics)*
- ▶ Try to lose pursuers in the clutter (prey only). *Dexterity (Stealth)* against *Wisdom (Perception)*

SLOPED ROOF

The chase leads to a steep rooftop slope, making for difficult footing.

Hazard. Dexterity saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Run along the slope without slowing down. *Dexterity (Acrobatics)* against *Dexterity (Acrobatics)*
- ▶ Power up to the apex of the slope. *Strength (Athletics)* against *Strength (Athletics)* or *Dexterity (Acrobatics)*

WINDOWS

The route ahead leads through a small rooftop building accessible only by closed windows.

Challenge. *Strength (Athletics)* or *Intelligence (Security)* check

GAIN GROUND SUGGESTIONS:

- ▶ Hop up to the roof above the windows or climb around. *Strength (Athletics)* against *Strength (Athletics)*
- ▶ Block a window behind you (prey only). *Strength (Athletics)* or *Wisdom (Arts and Crafts)* against *Intelligence (Security)* or *Strength (Athletics)*

LADDER UP

A ladder ahead leads to a higher part of the rooftop.

Challenge. *Strength (Athletics)* check

GAIN GROUND SUGGESTIONS:

- ▶ Jostle the ladder and try to shake your opponent off. *Strength (Athletics)* against *Dexterity (Acrobatics)*
- ▶ Push the ladder away while pursuers are climbing (prey only). *Strength (Athletics)* against *Strength (Athletics)*

LADDER DOWN

A ladder ahead descends to a lower part of the rooftop.

Challenge. *Strength (Athletics)* check

GAIN GROUND SUGGESTIONS:

- ▶ Jostle the ladder and try to shake your opponent off. *Strength (Athletics)* against *Dexterity (Acrobatics)*

- ▶ Jump down. *Strength (Athletics)* against *Strength (Athletics)*

OPEN ROOFTOP

A wide-open rooftop offers a chance to build up speed.

Challenge. *Constitution (Endurance)* check

GAIN GROUND SUGGESTIONS:

- ▶ Hoof it. *Constitution (Endurance)* against *Constitution (Endurance)*
- ▶ Double back on pursuers to confuse them (prey only). *Charisma (Deception)* against *Wisdom (Insight)*

FOOT CHASE, URBAN UNDERGROUND

These complications can be used for sewers, steam tunnels, subway tunnels, or networks of basements, and are of most use in a city. They can also be used to temporarily take a chase down into an underground location before reemerging onto a street or into a building.

D10	COMPLICATION
1	Steaming Pipes
2	Sewage
3	Broken Ground
4	Screeching Train
5	Sewer Rats
6	Defunct Railway
7	Machinery
8	Muddy Tunnel
9-10	Twisty Passages

STEAMING PIPES

Pipes on the walls ahead leak jets of searing steam.

Hazard. Constitution saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Bust a pipe and make it blast steam at an opponent. *Intelligence (Mechanics or Natural Sciences)* against *Constitution (Endurance)*

- ▶ Hide in the steam so opponents lose track of your position. *Dexterity (Stealth)* against *Wisdom (Perception)*

SEWAGE

The chase leads into a huge pipe partially flooded with raw sewage, promising an unpleasant passage.

Hazard. Constitution saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Throw sewage at your opponent. *Constitution (Endurance)* against *Constitution (Endurance)*
- ▶ Run along the pipe's curving sides to avoid being bogged down. *Dexterity (Acrobatics)* against *Strength (Athletics)* or *Dexterity (Acrobatics)*

BROKEN GROUND

The floor ahead has been broken up, leaving sharp pieces of concrete and piping in your path.

Hazard. Dexterity saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Seek the safest path. *Wisdom (Perception)* against *Wisdom (Perception)*
- ▶ Hop between protruding pieces of concrete. *Dexterity (Acrobatics)* against *Dexterity (Acrobatics)*

SCREECHING TRAIN

A train passes in the direction of the chase, its screeching wheels making it impossible to focus.

Hazard. Wisdom saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Jump up to hitch a ride on the passing train. *Strength (Athletics)* against *Strength (Athletics)*
- ▶ Squeeze between train cars and evade pursuers on the other side (prey only). *Dexterity (Athletics)* against *Dexterity (Acrobatics)*

SEWER RATS

A tunnel full of sewer rats creates a dangerous gauntlet.

Hazard. Charisma saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Scare the rats away from you and into an opponent's path. *Charisma (Intimidation)* against *Charisma (Intimidation)*
- ▶ Rile up the rats so they harass pursuers behind you (prey only). *Wisdom (Survival)* opposed by a *Charisma* saving throw

DEFUNCT RAILWAY

The chase enters a section of a defunct subway tunnel, filled with rusted rails and splitting off in numerous directions.

Challenge. Wisdom (Streetwise) check

GAIN GROUND SUGGESTIONS:

- ▶ Find the fastest path through the twisting rails. *Intelligence (Investigation)* or *Wisdom (Streetwise)* against *Intelligence (Investigation)* or *Wisdom (Streetwise)*
- ▶ Fake out pursuers as you take an unexpected tunnel (prey only). *Charisma (Deception)* against *Wisdom (Insight)*

MACHINERY

A room ahead is full of machines and the walkways connecting them, requiring clambering or jumping to get through.

Challenge. Strength (Athletics) check

GAIN GROUND SUGGESTIONS:

- ▶ Shake the floor under your opponent by activating a machine. *Intelligence (Mechanics)* against *Dexterity (Acrobatics)*
- ▶ Seek out the most stable walkways. *Intelligence (Mechanics)* against *Intelligence (Mechanics)*

MUDDY TUNNEL

A long tunnel ahead is relatively clear but filled with sticky mud.

Challenge. Constitution (Endurance) check

GAIN GROUND SUGGESTIONS:

- ▶ Hoof it. *Constitution (Endurance)* against *Constitution (Endurance)*
- ▶ Kick up some mud at pursuers (prey only). *Dexterity (Sleight of Hand)* against *Constitution (Endurance)*

TWISTY PASSAGES

The chase leads into a maze of twisty passages, all seemingly the same.

Challenge. *Intelligence (Investigation)* or *Wisdom (Streetwise)* check

GAIN GROUND SUGGESTIONS:

- ▶ Seek out a shortcut. *Wisdom (Streetwise)* against *Wisdom (Streetwise)*
- ▶ Disappear within the passages (prey only). *Dexterity (Stealth)* against *Wisdom (Perception)*

FOOT CHASE, PARK OR WOODLAND

These complications are useful when a chase takes place in a city park, isolated woods, or an overgrown suburban area.

D10	COMPLICATION
1	Thick Underbrush
2	Broken Ground
3	Rocky Slope
4	Angry Animal
5	Rushing Stream
6	Fallen Log
7	Steep Grove
8	Rope Bridge
9-10	Open Field

THICK UNDERBRUSH

The chase leads into thick underbrush that hinders both movement and vision.

Hazard. *Strength* saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Force your way through the underbrush. *Strength (Athletics)* against *Strength (Athletics)*
- ▶ Disappear into the foliage (prey only). *Dexterity (Stealth)* against *Wisdom (Perception)*

BROKEN GROUND

The ground is strewn with stones and twisting roots, making the going treacherous.

Hazard. *Dexterity* saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Take the path of least resistance. *Wisdom (Survival)* against *Wisdom (Survival)*
- ▶ Kick up dirt at pursuers (prey only). *Dexterity (Sleight of Hand)* against *Constitution (Endurance)*

ROCKY SLOPE

The chase leads to a rocky slope of shifting scree that is dangerous to navigate.

Hazard. *Dexterity* saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Slide down. *Dexterity (Acrobatics)* against *Dexterity (Acrobatics)*
- ▶ Send a rockslide crashing down on those ahead of you (uphill team only). *Wisdom (Survival)* opposed by a *Dexterity* saving throw

ANGRY ANIMAL

An angry beast appears unexpectedly along the chase route and takes exception to the intrusion into its domain.

Hazard. *Charisma* saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Scare the animal into your opponents. *Charisma (Intimidate)* opposed by a *Charisma* saving throw
- ▶ Make yourself look nonthreatening to let the animal focus on your opponents. *Wisdom (Survival)* against *Strength (Athletics)*

RUSHING STREAM

A rushing white-water stream cuts across the chase route.

Hazard. *Constitution* saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Leap from rock to rock to cross the stream. *Dexterity (Acrobatics)* against *Dexterity (Acrobatics)*
- ▶ Swim along with the flow of the water to emerge downstream (prey only). *Strength (Athletics)* against *Strength (Athletics)*

FALLEN LOG

An ancient fallen tree covered in slippery moss blocks the path.

Challenge. *Dexterity (Acrobatics)* check

GAIN GROUND SUGGESTIONS:

- ▶ Vault up and over. *Strength (Athletics)* against *Dexterity (Acrobatics)*
- ▶ Blow up the barrier (prey only, explosives required). *Intelligence (Natural Sciences)* opposed by a *Dexterity* saving throw

STEEP GROVE

A steep wooded slope looms ahead with no easy way around.

Challenge. *Strength (Athletics)* check

GAIN GROUND SUGGESTIONS:

- ▶ Cut a curving course through the trees. *Dexterity (Acrobatics)* against *Strength (Athletics)*
- ▶ Start an earth slide behind you (prey only). *Wisdom (Survival)* opposed by a *Dexterity* saving throw

ROPE BRIDGE

An old rope bridge spans a deep chasm, its condition questionable.

Challenge. *Dexterity (Acrobatics)* or *Intelligence (Mechanics)* check

GAIN GROUND SUGGESTIONS:

- ▶ Shake the bridge. *Strength (Athletics)* opposed by a *Dexterity* saving throw
- ▶ Damage the bridge to hinder pursuit (prey only). *Intelligence (Mechanics)* against *Dexterity (Acrobatics)*

OPEN FIELD

The chase enters a wide field, offering a chance to run.

Challenge. *Constitution (Endurance)* check

GAIN GROUND SUGGESTIONS:

- ▶ Hoof it. *Constitution (Endurance)* against *Constitution (Endurance)*
- ▶ Zigzag to confuse pursuers (prey only). *Charisma (Deception)* against *Wisdom (Insight)*

FOOT CHASE, NATURAL CAVE OR RUINS

These complications are useful for a chase through the interior of a natural cave or an old, crumbling ruin.

D10	COMPLICATION
1	Chasm
2	Narrow Tunnels
3	Bats
4	Flooded Tunnel
5	Sudden Slope
6	Rough Tunnel
7	Sharp Incline
8	Long Tunnel
9–10	Twisting Tunnels

CHASM

A chasm opens across the chase route, with a crumbling wooden bridge across it that will require focus to traverse.

Hazard. *Wisdom* saving throw

GAIN GROUND SUGGESTIONS:

- ▶ While on the bridge, jump the rest of the way. *Strength (Athletics)* against *Strength (Athletics)*
- ▶ Damage the bridge for those behind you (prey only, explosives required). *Intelligence (Natural Sciences)* opposed by a *Dexterity* saving throw

NARROW TUNNELS

The route ahead suddenly narrows, with dangerously rough stone to both sides.

Hazard. *Constitution* saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Try to run sideways. *Dexterity (Acrobatics)* against *Dexterity (Acrobatics)* or *Constitution (Endurance)*
- ▶ Just barrel on through. *Constitution (Endurance)* against *Dexterity (Acrobatics)* or *Constitution (Endurance)*

BATS

Hundreds of bats suddenly swarm across the chase route, screeching incessantly and blocking the view ahead.

Hazard. Wisdom saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Yell loudly to scare the bats away. *Charisma (Intimidation)* against *Strength (Athletics)* or *Charisma (Intimidation)*
- ▶ Move low to the ground to avoid the swarm. *Strength (Athletics)* against *Strength (Athletics)* or *Charisma (Intimidation)*

FLOODED TUNNEL

A half-flooded tunnel ahead promises a slog through freezing, waist-high water.

Hazard. Constitution saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Dive in and swim for it. *Strength (Athletics)* against *Strength (Athletics)*
- ▶ Move under the water to hide from pursuers (prey only). *Constitution (Endurance)* against *Wisdom (Perception)*
- ▶ Splash freezing cold water in pursuers' eyes (prey only). *Dexterity (Sleight of Hand)* against *Constitution (Endurance)*

SUDDEN SLOPE

The floor ahead suddenly drops, sloping down at a dangerous angle.

Hazard. Dexterity saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Leap down the slope. *Strength (Athletics)* against *Strength (Athletics)* or *Dexterity (Acrobatics)*
- ▶ Slide down the slope. *Dexterity (Acrobatics)* against *Strength (Athletics)* or *Dexterity (Acrobatics)*

ROUGH TUNNEL

Ahead, the tunnel floor becomes rough and uneven, making for difficult footing.

Challenge. *Dexterity (Acrobatics)* check

GAIN GROUND SUGGESTIONS:

- ▶ Seek the safest path. *Wisdom (Perception)* against *Wisdom (Perception)*
- ▶ Full speed ahead. *Dexterity (Acrobatics)* against *Dexterity (Acrobatics)*

SHARP INCLINE

The tunnel ahead takes a steep turn upward, creating a difficult climb.

Challenge. *Strength (Athletics)* check

GAIN GROUND SUGGESTIONS:

- ▶ Locate advantageous handholds. *Wisdom (Survival)* against *Wisdom (Survival)*
- ▶ Kick rocks down at pursuers (prey only). *Strength (Athletics)* or *Dexterity (Sleight of Hand)* against *Constitution (Endurance)*

LONG TUNNEL

A long, dusty tunnel ahead looks clear and stable, giving you a chance to move.

Challenge. *Constitution (Endurance)* check

GAIN GROUND SUGGESTIONS:

- ▶ Hoof it. *Constitution (Endurance)* against *Constitution (Endurance)*
- ▶ Kick up dust at pursuers (prey only). *Dexterity (Sleight of Hand)* against *Constitution (Endurance)*

TWISTING TUNNELS

The chase leads into a twisting maze of passages, all alike.

Challenge. *Intelligence (Investigation)* or *Wisdom (Survival)* check

GAIN GROUND SUGGESTIONS:

- ▶ Seek a shortcut. *Wisdom (Streetwise)* against *Wisdom (Survival)*
- ▶ Hide in the tunnels (prey only). *Dexterity (Stealth)* against *Wisdom (Perception)*

VEHICLE CHASE, CITY STREETS

These complications are for a vehicle chase in an urban environment, or for part of a chase in a rural region that passes through a densely settled area.

Saving throws made by the vehicle in the chase are noted as such. All other saving throws are made by the driver. Each complication features only one suggested activity for the Gain Ground action, as vehicle chases typically limit the number of players who can take that action.

DIO	COMPLICATION
1	Vegetable Cart
2	Potholes
3	Steep Hill
4	Ongoing Accident
5	Heavy Traffic
6	Tight Alleyways
7	Pigeon Droppings
8	Through the Mall
9-10	Highway

VEGETABLE CART

The chase route leads straight into a vegetable cart being loaded or unloaded from a nearby truck, with no room to go around.

Hazard (Driver Only). Strength saving throw (vehicle)

GAIN GROUND SUGGESTIONS:

- ▶ Use the back of the truck as a ramp (driver only). *Dexterity (Vehicles)* against *Dexterity (Vehicles)*, with a maximum bonus equal to a vehicle's Dexterity modifier for each driver

POTHLES

The road ahead is full of potholes, jostling the vehicle about.

Hazard (Driver Only). Dexterity saving throw, with a bonus equal to the vehicle's Dexterity modifier. Anyone driving a Medium or smaller vehicle makes the save with disadvantage.

GAIN GROUND SUGGESTIONS:

- ▶ Drive straight through (driver only). *Dexterity (Vehicles)* against *Dexterity (Vehicles)*, with a bonus equal to each vehicle's Constitution modifier

STEEP HILL

The street ahead slopes steeply up, then quickly turns down again.

Hazard (Driver Only). Dexterity saving throw, with a bonus equal to the vehicle's Dexterity modifier

GAIN GROUND SUGGESTIONS:

- ▶ Use the hill as a huge ramp (driver only). *Dexterity (Vehicles)* against *Dexterity (Vehicles)*, with a bonus equal to each vehicle's Strength modifier

ONGOING ACCIDENT

An accident up ahead has stopped traffic, forcing the chase around it.

Hazard (Driver Only). Intelligence or Wisdom saving throw. A passenger can spend their reaction to make this saving throw instead, but can't take an action on their next turn if they do.

GAIN GROUND SUGGESTIONS:

- ▶ Navigate the chaos (driver only). *Wisdom (Perception)* against *Wisdom (Perception)*. A driver in a Huge vehicle has disadvantage on this check. A driver in a Gargantuan vehicle can't take this action.

HEAVY TRAFFIC

The road ahead is clogged with traffic.

Hazard (Driver Only). Intelligence or Wisdom saving throw. A passenger can spend their reaction to make this saving throw instead, but can't take an action on their next turn if they do.

GAIN GROUND SUGGESTIONS:

- ▶ Weave through traffic instead of going around (driver only). *Dexterity (Vehicles)* against *Dexterity (Vehicles)*, with a bonus equal to each vehicle's Dexterity modifier

TIGHT ALLEYWAYS

The chase leads into a series of alleyways that offer little room to move.

Challenge (Driver Only). *Dexterity (Vehicles)* check, with a maximum bonus equal to the vehicle's Dexterity modifier

GAIN GROUND SUGGESTIONS:

- ▶ Seek the best route (driver only). *Intelligence (Investigation)* or *Wisdom (Streetwise)* against *Intelligence (Investigation)* or *Wisdom (Streetwise)*

PIGEON DROPPINGS

As the chase passes beneath a flock of pigeons, a storm of droppings suddenly obscures the view ahead!

Challenge (Driver Only). *Wisdom (Perception)* check

GAIN GROUND SUGGESTIONS:

- ▶ Scare the birds into your opponents (one participant per side). *Wisdom (Survival)* or *Charisma (Intimidation)* against *Wisdom (Survival)* or *Charisma (Intimidation)*

THROUGH THE MALL

People dive out of the way as the chase takes a turn straight into a mall.

Challenge (Driver Only). *Wisdom (Insight)* or *Charisma (Intimidation)* check

GAIN GROUND SUGGESTIONS:

- ▶ Drive through kiosks (driver only). *Dexterity (Vehicles)* against *Dexterity (Vehicles)*, with a bonus equal to each vehicle's Constitution modifier

HIGHWAY

A stretch of wide-open road appears ahead, perfect for picking up speed.

Challenge (Driver Only). *Dexterity (Vehicles)* check, with a bonus equal to the vehicle's Strength modifier

GAIN GROUND SUGGESTIONS:

- ▶ Gotta go fast (driver only). *Dexterity (Vehicles)* against *Dexterity (Vehicles)*, with a bonus equal to each vehicle's Strength modifier

VEHICLE CHASE, BACK ROADS

These complications are useful for rural vehicle chases, as well as chases in settled areas that temporarily pass through rougher terrain.

Saving throws made by the vehicle in the chase are noted as such. All other saving throws are made by the driver. Most complications feature only one suggested activity for the Gain Ground action, as vehicle chases typically limit the number of players who can take that action.



D10	COMPLICATION
1	Muddy Road
2	Deer in the Headlights
3	Switchbacks
4	Fallen Branches
5	Low Branches
6	Parking Lot
7	Runners
8	Dirt Road
9-10	Winding Roads

MUDDY ROAD

The road ahead is covered in mud, making the route a slippery mess.

Hazard (Driver Only). Constitution saving throw (vehicle)

GAIN GROUND SUGGESTIONS:

- ▶ Drive right through the thickest mud (driver only). *Dexterity (Vehicles)* against *Dexterity (Vehicles)*, with a bonus equal to each vehicle's Constitution modifier
- ▶ Spray mud at pursuers (prey driver only). *Dexterity (Vehicles)* against *Wisdom (Perception)*. If either vehicle is larger than the other, the larger vehicle's driver has advantage on this check.

DEER IN THE HEADLIGHTS

A deer darts out into the road ahead.

Hazard (Driver Only). *Charisma* saving throw

GAIN GROUND SUGGESTIONS:

- ▶ Spook the deer into your opponents (once per side). *Charisma (Intimidation)* against *Charisma (Intimidation)*

SWITCHBACKS

The road swerves rapidly back and forth as it traverses a steep slope.

Hazard (Driver Only). Dexterity saving throw, with a bonus equal to the vehicle's Dexterity modifier

GAIN GROUND SUGGESTIONS:

- ▶ Take it straight through (driver only). *Dexterity (Vehicles)* against *Dexterity (Vehicles)*, with a bonus equal to each vehicle's Constitution modifier. If a vehicle does not have the All-Terrain property, that vehicle's driver has disadvantage on this check.

FALLEN BRANCHES

The road ahead is covered in fallen branches.

Hazard (Driver Only). Constitution saving throw (vehicle). If the vehicle is Gargantuan, this save is made with advantage.

GAIN GROUND SUGGESTIONS:

- ▶ Take the best path through the branches (driver only). *Intelligence (Investigation)* or *Wisdom (Survival)* against *Intelligence (Investigation)* or *Wisdom (Survival)*

LOW BRANCHES

Multiple branches block the view ahead, making the road hard to see.

Hazard (Driver Only). Wisdom saving throw.

GAIN GROUND SUGGESTIONS:

- ▶ Go fast and hope for the best (driver only). *Wisdom (Perception)* or *Wisdom (Survival)* against *Wisdom (Perception)* or *Wisdom (Survival)*

PARKING LOT

A parking lot is empty enough to build up some speed.

Challenge (Driver Only). *Dexterity (Vehicles)* check, with a bonus equal to the vehicle's Strength modifier



GAIN GROUND SUGGESTIONS:

- ▶ Floor it (driver only). *Dexterity (Vehicles)* against *Dexterity (Vehicles)*, with a bonus equal to each vehicle's Strength modifier

RUNNERS

Groups of runners move in both directions along the road.

Challenge (Driver Only). *Wisdom (Insight)* or *Charisma (Intimidation)* check

GAIN GROUND SUGGESTIONS:

- ▶ Convince the runners to throw stuff at your opponent's vehicle (once per side). *Charisma (Persuasion)* against *Charisma (Intimidation or Persuasion)*

DIRT ROAD

The road ahead dwindles to a dirt path.

Challenge (Driver Only). *Dexterity (Vehicles)* check, with a maximum bonus equal to the vehicle's Dexterity modifier. If a vehicle does not have the All-Terrain property, this check is made with disadvantage.

GAIN GROUND SUGGESTIONS:

- ▶ Gun it! (driver only). *Dexterity (Vehicles)* against *Dexterity (Vehicles)*, with a bonus equal to each vehicle's Strength modifier. If a driver's vehicle does not have the All-Terrain property, that driver has disadvantage on this check.

WINDING ROADS

The road follows a winding path, requiring a number of tight turns to maintain speed.

Challenge (Driver Only). *Dexterity (Vehicles)* check, with a bonus equal to the vehicle's Dexterity modifier

GAIN GROUND SUGGESTIONS:

- ▶ Take the turns fast (driver only). *Dexterity (Vehicles)* against *Dexterity (Vehicles)*, with a bonus equal to each vehicle's Dexterity modifier

ENDING THE CHASE

When a chase ends, if the participants on the prey side have gotten away, the scene is over. Either the characters escaped and can move on to the next

thing, or their opponents escaped from them and they'll have to figure out what to do next.

If the predator side wins the chase, two possibilities usually play out. In most cases, combat begins. But where appropriate, the GM can have captured NPCs simply surrender, and it's always possible—however unlikely—for captured characters to give up. Such a scenario is best used for chasing down significantly weaker or injured enemies, where a fight would be a waste of time.

It's up to the GM how to describe the end of a chase, working with the idea that chase points are a kind of narrative force. When a chase comes to an end, the balance of chase points might suggest a sudden event within the narrative as fleeing characters slip under a closing bulkhead door just in time, pursuing vehicles crash, or enemies running into a dead-end alleyway brings things to a conclusion.

RESTARTING A CHASE

Participants on the prey side can try to run again if they have the opportunity, but the GM decides whether that's possible. Cornered foes will have to get past their enemies to even attempt to run away again, and Grappled or Restrained combatants typically can't attempt to flee again at all. If the players are being chased and the opposition is especially deadly, the GM might choose to end a chase in a more open environment, giving the heroes a better chance to try to get away again.

INVESTIGATION ENCOUNTERS

During an investigation encounter, the characters look for clues and gather information. The challenge of such an encounter comes from putting the pieces together and learning what they can. The GM might call for ability checks, especially *Intelligence (Investigation)* and *Wisdom (Perception)* checks. But many investigations involve letting the characters interact with their environment and ask questions about what they find.

Remember, an investigation encounter doesn't usually cover an entire mystery. Investigating a crime scene represents only one part of solving a crime. Instead, the goal is to find one or more clues that bring the characters one step closer to solving a bigger mystery, give them an edge against an opponent, point them toward another encounter or

plot point, or simply fill in interesting information that gives context to other parts of the ongoing story.

When setting up an investigation encounter, the most important thing for a GM to decide is what information the characters can obtain and how they can obtain it.

SOCIAL ENCOUNTERS

During a social encounter, characters seek to gain something by talking to one or more NPCs. They might try to get information out of someone, talk a guard into letting them inside a building, convince a mugger to leave them alone, or engage in any other type of character-to-character interaction.

Handling social encounters in *Everyday Heroes* can be covered by easy roleplaying and a die roll or two. But a social encounter can also be a complex roleplaying challenge, with many possible approaches to deciding what to roll and what outcome to assign to those rolls.

A GM should keep in mind that social challenges are largely asymmetrical. Characters can use ability checks with the Deception, Intimidation, and Persuasion skills to manipulate NPCs, but NPCs can't use those sorts of checks on the characters in the same way. Players should always have strict control of how their heroes feel, what they believe, and the choices they make.

Ability checks modeling social skills can be adjudicated in the same three ways as other ability checks: against a fixed DC, as a contest against an NPC's ability check, or as a contest against an NPC's saving throw. Fixed DCs are the default recommendation for most situations, as this allows the GM to take into account their intentions for the NPC as well as the strength of the lie, threat, or argument of the hero making the attempt. Manipulations that follow the NPC's way of thinking should be easier, and those opposed to it should be more difficult. (For more information on setting DCs, see "DCs by Level" earlier in this chapter.)

Whether using an NPC's check or saving throw, ability check contests have less predictable outcomes than fixed-DC checks. But they can feel fairer to the players, as a contest is based on the NPC's stats rather than the GM's judgment. The trick is deciding what kind of check the NPC

should roll. Being persuasive doesn't mean an NPC is automatically resistant to persuasion, so these contests are often asymmetrical.

When NPCs try to manipulate heroes, the GM has two options. They can simply say what an NPC says and let the players and characters figure out what it means, or they can allow characters to make *Wisdom (Insight)* checks to obtain some clue as to whether the NPC is lying or has ulterior motives. This is the one scenario when a contest involving an NPC making an ability check using Deception, Intimidation, or Persuasion against a hero can work well. If the hero succeeds, they get a clue as to the NPC's true motivations. But there's no real consequence to the hero losing the contest other than not gaining the insight they sought, leaving them still free to make any decision they think best.

SOCIAL CONTESTS

HERO	NPC
<i>Charisma (Deception)</i> to lie about themselves	<i>Wisdom (Insight)</i> to determine the hero's motivations
<i>Charisma (Persuasion)</i> to sell the NPC a junker car	<i>Intelligence (Vehicles)</i> representing knowledge of cars
<i>Charisma (Intimidate)</i> to convince an NPC to let them go	<i>Charisma</i> saving throw to see how confident they are in their abilities
<i>Charisma (Persuasion)</i> to ask for a favor	<i>Wisdom</i> saving throw to represent good judgment

RESTRICTED EQUIPMENT

In the real world, certain items are restricted for purchase or ownership to most people. This includes illicit products and equipment normally reserved for the military or law enforcement agencies. Sometimes, though, you have to let the heroes break the rules.

Exactly what items you decide to restrict can vary depending on location and circumstance. Heroes with a background or profession related to criminal activity, law enforcement, or the military often have opportunities to get access to restricted equipment. Police and military personnel risk serious legal repercussions for using issued equipment outside the line of duty. And anyone caught by the authorities carrying illegal equipment will not only have it confiscated but will likely face criminal prosecution.

Ultimately, the GM's discretion determines what items are freely available to heroes and at what cost. Some adventures might limit equipment due to the themes of the story, for specific circumstances, or for encounter balance.

LIMITING CIRCUMSTANCES

Under certain circumstances, heroes can be limited in what kinds of gear and equipment they have access to, including any of the following examples:

- ▶ *The adventure takes place over the course of a few hours, allowing no time to go shopping or return home to grab needed gear.*
- ▶ *The adventure takes place in a remote location with no stores or delivery services, giving the heroes access only to what they currently carry.*
- ▶ *The heroes move through locations where openly carrying weapons or other restricted gear would immediately get them into trouble, legal or otherwise.*
- ▶ *The heroes might be temporarily denied access to their wealth and credit because of hackers or government action.*

- ▶ *The heroes' homes and vehicles might be under surveillance by dangerous enemies they want to avoid.*

When such circumstances come up, it can be important for the story and the drama to keep closer track of what the heroes carry in terms of equipment. This can be done in one of three different ways.

PACKING FOR A TRIP

In this scenario, the heroes know they're heading into an environment or circumstances where they can't shop for what they need. They know they'll only have access to whatever they're carrying or can find in the environment. Each player should write down a list of specific items their character is packing for the trip. The GM can decide how much detail is needed and what's reasonable to carry. Weapons and ammunition are of chief concern in certain types of adventures, but tools and supplies could also be critical. Mundane items are not worth tracking.

Ideally, planned adventures include lists of equipment that characters should bring to make this process go quickly, though some players and GMs might enjoy letting the players decide for themselves and be clever in what they choose to pack.

UNEXPECTED ISOLATION

Most people don't wander around carrying a lot of possessions—but most people aren't heroes. Because characters don't know when they're about to get into a conflict or engage in a heroic situation, it's a good idea for each player to keep a list of gear their hero always carries with them, as well as things they store in their vehicle (if they have one). The GM might want to limit the sorts of items heroes have access to in these situations to create dramatic encounters, but that should be balanced with each player's notion of who their hero is and how prepared for action they like to be.

Even when exact lists of personal items aren't kept, the GM and players should consult briefly about what their characters have available to them when trouble comes knocking.

FORCED ISOLATION

The most dire scenarios for equipment involve the heroes being arrested or kidnapped. Generally, any NPCs interested in capturing characters have an equal interest in taking away their possessions and limiting their access to equipment. Until the heroes can escape these circumstances, they possess or



have access to only what the GM tells them, or what the players can convince the GM their characters might be carrying. “Concealing Items” in chapter 10 outlines the rules for characters hiding items from visual observation or a focused search.

RESTRICTIONS ON WEAPONS

The scope of the game and the types of adventures characters engage in determines how the GM handles the availability of restricted weapons. Notwithstanding exceptions for characters with connections to the military or law enforcement, heroes work under and deal with one of four levels of weapon restriction.

High Restriction. At this level, every item specifically designed as a weapon is prohibited without a government permit. Even with a permit, weapons must be transported inside a secure case to and from the location where they are authorized for use. Typically, no weapons of any kind are allowed for self-defense, either in public or in the home.

Medium Restriction. Under medium weapon restrictions, civilians can obtain permission to carry a handgun, but they must obtain a license and prove they have a legitimate need for such a weapon, either for self-defense or as a member of a gun club or collector’s organization. Hunting rifles and shotguns are permitted with an appropriate hunting license. Melee weapons are legal as tools or collector’s items, but not as weapons for self-defense. Body armor and other paramilitary gear is likewise limited to permit holders who can prove a need for such equipment.

Low Restriction. Working with low weapon restrictions means that only a select group of military weapons and explosives are prohibited. Some regulations might limit the use of firearms, armor, and melee weapons, but free ownership of such items is permitted.

No Restriction. Typically, an absence of restrictions on weapons and similar gear is found only in areas outside effective government jurisdiction. Sometimes this means the absence of laws, or that the laws have no effective means of enforcement.

TRAVELING

Sometimes it's important to know how long it takes to travel from one place to another for the sake of a story. Thanks to the wonders of the Internet and *Everyday Heroes* being set in the modern day by default, finding out travel times to nearly anywhere by any means of transportation is only a few clicks away on a player's smartphone or computer.

For on-the-fly calculations of travel times during adventures, the following table provides rough estimates of the speed and range of various types of movement and transportation. Modes of transportation that require regular maintenance or frequent downtime can limit the range traveled in 8 hours or 1 day. Price level can represent the cost of a vehicle, paying a fare, or buying fuel, whichever is most affordable.

TRAVEL TIME BY METHOD

METHOD	1 HOUR	8 HOURS	1 DAY	PRICE LEVEL
WALKING	3 miles	24 miles	30 miles	0
CYCLING	15 miles	120 miles	150 miles	1
CAR	50 miles	400 miles	800 miles	1
TRAIN	50 miles	400 miles	1,000 miles	1
BULLET TRAIN	150 miles	1,200 miles	1,200 miles	2
SMALL PLANE	150 miles	1,200 miles	1,400 miles	2
JET PLANE	500 miles	4,000 miles	8,000 miles	2
SUPERSONIC PLANE	1,200 miles	3,500 miles	3,500 miles	4
ROWBOAT	3 miles	24 miles	30 miles	1
SAILBOAT	8 miles	64 miles	192 miles	3
MOTORBOAT	35 miles	280 miles	840 miles	2
SPEEDBOAT	50 miles	400 miles	800 miles	3

COMPUTER HACKING AND SECURITY

Computer hacking has steadily become a larger part of modern action cinema. Hackers are seen both as antiheroes fighting the establishment and as villains looking to use computers to control or destroy the modern world. Since few people actually know how to hack, though, Hollywood takes plenty of liberties to make the process appear sexy and exciting—and GMs should feel free to follow that lead using the information below.

REAL HACKING AND CYBERSECURITY

Even when taking the cinematic approach to hacking, it helps to know a bit about real-world hacking so that the game has a believable feel to it. It's a complicated subject, but the basics aren't too hard to outline.

GETTING ACCESS

The core of hacking requires getting access to a computer system. By default, a computer does whatever a user tells it to. Since people keep a lot of important data in computers, limiting who can access it is of primary importance. Permissions control what files users can access, what programs they can run, and what those programs can do. A hacker's first goal is to get permissions in a system so they can access files and run programs in that system. The higher the permissions they can get, the more nefarious actions they can perform.

Hackers get permissions access in two main ways: exploits and impersonation. Exploits are "holes" in software security that let someone do something they normally couldn't do. Because computer software is so complex, exploits can almost always be found by those clever enough to look for them. Impersonation happens when a hacker obtains the credentials for a legitimate user and employs them to access a system. Obtaining credentials can be as easy as guessing a bad password, or as complicated as using advanced technology to crack or steal them.

USING ACCESS

Once a hacker has access to a system, they can start to execute their real goal. The most common hacks focus simply on stealing valuable data. But if someone can steal data, they can also plant or modify data. A hacker with control of a computer can also make it run whatever software they want it to, letting them use the computer for their own purposes, or letting them sabotage it so others can't use it. Often, access to one computer can be used to gain access to other computers and networks.

PLANNING AND EXECUTION

The biggest difference between movie hacking and real-world hacking is that true hacking requires premeditation and planning well in advance of the action. Hackers prepare the software and actions they plan to take ahead of time, working in stages. A hacker might first make sure they can get into a system, then carefully plan what they want to do with that system, then finally execute their plan. They might make adjustments on the fly, but it's usually not a "real-time" operation where someone is writing new code while in the target system.

HACKER VOCABULARY

The following terms are used in hacking circles and can lend realism to hacking in the game.

Back Door: A back door is a way to gain access to a computer system that bypasses its normal system security.

Black Hat/White Hat: Black hat hackers are criminal hackers, while white hat hackers use their skills to defend against black hats.

Closed Systems: A closed system is a computer or a network that is not connected to the Internet or any other network. Hacking such a system typically requires physical access to it.

Dark Web/Deep Web: Websites and Internet services that can't be found with normal web searches make up the dark web or deep web. Such sites use anonymous encrypted protocols to give their users high levels of privacy.

Denial of Service (DOS) Attack: This is an attack on a system made by overwhelming it with requests,

effectively clicking the refresh button millions of times per second.

Encryption/Decryption: Encryption is the process of using a mathematical formula to make normal data hard to read. Decryption is the act of removing encryption. Most secure data is encrypted.

Exploit: An exploit is any unintended behavior of software or hardware that allows a hacker to get access to a system or use it in an unintended way.

Malware: Any software that runs on a computer and is designed to do something malicious can be described as malware. Viruses and trojan horses are types of malware.

Man in the Middle: This is a type of hack where one system sends data to another, allowing a hacker to capture, steal, or modify that data before sending it to the system it was supposed to go to.

Pentest: Short for network security penetration test, this is what white hat hackers do to test security.

Phishing: This is the process of tricking users to type their login and password information into a fake site so a hacker can steal it.

Root/Admin: Root access or admin access is the highest level of access on a computer system.

Social Engineering: This refers to any attempt to hack by tricking people (for example, convincing a support person that a hacker is a legitimate user) rather than using technology.

HACKING IN GAME

The main ability check used for hacking is *Intelligence (Computers)*, but the GM might allow proficiency with the Computers skill to apply to other ability checks as well. To achieve their goals, a hacker needs a computing device that allows them access to other systems or networks. A smartphone is often all that most hackers require, but any computer or computerized technology might do the trick. Without a computer of some sort, hacking is hard to do.

Intelligence (Security) and *Charisma (Deception)* checks are also useful for hackers. Proficiency with the Security skill grants a knowledge of security

traps, sensors, cameras, and other devices hackers might need to deal with. A successful check can allow a hacker to bypass such devices without needing to know about computers, either by using a premade tool or by exploiting how those devices work. And proficiency with the Deception skill can be helpful for social engineering, as well as for throwing people off the trail when a hacker is being investigated.

WHEN TO MAKE ABILITY CHECKS

The GM usually calls for an *Intelligence (Computers)* check whenever a character attempts to access a system, or when they attempt to do something with a system they have access to. The DCs for such checks are determined by the GM, using the general guidelines in the “DCs by Level” section earlier in this chapter.

►► **Example:** *The Foxx tries to hack a corporate money launderer's network, intent on getting in, stealing accounting data, and then turning on the sprinklers in the money launderer's offices. The GM first calls for a DC 20 Intelligence (Computers) check to gain access to the reasonably secure system, which Foxx easily succeeds on. Once in the system, she needs to search for and download the accounting data, requiring a DC 15 Intelligence (Computers) check—like taking candy from a baby for a hacker with the Foxx's skills. Because the sprinkler controls are on a different network, though, the GM decides it's a DC 25 check to find and activate those controls. The Foxx rolls but doesn't succeed on the check and is unable to discover the network connection she needs.*

HOW LONG DOES HACKING TAKE?

The time to undertake a hack should be based on whatever situation the heroes find themselves in. If a hack takes place during combat, it might require one action, or a few rounds to feel dramatic. If a hack happens outside of combat, the GM can decide to play it out over as much time as feels realistic but doesn't slow down the story.

When a hero undertakes a hack in the form of a plan granted by the hacker class, such hacks are special and always take the amount of time the plan specifies. Plans typically assume that the hacker character is making use of skills and prep-work done well ahead of time, so that everything works perfectly without the need for an ability check.

When not using a plan, a hero with the hacker class operates as any other character.

HACKER VERSUS HACKER

Action films love to show two hackers engaged in a real-time battle where one attacks a computer system and the other defends it. This scenario isn't common in real life, but it can happen with events such as a denial-of-service attack (see the "Hacker Vocabulary" sidebar). In the game, this type of situation can be simulated with one or more ability contests, as both hackers make *Intelligence (Computers)* checks against one another.

To create the most compelling scene, a GM can set different stakes for each contest. For example, one contest could represent a hacker attempting to access the system without being detected, another could focus on tracing them while they move through the system, and another could be built around the hacker controlling the system or being booted out.

KEEPING HACKERS IN CHECK

In theory, hacking can be incredibly powerful. A hacker might not be able to take over the launch controls of a nuclear missile—but the fact that doing so is theoretically possible can make for high drama. In general, any system controlled by a computer, or a system in which a computer controls the information provided to people making decisions, is vulnerable to hacking. But if the GM lets the heroes run wild with hacking, it can get out of control quickly.

GMs can thwart too-easy hacking scenarios in a number of ways. Closed systems—those not connected to any network or wireless communication setup—are virtually impossible to hack unless the hacker is sitting at one of the system's terminals. Establishing high DCs for checks to hack the most secure systems is another easy approach, as is having highly skilled white hat hackers protecting the target system to block a hero hacker's exploits when they get out of hand. And because much hacking activity is illegal, a GM could have the character or faction targeted by a hero hacker try to trace them in the real world and put an end to their meddling, or direct law enforcement to do so for them.

Ultimately, heroes should be able to do fun and powerful things with hacking—especially those with the hacker class. But GMs should take steps to prevent hacker characters from breaking the campaign wide open and ruining the fun for everyone else.

SNIPERS

Snipers feature prominently in military and action cinema, creating dramatic scenarios of godlike power over life and death, or presenting a terrifying threat from an unseen and unreachable attacker. Snipers can be a great way to add tension and excitement to a combat encounter, but also present a number of challenges to a game.

NPC SNIPERS

NPC snipers can be used as part of a story or combat encounter, including two scenarios seen commonly in action cinema.

DISTANT THREAT

In this classic scenario, the heroes must deal with an unseen sniper firing from a remote location. The sniper might be attacking the heroes directly, targeting innocents, or attempting to kill people under the heroes' protection. While laser sights are rarely used at long distances, having the heroes see that telltale red dot provides a forewarning of a sniper. Otherwise, that first shot should come as a surprise, with the GM not calling for initiative until after an automatic surprise round.

GMs should think carefully before having an NPC sniper's first shot take down a hero. Sniper rifles can do a lot of damage, and low-level heroes especially could easily be taken down by a single attack they have no way to defend against. That said, if the heroes all have the hit points to survive such a shot, then a "close call" attack or a grazing shot can make a great reveal of the sniper's threat.

Once an NPC sniper opens fire, it's up to the players and characters to decide what to do. The usual options involve first taking cover, then either fleeing or trying to find the sniper, either as a precursor to returning fire or trying to get closer to flush them out. Anytime the GM sets up a

hidden sniper, they should have a DC for the check needed to spot them—keeping in mind that any good sniper is going to make that hard to do, and usually has plenty of escape paths ready if they feel threatened. GMs should refrain from making too much use of a sniper who attacks then immediately vanishes, though this can make for a great running antagonist.

If the heroes are a sniper's only targets and all take cover, the GM should take the encounter out of initiative until one or more characters become visible to the sniper again. If the heroes decide to escape as opposed to fighting back, the GM can have the sniper take shots from time to time to keep up the tension of the situation.

SNIPERS AS PART OF A COMBAT ENCOUNTER

An NPC sniper can also be used as part of a larger combat encounter. If a battle breaks out at a meeting with a mob boss, a loyal sniper or two overlooking the meeting spot can be a great way to ratchet up the challenge and tension of the scene. As with a lone-sniper scenario, the GM decides where these snipers are, how hard they are to spot, and if there are reasonable ways for the heroes to reach them during the fight. In this kind of scenario, a GM might want to set certain conditions in the fight for the snipers to turn tail—including if the character paying them is defeated.

HERO SNIPERS

While the sharpshooter class specializes in sniping, any character can act as a sniper if they have a basic hunting rifle. If heroes expect to face down dangerous enemies with little protection, sniping

from afar will be a go-to tactic for some. And a hero who truly specializes in sniping will always look for opportunities to put that talent to use.

The GM should attempt to find a balance between heroes feeling like sniping serves as an effective tactic and not allowing it to trivialize an adventure. When sniping starts, NPCs have the same choices as heroes: find cover, then either retreat or locate the sniper, hoping to return fire or reach the sniper's position. Most NPCs, however, have less versatility than heroes, so retreat might well be their best option. GMs who know that characters plan on sniping can prepare their NPCs with specific ways to counter the heroes, especially if the heroes have used this tactic on the same NPC or NPC group in the past.

KILL SHOTS

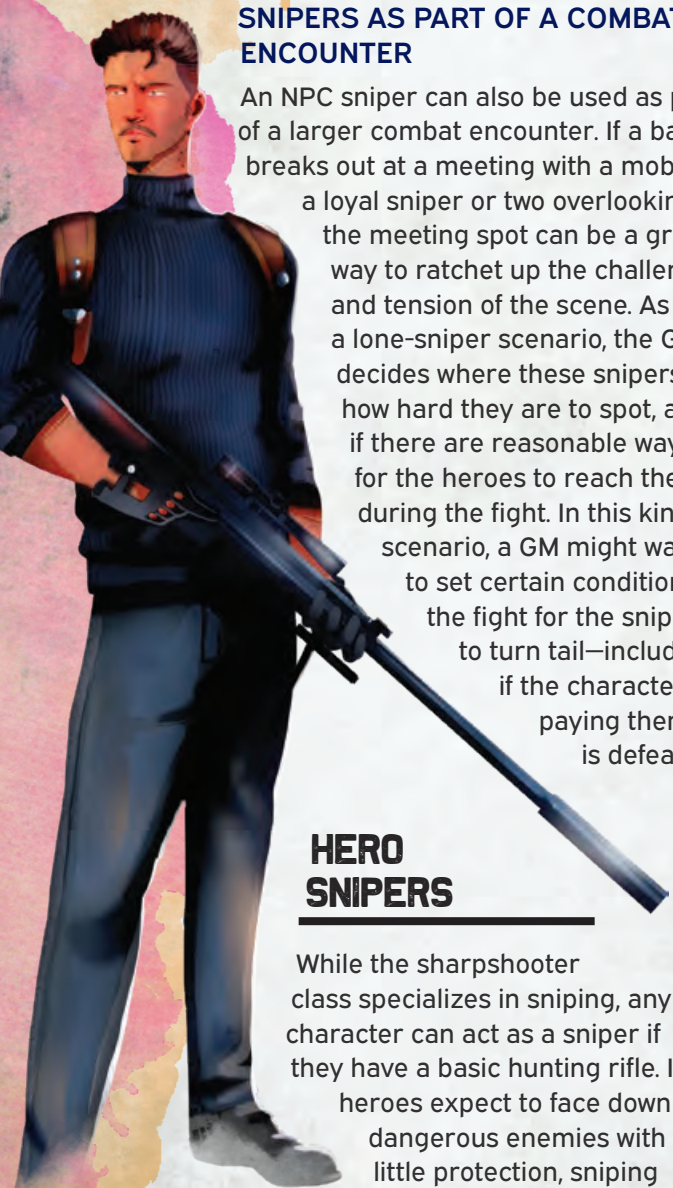
Generally, the rules for combat should be used to play out attacks between heroes and NPCs. But the GM might find that it makes sense in certain situations to simply allow a hero using a powerful rifle to pick off low-Defense targets, deciding that each shot generates an instant kill. This topic is discussed in detail under "Optional Rules" below.

STANDOFFS

A standoff occurs when adversaries threaten one another but are not yet actively engaged in fighting. It's a staple of many action movies and happens in real life as well. When two evenly matched enemies meet, both might be equally disinterested in getting into a battle. Likewise, certain situations might force both sides in a struggle to essentially negotiate with the threat of violence. Such standoffs often play out in one of three different ways.

THE STARE DOWN

The stare down occurs when two combatants or groups of combatants face off to try to get the other to back down. Both threaten violence—or at least imply the threat—but neither truly wants to fight. Typically, a stare down becomes a battle of intimidation that can be decided with a *Charisma* (Intimidation) contest. The GM might call for a contest between different champions for each



side, with each group explicitly agreeing that the champion stands for all of them. Or the stare down might consist of a group contest when there's no obvious champion on either side, or if all the heroes want to play their part in the action. If the heroes win the contest, their opponents back down. If the heroes lose, their opponents sense weakness and offer a chance to surrender. But as with any social challenge, the players decide if their characters run away, give up, or decide to fight.

THE DUEL

A duel is any situation in which two individual combatants face off in a slow setup to combat, including classic old-west gunfights, samurai showdowns, and more. A duel typically begins with both participants sizing one another up by way of an ability contest. The winner of the ability contest wins initiative and gets to act first. No one is ever surprised in a duel.

The GM might call for contested *Constitution (Endurance)* checks to see who blinks first, or *Wisdom (Perception)* checks to see who spots a fatal weakness, but other checks might make sense for a specific situation. The GM might also ask the hero's player if they have a particular strategy for their showdown that might augment their check or even grant an automatic success.

THE HOSTAGE

Villains in action movies often demonstrate a nasty habit of taking innocents hostage while making a demand of the heroes. Heroes might also resort to this tactic, but hopefully by stealing some prized possession of the villain rather than endangering an innocent bystander.

The conceit in this scene focuses on the fact that the hostage taker has a clear ability to harm the hostage, and the GM and the players should both treat that outcome as a very real possibility. Dealing with a hostage taker can play out in different ways, including having the heroes try to intimidate the villain, persuade them to back down, deceive them into giving up the hostage, or attacking.

If the heroes attack, the threat to the hostage means that the combat won't be treated as a regular encounter. The GM might allow only one hero to

take on the villain directly, with only the hostage allowed to aid them. If that attack fails to take out the villain and the hostage has no chance to escape, the villain should act as they've threatened to do. After that, the characters roll for initiative and regular combat begins.

CALLING THE AUTHORITIES

An adventure might feature a moment where the heroes consider calling in the police, the military, or other authorities to handle a particular challenge. Objectively, when ordinary people encounter criminals, terrorists, or other bad guys who are armed and dangerous, calling for help is the rational and realistic thing to do. Heroes, however, aren't ordinary people.

On the other hand, heroes do things in public that most might consider illegal or dangerous. Such actions might realistically prompt upstanding citizens to call the authorities to deal with these obvious troublemakers. Or the heroes' enemies might try to leverage law enforcement against them, turning the tables by placing the heroes at odds with the authorities.

WHEN HEROES CALL THE AUTHORITIES

Depending on the location of an adventure, the GM should keep in mind what kind of authorities are available for the characters to call on. That way, even before the characters make the decision to reach out for aid, the GM has considered how and if the authorities might respond.

In general, in any area that has an emergency telephone number (911, 112, 999, 000, or other numbers used in different countries around the world), the authorities will send emergency services of some kind if the caller describes a danger to someone's health or safety. Emergency services operators use a set of guidelines to determine who to send to the scene, and geography then determines how long it takes—from a few minutes to up to 1 hour.

A GM who welcomes the authorities appearing in an adventure can have them respond as quickly and as forcefully as desired. Certain circumstances might allow a GM to just as easily exclude the authorities from the scene. The heroes might have phone problems, the call could be intercepted or jammed, or an operator might not believe the threats the heroes cite if they seem too outlandish. Likewise, the responders could get lost, delayed, or ambushed; or the bad guys could flee the scene before help arrives. And in the case of a non-emergency—such as the heroes reporting a crime or trying to rat out some bad guys—it might take the authorities hours or even days to look into the case.

TYPE OF RESPONSE

If and when the authorities do respond to the heroes' call, the GM needs to balance the twin goals of what the characters and the players want with what the story requires. In some scenarios, players might try to roleplay what they think their heroes would do, with no real investment in whether the authorities show up or not. In other cases, the appearance of the authorities might be the only way for the heroes to thwart their foes.

Having the authorities arrive can be a great tool for keeping the drama of a story moving, as those authorities can work to aid the heroes or to challenge them. If the characters are in a bind or out of ideas, the authorities can help them get back on track. But if the heroes are barreling through the story, the authorities can make things harder by harassing them or interfering with their plans—or by revealing that they're in the pocket of the heroes' enemies.

The GM should avoid allowing the authorities to solve the heroes' challenges without the heroes asking



for that help. If the heroes have been pushed to the limits and have called others for assistance, that's fine. Certain stories might depend on that setup. With a group of players and heroes focused on roleplay and story over action, calling the authorities in can avoid a long combat that no one is interested in playing out. But the kind of *deus ex machina* where the authorities swoop in to save the day with no regard for the players' and characters' goals can suck all the joy out of an adventure in a hurry.

CALLING THE AUTHORITIES ON THE HEROES

For a GM and players who love improvisation and dynamic story, calling in the police or the military against the heroes can create all kinds of dramatic adventure opportunities. Otherwise, limit the presence of the authorities in an adventure to planned encounters. Events can too quickly spiral out of the main plot when the authorities show up in an adversarial role, and many characters and players will react negatively to the authorities trying to rein them in or investigate them. Some characters might temporarily or permanently abandon their goals to avoid trouble with the authorities—while others will reach straight for their weapons.

When an adversarial confrontation with authorities plays out, intelligence services, corporate security, journalists, military operatives, and many other interested parties might become part of the story. In general, though, the police most likely take on that role. Some police look for conflict and have ill intentions, especially if the heroes openly threaten or defy them. But many patrol officers look to keep the peace and prevent overt violence from breaking out.

If the police arrest the heroes, they are more likely interested in getting them out of a given situation than trying to convict them of a crime. And detectives investigating serious crimes often play the long game, focusing on collecting evidence and making arrests only after they build a solid case—or if the suspects are likely to flee. Either way, many of those arrested by police are released after a short time, especially if they have a good lawyer, their illegal activities weren't significant, or they have friends among other authority agencies.

LANDSLIDES AND AVALANCHES

Landslides and avalanches are common showstoppers in action films. Both work the same way, with a small disturbance at the top of a mountain or hill causing a chain reaction as more and more material comes hurtling down. A GM can craft a fun landslide or avalanche scene easily using the following guidelines.

First, the situation should be described as it happens. Landslides and avalanches happen incredibly fast, giving the heroes only seconds to decide what to do—so the players should be likewise limited in how long they can take to figure out their heroes' response to the threat. The GM can answer any questions the players have but long debates should be avoided. Typically, the best actions in response to an incoming slide or avalanche are to get out of the way or to find shelter. If possible, escape most likely takes the form of either a clever gambit or a **Strength (Athletics)** check to run like the wind.

Heroes caught in a landslide or avalanche must contend with damage from debris. A minor rockslide or light avalanche might deal only 1d6 bludgeoning damage, while deadlier events might deal 1d6 or 2d6 bludgeoning damage per hero level. These events usually allow a Dexterity saving throw for half damage at an appropriate DC, reflecting the heroes' ability to roll with or stay on top of the sliding destruction.

When a landslide or avalanche ends, the heroes could be left buried beneath it. The GM might decide that a failed saving throw against the damage of the event results in the character being buried, or the GM might have the characters make a new Strength saving throw at the same DC to avoid such a fate. Buried characters can escape by digging themselves out with **Strength (Athletics)** checks, or being rescued by people not caught in the destruction. People buried alive can survive anywhere from a few minutes to a number of days, depending on their injuries and how much oxygen is available to them. Because this isn't a particularly heroic way to go, most GMs ensure that a rescue will be made if the heroes can't accomplish it themselves.

OPTIONAL RULES

Because *Everyday Heroes* is intended to be used for a wide range of settings and genres, it was designed to be modular. Tinkering with the rules is both permissible and encouraged. There were many rules and scenarios we thought would be interesting to include but we didn't think were appropriate for a "standard" game and might cause some issues for inexperienced GMs or Players. These are presented here, as options the GM can introduce into their games.

In truth, every rule in *Everyday Heroes* is optional in the sense that if you as the GM don't like it, you can choose not to use it or to modify it to your liking.

The key advice when changing a core rule: Let all the players know what's changing and make sure no one has strong objections to the change. Ideally everyone should be happy to try out the change, not just the GM.

INSPIRATION

Inspiration is an optional rule for rewarding good roleplaying or other exceptional player behavior. The Game Master determines when to hand out inspiration to players. Any time someone does something awesome and cool that makes the story more fun, the GM can give an inspiration as a reward. When the GM awards inspiration, a player notes it on their character sheet and marks it off when they use it.

A player either has inspiration or they don't. A player can give their inspiration to another player when they like something that player has done. Each player can have only one inspiration at any given time. When it is used or given away, they no longer have it.

A player can spend inspiration before rolling to gain advantage on a single attack roll, ability check, or saving throw. The GM can also offer a player with inspiration the chance to automatically succeed at a difficult task that would normally require an attack roll, ability check, or saving throw, or allow them to attempt something that should be impossible. Ideally, the GM picks a moment that would make the resulting narrative exciting and fun for everyone.

QUICK RESTS

If you intend your game to be extremely action-packed but you want to let players benefit from short rests without the usual hour of R&R, you can implement the following rule: Characters can benefit from a short rest in 5 minutes instead of an hour, but they can take only two short rests before finishing a long rest.

TRACKING AMMUNITION

By default, the rules track ammunition in a gun, but not the ammunition being carried for the gun. Tracking ammunition more precisely gives guns different tactical advantages and disadvantages due to their ammunition capacity and reload times.

FULL AMMUNITION TRACKING

You can add drama to a game by requiring players to keep careful track of all their ammunition. Situations in which they are isolated or held captive can make finding ammunition an active goal/reward for players. Horror settings can benefit from the tension of having only a limited supply of ammunition. Post-apocalyptic scenarios feature scarcity of ammunition as a source of conflict or a way to make scavenging a rewarding part of game play.

NO AMMUNITION TRACKING

You can also decide to ignore ammunition completely and let players attack without requiring them to count rounds or reload their weapons. Many action movies don't bother with such trivial details.

Just decide which way you want to play it and be consistent.

RANDOM RELOADS

If you don't want to track ammunition carefully but do want the drama of reloading, you can rule that ammo runs dry on a critical miss. On a roll of 1 on an attack with an ammunition-dependent weapon, the hero runs out of ammunition and must reload.

SUDDEN DEATH

Deadly violence can occur outside the scope of combat. If a prisoner is tied up and helpless or someone is fast asleep, they are extremely vulnerable. Combat rules presume that combatants fight for their lives and that even when ambushed, they have some chance to avoid deadly blows. When a character reaches 0 hit points, the base rules assume that additional attacks don't guarantee death, only hasten it. In short, the game is designed to make it reasonably difficult for heroes to die in and out of combat.

As a GM, you can circumvent the usual order of things. This may be called for in situations where the victim is essentially helpless. A good rule of thumb

for *Everyday Heroes* games: Don't kill the heroes without giving them a reasonable chance to save themselves. That said, don't let heroes feel they're so invincible that they can do absolutely anything and survive. Actions should have predictable consequences. If a player pushes the boundaries too hard, daring you to kill their character, then you might decide to go ahead and let it happen.

It's a different story for NPCs. If letting an NPC get assassinated or executed makes sense for the situation, don't let the normal combat rules get in the way of a good narrative.

You might also want to run a game intended to pose a deadly challenge. This can work especially well for a horror scenario or a gritty war drama. Just make sure you let the players know up front that your adventure is especially dangerous and meant to seriously challenge their characters' ability to survive.

CIRCUMVENTING INSTANT DEATH

If the GM feels it makes sense for an NPC or even a hero to have no way to avoid death, then that character meets their end. Be cautious about killing heroes in this way. If you do it capriciously or without



giving them a reasonable chance to survive, that might tarnish enjoyment of your game.

Even certain-death scenarios might allow a way for a hero to survive. Instead of being killed outright by assassination or execution, the hero falls to 0 hit points and starts making death saving throws as usual. This gives them a chance to save themselves through the luck of the dice, or perhaps through class talents or the intervention of other characters. Their would-be executioners might assume they are dead, giving the hero a chance to recover and seek revenge.

As the GM, the narrative is in your hands.

POISON

Poison becomes a threat to heroes when they cross paths with insidious villains or dangerous wildlife. The specific effects of poisons range from the merely irritating to the exceptionally deadly. The representation of poison in *Everyday Heroes* is more cinematic than reality based.

Poison isn't listed in chapter 6, as it is not commonly available and rarely legal. It's up to the GM to decide whether it's available to heroes who look for it, or to introduce it as a story element when the adventure demands it. Using poison allows heroes with weaker combat abilities to even the odds, but it makes dangerous heroes even more so. And when used by NPCs, it can be outright deadly to the heroes.

REALISTIC VS. CINEMATIC POISONS

Poisons are not used in modern combat for ethical reasons or due to their lesser effectiveness in contrast to modern weapons. They are still employed in the shadowy world of espionage, especially by disreputable services. Unlike movie poisons, most real-life poisons require time to kill their victims, much longer than the span of a combat scene in *Everyday Heroes*.

The poisons discussed here follow the movie model and are listed with effects that happen right away. If you want them to feel more realistic, they can take effect slowly after they are administered, with the effects and saving throws occurring every hour or every day instead of every round. Slow poisons

drive a story focused on assassination and intrigue, while fast poisons pose a Hollywood-style danger to heroes from ninjas or other unscrupulous foes.

POISON EFFECTS

Poisons in *Everyday Heroes* cause poison damage and/or add debilitating conditions to a victim. Some poisons inflict all their damage immediately, while others cause damage each round until cured or the victim expires. Status effects usually last for a set duration or until cured.

MORBIDITY EFFECTS

Some poisons have additional effects if the victim falls to 0 hit points due to the poison's damage. This is referred to as a poison's Morbidity Effect.

POISON SAVING THROWS

Each poison has a DC value. When a hero is poisoned, the player should note the DC as they may need to make multiple saving throws against the poison. Saving throws against poison are Constitution saves unless otherwise noted.

When a poison is delivered by a class talent or attack, its DC is based on this formula:

Poison DC = 8 + archetype primary ability modifier + proficiency bonus

Purchased poisons use the DC listed in the Poison table.

There are three types of saving throws for poisons:

Save to Avoid. Success means the poison has no effect. The character attempts the save when the poison is administered.

Save for Half. Success halves the initial damage from the poison. The character makes the save prior to taking damage.

Save to End. Success ends all ongoing damage and condition effects. The character makes the save at the end of each round, or when specified.

||▶ **Example:** *Johnny Blaze has been bitten by a Cobra which delivers a dangerous toxin with its bite. The toxin does 3d6 damage right away but allows a saving throw for half damage. The GM notes that the DC on the poison is 14 and calls for Johnny to make a DC 14 Constitution saving throw. Johnny's*

POISONS

NAME	DELIVERY	EFFECT	CONSTITUTION DC	SAVE RESULT
POISON, WEAK	Any	1d6 damage per turn	12	Save ends
POISON DANGEROUS	Any	4d6 damage per turn	14	Save ends
POISON, DEADLY	Any	6d6 damage per turn	16	Save ends
RADIATION, WEAK	Contact, Ingestion, Inhalation	1d6 damage, Sickened for 1 hour	12	Save to avoid, save ends
RADIATION, DANGEROUS	Contact, Ingestion, Inhalation	4d6 damage, Sickened for 1 month	14	Save to avoid, daily save to end
RADIATION, DEADLY	Contact, Ingestion, Inhalation	6d6 damage, 6d6 damage per day, Sickened for 1 year	16	Save to avoid, weekly save to end
TOXIN, WEAK	Ingestion, Inhalation	1d6 damage, 1d6 damage per turn, Sickened for 1 day	12	Save for half, save ends
TOXIN, DANGEROUS	Ingestion, Inhalation	3d6 damage, 3d6 damage per turn, Sickened for 1 day	14	Save for half, save ends
TOXIN, DEADLY	Ingestion, Inhalation	5d6 damage, 5d6 damage per turn, Sickened for 10 days	16	Save for half, save ends
TRANQUILIZER, WEAK	Injury, Inhalation	One level of Intoxication, remove one level every 10 minutes	12	Save to avoid
TRANQUILIZER, MODERATE	Injury, Inhalation	Two levels of Intoxication, remove one level every 10 minutes	14	Save to avoid
TRANQUILIZER, STRONG	Injury, Inhalation	Three levels of Intoxication, remove one level every 10 minutes	16	Save to avoid
VENOM, WEAK	Injury	2d6 damage	12	Save for half
VENOM, DANGEROUS	Injury	6d6 damage	14	Save for half
VENOM, DEADLY	Injury	10d6 damage	16	Save for half

save result is 15 so he succeeded. The GM rolls 12 damage, but Johnny takes 6 of that. The toxin also has an ongoing damage effect, which allows for a save to end. This means Johnny will make a DC 14 Constitution saving throw at the beginning of each of his following turns. If he fails, he takes another 3d6 damage. If he succeeds the ongoing damage stops.

MEDICAL TREATMENT FOR POISONS

Poisons can be treated in the field, which the game models as helping the victim succeed on a saving throw. The First Aid action describes this process. If a poison does not allow a save to end, the victim can only be treated in a hospital or poison treatment clinic where antivenom can be administered.

ANTIDOTES AND ANTIVENOM

Most common toxins have antivenom or antidotes, specific to a type of poison. Hospitals keep these in stock, especially for poisoning that results from wildlife indicative to the area or common household chemicals. Antidotes don't repair the damage done, but they prevent further effects. Heroes who know they will face a particular poison and have access to pharmacy supplies can acquire an antidote ahead of time. Antidotes to particularly nasty and exotic poisons make great plot devices!

POISON DELIVERY

Poison is delivered via contact, inhalation, ingestion, or injury. Not every poison can be delivered via all methods.

CONTACT POISONS

Contact poisons need only be touched by the victim to affect them. Such poisons are exceedingly rare and difficult to utilize without the poisoner also becoming a victim. Anyone that touches a poisoned object within 24 hours of its application is subject to the effect.

INHALATION POISONS

Inhalation poisons must be aerosolized to be effective. Modified smoke grenades provide one method of delivery. These poisons can also be sprayed in the face, such as chemical mace. Anyone

in the area of such a poison cloud is subject to the effect.

INGESTION POISONS

Ingestion poisons must be swallowed, usually by depositing them in food, water, or some other beverage. Only poisons that have a relatively neutral taste can be successfully delivered this way. Anyone eating or drinking a significant amount of poisoned food or drink is subject to the effect.

INJURY POISONS

Injury poisons must be delivered via a break in the skin, such as through a bite, sting, or poison-coated weapon. Anyone damaged by a venomous natural attack or by a poisoned piercing or slashing weapon is subject to the effect.

APPLYING POISON TO WEAPONS AND AMMUNITION

Poison can be applied to any weapon or weapon ammunition that normally deals piercing or slashing damage. One dose can be used to poison five pieces of non-ballistic ammunition, five Tiny weapons, or one melee weapon.

Applying a poison is a dangerous process. Each weapon or five pieces of ammunition to be poisoned requires a DC 5 *Intelligence (Natural Science)* or *Wisdom (Survival)* check or the poisoner accidentally poisons themselves. The process is also time consuming, typically requiring an hour to complete. The poison remains viable for 24 hours.

When the weapon deals damage to an opponent, they suffer the effects of the poison. The weapon or ammunition is then no longer considered poisoned.

INJURIES

Everyday Heroes does not include a formal system for handling injuries in the core rules. Real-life injuries take a long time to heal, so an injured hero might be limping along for an entire adventure or even a whole campaign. Some players might enjoy the challenge, but most won't like it.

With that caveat in mind, there are times where injury, long-term illness, or other debilitating

conditions could add drama and realism to an adventure. A player might want to play a hero with a disability or illness, or a group might be interested in playing a campaign that reflects the serious and realistic consequences of violence. These optional rules and guidance apply to these situations. Use them only with previous buy-in from your players or at a critical moment toward the end of an adventure.

INJURIES AND HIT POINTS

Losing hit points is an abstract idea in *Everyday Heroes*. Exactly what it represents is up to your imagination, but it's more about fighting spirit than how much blood remains in the body. Heroes suffer injuries at the same time they lose hit points, but recovering lost hit points does not necessarily heal

injuries, nor does having an injury mean they can't recover hit points by resting.

WHEN INJURIES CAN OCCUR

Injuries most likely happen because of violence or serious accidents. A character can also suffer serious injuries from diseases or poisons.

If you intend to assign injuries to players based on a combat rule, allow a Constitution saving throw at a reasonable DC to avoid the injury.

CRITICAL HIT

An injury may occur when a hero suffers a critical hit in combat. In addition to the normal damage, an injury can be rolled randomly or assigned.

Advantages. Feels "realistic."

Disadvantages. Injuries become common.

WHEN BLOODIED

Bloodied is a term to describe when a hero drops below half their maximum hit points. It can be a useful threshold for assigning an injury to heroes.

Advantages. Encourages caution in combat.

Disadvantages. Injuries become common.

AT 0 HIT POINTS

This is perhaps the most reasonable moment to assign injuries to heroes. Everyone tries to avoid falling to 0 hit points anyway, so it won't affect player behavior too drastically, and it adds a sting to individual defeat.

Advantages. It doesn't happen often; feels "realistic."

Disadvantages. Heroes might not want to get back up.

DEATH AVERTED

With this option, heroes that face death can opt to instead suffer a long-term injury. They may temporarily or permanently retire from the campaign until they heal. Since this is a player choice, do not allow a saving throw against the injury.

Advantages. It has a dramatic feel; injury is better than death.



SHORT-TERM INJURY

DIO	INJURY	LOCATION	EFFECT	FIRST AID DC
1	Concussion	Head	Disadvantage on Intelligence and Wisdom checks and saving throws	12
2	Sprained ankle or injured feet	Foot	Half movement speed; disadvantage on Strength and Dexterity checks and saving throws	15
3	Dislocated shoulder	Arm	The injured arm cannot be used in combat	15
4	Strained back	Back	Disadvantage on Strength and Dexterity checks and saving throws; disadvantage on melee attack rolls	15
5	Laceration	Any	Cannot recover hit points due to slow bleeding	15
6	Burns or painful abrasions	Any	Cannot take a short rest due to pain	12
7	Sprained arm	Arm	Disadvantage on attack rolls with injured arm	15
8	Irritated eyes	Head	Disadvantage on ranged attack rolls; disadvantage on <i>Wisdom (Perception)</i> checks	12
9	Blood loss	Any	One level of Exhaustion	N/A
10	Internal bruising	Torso	Sickened	15

LONG-TERM INJURY

DIO	INJURY	LOCATION	EFFECT	RECOVERY TIME
1	Brain injury	Head	Short-term amnesia; Sickened	1 month
2	Broken leg	Leg	Must stay Prone unless crutch is used; half movement speed; disadvantage on Strength and Dexterity checks and saving throws	2 months
3	Broken arm	Arm	Cannot use the injured arm	2 months
4	Spinal fracture	Back	Half movement speed; disadvantage on Strength and Dexterity checks and saving throws; disadvantage on melee attack rolls	3 months
5	Internal organ damage	Torso	Sickened	2 months
6	Lost eye	Head	Disadvantage on <i>Wisdom (Perception)</i> checks	1 week
7	Collapsed lung	Torso	Two levels of Exhaustion until healed	2 weeks
8	Severed hand	Hand	Use loss of hand; the hand is permanently lost unless recovered quickly and given medical attention	6 months
9	Massive bleeding	Any	Unconscious until blood is administered	2 days
10	Third degree burns or major skin damage	Skin	Sickened; maximum hit points are reduced to 10 (unless already below 10)	6 months

Disadvantages. It may be too rare; it may feel like death is impossible.

GAME MASTER FIAT

This means the GM simply decides when something causes an injury to a hero. For example, a character that falls 30 feet onto a hard surface might need to make a saving throw to avoid a broken leg. Consider your players' personalities and the drama of the situation, then tread lightly.

Advantages. GM controls the situation

Disadvantages. Most adverse effects in the game require a dice roll, so it might feel unfair.

CHOOSING INJURIES

Use the tables below to roll a random injury. If the circumstances call for a specific part of the body to be injured, you can select it from either the short- or long-term injury table, whichever you decide is appropriate. For a truly random result, roll a d4 with the following results:

- ▶ 1: Long-Term Injury table
- ▶ 2-4: Short-Term Injury

RECOVERING FROM INJURY

Short-term injuries can be healed by an ally who succeeds on an *Intelligence (Medicine)* check using the First Aid action. A success removes the injury; a failure means the patient must finish a long rest before another attempt can be made to heal them.

Long-term injuries require medical care and time to heal. The patient must go to a hospital for treatment, and thereafter remain at home or at the hospital for the duration of the listed recovery time.

DISEASE

Diseases can play an important role in an action movie plot. That said, they don't lend themselves to tactical aspects of play and the process of contracting and curing them doesn't usually involve thrilling action and adventure. For these reasons, *Everyday Heroes* doesn't provide a list of real-world diseases. If you want to introduce a disease to the game, you can model them as follows.

Mode of Transmission. How a disease is transmitted is one of its essential traits. Airborne diseases are among the most dangerous since they are the hardest to avoid and contain. Diseases transmissible by food and drink are also quite dangerous. Other methods of transmission include sexual transmission, surface transmission, blood transmission, and parasitic transmission.

Infection Rate. This measures how easily the disease takes hold once someone is exposed to its transmission vector. This reflects how well it transmits and how resistant the average person is to the infection. Set a DC for a Constitution saving throw to avoid infection. The higher the DC, the more infections the disease causes and the easier it spreads.

Onset Time. Represents how long it takes from first contracting the disease to the first serious symptoms setting in. Most diseases take a matter of days to manifest as they spread throughout the body, but others can take weeks or even years to materialize. If the disease has multiple stages, you can set an onset time for each stage.

Symptoms. This is the effect of the disease. Create a general description of visible symptoms, as well as the game rules it impacts, if any, for those who contract it. If the disease has different stages, describe each stage. The Sickened condition provides a baseline symptoms mechanic when someone contracts an infectious illness.

Treatment. Finally, describe the possible treatments and how long it takes. If victims can naturally recover from the disease, include how often the victim can make a saving throw to recover and the appropriate DC.

◀ EPIDEMIC HANTAVIRUS ▶

Mode of Transmission. The virus is spread through exposure to aerosolized blood, saliva, or feces of infected rodents, often from the dust from disturbed nests.

Infection Rate. Infectious, DC 15

Onset Time. Symptoms typically appear two weeks after exposure.

Symptoms. Headaches, abdominal pain, fever, nausea, and blurred vision. Patients are considered Sickened. Later symptoms include

low blood pressure, internal bleeding, shock, and kidney failure.

Treatment. Antiviral therapy and palliative care in a hospital setting can help the patient survive the course of infection but are not strictly a cure. Untreated patients can make a DC 15 Constitution saving throw every 4 weeks to try to recover. If they fail three such saves, they die from the disease.

◀ LYCANTHROPY ▶

Mode of Transmission. Lycanthropy is spread supernaturally through the accursed bite of a werewolf in its wolf or hybrid form.

Infection Rate. Infectious, DC 15

Onset Time. After a victim is infected with lycanthropy, they manifest the symptoms during the next full moon.

Symptoms. Each sunset during the three days of the full moon, the victim gains the werewolf NPC statistics and transforms into wolf or hybrid form (GM's choice). They become an NPC under the GM's control if they weren't already and act like a savage beast. When morning comes, they return to their normal form and forget the night's ordeal. This repeats every full moon until they either embrace their nature or are cured.

Treatment. Whether lycanthropy can be cured is up to the GM. The following methods are merely suggestions.

The victim can take a dose of wolfsbane or belladonna. This is a deadly poison, as described in the "Poisons" section. If the victim survives, the disease is removed. This may or may not need to be done before their first change.

If the werewolf that infected the victim is killed, the disease is removed. This may instead require killing the werewolf that was first cursed long ago.

Embracing Lycanthropy. A person that chooses to give in to their lycanthropy gains the werewolf NPC statistics permanently. They can change their form any time, they can control and remember their actions while transformed, and they are permanently an NPC under the GM's control if they were not already. They become a dark and twisted predator, even in human form.

◀ PLAGUE ▶

Mode of Transmission. Primarily through bites from fleas that infest rodents and other animals that serve as carriers. Infection can also spread from handling infected animals or surfaces, and from close proximity exposure to the infected.

Infection Rate. Infectious, DC 15

Onset Time. Symptoms first appear 2d4 days after infection.

Symptoms. The victim has a high fever, pain in infected areas, headaches, and highly swollen lymph nodes. Some experience gangrene in infected tissues, coughing blood, and bleeding sores. Victims are considered Sickened.

Treatment. Widely available antibiotic treatment is typically effective against the plague. Untreated patients can make a DC 15 Constitution saving throw each week to try to recover. If they fail three such saves, they die from the plague.

◀ ZOMBIE VIRUS ▶

Mode of Transmission. Bodily fluid transfer, specifically saliva to blood via a bite from a host.

Infection Rate. Highly infectious, DC 20

Onset Time. Bruising and necrosis in the bite area is evident after 3 minutes. Sickness sets in after 1 hour. Onset time is 6d6 hours to full infection.

Symptoms. The victim is Sickened after 1 hour and until full infection. The victim appears pale, shows signs of skin necrosis at the wound site, and becomes feverish. They may suffer tactile hallucinations of itching and crawling skin. The victim's eyes become bloodshot. Full infection results in extensive internal necrosis and brain death. The victim becomes a zombie and aggressively attacks living organisms with the goal of biting them and consuming their flesh and blood.

Treatment. There is no known treatment for the zombie virus, but rare victims do fight off the disease. The



victim may make a DC 20 Constitution saving throw each 6 hours until full infection. First aid cannot help the victim with this saving throw.

Note. To lessen the danger of the zombie virus for play, lower the save DC to 15 or even 10.

RECREATIONAL DRUGS

The vast majority of recreational drugs are designed to make people feel good in some way. Many can also be used to treat a wide range of medical conditions. All categories of drugs are potentially dangerous, even at lower doses, and can lead to physical and psychological addiction. Nonetheless, many people take these risks for the high the drug offers.

Generally speaking, drugs don't offer advantages to a hero when compared to the natural state of their mental and emotional faculties. Most drug benefits are in the realm of emotional states. These aren't handled in the rules of *Everyday Heroes* and are left to the realm of roleplaying. While they may offer a temporary stimulated, euphoric, or stupefied state, they also degrade the ability to solve challenges and fight. Likewise, pain relief is a common effect of many drugs, but *Everyday Heroes* doesn't have core rules pertaining to pain.

Long-term effects of drug use are almost universally adverse for the user's health unless the drug is taken as a treatment for another condition and the benefits outweigh the costs. Long-term conditions aren't detailed because they don't usually come up in the course of a roleplaying adventure.

The drugs described below are classified under categories of effect but not named, both because the street names for drugs change over time and to avoid promoting, condemning, or glamorizing any particular drug. These categories include prescription, legal, and illegal drugs.

MEDICAL USES

Descriptions include the general medical usage of each classification of drugs, based primarily on their use in Western medicine. The use of the Medicine skill encompasses the use of legal prescription and

over the counter medications through access to a first aid kit, a medical facility, or drug store.

EFFECTS

This information focuses on the recreational use of these drugs. Effects vary, but for game purposes they are standardized to three levels of Intoxication. These can represent the size of a dose and/or the potency of the drug. Not every person reacts to drugs in the same way. Allergies and comorbidities can wildly change the outcomes.

OVERDOSE

These rules treat an overdose as an extreme level of Intoxication. Death is a very real possibility, and with some drugs, a likely outcome of overdose unless medical attention is received. Heroes can use Medicine checks to diagnose and treat overdose conditions provided they have access to medical supplies. The mechanics work in the same way as treating the effects of poisons.

ADDICTION

Mind-altering drugs can lead to physical addiction. The body becomes accustomed to the effects of the drugs and malfunctions when they are taken away. This goes well beyond a strong desire to take the drug into compulsion. Drugs that don't cause physical addiction can lead to psychological addiction and long-term health problems.

Addiction is modeled through a saving throw made each week of use, with strongly addictive drugs having a higher DC. Often, clinical use of drugs doesn't lead to addiction because doses are assigned carefully to treat an adverse condition rather than to create a sensation of pleasure, thus avoiding imbalances in biochemistry.

Recovering from addiction can be a lifelong personal struggle and may be best handled as a roleplaying exercise. As a suggested mechanic, set a DC for the level of addiction. When the hero is presented with a strong temptation or moment of weakness, they can make a Wisdom saving throw. Failure means they are strongly motivated to use the drug, and success means they confidently resist the temptation. Allow them to reach out for aid from

their allies to help them resist if they fail the save. Let players roleplay their heroes' internal struggles and leave the dice rolls to combat situations.

WITHDRAWAL

Addicts suffer withdrawal when denied drugs. Withdrawal symptoms tend to be proportional to the Intoxication level of the drugs. Caffeine is highly addictive, but since its effect is fairly mild, so are its withdrawal symptoms. Withdrawal symptoms are modeled on potent drugs in each category. The period of withdrawal varies, but one month is a fair average to use for game purposes.

TYPES OF DRUGS

There are many different ways to classify drugs, but most systems focus on the most pronounced impacts the drug has on a user's physiology. That doesn't mean all drugs within a given category are exactly the same. Each has its own unique characteristics, but there are enough commonalities among them to recognize symptoms and administer treatment in the case of overdose.

◀ CANNABINOIDS ▶

Cannabis is an unusual intoxicant that stands in a category all its own. Generally, it creates a relaxing sensation and mild euphoria, but users have varied experiences.

Medical Use. Medical research on the use of cannabinoids in medicine is ongoing and showing promise in many areas. It's gaining wider acceptance as a treatment for anxiety, stress, to stimulate appetite, and as a mild pain reliever.

Effects. Most users experience feelings of relaxation and pleasant peacefulness when using cannabinoids. The THC component is the responsible agent for its intoxicating properties.

Level 1. Small doses give feelings of relaxation, though some users experience a sense of anxiety or a sense of excitement and engagement. No game effect.

Level 2. Higher doses intensify the feeling of relaxation, though some users experience bouts of paranoia. Increased appetite and slowing reaction

time are common at this level of Intoxication. Users suffer disadvantage on Dexterity, Intelligence, and Wisdom saving throws and ability checks.

Level 3. High doses extend the effects rather than intensify them. This leads to dehydration, bloodshot eyes and short-term memory loss. Users suffer 2 levels of Exhaustion in addition to the effects from level 2.

Overdose. High dosages lead to significant feelings of paranoia, but as a rule cannabinoids do not pose an immediate danger to life.

Addiction. Cannabinoids are not considered highly addictive, but longtime users build a tolerance and suffer from mild to moderate withdrawal symptoms when discontinuing use. Despite the mild addiction, users develop strong cravings for use and a feeling of dependence.

Check once per week of use with DC 5 saving throw (no ability score modifier is used). Failure results in addiction.

Withdrawal. Symptoms of withdrawal include headaches, loss of appetite, sweats, chills, and irritability.

◀ DEPRESSANTS ▶

Depressants have a slowing effect on the human body. They impair nerve and motor function to some degree, as well as diminishing mental acuity. At low doses this can have a calming effect, and at high doses they can render the user Unconscious.

Medical Use. Depressants are prescribed to treat anxiety, panic, sleep disorders, and as pain relievers.

Effects. Depressants reduce anxiety, physical pain, or emotional distress. They can reduce inhibitions and social discomfort. At higher doses they are used to achieve a sensation of personal awareness.

Level 1. A feeling of mild relaxation and light-headedness. No significant game effects.

Level 2. Motor control and ability to think clearly degrade significantly. Speech becomes slurred, decision-making suffers, and emotions rule reactions. This degree of Intoxication numbs physical pain to some degree. User experiences level 1 Intoxication and gains 1d8 temporary hit points.

Level 3. The user becomes partly insensate and unaware of their own actions. Memory loss is common, and decision-making is seriously impaired. The user may black out. User experiences level 2 Intoxication.

Overdose. Overdose victims are at serious risk of death due to impaired central nervous system function. This can cause victims to choke on their own vomit or go into cardiac arrest.

The user must attempt a DC 13 Constitution saving throw. If successful the user suffers from level 3 Intoxication, if they fail they suffer from level 4 Intoxication.

Addiction. Addiction to depressants is common, especially in those with a genetic predisposition to depressant addiction. Physical addiction comes from heavy use over long periods of time, and those predisposed may become addicted much faster. Addiction compulsions are strong, especially in times of stress.

Check once per week of use with a DC 5 saving throw (no ability score modifier is used). Failure results in addiction.

Withdrawal. Depressant withdrawal takes the form of an overactive central nervous system, causing anxiety, nausea, headaches, shaking hands, confusion, high blood pressure, and fever.

Addicts suffer the Sickened condition while in withdrawal. Withdrawal sets in within 48 hours of cessation of use.

◀ DISSOCIATIVES ▶

These drugs disconnect pain perception from the brain. They give users an unusual sense of mental detachment, which people find pleasurable.

Medical Use. Dissociatives are used as pain relievers and anesthetics as well as antidepressants for those unresponsive to other drugs.

Effects. Users experience a sense of detachment and mild euphoria, sometimes with a feeling of universal oneness.

Level 1. Users experience a mix of stimulation and detachment from their environment. Users suffer disadvantage on Intelligence and Wisdom ability checks.

Level 2. Stronger doses of these drugs produce trance-like states in which users feel a strong sense of detachment and are slow to act. Amnesia is common in addition to the strong anesthetic effects. Users suffer the Sickened condition and cannot take bonus actions in combat.



Level 3. At high doses users enter a catatonic state, suffer strong amnesia, and experience intense dissociative hallucinations including the sense they have died. Users are Stunned for the duration of effect.

Overdose. Overdoses of these drugs can lead to death, psychotic states, or prolonged catatonia.

Addiction. While not as addictive as stimulants or opioids, dissociatives create physical addiction with prolonged use.

Check once per week of use with DC 5 saving throw (no ability score modifier is used). Failure results in addiction.

Withdrawal. Withdrawal symptoms include headaches, muscle aches, racing heart, shallow breathing, and nausea.

Addicts suffer the Sickened condition while in withdrawal. Withdrawal sets in within 48 hours of cessation of use.

◀ EMPATHOGENS ▶

These drugs give users a feeling of empathy, attraction, and connection to others. They also produce feelings of euphoria and relaxation. These effects stem from blocking absorption of dopamine and serotonin in the brain.

Medical Use. The use of empathogens in medicine is limited. Studies show promise in treating PTSD by allowing patients to feel more comfortable in therapy.

Effects. Users take these drugs in social settings to increase feelings of connection and sexual attraction. Intoxication takes up to an hour to set in after taking these drugs.

Level 1. Users feel a stronger sense of empathy and trust toward others as well as a sense of social unity. Dehydration is a common side effect. Users suffer disadvantage on Wisdom and Intelligence saving throws to resist mental influences but gain advantage on saving throws against intimidation or fear effects.

Level 2. Higher doses intensify the sense of empathy and oneness, but increase the prevalence of side effects including overheating, dilated pupils,

and erectile dysfunction. Users experience the same game effects as level 1.

Level 3. At high doses or with extended use empathogens intensify their effects and become dangerous to the user's health, potentially building up toxic levels of serotonin and dopamine in the brain. Users suffer disadvantage on all saving throws.

Overdose. While death is a rare outcome of overdose, it can occur when the victim has comorbidities. Extended use can cause severe dehydration, persistent diarrhea, and dangerous levels of blood pressure and heart rate. Victims have the Sickened condition until they can get a long rest or medical attention.

Addiction. Addiction with short-term use is rare, but long-term use of empathogens leads to strong resistance to these drugs and withdrawal symptoms while the body recovers its ability to absorb dopamine and serotonin. Habitual users suffer dramatic mood swings and emotional instability.

Check once per week of use with DC 5 saving throw (no ability score modifier is used). Failure results in addiction.

Withdrawal. Long-term use of empathogens leaves users feeling depressed, lonely, and distressed when they cannot use the drugs.

◀ OPIOIDS ▶

A wide range of pain relievers are associated with euphoric relaxation in addition to their analgesic effect. Throughout the modern era, opioids caused waves of epidemic use in countries around the world.

Medical Use. Prescribed for acute and chronic pain relief, taken orally or through IV.

Effects. In addition to lessening pain, opioids create strong feelings of euphoria and relaxation.

Level 1. Light doses, aside from lessening pain, give users a deep feeling of relaxation. They also slow reaction times, making driving and operating heavy machinery dangerous. Users gain 2d8 temporary hit points and suffer disadvantage on Dexterity and Intelligence ability checks and saving throws.

Level 2. Heavier doses of opioids create stronger feelings of euphoria and relaxation, severely depressing motor function. In addition to the level 1 effects, users gain 3 levels of Exhaustion.

Level 3. High doses of opioids lead to unconsciousness and a deep sleep from which it is difficult to be woken. Users become Unconscious for the duration of the Intoxication.

Overdose. Overdoses on narcotics often lead to death as the victim stops breathing. Overdose victims require immediate medical attention. The user must receive medical attention within 1 hour of overdose or fall to 0 hit points and begin making death saving throws.

Addiction. Opioids are enormously addictive drugs when used for recreation.

Check once per week of recreational use with DC 10 saving throw (no ability score modifier is used). Failure results in addiction.

Withdrawal. Addicts suffer intense cravings and numerous physical symptoms such as intense abdominal pain, sweats, nausea, vomiting, racing heart, anxiety, and powerful cravings.

Addicts suffer the Sickened condition while in withdrawal. Withdrawal sets in within 48 hours of cessation of use.

◀ PSYCHEDELICS ▶

Psychedelics are among the least understood recreational drugs. They impact perception such that the user begins to experience intense illusory sensations and unusual ideation. While they are not as physically damaging as stimulants and depressants, they can lead to or trigger serious mental health issues.

Medical Use. Psychedelics are rarely used in Western medicine, but they show promise in treating severe depression. Shamanistic cultures use them as a spiritual medication.

Effects. Users experience a wide range of sense hallucinations, dissociative experiences, and dreamlike visions.

Level 1. At low doses, users experience mild sensory hallucinations that subtly alter their

perceptions. Dissociative versions cause a sense of universal oneness.

Level 2. At higher doses, the effects of psychedelics become dramatic and persistent. Users experience nausea, vomiting, and disorientation before hallucinations begin. A sense of being out of body is also common. Users suffer the Sickened condition.

Level 3. At high doses, powerful hallucinations become incredibly vivid and convincing. Users may lose touch with reality for the duration of the effect. Users suffer the Sickened condition.

Overdose. Fatal overdose of psychedelics is rare, as are serious complications. Fatalities occur due to comorbidities or the use of other drugs in combination with psychedelics. Intense hallucinations can lead to serious accidents or injuries.

Addiction. Hallucinogens do not generally cause a physical addiction.

Withdrawal. Since they rarely lead to addiction, hallucinogens don't have withdrawal symptoms. Users nevertheless crave use of the drugs.

◀ STEROIDS ▶

Steroids and growth hormones are unusual among recreational drugs, taken to enhance athletic performance rather than seeking altered mental states. Nonetheless, they are controlled substances and can be detrimental to health when abused.

Medical Use. Steroids are widely used as anti-inflammatory drugs, in therapy, birth control, and a range of other uses.

Effects. Steroids don't offer a high as such. They act like a mild stimulant, increasing heart rate and giving the user a feeling of energy. Illegal steroid use is aimed at improving muscle development and cardiovascular performance as an adjunct to training over an extended period of use.

Level 1. Low doses of steroids have little short-term effect other than to reduce swelling.

Level 2. Higher doses increase heart rate, cause loss of sleep, and lead to an aggressive disposition.

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Overdose. Excessive doses steroids can cause heart failure, though this is rare as they're not generally used for recreational purposes.

Addiction and Withdrawal. Steroids are not addictive. Long-term use has a number of serious side effects, but these are not considered withdrawal symptoms.

◀ STIMULANTS ▶

Stimulants impart a sense of excitement and a feeling similar to high levels of adrenaline. The heart beats faster and the user feels a sense of power and energy. Some take stimulants to increase stamina and physical performance. At lower doses they may fight off fatigue, while in high doses they can lead to cardiac arrest.

Medical Use. Stimulants are used to treat both ADHD and depression. In rare cases, they treat narcolepsy or catatonic conditions.

Effects. Stimulants act on the central nervous system, reducing fatigue and giving the user a feeling of elation and energy. Mild doses are used for late night study or recreation, while heavy doses are taken for a strong sense of elation and excitement.

Level 1. Mild stimulants alleviate fatigue and sleepiness or increase attentiveness. Removes 1 level of Exhaustion.

Level 2. Stronger stimulant doses create a sense of indomitability in users, leading to impulsive and reckless behavior, sleeplessness and an aggressive disposition. Removes three levels of fatigue and gives the user 1d8 temporary hit points but prevents resting and imposes disadvantage on Wisdom and Intelligence saving throws.

Level 3. Powerful stimulants are extremely dangerous due to the high risk of overdose. Users feel invincible and display high levels of aggressive and erratic behavior, often suffering from delusions. Removes three levels of fatigue and gives the user 2d8 temporary hit points but prevents resting and imposes the Sickened condition as well as disadvantage on Intelligence, Wisdom, and Charisma saving throws.

Overdose. In severe cases, stimulant overdose leads to cardiac collapse and death. Rapid breath and heartbeat are early signs along with cramping and

tremors. Victims need immediate medical attention. The user must receive medical attention within 1 hour of overdose or fall to 0 hit points and begin making death saving throws.

Addiction. Stimulants are among the most highly addictive categories of drugs. Addiction occurs quickly with repeated use. Even mildly intoxicating stimulants such as tobacco and caffeine create physical addiction, though the intensity of withdrawal is linked to the intensity of the drug.

Check once per week of use with DC 10 saving throw (no ability score modifier is used). Failure results in addiction.

Withdrawal. The symptoms of stimulant withdrawal are highly disruptive. Sleeping is difficult, and addicts suffer chills, shakes, aches, fatigue, and wild mood swings along with powerful cravings.

Addicts suffer 1 level of Exhaustion that cannot be removed while they remain in withdrawal. Withdrawal sets in within 48 hours of cessation of use.

DRUG CONTAMINATION

Drugs sold on the street may be contaminated or adulterated. This practice increases the profitability of the drugs. The pure drug is cut with a filler to mimic a full dose, stretching the amount product available to sell. Another, cheaper intoxicant may be added to retain the perception of potency despite the dilution. Experimentation also aims to create cheaper, more addictive combinations. Since the buyer doesn't know what's in the product, this can lead to accidental overdose or ingesting an undisclosed allergen.

CHAPTER 13: RUNNING A GAME

The Game Master handles everything in the game's story except for the actions of the heroes, which are controlled by the players. The GM decides what happens in the world, what can be found in each location, what plot points get introduced, what everyone besides the heroes is doing, and what happens as a result of the heroes' actions.

But don't be intimidated! The job of the GM can be broken down to a few basic principles you can then apply to each situation.

THE BASIC LOOP

At its most basic level, being the GM simply involves describing a scene, asking the players what they do, and deciding the outcome of their actions. This basic loop is repeated over and over again in a variety of ways throughout the game, and everything else flows from there.

DESCRIPTION

Each adventure, each session, and every scene begins with narration. You explain to the players where their characters are, what's going on, who else is there, what information they know, and/or what's happened so far. You then ask some variation of, "what do you do?" Once you get into a flow with your



players, you may not need to ask, but the question should be implied as you finish your narration.

Avoid giving the players a list of actions they could take unless they ask. Guiding unsure players is fine, but by default the players should decide what they want to do without your input. Don't tell players how their heroes feel—that's up for them to decide based on the situation you describe.

PLAYER ACTIONS

One or more players then describe what they want to do. This might be choosing their combat actions, speaking to an NPC or another hero, or interacting with the world in any way they can imagine.

DICE ROLLS

If there's a chance they could succeed or fail at their action, you tell the players what to roll. Outside of combat, this is usually an ability check of some kind, but you may ask for a saving throw or attack roll if the situation calls for it. Combat involves a lot of dice rolling, usually attack and damage rolls. If the player's action doesn't need a roll, then you can skip straight to the resolution.

RESOLUTION

Once any necessary dice are rolled, you narrate the result in much the same way you described the initial scene. You might simply say, "Okay, you do that. What next?" for simple actions such as walking over to the mad scientist's desk, but otherwise you describe the result of their action, again ending with an explicit or implied "What do you do?" You might ask what the rest of the heroes are doing, what the next player in initiative order wants to do, or continue this back and forth with one player until their current action is resolved.

NARRATING

Just like the narrator of a novel, you are the narrator of the game. Your descriptions build the world in the imaginations of your players and prompt them to interact with that world. Great narration is a skill that can take time to master, but all you need to start is some basic knowledge and a willingness to learn by doing.

HOW MUCH DETAIL?

You don't need to describe every possible thing in a scene. Begin with what the players need to know to start interacting with the world, what sets the mood of the scene, and some light flavor. Once the players have that, they can ask for more detail if they want it, or you can embellish as more detail becomes relevant.

Calling Attention. When you describe anything in detail, that signals to the players that it's important, so go into detail only about things that actually matter. The players could spend a whole scene investigating an unimportant piece of furniture if you describe it in more detail than everything else in a room. You don't need to stick to only critical details all the time or emphasize everything important, but avoid giving undue emphasis to unimportant things.

ENGAGING THE SENSES

When describing a scene or an action, consider all five senses. If you were there, what would you smell? What small things would catch your eye? How would it sound? Tiny details can enhance the mood of your narration. Describe the sounds of the busy streets, the smell of a sterile hospital, or the rush of cool air-conditioned air on the skin. Evoking all of these senses in a single description isn't necessary, but when peppered in among other descriptions, they add flavor—perhaps literally, if that's the sense you want to evoke.

DIALOGUE NARRATION

When roleplaying dialogue, the GM and each player have their own preferences and comfort levels. Allow each person to express their character's speech however they are most comfortable.

PERFORMANCE

In performative dialogue, players and the GM act out exactly what a hero or NPC says in a scene. It can be a lot of fun and inspire incredible moments in the game. That said, not everyone has the gift of gab to do this comfortably.

| **Player Example:** *I tell him, "If you want this doughnut you'll have to crawl through hell and pry it from my cold dead hands!"*

| **GM Example:** *The villain sneers at you, "You will never be worthy of the power of that doughnut."*

NARRATIVE

In narrative dialogue, you describe a summary of what someone says but you're not using exact words or impersonating the speaker. This is the most common style of roleplaying dialogue.

| **GM Example:** *"The secretary tells you she hasn't seen the masked stranger in more than a week."*

| **Player Example:** *"I ask her if anyone else in the building might have seen anything."*

MECHANICAL

In mechanical dialogue, a player lets the dice do the talking and describes what they want their hero to achieve through their rolls. Most GMs use more flavorful narrative, but it's common for players who might be shy, unsure, or new to the game.

| **Player Example:** *"I want to make an Intimidation check to get him to tell me where the money is."*

It's okay for everyone at the table to use their own style and mix any or all of these together. As long as everyone understands one another, everyone can express their imagination in the storytelling to the degree they enjoy.

HIT POINTS AND DAMAGE

As a central feature since the inception of RPGs, hit points are a simple and elegant game mechanic—but they can present narrative challenges to a GM. What exactly happens when a hero is "hit" with an attack and loses hit points? How should you or the players describe it?

Ultimately, it's up to you. Consider the situation at hand, how close the hero is to 0 hit points, and the tone of the setting the adventure takes place in. A horror story or military drama lends itself to some blood and guts, while a comedic story about heroic kids should go light on the gore.

It's useful to think of hit points as being more than just how resilient a character's body is and to think of a hit beyond the literal idea of a weapon finding

its mark on the target. In real life, few people can survive a direct hit with a high-powered sniper rifle. In *Everyday Heroes*, a high-level hero can easily shrug it off. If the attack isn't life threatening, then it could have whizzed by, grazed them, deflected off their armor, or otherwise been too close for comfort. The loss of hit points represents the realization that an inch to the left could have killed them, or it could be their luck running out. Whatever the rationale, they are that much closer to an attack that could end their life.

This general approach to hit points also explains why a rousing speech or an hour-long rest can bring a hero back to full health. Those activities wouldn't actually heal a hero's wounds, but they can boost morale, replenish energy, and give a hero the will to fight despite any physical wounds they may have suffered.

ROLLING THE DICE

When the result of an action is uncertain, it's time to roll some dice. It's the GM's task to decide when there is uncertainty and what kind of roll is required.

REVEALING DCs

You don't have to tell the players the DC of any given ability check or saving throw, but in most cases, it's easier if you announce the DC when you call for the check or save. For instance, "make a DC 13 Dexterity saving throw." The player can then tell you if they pass or fail, and you can move straight into narrating the outcome. You can do this with enemy Defense as well, if you like.

PASSIVE ABILITY CHECKS

Passive ability checks can be used when you want a player to make a check, but don't want to tip them off to a threat or danger. You can also use passive ability checks instead of rolling for NPCs to speed up play. Consider using passive skills for NPCs to make Gain Ground actions during a chase to go faster, and for grappling, disarming, and other special attacks that call for ability checks during combat.

NOT ROLLING

Before calling for a roll, ask yourself if both success and failure would be interesting. If it would be more interesting for the players to notice something, or get through a locked door, or know an important piece of lore, you don't need to call for a roll. You can just decide it happens. Similarly, if failure has no consequences and a hero can try again until they succeed, there's no need to roll.

ALTERNATIVE CONSEQUENCES

If an ability check is appropriate but you don't want to prevent the game from progressing due to failure, you can allow the action to succeed regardless of the roll's outcome but, on a failure, provide an unfavorable consequence. For example, a player might fail an *Intelligence (Security)* check made to open a lock. If not getting inside would ruin the story, allow them to open the door regardless but in a way that has negative consequences they'd rather have avoided. Perhaps the lock breaks so their entry will be obvious later, or it takes longer than expected, or the fumble causes noise and attracts a guard. The consequences of a failed roll should matter; a time penalty means something only if there's a reason it needs to be done quickly.

DOUBLING DOWN

If you want to add extra tension and a tough player choice, when a character fails a roll you can offer to let them double down. They can roll again, but if they fail, the consequences will be worse. Or they can accept the initial failure and deal with the original consequences.

SAYING "YES, AND"

In improv, there's a rule called "yes, and." This rule means that whenever another actor introduces an idea, you never say "no." Instead, you take what they added and expand on it. Run with their idea and introduce your own by saying, "yes, and. . ."

Roleplaying games, at their core, are a form of improv with rules to govern chance and consequence. Everyone at the table contributes ideas and actions to tell a story together, and that



goes more smoothly if you're not shooting one another's ideas down.

As the GM, you will usually be the one introducing concepts to the narrative, while the players build on what you provide. You describe a room, and the players say, "yes, and I do this." You tell the players they have a mission, and they say "yes, and my motivation to accept it is this." But even if you initially drive the story, the players are also storytellers. Say "yes, and" to them whenever possible. When a player says, "I do this," you generally say "yes, and the outcome is this." Perhaps you simply narrate the result of their action, or you have them roll to determine the outcome. When a player says, "my backstory is this," you might say, "yes, and this is how it fits into this story."

Sometimes a player might ask *if* they can do something, rather than declaring what they do. Apply the same "yes, and" policy here. However, let them know if what they want to do is impossible, if it would be difficult, what check you might require, or what they'd need to do for it to become possible.

SAYING NO

That said, the GM is also the arbiter of the story, and it's ultimately up to you to disallow anything that breaks the narrative, ruins the immersion, or otherwise derails the game. Try to be as lenient as possible, but sometimes you might need to rein in ideas that don't fit in the story you've constructed together.

SHINING THE SPOTLIGHT

As the GM, make sure everyone has a chance to participate. If all the players but one seem to be having fun, that's a problem. But it's a problem you can fix.

If a player is in the spotlight, they're the focus of what's going on at the moment. If the team is talking to an NPC but only one or two of them are saying anything or making ability checks related to that encounter, those players are in the spotlight. While the players investigate a location, whomever asks questions and takes initiative is in the spotlight. And in combat or a chase, the spotlight shifts to the character who's turn it is. Even then, it can shine

brighter on some characters more than others, particularly those better equipped to handle the specific encounter.

The spotlight lets a player feel like the center of attention, and that's awesome! Let them have their time. But make sure everyone gets to be in the spotlight at some point in the game. This attention doesn't have to be perfectly even; some players are more interested in working as a group or socializing with their friends than being at the center of the story.

Here are some tips for shining the spotlight:

- ▶ Ask a player what their character is doing if they haven't done much in the current scene. They may jump at the opportunity for a spotlight; if they aren't interested right now, touching base lets you check in and keeps their character from fading into the background.
- ▶ If a player hasn't been in the spotlight for a few scenes, give them an opportunity to shine. Include an encounter their character will be adept at dealing with, or add a plot beat that specifically relates to their character. If they're not interested in the attention, let them do their thing and move on. But if they're loving the attention, let them revel in it a little.
- ▶ As long as you aren't running a single-session game, you can include sessions that focus on one or two characters specifically, giving them a larger share of the spotlight. This is great for giving a character some focus. If you do this, spread the love and include sessions that focus on every character at some point. These spotlight sessions don't have to be one after another; intersperse them here and there throughout the adventure.
- ▶ You can also focus an entire adventure on one character, or a subset of your team, as long as you're running a campaign that includes multiple adventures. This can advance a character's main plot arc or resolve a personal side goal. As always, try to include adventures that focus on every character at some point during the campaign.

ARBITRATING THE RULES

As the GM, you decide how to interpret the rules, and even which rules to follow and when. This doesn't mean that you should arbitrarily ignore the rules, but in service of making the game more enjoyable, you are empowered to decide when a rule doesn't make sense, when to improvise a new rule, and when to change the rules to better fit your game.

GM'S DISCRETION

Many rules in *Everyday Heroes* include the phrase "at the GM's discretion." In these cases, it's always up to you to decide how to proceed. Don't worry about breaking the game by making whatever call suits the current situation, since you can make a different call next time. Use your best judgement on what seems reasonable within the context of the game you are running. Rules with this wording are designed to be flexible, and specifically call out that they fall under your purview so players shouldn't be blindsided when you make a call.

STRANGE SITUATIONS

Inevitably, something will happen during a game that the game rules don't specifically cover. Or given the circumstances of your narrative, the rules as written may not feel right. In these cases, decide what feels right to you. Try to be consistent with such rulings. Even if these situations rarely come up, players might feel cheated if rules keep changing.

If you feel chance should play into an action that the rules don't cover, but you don't want to come up with complex rules or no proficiency seems applicable, you can give it a 50/50 chance and roll a d20. A result of 1 to 10 fails, an 11 to 20 succeeds.

FORGOTTEN RULES

While running a game, the GM might forget how a rule works. If it's an important rule, it's worth looking it up. If you feel that looking it up would ruin the flow of the session, and no one else at the table knows the rule, make a call and figure out the correct rule later. When you have time to look it up, let everyone

know what the correct rule is and try to remember that for next time. For this particular situation, however, stick with the ruling you made.

OPTIONAL AND CUSTOM RULES

GMs can make up their own rules. *Everyday Heroes* encourages you to create new content. Backgrounds, professions, NPCs, weapons, and even classes are easy to create and add to the game!

Once you have experience running a game, a solid knowledge of the rules, and an understanding of the implications of changing them, you can modify, tweak, and completely rewrite anything in the rules you like! Let your players know what's changed before you start a session, and try not to change rules in the middle of an adventure.

PREPARING THE PLAYERS

Before you begin a game, talk to your players and discuss the kind of game you all want to play, the tone and genre, and taboo subjects. The following sections delve into a number of topics that you and your players should touch on at least briefly before you begin.

SESSION 0

Ideally, you gather before the game to discuss these topics and build characters. By creating characters together, everyone can consider how they fit together as a team, give each other ideas and suggestions, and ask questions as they arise. Often known as "session 0," this might or might not be an entire session, but you should treat it as an equally important part of the game. If you don't have time, apply the same concepts to your pregame communications as much as possible.

BUILDING HEROES

You can have players go off and make their characters on their own and bring them to the table, but if you have the time, it's always better to be there throughout the process, and having the whole group make characters together is ideal. This lets you talk through how each character fits into

your world, what their motivations for being part of the adventure are, and the kinds of dynamics the players want to have with one another. This also ensures the GM is on hand to answer any questions and help facilitate the process. This should be included as part of your session 0 whenever possible.

TABLE RULES

First, talk to your players about the table rules. These rules are for the players, not their heroes. They're the etiquette everyone will be expected to follow at the table, including the GM.

THE BASICS

Be respectful of each other. Don't touch other players or their things without permission. Don't bring outside conflicts into the game, or in-game conflicts into real life. Simple issues, but important.

FOOD

Figure out how you deal with snacks and meals during games. If you're ordering food, will you do it before the game begins? During a break? Will someone cook or bring something? Will people trade off bringing snacks? Will one person provide them each time? Or is there no rule for snacks and anyone can bring something if they feel like it?

DISTRACTIONS

Video games, TV shows, and loud Internet videos are obvious distractions to be avoided during game time. But how your group handles smaller diversions like scrolling on a phone or laptop can vary. Some players have difficulty paying attention without an idle activity, while others might be extremely distracted by it. Be lenient and figure out what works for each player and for the group.

TABLE TALK

Have players make it clear when they're speaking in character. Players might come up with voices for their characters, or you could ask them to specify when they're speaking out of character and assume in character otherwise, or vice versa.

Decide if players are permitted to give advice during another player's turn. What information can they share if they aren't in the same place or are unconscious? Can players take back what they just did or said?

RULES TALK

Talk about how much time you're willing to devote to discussing and looking up rules. Will you pause to make sure you get a rule right, or make a call and keep playing? Can players look up how an ability works while deciding what to do on their turn, or do they have to do something else and look it up when it's not their turn?

DICE ROLLING

Will the GM roll dice in clear view, or will your rolls be secret? If you roll in secret, will you change the result of the dice sometimes ("fudging" the dice)? Do dice that fall on the floor count? How will you handle cocked dice?

Suggest that players roll their attacks and damage together, so there's no pause between learning if they hit and giving you the damage.



METAGAMING

“Metagaming” is when a player uses knowledge they have that their character doesn’t to influence their character’s actions. At first glance, this may seem like a purely negative occurrence. Characters shouldn’t act on information they don’t have, and you should discourage players from doing so.

But remember that the players are storytellers, too. Discuss as a group when you feel it is appropriate for players to use metagame knowledge if they think it would make the story better. Can they do it to push the genre or tone of the story? To keep the team together so things can run more smoothly? When they think it might result in a cool plot beat?

MULTIPLE CHARACTERS

Typically, each player plays a single character, but if your group is small, you might have each player run two or more characters to fill out a team. The game works as intended with two or three characters, but not every adventure concept fits that model. If you want players to run multiple characters, make sure no one feels too overwhelmed by the idea. Discuss if one character will be their “main” character or if each will be equal. Will one person run multiple characters while everyone else runs one?

You might also ask players to create a roster of characters, bringing only one on each adventure; switch back and forth between two simultaneous adventures with different sets of characters; or have everyone make backup characters because the game will be extremely lethal.

MISSING PLAYERS

Sometimes players can’t make it to a game. Will you play without them? What if multiple players are missing?

If you play without a player, how will you handle their character? Here are some options:

- ▶ Have another player run the character. They don’t need to roleplay that character too deeply, but they can make their rolls and choose their combat actions.
- ▶ Run the character yourself. This is more work for you, but with newer players, it may keep them from being overwhelmed.

- ▶ Find a reason for the character to not be there. This is easier if your sessions are episodic and the character can be busy with something else, but you can also introduce a problem that they’ll need to stay behind for or find another way to take them out of the action temporarily. Set up an easy way to bring them back in for the next session.
- ▶ The character is there, but they don’t participate. If there’s something critical that only they can do, or the players need a piece of equipment they have, you can have them step up briefly. But otherwise, treat the character as if they’re standing in the background, and don’t worry about the narrative or mechanical inconsistency.

KNOWING YOUR PLAYERS

The more you know about what your players like in a game, what motivates them, and what irritates them, the better equipped you’ll be to tailor your games to your group. Presented below are some broad suggestions that can help you understand your players’ motivations.

Start by asking the players what they like about roleplaying games, but understand that they might not be able to articulate an answer. Maybe they’re new to roleplaying, or they haven’t thought about it that deeply. That’s okay! You can keep things broad, appealing to various playstyles, or try different tacks and see how they go. Eventually, as you get to know your players and their styles, you can zero in on what they personally enjoy.

ACTING

A player motivated by acting likes to get into their character’s head. They like to pretend to be their character, speak in character, and feel immersed in the world. These players love social encounters with the opportunity to roleplay.

For players motivated by acting, try the following:

- ▶ Present opportunities to speak to NPCs in character. Even if you narrate what

NPCs say more than you speak in their voices, encourage this player to respond in character.

- ▶ Provide opportunities to advance their character's personal arc.
- ▶ Include roleplaying opportunities in combat and chases, such as trading quips with enemies or playing out some personal drama while the action happens.
- ▶ Leave space for their hero to converse with other characters before moving on to the next scene.

BUTT KICKING

Players motivated by butt kicking have simple needs. They like combat, and they like beating their enemies to a pulp. They don't need to be the most powerful, and they don't have to win every time, but they love the thrill of a fight.

For players motivated by butt kicking, try the following:

- ▶ Sprinkle action into longer periods of exploration or socialization.
- ▶ Let them solve problems by hitting things.
- ▶ Include a variety of weak enemies for them to beat up.
- ▶ Give in-depth descriptions of how their attacks pulverize their foes and the environment alike.

DISCOVERY

A player motivated by discovery wants to experience the setting, learn new things, and see what happens next. They want to find every clue, meet every NPC, and go to every location.

For players motivated by discovery, try the following:

- ▶ Vividly describe locations and NPCs.
- ▶ Include handouts, art, maps, and props.
- ▶ Let them find optional clues, tidbits, and secrets by exploring and investigating. They will especially enjoy finding things that they know could have been missed if they hadn't gone looking.

HANGING OUT

Players motivated by hanging out are there for the social aspect of the game. Their priority is spending time at the table with friends. They prefer working as a team more than inter-team conflict.

For players motivated by hanging out, try the following:

- ▶ Don't force them to be more involved than they like.
- ▶ Prompt them when they do need to be involved. If they aren't sure what to do, offer suggestions.
- ▶ If conflict arises between characters, keep things light between the players. Pause to talk about it out of character here and there, so everyone at the table feels like a team even if their characters have a disagreement in the story.

INSTIGATING

Players motivated by instigating like to make things happen. They don't like planning and would rather be *doing*. They like to play reckless characters that don't think about the consequences of their impulsive actions.

For players motivated by instigating, try the following:

- ▶ Ask them what they're doing if planning and discussion are bogging down play. They'll be happy to get things moving.



- ▶ Let them lead the team into a bad situation occasionally, but make it a fun challenge and not a punishment.
- ▶ Give them ways to interact with their environment.
- ▶ Include reactive NPCs that respond to their provocation in interesting ways.

OPTIMIZATION

A player motivated by optimization wants to make the best character they can. Most want their characters to be as powerful as possible in combat, but they might also enjoy maximizing their social or exploration abilities. They enjoy seeing their numbers increase over time and defeating difficult challenges with their powerful character.

For players motivated by optimizing, try the following:

- ▶ Make sure milestones aren't too few and far between.
- ▶ Include encounters where they can show off their character's abilities.
- ▶ Give them access to the best equipment possible for their character. They might need to complete an adventure or two before they find it, but such items need to be obtainable.

PROBLEM SOLVING

A player motivated by problem solving likes to make careful, calculated decisions. They enjoy battle tactics, puzzle solving, and making the right determinations.

For players motivated by problem solving, try the following:

- ▶ Include puzzles and problems that require creative solutions.
- ▶ Let a great plan result in an easy win on occasion.
- ▶ Complicate encounters with terrain, odd positioning, weather, or anything else that makes the scene tactically complex.
- ▶ Emphasize the real consequences for failure.

STORYTELLING

Players motivated by storytelling enjoy the narrative of the game. They want their characters to be part of the story, regardless of how immersed

they are in the roleplaying. To them, the rules exist to serve the story.

For players motivated by storytelling, try the following:

- ▶ Include elements of their character's backstory in the game.
- ▶ Incorporate plot reasons for every encounter. Avoid "random" encounters.
- ▶ Show them how their previous actions have shaped the world and the story.
- ▶ Connect the events of multiple adventures into one overarching story, even if the players play different characters.

EXPLAINING IMPROV

Make sure everyone understands the nature of the game in regard to improv, as discussed at the beginning of this chapter. Ask the players to buy into your game, build characters that fit the theme, play off each other's ideas, and otherwise say **"yes, and"** to you as well as to their fellow players. Even if your group isn't completely into the roleplaying or storytelling aspects of the game, the concepts still apply to the flow between you and your players.

Let your players know that you're here to make the game fun, and you'll be trying to "yes, and" them, too.

Here are two directions you can run with this:

- ▶ **"My role is to give you challenges to overcome."** Whatever happens, you'll turn it into a fair challenge. When the players initiate a cool plan to solve a problem, you'll either make sure that that plan is possible but challenging, or you'll tell them flat out that their plan is unworkable and they should think of something else. You're not waiting for them to make the wrong move so you can punish them for it, nor is there (usually) a secret right answer that they need to figure out.
- ▶ **"My role is to torment your characters for your entertainment."** This is most appropriate for horror or darker war stories. A move may end up going horribly wrong, even if the players had no way of knowing that ahead of time, but that's part of the fun! Everyone can commiserate about their characters' suffering together.

IT'S WHAT MY CHARACTER WOULD DO.

In roleplaying games, players are encouraged to do what their character would do, rather than what the player would do or what would be most effective mechanically or tactically. Players should also be aware that “yes, and” can supersede this. If a player feels their character wouldn't join a particular adventure, work with them to modify their character's motivations or add elements more in keeping with their goals.

COOPERATION

Discuss with your players how much cooperation you expect between their characters. In most games, it's assumed the heroes will act as a team. If that's the case, backstabbing teammates might feel like saying “no” to fellow players. But in other games, betrayal—or even working toward slightly different goals—is part of the fun. Different levels of cooperation and betrayal can work in your game, as long as everyone is on the same page.

SECRET INFORMATION

Discuss how you're going to handle information not all characters have access to. If you want to keep some players in the dark because their characters don't know something, talk to the players whose characters know the secret before the game to share information, pass notes, or step into another room to play out private scenes. Make sure everyone is comfortable with this and remember that you don't have to hide everything to play a game where characters have secrets. Most stories work just as well if all the players know everything, as long as they're willing to play into it and have fun pretending their characters are in the dark.

DIRECT CONFLICT BETWEEN HEROES

When conflict arises between heroes, adjudicate it fairly by sticking closely to the game rules. The ability check challenge mechanic works well in most situations. Ideally, all the players will see this as part of the drama rather than a personal competition. If that isn't the case and you don't intend to run a player vs. player type campaign, ask everyone to dial back the inter-team conflict and get back to playing the game.

SETTING THE TONE

The tone of a game can be informed by the genre of the adventure, but how you present the world and how your players respond to it ultimately determines how the game feels. Whatever tone you choose, your players need to know ahead of time so they can participate in reinforcing it. Remember also to get your players' input to work out a tone and mood that everyone is excited about playing.

REALISM

Decide how realistically you want to portray the world. *Everyday Heroes* takes liberties with realism to make the game run smoothly and emulate the extreme action common to its sources of inspiration, but you can portray the world—and the laws of physics—with authenticity or lean into cinematic action movie hyperbole as you see fit.

SERIOUSNESS

How seriously do you want to take the game? Some silliness is to be expected at any gaming table, and banning it outright is a recipe for disaster. Still, some games work better if everyone isn't cracking jokes all the time, while others thrive on constant banter.

HEAVINESS

Separate from how seriously you take things at the table, talk about how intense the themes of the story are meant to be. Are you dwelling on the horrors of war—whether the group cracks jokes or keeps the mood somber—or glossing over all the deaths to enjoy the action?

DIFFICULT TOPICS

Games can contain subject matter that make players uncomfortable. Consider your audience when putting your game together. Once you have an idea of the kinds of challenging themes that might come up in the story, discuss them with your players and make sure everyone is okay playing with those themes. Ask them if there's anything they specifically want you to avoid.

Ensure that if something makes a player uncomfortable, they have a quick and easy way to let you know without necessarily disrupting the game. Let the players know that they can always talk

to you in private if there are subjects they would like you to avoid in the future, but are uncomfortable discussing in front of the other players.

This is a game, and the players' comfort is more important than anything going on in your story.

There are numerous systems, many freely available online, that are designed to work with any roleplaying game ruleset which you can adopt to both check your player's comfort level with numerous topics in advance, and provide everyone with tools to help navigate strong reactions to game content that occur during play. It's worth researching such systems and discussing them with your players to find one that works for everyone in your play group.

We present a very simple system below as one alternative, but if this doesn't work well for anyone in your group you won't be "playing the game wrong" if you ignore this and find something more suitable to your needs.

THE FADE-TO-BLACK TOOL

As a group, determine a way for anyone in the game to signal when they would like an uncomfortable scene to resolve "off-screen" with no further description. You can then narrate a "Fade-to-black." The world moves on, the details of that scene are now left to the imagination and not discussed further.

Ideally, the signal is a gesture that is easy to observe for everyone in the game. In person games often use a card or figure to point to. The X-Card (a card or paper with an X drawn on it) is a common standard. Saying "let's fade to black" should always be available as well.

WORLD BUILDING WITH PLAYERS

While discussing who the characters are, how they fit into the world, their motivations, and the people in their lives, work what they give you into your world and your story. You could ask them to expand on their ideas explicitly to help expand the setting if you like, or you might note down some interesting things they came up with to expand on later. In any case, you should only say "no" if an idea truly doesn't fit in this game, and even then, try to adapt the idea rather than dismiss it outright.

DELEGATING

If you like, you can delegate some tasks to your players. Players can keep track of initiative, take story notes, and look up rules, freeing you up to do the rest of your work as GM. You can assign these tasks at the start of the adventure, but you can also always do this at any point in the game. Just make sure everyone is on board.

PREPARING FOR EACH SESSION

Chapter 14 contains everything you need to build your own adventures, but whether you're building from scratch or using a published adventure, you usually need to do some prep work between each session. This allows you to react to what's happened



in your game so far and lets you break up your planning into manageable chunks.

PUBLISHED ADVENTURES

When running a published adventure, first read the entire adventure. You don't need to take notes or memorize it, but you should have a basic idea of the story and how it plays out. Once you're familiar with the whole thing, you can plan how to run it one session at a time.

PREP TIME

The amount of time you spend on preparation is up to you and how comfortable you are with improvising. The more time you put into planning, the easier time you'll have running the game, but there are diminishing returns to this time investment. The more possibilities and options you account for, the more improvisation you're saving yourself. But you'll also be preparing content that might not get used. (Don't throw anything away! You can always repurpose it and use it later in another adventure.)

When preparing, you don't always have to write everything down. If you have a good memory, you can keep your notes sparse, but you'll still want to go through the process of planning so that you don't miss anything important.

SIMPLE PREP

If you don't have much time, or you like to improvise, you can follow these steps to keep your planning simple.

- ▶ Figure out which encounters are most likely to happen.
- ▶ Ensure you have the appropriate stat blocks for any enemies that appear in those encounters, and a table of complications for any chases.
- ▶ Note down the names and basic motivations for any important NPCs and give each one that hasn't already been introduced a quirk to help them stand out.
- ▶ If you're using battle maps and aren't running a published adventure, find an existing map to use or write yourself quick notes on how you want to draw it out when the time comes.

- ▶ Look over the "Improvising" section later in this chapter. If you have time, follow the advice there for creating lists, spare encounters, and set pieces.

ADVANCED PREP

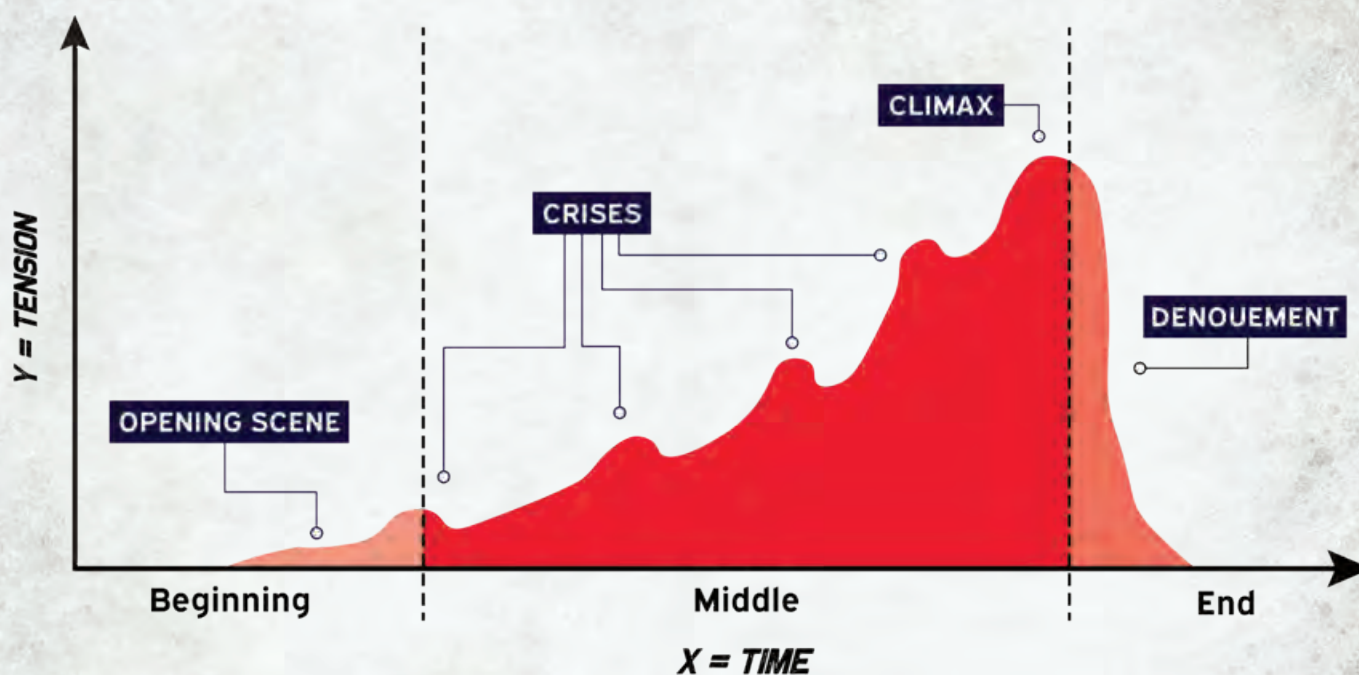
When you have more time and don't want to lean on improvisation quite as much, you can follow the steps for simple prep, then work in these additional steps.

- ▶ Prepare extra encounters to help fill any slow pacing.
- ▶ Thoroughly review enemy stat blocks for your encounters and figure out their combat tactics.
- ▶ Choose specific complications for any chases likely to occur, or build your own table to randomize based on the encounter location. You can pick complications from existing tables to mix and match.
- ▶ Detail your major NPCs with extensive personalities, likes and dislikes, minor motivations, and/or simple backstories.
- ▶ Prepare the answers to questions you expect your players to ask your NPCs.
- ▶ If you're not running a published adventure, write short descriptions you can read or paraphrase when the heroes enter an area or when a particular scene begins.
- ▶ If you use battle maps and aren't running a published adventure, you can make your own maps from scratch, modify existing maps, or spend some extra time looking for the right map online.

PACING AN ADVENTURE

When running an adventure, pacing is one of the most important concepts to understand. It's the rhythm of the story that keeps the players engaged. As the story grows more intense, excitement builds until there is a satisfying climactic moment. Then there is a moment of calm before tension begins to build again. These elements are repeated multiple times, each time building on what's come before, growing more intense until the final climax when the story is resolved.

BUILDING TENSION ACROSS A STORY



An adventure consists of sections of different types of play, each with their own unique pacing. Each also serves as an important piece of the overall pace of the story.

SETUP

To kick off an adventure, you describe the opening scene or the general premise of the adventure. Where are the heroes? What's going on? What problem do they need to deal with? This starts your pacing, often with the lowest point of tension, but a story can also begin with a bang, followed by a moment of calm as the typical flow of pacing begins.

LEAD-IN

Adventures that begin slowly allow the players to prepare, shop for equipment, roleplay among themselves, and otherwise get comfortable with the premise of the story. In this case, you describe the impetus of the adventure, but then let the players decide when they're ready to move into the action. You might play out a scene where the heroes are offered a job or discover a problem, then let them interact with each other and your NPCs, determine their plan of action, then move into the adventure proper.

IN MEDIAS RES

Some adventures begin in the middle of the action, or sometime after the start. The characters are already ensconced in the story. You might begin with the first challenge they face—they've already embarked on their mission, gotten where they need to go, and now they need to fight, explore, escape, or have an important conversation. Or you could begin the story closer to the climax of the previous story—they've found the bad guy's hideout, gotten through security, and are about to storm in and fight. Once they've dealt with that, a new problem arises, kicking off the rest of the adventure.

RECAPPING

At the start of each new session, it's good to remind everyone where you left off, and what important things happened last time. If you ended the last session on a cliffhanger, this functions like the *in medias res* beginning to an adventure. If you ended in a period of calm, it resembles the lead-in beginning.

Give one or more of your players the task of recapping each session. Let them describe what's going on in their own words, and then you can

fill in any details they might miss that you think are important.

INVESTIGATION AND EXPLORATION

Letting the heroes investigate a location or explore an area is a great way to build tension, raising the stakes before the action kicks into high gear. It allows you to provide the players with information and clues that foreshadow what's to come, or you can give them choices to make. Take your time describing environments and details, and ease the players into the story.

When the heroes interact with the environment, explore an area, or investigate a scene, the standard flow of describing the scene, asking what the players do, and narrating the result becomes fluid. Players aren't in initiative order and they can do just about anything. Let them interact with their environment however they see fit.

WHAT NOW?

If the players are stuck, don't know what to do next, or are otherwise done interacting but they haven't gone somewhere else or begun an encounter, it's time for you to move the plot along. You can nudge them in the right direction, describe a clue they found, or ask them where they'd like to go next. Or if it feels like it's time for something different, you could begin a conversation with an NPC or start an action scene. Or maybe the players get a phone call, a text, or an email that pushes things forward.

CONVERSATION

A conversation with one or more NPCs usually functions like investigation when it comes to pacing, but some interactions can be critical to the story and just as tense as any action scene.

You can use conversations to allow the players to gather information or get to know someone. This is a way to build early tension as the players begin to understand what's at stake in the adventure at large.

Conversations with consequences, where players may need to do some convincing or lying, can be great for raising the stakes and leading into a high-tension encounter. Maybe negotiations break down and combat starts, or the current problem is

resolved but now tensions run high as the players move into the next scene.

Conversations at a crucial moment with dire consequences can be treated as climactic scenes, whether they're the final big moment of the story or one of the smaller climaxes along the way. These kinds of conversations are rare but can be immensely satisfying to some players. Talking the villain down in a long, drawn-out philosophical debate may sound boring to some, but if you've built the tension well, it could be just the thing for this point in the adventure.

During a conversation, the flow of narration is usually paused while you and the players speak in character. Sometimes a player will describe an action to be resolved, or an ability check might be required, but mostly conversations play out as they do in real life, except everyone speaks in character.

You can also narrate any part of a conversation if you aren't comfortable speaking in an NPC's voice, and the same is true of the players and their characters. This can also be faster for less important conversations.

MULTIPLE NPCS

Sometimes you're controlling multiple NPCs in a conversation. When this happens, make sure the players know who is talking; you might give each NPC their own voice or accent, or simply say who is speaking each time you talk. If this gets too hard to juggle, you can always pick one NPC to be the main character, and let the rest remain quiet.

You may also find yourself in a situation where you're talking to yourself as two or more NPCs interact while the players observe. Sometimes this is unavoidable, but try to play through these conversations as quickly as possible. The players are the main characters and should be involved as much as you can manage. Switching to a narrative style and describing the topic and outcome of the NPCs' conversation can wrap it up quickly and get back to the stars of the adventure—the heroes.

ACTION

Action is the most common type of scene at the peak of tension before another calm. These scenes are exciting and dangerous. Your narration should become faster and more intense. Keep things

moving and try not to halt the action until the scene comes to an end.

In an action scene—whether combat or a chase—players roll initiative and take turns. This is the most structured scene in the game and involves the most dice rolls. The rules for action scenes are extremely detailed, so players usually know what dice to roll to make their attacks and use their talents, but you still need to call for saving throws and other rolls as they become necessary.

CHOOSE QUICKLY

Action scenes should be exciting and fast paced. The players are fighting for their lives or speeding through the streets, trying to catch an opponent or escape from one. Spending too much time during each turn deciding the best tactical movement, the optimal target to attack, or which talent to use can slow things down considerably and break immersion. As such, encourage players to act quickly and decisively. Try to be lenient toward players that struggle with quick decision-making, but let everyone know they should act as quickly as possible. Maybe this means they should plan their actions ahead of time or make split-second calls that could go very wrong. It's all part of the story, and making hasty decisions enhances the immersion of intense action!

ENDING IT EARLY

When a fight or chase is clearly decided in the players' favor, rather than play out the final rounds as they finish off the last enemy or go through the motions of finishing a chase everyone knows they've already won, you can always cut things short. Enemies can surrender or flee rather than keep fighting, or you can narrate the rest of the encounter, describing how the players finish off the last of their foes or catch whoever they're chasing.

FAST-FORWARDING

Sometimes nothing interesting happens in the story for quite some time. In these cases, skip over the boring parts. Move on to when the players get where they're going or if encounter something along the way. Skip to a few days later when they find their next clue. Tell them they get a good night's rest and ask them what they do in the morning. There's no

need to get into the practical details of mundane life if it doesn't serve the narrative.

ENDING A SESSION

Keep an eye on how long you have left in a session and try to wrap things up at either a rest period between the action, or at a cliffhanger as you set up for something big. Sometimes this isn't possible, and that's okay, but if you can manage, it's better to end a little early and build some excitement for next time than start a long encounter and stop in the middle because the hour grows late.

ENDING THE ADVENTURE

Once the characters complete the final climactic scene and play out the final bits of roleplaying, you can move into a broader narration. You can either describe or ask the players to describe how their characters get home, get paid, report to their superiors, deliver the goods, or anything else that wraps up the adventure's story.

You can play out any remaining scenes, such as saying goodbye to friends or going to get breakfast after the night's events to tie everything up. Or you can introduce a new cliffhanger that makes them eager to return for the next adventure.

DOWNTIME

Downtime is when the characters go about their day jobs, live their normal lives, or take a vacation. This usually happens between adventures, but there could be downtime within an adventure if it fits.

Downtime is played out like fast-forwarding, but let the players describe what their characters are up to. You could play out a small scene with each of them to get a feel for their lives and how their adventures have affected them, but most downtime involves the players each choosing a downtime activity to pursue, or briefly describing how they spend their time.

FLASHBACKS

Flashbacks are an optional way to provide some context to a scene where you narrate an event that has already taken place. Usually, you use this short aside to either describe what happened, ask

a player a simple question about their backstory, or play out a short scene with one or more players.

You can also run a longer scene or series of scenes set in the past. These can play out like the normal flow of the game. If you want to use lower-level versions of the characters during a flashback, prepare these game statistics ahead of time.

IMPROVISING

Everyday Heroes is a game about collaborative storytelling, and that means you aren't in total control of where the story goes. Even if you plan for every contingency, every player action you can possibly imagine—which you don't need to—the players will inevitably come up with something you never expected. But that's a good thing! That collaboration makes roleplaying games great. Just be ready to improvise when it happens and go with the flow. Below are some tips to help.

KEEP LISTS

Create some lists to fall back on when you're out of ideas. A list of NPC names you can pull out when you need to name a character and a list of business names you can reference if you need to quickly name a store or a company are just some examples. Online random generators are also handy if you can access those during your game.

PREPARE EXTRA ENCOUNTERS

Prepare a few basic encounters you can drop into any scene for emergencies. Maybe you prepare a group of criminals that could jump the characters in any alley, be hired by any villain, or be hanging out wherever the heroes are going. You can decide exactly who they are and what their motivations are when you drop them into your adventure. All you need are some stats, maybe a few names, and a small map if you like.

SET PIECES

You can also plan out a few small locations with a handful of encounters each. For instance, you might map out a run-down building with a few groups of squatters. Add a simple conflict between those

groups that the heroes could get involved in and you have a set piece you could drop in if you need to add a combat encounter, if you need somewhere for the players to go to get information, or you want a quick side quest for the players to handle while you decide what to do next.

RECURRING CHARACTERS

Recurring characters are a great tool for building long-term stories and creating plot threads you can pick up and build on as a campaign unfolds. Their first appearance is often innocuous: a vagrant asking for handouts, an old man complaining about something, or a food truck that shows up in multiple locations. As the heroes encounter the recurring character time and time again, their significance in the story grows. These encounters can happen in any reasonable place or time, letting you spice up lulls in the action on the fly.

FAILING FORWARD

Inevitably, the heroes are going to fail. They might fail an ability check or saving throw, lose a fight, or let the villain get away with the object they were meant to protect. Important NPCs might die. Wars might be declared. But none of this should end the story before it's ready to end.

When designing your adventures, keep in mind what will happen if the players don't succeed. And when things inevitably go wrong in ways you never considered, don't worry! Failure is just an opportunity for more storytelling.

FAILED ABILITY CHECKS

As discussed in the "Rolling Dice" section previously, remember that when a character fails an ability check, you always have the option to let the action succeed anyway, but choose another consequence. For example:

- ▶ They hack the system but trip an alarm.
- ▶ They climb up to the roof but gain a level of Exhaustion.
- ▶ An NPC agrees to do them a favor, but only if the players do an unnamed future favor in return.
- ▶ They have to get drunk with their mark to get the information they need. They gain two levels of inebriation but get what they were after.

- ▶ They avoid falling down a deadly ravine, but now they're holding onto the edge and will have to spend their turn climbing back up.
- ▶ They find the hidden clue, but it takes them an hour and the clock doesn't stop ticking.

LOSING A FIGHT

When the characters lose a fight, they don't necessarily need to die. Instead, consider an alternative consequence. If you want to keep playing with those characters, it's usually okay to bend believability a little bit to keep them alive. This depends on the tone of your game, but in most circumstances you can do at least one of the following without breaking immersion:

- ▶ The characters have been taken prisoner and must now escape.
- ▶ The characters are rescued and now owe someone a favor.
- ▶ The characters are left for dead by careless foes. The players live, but they might suffer lasting injuries.
- ▶ They are forced to surrender, giving up something important to them.

FAILING AN OBJECTIVE

If the characters fail to acquire the goods, don't defeat the bad guy, let an important NPC get killed, or otherwise botch their objective, you can always come up with consequences on the spot. For example:

- ▶ An escaped villain appears in the next adventure alongside other enemies.
- ▶ A weapon that was not recovered is used against them in a later adventure.
- ▶ The characters have to take on another short adventure to get the information they need to proceed.
- ▶ The characters are demoted for their failure, but given a chance to redeem themselves in the next adventure.

Sometimes though, a failed objective doesn't affect the overall story as much as the characters' personal lives and emotions. Let this be a learning experience for the characters, then ask the players how their characters respond to this failure. Do they become despondent or pessimistic? Are they

determined to succeed next time? Do they go with the flow and not worry about it? Do they act out in a self-destructive way? There's no wrong answer here. Just an opportunity to delve a little bit deeper into the characters' personal journeys.

ADJUSTING COMBAT DIFFICULTY

Sometimes a fight ends up being much harder or far easier than you intended. Maybe you read a stat block wrong or added one too many enemies to an encounter. It happens, but there are ways to modulate difficulty without needing to adjust die rolls. For example:

- ▶ Change an opponent's maximum hit points so they last longer or die quicker.
- ▶ Change the number of times an opponent can use an ability. You can add another use of a limited ability to add difficulty, or have an opponent run out of ammo to make the encounter easier.
- ▶ More enemies can arrive to make the fight harder.
- ▶ The enemies act more or less intelligently. Maybe they leave cover to try to get into melee with the heroes, or they fall back to a better tactical position.

If things aren't going too terribly, you can always adjust later encounters instead. If a fight ends up being much harder than you thought, but still within the team's ability, you can run it as-is, but make the next few encounters a little easier. If a fight is too easy, you can let the players have the easy win and make the next one a little tougher to compensate.

ADDING CLUES

Sometimes players miss clues. Even clues we think are impossible to miss. It's just the nature of the game. Ideally, you'll build in redundancies so players can get the information they need in a few different ways, but if the players have missed something and you didn't plan another way for them to get that clue, you can always add in another source of information. For example:

- ▶ Add an NPC that knows the clue, or give the clue to an existing NPC. They might ask for something in return for sharing the information.

QUIRKS

D20

QUIRK

- | | |
|----|--|
| 1 | Puns. Lots of puns. |
| 2 | Uses sports metaphors for everything. |
| 3 | Pick an accent. It's okay to do it badly, but try to keep it culturally sensitive. |
| 4 | Says "um" a lot while talking. |
| 5 | Always shuffling cards, tossing a coin, or flicking a lighter open and closed. |
| 6 | Obsessed with aliens, cryptids, ghosts, and/or government conspiracies. |
| 7 | Deeply impatient. |
| 8 | Gruff and grumpy to an extreme. |
| 9 | Sad and negative or overly optimistic. |
| 10 | Says nonsense words instead of swearing. |
| 11 | Always eating something. |
| 12 | Loves to gossip. |
| 13 | Gives everyone an inaccurate nickname. |
| 14 | Paces back and forth at all times. |
| 15 | Twirls, chews on, and/or combs their hair constantly. |
| 16 | Smokes, chews gum, or bites their nails all the time. |
| 17 | Way too flirty. |
| 18 | Gestures wildly while talking. |
| 19 | Mixes metaphors. ("You're not the sharpest cookie in the toolshed, are you?") |
| 20 | Excitable! |

- ▶ Have the characters ambushed by enemies that have the clue.
- ▶ Put another similar clue behind another encounter you were going to include anyway.

The important thing is that the players don't feel like you're holding their hand here, even if you are. A clue should feel like a reward, even if it's for an easy task or one the characters were going to have to do already.

Of course, if the players learned the clue already but forgot, you can always remind them. There are a lot of things players need to keep track of, and it may have been weeks ago in real life. Some things are bound to slip through the cracks.

MAKING UP NPCS

Making up an entire NPC from scratch during a game may feel intimidating, but you only need a small amount of information to start using an NPC:

- ▶ **A name.** If you have a list ready, you can grab a name from there. Otherwise, random names are easy to find online, and you can always make up any name you like.
- ▶ **One defining quirk.** Give the NPC an accent, a theme, an interest they constantly reference and move conversation toward, or any other small but obvious trait. This helps the NPC stand out a little bit, and helps the players remember them. It's also a great baseline for you to begin roleplaying from. Many other details can flow from that one little quirk.
- ▶ **A stat block if they're going to be in combat.** You can pick whichever one fits best from chapter 15. If they aren't going to be in combat, you can make up a bonus for them if they need to make an ability check, but otherwise you don't need to know their stats.

If you need a quirk fast, roll on the quirk table.

FUDGING

There are a lot of ways to tweak the difficulty, fail forward, or otherwise "roll with the punches," but sometimes an enemy critically hits a player four times in a row, or you realize that the villain has to pass their ability check to get away for the plot to work, and you can't come up with any other options.

In these cases, you can always choose to ignore what the dice say and choose a different result.

Fudging can help keep the game flowing in a fun and exciting way, but try not to rely on it too much, even if your players are okay with it.

ASKING THE PLAYERS TO HELP

When all else fails, you can always talk to the players as fellow storytellers and admit you messed up, or that you don't know what to do next. There's no shame in it, and it can involve the players in a fun and interesting brainstorm session.

You might ask the players for input even if you don't strictly need it. You can ask them what they think should happen next, what the consequence of failure should be, how they learn a critical clue, or what this new NPC's name and quirk are, simply as part of collaborative storytelling!

MILESTONES AND HERO LEVELS

Heroes gain levels when they reach a milestone. Milestones are important moments in the story when the heroes have achieved a significant objective or when the difficulty of the enemies in a longer campaign is about to ramp up. The GM has complete control over when milestones occur, but published Cinematic Adventures will suggest where milestones are appropriate.

WHEN TO MILESTONE

Typically, milestones come at a point in a story where the heroes have accomplished a major goal and have some time to reflect on their achievements. Most published Cinematic Adventures will have a milestone at the conclusion of the adventure, but longer adventures may have milestones that happen between major chapters in the story when the enemies they will face going forward are more powerful.

► **Example:** *Let's say you're running a game where the heroes are going up against organized crime. The first part of the story may focus on a series of encounters with street dealers, their lieutenants,*

and other low-level enemies as you try to find out who's in charge. Once the heroes discover the kingpins of the organization, you could give them a milestone. The next stage of the campaign would be taking the fight to the organization's leaders and their select bodyguards. Once they bring justice to the head of the crime family, the heroes reach a second milestone and level up once again.

One trick you can do is to use a milestone to help even out the challenge in an adventure. If the heroes come in and get beaten or only barely survive what should be a balanced encounter, they could retreat, regroup, do some training and level up. You can give them a milestone and describe a training montage as they get ready to come back stronger than ever. You could also offer a milestone before facing a big boss, especially if that boss has kicked the team's butt in a previous encounter. If you do use a milestone like this, it should replace the one offered at the end of the story.

The pace at which you want heroes to level up is honestly a matter of taste. Some players want to level up quickly, while others want to have a long progression. Ideally, you want to have people experience the fun of gaining power, while at the same time feel like the advancement has been earned and that the heroes realistically get stronger.

Due to the way Cinematic Adventures are designed, the default pace for advancement is one milestone per adventure. An adventure typically involves eight hours of play, but it depends on how much you dive into detailed roleplaying between combat encounters. If your group really likes to act out social encounters and downtime activities, it could be many sessions between milestones. Generally, this works out as roleplay-focused players tend not to be as eager to advance in levels the way combat focused players often are.

If your group is built around "random" encounters and combats rather than a strict cohesive story, then a rule of thumb would be around six encounters per milestone. Encounters could be a combat, a chase, or a complex social challenge, or a dangerous environmental challenge.

It may also make sense in a campaign to jump a number of levels. You could have a campaign centered around three periods in the heroes'

lives where they start at level 1 in the first chapter, advance to level 5 in the second chapter, and reach level 10 in the third chapter. Each chapter would be a different period in the hero's lives, separated perhaps by weeks, months, or years between each story, but all connected by an overarching plot or theme. This can give a story an epic scope, but still only take a few play sessions to tell.

► **Example:** *You could run a reporter-themed campaign where the heroes are researching a serial killer who only appears every 5 years. In the first chapter, they are rookies and are completely in over their heads. In the second chapter they are experienced investigators and come close to revealing the killer. In the third chapter they are veteran journalists and at last have the skills needed to expose the killer and bring him to justice.*

HERO LEVELS

At level 1, heroes are their most vulnerable. Area damage can be deadly for the team. The heroes can hit hard, but their ability to take hits is limited.

From levels 2 to 4 heroes get progressively tougher. Feats at level 2 and 4 can be used to either specialize a hero or diversify them. Damage output doesn't change much during this time, but as players learn what their heroes can do, they will find ways to combo up their abilities.

At level 5, many classes get a big boost to damage from Advanced Combat Training. Others see their powers start to ramp up considerably. The heroes start to take on more of a larger-than-life perspective and can take quite a bit more punishment from their foes. This trend continues up to level 8. Heroes at this level are seasoned pros in the art of adventure.

At level 9, many heroes get a signature class ability that kicks up their combat or non-combat abilities into the echelons of super-badass status. Now you can throw them into the toughest situations and watch the players use all their wits and all their hero's abilities to come out on top. By level 10, the heroes are among the best of the best in the world.

STARTING AT HIGHER LEVELS

Many of the Cinematic Adventures in the *Everyday Heroes* catalog are designed for heroes beyond

first level. There are just some genres and stories that make more sense with experienced and highly capable heroes, and others that work better with green and vulnerable heroes. It's reasonable to start an adventure or a campaign with heroes starting at any level that feels right for the story.

For newer players, it's best to start at level 1 and use an adventure designed for level 1 heroes. Level 1 heroes are simpler to play and simpler to create. That said, it shouldn't take long for players to get the hang of the system and be able to handle higher level heroes. For the most part, it's the number of options and talents that change, not the fundamentals of play.

Players who are well experienced with 5e can probably jump right in at any level of play. They already know the fundamentals and are used to playing characters with lots of options to choose from.

TROUBLESHOOTING

There are a few tricky situations that every GM will eventually encounter. The following is a short list of some of the most common challenges and approaches you can use to handle them.

CHARACTER DEATH

It's important for the tension of many games that heroes can die. A light-hearted adventure romp may never see a character death, but most other genres need that threat, even if it is ever so tiny. But when a hero dies, it can throw a real wrench in the story.

If you feel that the character has died before their time and the story would be better if they lived, consider giving the character's player an opportunity to avoid death. Maybe they take a serious injury or lose something important to them, but they survive. These options should always be something you propose, not choices you make for the player. They're the final arbiter of their own character's narrative, and if they're satisfied with their character dying, that's what matters.

If you don't choose to extend this offer, or the player refuses, the character dies. But the player is still here and they need a new character to play.

PART 3 | MASTERING THE GAME

NEW CHARACTERS

Whether a player's existing character has died or left the story, or a new player joins the game, that player needs a new character. This character should be introduced at the same level as everyone else. Just because they're new doesn't mean they aren't as important as or equal to the other characters.

Once the character is made, you need to introduce them to the story somehow. If you have to stretch the imagination a little bit to make it happen, that's okay. What's important is that everyone gets to play the game. If you have a great idea, but it's going to take part of a session to get there, make sure the new character's player is okay with waiting.

There are a lot of ways to add a character to a story, and it's going to depend on where you are in the story at the time, but here are some ideas:

- ▶ The characters rescue the new character from their enemies.
- ▶ The new character has been hired for the same job. Better to team up to get it done.
- ▶ The new character is connected to one or more of the other characters and arrives to find them.
- ▶ The new character is connected to an existing NPC in the story and has come here to save, kill, question, or otherwise find that NPC.

TAKING OVER AN NPC.

If there's an NPC in a position to become a hero—maybe they're traveling with the team already or are deeply wrapped up in the plot—you can offer to let a player take over that NPC as their new character. You should never force a player to do this, but if they like that NPC or don't have any ideas for a new character, they might jump at the chance.

If you do this, allow the player to rebuild the NPC as a hero in whatever way they see fit. And they should be allowed to change any small details to fit their own vision of the character. Perfect continuity isn't as important as making sure they have fun with their new character.

If an adventure is almost over—maybe you have a session or two left to go—you can also offer to let a player control one or more friendly NPCs until the end of that adventure, using their existing stat blocks. Then they can make a new character in

between adventures, when introducing a new main character will be easier. As always, this should only be an option, not a choice you make for them.

BAD CALLS

If you make a rules call, but find out you were wrong, you can simply let the players know and use the correct rule moving forward. Everyone makes mistakes. If it severely impacted one or more characters in a negative way, you can also let those characters recover in some way; let them get a few hit points back if an attack shouldn't have hit them, let them get their genius point back if a Smart Hero's plan got messed up by the call, etc. But most of the time, you can just move on after admitting your mistake.

PROBLEM PLAYERS

Some problems can come up in a game that have nothing to do with the story or the rules, but instead involve a situation with a player at the table. These problems exist outside the game, so the solution must also take place outside the game. Advice for a number of common scenarios follows:

- ▶ **Set expectations at the start.** This is what the "Preparing the Players" section is all about. In brief, make sure everyone knows what to expect from the game. Communication is key. Listen to your players. Communicate your own expectations. If there is any conflict here, find a way to compromise before it becomes a problem during the game.
- ▶ **Talk to your players as peers.** As the GM, you have greater authority within the game, but in the real world, you're equals. Find a solution that works for everyone.
- ▶ **Talk to your players as teammates.** Even if the problem is the player's "fault," this is a collaborative game, so approach the problem from that perspective.
- ▶ **Don't try to solve out-of-game problems with in-game solutions.** Mechanical or plot-based punishments for real-life behavior are never the solution.

If you can't come up with a way to play that works for everyone, it's okay to find new groups. It's sad,

CHAPTER 14: CREATING ADVENTURES

In addition to running the game, the GM also determines the theme and content of the game. You can use published adventures and save yourself some work, or you can create your own adventures, or any combination of the two. And you can always start with a published adventure and modify it to suit your needs.

LENGTH

When creating an adventure, it's important to decide the type of game you want to run so you can pace the story out appropriately. Most games fall into one of three categories: a one-shot, a single adventure, or a campaign.

ONE-SHOT

A one-shot usually requires a single session to play. Such adventures are quick and concise, offering a complete story experience in one evening of play. They're good for introducing the game to new players, and they work great at conventions.



- ▶ **Fast Pace.** When you run a one-shot, keep the action moving quickly and make sure every encounter matters. Pace it like a movie. You won't have time to delve too deeply into side plots or optional content. Two or three action sequences interspersed with a few less intense scenes is usually plenty for a single session of play.
- ▶ **Pre-Made Characters.** Unless you have some extra time, it's usually best to have characters ready before the game. You can make these characters yourself and hand them out to players when you begin if you have specific characters in mind for the plot or if you won't be able to get together with the players before the game.
- ▶ **Rests and Milestones.** A one-shot won't include any long rests, but some characters function better if they can take short rests here and there, so try to include one or two points when short rests will be possible. One-shots don't require milestones.

SINGLE ADVENTURE

A single long adventure that can't be completed in a single sitting must be paced across multiple sessions of play. And, since they have more room to let your story develop, you can try more complex narratives. Single adventures allow you to try out different genres and characters, as while they're longer than a one-shot, they still have a distinct end point and are usually self-contained. If more than one person in your game group wants to try their hand at GMing, you can even trade off the role with each new adventure.

- ▶ **Concise Plot.** A single adventure has time to develop side plots and explore optional content, but keep in mind that everything you introduce must wrap up nicely by the end.
- ▶ **Rests and Milestones.** A single adventure may or may not include long rests or milestones. Shorter adventures don't need either, while longer ones might take place over a number of in-game days and include a level up or two.

CAMPAIGN

A campaign consists of a series of connected adventures, using the same heroes across the entire story. Characters progress through a large,

connected story, or play their characters through a series of episodic plots in the same setting. They'll reach a number of milestones and level up multiple times along the way. A long campaign could even see characters advance from 1st to 10th level! Shorter campaigns work well, too. It's all a matter of how you and your group want to play. Campaigns work best when you have a reliable group of players with characters they want to play and advance over multiple levels.

- ▶ **Complex Plot.** During a campaign, you have room to introduce more twists and concepts. You can set up plots that will only be resolved long in the future and there's plenty of space to explore side plots and delve into personal character goals.
- ▶ **Replacing Characters.** A campaign also has room to introduce new characters more easily. A player might swap characters once their current arc is complete, and there's more time to get to know new characters if old ones die. That said, character death in a longer story is far more impactful since so much time has been invested in each of them. Consider alternatives to character death if dying would be anticlimactic.
- ▶ **Rests and Milestones.** The number of long rests players can take during each adventure in a campaign varies. You can include milestones within longer adventures, but the best time for milestones is between adventures.

ADVENTURE LEVEL

Most adventures are designed with either a hero level or a range of hero levels in mind. Combat encounters and non-combat encounters present the heroes with a challenge, but not an overwhelming one. If heroes are higher or lower level than the adventure is designed for, it may feel too easy or too hard. Typically, a hero within one level or the same level as an adventure should work out fine. The farther off the mark, the more likely the adventure as designed will pose problems.

We assume that heroes on the same team will be the same level. That's not a fixed rule, however. Heroes of any level can team up, but this presents challenges for the GM and the story. Over-leveled heroes will definitely outshine their lower-level allies, and under-leveled heroes might fall quickly

in combat. As long as everyone understands the situation and risks and agrees to it, then give it a try.

The milestone rules limit which heroes can gain a level at a milestone, though. This rule was designed for organized play, but it makes sense that if an adventure doesn't pose much of a challenge to a high-level hero, completing it wouldn't provide an opportunity for advancement. It also serves as a means for lower-level heroes in a mixed team to quickly catch up with their more experienced partners.

STORY

There are many ways to go about creating stories for adventures, but here's some basic advice. First, create a story that excites you and really makes you want to run it for your friends. Second, remember that while you might set out the plot of the story, the heroes are the most important characters in the story, and their players will participate in how the story ultimately plays out. No matter how else you approach creating your story, if you keep these two things in mind, everyone will have fun with the adventure.

Now let's dive into some of the broad strokes of creating a thrilling RPG adventure story.

CONFLICT

Stories need conflict. The arc of the story is the arc of the conflict. At the beginning, the characters discover what the conflict is. In the middle, they get involved as the conflict plays out. In the end, they help resolve the conflict.

Conflict can take many forms. It can be a physical struggle such as combat, it can be an emotional struggle such as finding meaning in life, it can be a moral struggle between what you want and what is right, or it can be a metaphysical struggle over what the nature of reality is. The central conflict in a story usually leads to many smaller conflicts along the way.

Each event and character you plan should ideally have some place or meaning in the conflict. It is also essential that the conflict reaches a resolution and that this resolution has meaning to the heroes.

ELEMENTS OF CONFLICT

Three classic elements of conflict within a story are the protagonists, antagonists, and the setting. By being aware of these essential elements, you can create strong stories and avoid common pitfalls.

- ▶ **Protagonist.** In a roleplaying game, the heroes should be the protagonists of the story. Even if the goals come from an NPC or the circumstance of the adventure, the heroes engage in the conflict on their behalf and drive the conflict to its resolution.
- ▶ **Antagonist.** The antagonists can be varied. Antagonists can include people, creatures, feelings, or even ideas. Whatever keeps the protagonist from their goals is an antagonist. In the case of a classic villain, they have their own agenda. In the case of a survival story nature becomes the antagonist, threatening the heroes without purpose, but creating conflict nonetheless.
- ▶ **Setting.** Finally, the setting presents the neutral circumstances in which the story takes place. Both protagonist and antagonist can use the setting to their advantage in the conflict. If the setting clearly benefits one side or the other, it becomes an extension of that side. So the shiny gun owned by the hero is part of the hero, and the hidden fortress of the evil genius becomes an extension of its master's will. In an RPG, even the rules of the game are part of the setting.

SOURCES OF CONFLICT

Conflict can arise from many different circumstances. Stories often resonate with their audience by reflecting the types of conflicts they experience or can easily imagine. Even if the circumstances are wildly different, if the conflict is relatable, it's going to make for a more engaging story.

The protagonists must . . .

- ▶ stop the ambitions of a greedy antagonist.
- ▶ overcome an implacable foe bent on their destruction.
- ▶ survive against the harshness of nature.
- ▶ achieve their goal before their rivals do the same.
- ▶ avoid corruption as their power increases.

- ▶ change the beliefs of others to avoid disaster.
- ▶ find something that has been lost to the ages.
- ▶ race against a ticking clock to achieve a goal.
- ▶ defend someone vulnerable against an attacker.
- ▶ solve a mystery despite those trying to hide the truth.
- ▶ make moral decisions under difficult circumstances.

GM-DRIVEN VS. PLAYER-DRIVEN STORIES

In a GM driven story, the Game Master either runs a published adventure or creates their own. The adventure has a planned beginning, middle, and end where the heroes receive a clear objective and resolve it over the course of the story. While the plot will likely vary due to the heroes' actions, the central story probably won't.

In a player driven story, the Game Master builds events around the motivations expressed by the players. These player goals inform the central conflict that the story hangs on, and it is the GM who provides resistance to these goals, as well as opportunities to ultimately achieve them. This kind of play requires flexibility on the part of the Game Master, as well as the ability to improvise conflict and plot.

Think of these two ideas as a spectrum. No roleplaying story is going to be all one way or the other, but leaning in a direction does influence the role the GM and players take as it unfolds. Both styles can be fun. Players and Game Masters will have their own preferences for which style they prefer, and to what degree they prefer it. Discovering your optimal mix, both in preference and skill, is part of the process of becoming an experienced GM.

THE THREE-ACT STORY

There are many structures you can use to build dramatic stories, but the three-act story encapsulates the essential elements of a conflict. Following this structure isn't essential, but if you're new to storytelling, it's a tried-and-true method to build on.

ACT ONE: INTRODUCE THE CONFLICT

In act one, the story introduces the audience to the key elements of the story. In an RPG adventure, the protagonists are always introduced near the very beginning since the story is told from their perspective. Introduce the conflict along with at least some aspect of the antagonist. Their true identity may be saved for later, but we should at least feel their presence.

Act one also includes the first instance of conflict. This is where you start to see variations in story patterns. In some stories the first conflict is a strong victory for the antagonist, in others it is a small victory for the protagonists. Either way, the conflict is mostly one sided, but promises greater action as the story progresses.

ACT TWO: RAISE THE ACTION

Act two features what you might call the meat of the story. Most of the plot takes place here as the two sides come into conflict repeatedly, each time with rising stakes and commitment. While the overall level of conflict increases, there can be an ebb and flow in its intensity. Breaks in the action highlight the drama when the conflict resumes.

Some stories include a series of sub-conflicts and resolutions. Others uncover new and more daunting antagonists as the story progresses. The second act often contains plot twists; the initial conflict gets resolved, but a new, more pressing conflict arises.

ACT THREE: RESOLUTION

In the last act of the story, the conflict rises to its highest point and the outcome is determined. Here, the protagonists face their greatest challenge from the antagonist. The climax tends to come close to the end of the story as the protagonists and antagonist meet for one last encounter. After that, you move into a reflection on the ultimate consequences of the conflict.

It's important that there be some consequence, be it a change in the world, a change in the characters, or a change in how everyone feels. In an RPG, this usually means the heroes were victorious and the players feel some sense of accomplishment. This is also the moment where you can set up future adventures by hinting at conflicts yet to come.

SETTING

The default setting for *Everyday Heroes* is the modern world, as seen through an action movie lens. You decide what that exactly means for you and your group. The game elements we designed center around the real world and extend out into the edges of action cinema. In chapter 15 you can find creatures from horror, science fiction, and fantasy settings to add variety to your adventures and take them to unexpected places. Our Cinematic Adventures™ series uses and expands on the *Everyday Heroes* rules to the worlds of your favorite Hollywood movies.

Of course, a setting consists of more than the “world” it takes place in. That’s just a starting point. Interesting places and cultures fill the modern world and can add excitement to the adventures you create. One of the advantages you have as a storyteller placing stories in the modern world is that there is no better documented setting. Satellite imagery, online encyclopedias, and your own first-hand experiences can all be used to bring richness and depth to the settings you use.

CHANGING TECHNOLOGY

Technology changes rapidly in the modern era and it impacts the stories that unfold in action cinema. While *Everyday Heroes* is written with the here and now of 2022 as its default setting, it can be played in historical settings, future settings, and even fantastical settings based on the real world. Movies like *Escape from New York* were once considered science fiction depicting a possible future, and now look like fictional histories.

As an aid to those looking to stay true to the technology of various historical periods, here is a timeline of some of the widespread adoption of key technologies that have shaped modern life and a little speculation about possible futures.

1945: NUCLEAR WEAPONS

The world was never the same after Trinity, the code name for the first detonation of a nuclear weapon. Soon after, the first and last atomic weapons to be used in war (so far) were unleashed by the U.S. upon Japan, ending the Second World War.



1952: JET AIRLINERS

The jet airliner replaced commercial prop planes in the 1950s, greatly reducing the time and difficulty of intercontinental travel. This in turn led to explosive growth in tourism, especially for the growing middle class.

1957: SPACE AGE

The first orbiting satellite, Sputnik, was launched by the Soviet Union in 1957 as part of a technological race between the U.S. and USSR. Satellites changed how we viewed our world, both literally and figuratively. Furthermore, they provided the groundwork for many technologies that followed.

1977: DNA SEQUENCING

The first true full DNA sequencing of an organism took place in 1977. Since that time, the technology has steadily improved, as has our knowledge of biology.

1982: PERSONAL COMPUTERS

This was the year the Commodore 64 was released, a machine that went on to become the bestselling personal computer of all time. While Apple was the early innovator in PCs, it took the cheap C64 and the business-oriented IBM to make personal computers a nearly universal part of modern life. Computers replaced many earlier special purpose tools and a great deal of human labor.

1990: CELL PHONES

While invented in the '70s, cellular phones didn't become small enough for widespread use until about 1990 when the first pocket-sized phones entered the market. By the year 2000, they were ubiquitous. Suddenly anyone could talk to nearly anyone else at any time, not just when they happened to be near a telephone.

1994: WORLD WIDE WEB

The World Wide Web made accessing information via the Internet accessible to the general public. It made it easier to find information online, and also easier to create it. It remains the most popular standard for Internet communications as of 2022, though it has seen many advancements.

2004: WEB 2.0

Facebook, Wikipedia, and YouTube all started or came into full force around this time, kicking off a phenomenon described as Web 2.0. Increased bandwidth and wide adoption of Internet accessibility opened an age where all the world was now sharing their thoughts online. At the same time, archivists sought to make all human knowledge accessible to anyone with a browser and an Internet connection.

2005: GPS NAVIGATION

In 1989 the last of the U.S. military's GPS satellites were placed into orbit, and by 2000 the military made the system available to the public. By 2005, Garmin dashboard navigators and Google Maps were making it easy for anyone to navigate anywhere without consulting paper maps or asking for directions.

2007: SMARTPHONES

It's difficult to overestimate the usefulness of the signature technological innovation of the early 21st century. Combining a computer, radio receiver, transmitter, touch screen, microphone, speaker, accelerometer, and camera into one pocket-sized device created a tool so versatile it became revolutionary to business, politics, communications, social justice, crime, and culture, to name but a few areas of modern life. Most casual users only scratch the surface of what these essential tools are capable of.

2010: ATTACK OF THE DRONES

In 2010 the first consumer drone that could be controlled by a cell phone hit the market. Use of drones for photography and hobbyist activities soon followed. It wasn't long before drones became an inexpensive combat surveillance tool, an aid to scientific research, and many other uses that were previously the exclusive domain of expensive aircraft.

20XX: THE NEAR FUTURE

Speculating about the technology of the future and the impact it will have on society forms the core of science fiction. For the near future, it makes sense to look at contemporary trends and then imagine taking them to their logical conclusions or absurd extremes. Then consider how people will react to these innovations and how those reactions become part of everyday society. Typically, there will always be those who embrace the changes and those who reject them, and the conflict between the two makes great fodder for adventure stories.

ALTERNATE SETTINGS

While the rules for *Everyday Heroes* are rooted in the modern world, the core mechanics are flexible enough to handle just about anything. You will get the most utility from the game when using it for settings that have at least one foot in our own world. You may find the need to create additional game components or mechanics to augment your setting, but that's a normal part of the creative process.

POST APOCALYPSE

You might decide to set your game in a world after an apocalyptic war, famine, or zombie outbreak, where the heroes wander the blasted wastelands or zombie-infested streets, only able to scrounge what was once common technology. Depending on how recent the apocalypse was, professions become somewhat meaningless, as does a modern sense of wealth. What you can carry on your back or hoard in a safe place becomes everything you have. Every conflict is a battle for survival.

URBAN FANTASY

Urban fantasy typically takes place in the modern day, in a world like ours, but in which some

supernatural or fantastical truth is made manifest. The supernatural elements can either be a well-known fact of life or hidden in the shadows and known only to the initiated. The former shares much with science fiction in that you want to imagine how these elements affect and change society, while the latter is more about exploring the hidden world and its subcultures. This type of setting usually only needs a set of game components to simulate the supernatural elements.

THE DISTANT FUTURE

In the distant future, anything is possible! You can come up with any science fiction technology and society you like. It just requires a little more thought and planning. You'll need to decide how various equipment and weapons work in this new world. Professions and backgrounds are likely to change, and new combat specialties, and thus classes, make sense as well. What we now consider modern weapons may be seen as archaic relics of the past. Even the nature of what it means to be human may well have changed.

ALTERNATE TIMELINES AND WORLDS

You might branch your timeline off real-life events at some point, use "futuristic" technology as it was envisioned in the past, or create an entirely new world that uses some degree of modern technology. Consider what technologies are available in these worlds, and perhaps more importantly, what's missing. Throw in time travel or alternate dimensions and there are no limits except what you and your players can dream up.

GENRE

You don't have to pick a specific genre to make an adventure, but it can direct your efforts and help communicate the feel of the game to your players. Presented below are some common genres in modern fiction, but they are in no way the only options. You can pick any genre you like and even combine them to create exactly the feel you're going for.

Genre-Based Inspiration. Each of the following genres includes a suggestion on when you might give out inspiration in your game, in addition to other advice.

ACTION

Most games include a fair bit of action, but this genre is inspired by the high-octane energy of action movies. Big muscles, explosions, sunglasses, and one-liners! Action games strongly appeal to players who want to engage in power fantasy, or those looking for some escapism.

Realism and Action. The action genre isn't overly concerned with realism. The "rule of cool" often takes precedence. If it would be cool if a specific unlikely thing happens, then it happens. Nonetheless, action movies require dramatic





tension, so they establish their own limits about what's possible so that dangerous situations still feel dangerous.

Tone and Action. The tone in an action game tends to bend toward the lighter side, as it's more concerned with being awesome than dramatic. The subject matter can be as heavy as you like, but even if the heroes are taking themselves 100 percent seriously, the players probably aren't.

Action-Packed. Action doesn't have to be all combat all the time, but fights and chases likely feature in the most important scenes in the adventure, and everything should end with a bang.

Action Inspiration. In an action game, you can give a player inspiration whenever they deliver a great one-liner.

ADVENTURE

Adventure is the default genre of most roleplaying games. The heroes have a break from their normal lives, go on a journey, and discover something new about the world and themselves. Adventure stories have nearly universal appeal, but creating a sense of wonder and discovery is one of the more challenging things for a GM to do.

Realism and Adventure. Adventure stories work as well in a realistic world as a fantastical one, but more often than not, realism is set aside for the sake of drama and spectacle. These adventures might treat computers realistically, but gloss over details like ammunition or where the characters go to the bathroom while exploring ancient ruins.

Tone and Adventure. Adventure tends to be light-hearted and doesn't dwell on dour or depressing topics.

Action in Adventure. Adventure stories can feature quite a bit of combat, but they don't have to. Chases make for exciting parts of an adventure. Passing trials that test the hero's virtues are a staple of adventure stories.

Adventure Inspiration. In an adventure-focused game, you can give a player inspiration whenever their character learns something about themselves as a result of their journey.

COMEDY

In roleplaying, comedy is nearly ubiquitous. Even in the most serious and dramatic campaign, players will find a way to crack a joke to break the tension and elicit a laugh from their friends. That said, purely comedy themed adventures are something of a rarity. Roleplaying games often assume dramatic tension and conflict, so comedy games usually

weave humor into another popular genre, such as action or adventure.

Realism and Comedy. Comedy can follow a strict adherence to realism or completely abandon it. Ultimately, comedy arises from defying expectations, so bending the rules of reality often works to its benefit.

Comedic Tone. The tone of comedy tends to be light-hearted. Even so called “dark comedy” usually makes light of dark situations. Juxtaposition in tone is often inherently funny as it takes expectations and turns them on their head.

Comedic Action. Action and comedy go great together, as combat provides for plenty of hilarious circumstances to take place. The tone you’re striking influences whether the action is deadly or mild, but it should always be outrageous in some fashion.

Comedy Inspiration. Obviously, players who crack everyone up with their antics should be awarded inspiration. Just don’t forget to also reward players who may not have a gift for the funny but make an earnest effort to go along with the gags.

DRAMA

Drama, as a genre, focuses on not just the overarching story, but specifically on the personal stories of the heroes and the most prominent NPCs. Plot twists and big emotions abound! Dramatic campaigns are great for players who really like to dig into roleplaying and love to create intricate backstories for their characters.

Realism and Drama. Advancing the story is usually more important than keeping things realistic, but most liberties are taken with the narrative and not with the laws of physics.

Dramatic Tone. The tone of drama can range from profoundly serious to a tongue-in-cheek parody, but the subject matter often leans toward the heavy. Characters usually deal with deeply personal issues. Themes like abuse, loss, and unhealthy coping mechanisms are common in these kinds of stories.

Dramatic Action. Just because the focus is on the characters doesn’t mean they can’t get put into life-and-death situations. Combat should be a

struggle and the outcomes should have dramatic consequences for the heroes or for the story.

Drama Inspiration. In a drama-focused game, you can give a player inspiration whenever their character makes a big, dramatic decision, especially if it’s motivated by emotion.

HORROR

Horror is about fear. The characters face forces far beyond them, and the goal is often just to survive. Even if real victory is possible, it’s going to be rough going. Horror games can offer a strong sense of excitement and escape for many players. Just be wary of sensitive topics often involved in horror and forewarn players of the adventure’s themes.

Realism in Horror. Horror is often realistic in its approach to what the characters can do, but might take liberties with what the things stalking them are capable of, even if they aren’t supernatural in nature.

Horrific Tone. The tone of a horror game is generally serious, but some tables might like to have more fun with it. Regardless of how you treat it out-of-game, horror is usually violent and horrific, so themes are about as heavy as you can get.

Horrific Violence. Fights in a horror adventure are often extremely dangerous, taking a toll on those who engage in them even if they survive. Chases are a staple of horror films as the heroes often face enemies they have no apparent way of defeating. Even when the heroes come out on top in a conflict, they often discover it is only a fleeting victory.

Horror Inspiration. In a horror game, you can give inspiration to a player whenever they intentionally put their character in mortal danger to accomplish a goal.

MYSTERY

In a mystery-themed adventure, the focus is on gathering clues and unraveling the plot. Who is the murderer? Where did the villain hide the bomb? What’s going on in this town? A mystery game is great for players who want to think and feel clever by solving logic problems.

Realism in Mystery. Mystery thrives on consistency, so while it can be unrealistic, it’s important everyone knows the rules of the world and that those rules

don't change. This is because logical deduction is often an essential challenge for the players, and it is impossible without a grounded setting.

Mysterious Tone. Mysteries work with a variety of tones. You can just as easily have a goofy whodunit as an intense murder mystery thriller. That said, there needs to be real consequences to whether the mystery is solved, so some level of dramatic tension is always needed.

Mysterious Action. In a mystery, tension usually builds well before a fight breaks out or a high-speed chase commences. Mysteries can get bogged down and a bit of action is useful to keep players on edge.

Mystery Inspiration. In a mystery game, you can give inspiration to each player whenever one of their deductions proves accurate, or their persistent investigation uncovers an important clue.

SURVIVAL

Adventures focused on survival put the heroes in a difficult situation, often with limited resources, and challenge them to overcome the odds. Story and individual character motivation take a backseat to the persistent challenges the heroes face. Survival-based adventures can be very engrossing for players, but they rely on the GM to keep the tension and stakes high for the heroes.

Realism in Survival. This is the genre most dependent on realism. The challenges often require a combination of creative innovation and logical deduction to overcome. Gritty realism reinforces the idea of surviving in a harsh environment.

Survival and Tone. The survival genre is well suited to serious and heavy tones. Death and failure need to be a constant possibility to make the genre work. Moments of comedy are a good way to occasionally break the tension and keep the adventure from feeling monotonous, but the core of the tone consists of one grueling challenge after another.

Serious Action. Survival adventures can involve combat and chases, or they can be completely devoid of them. It entirely depends on what sources of danger and what circumstances the heroes must survive in. What matters is that the heroes are

always under threat, and any victory they achieve is quickly replaced by a new threat.

Survival Inspiration. Working as a team to survive is something well worth rewarding, so you may want to offer inspiration to heroes who provide leadership or who put themselves at risk for the survival of others.

COMBINING GENRES

Many common settings and styles combine two or more genres. Here are some common ones you can make by combining genre options.

- ▶ **Buddy Cops.** Pitting a wildly discordant group of police against evil but slightly inept antagonists can create an entertaining mix of comedy and action.
- ▶ **Intrigue.** Stories about politics, backstabbing, and social posturing feature a combination of drama and mystery.
- ▶ **Military Drama.** Military films can infuse the survival genre with elements of drama, horror, and action.
- ▶ **Monster of the Week.** Episodic stories about dealing with this week's monster combine drama and horror.
- ▶ **Mythos.** Investigations into cosmic nightmares involve a combination of horror and mystery.
- ▶ **Spy Thriller.** International spy stories most often combine mystery with action.

ENCOUNTER STRUCTURE

One of the unique aspects to the story of an RPG adventure is that the GM doesn't drive the plot in the way a writer would for other storytelling mediums. The story usually starts with the GM, but the plot is driven by both the players and the GM.

Most adventures divide the story into "encounters," which in other mediums you might call a scene. Encounters start with the GM describing what the heroes see. Then the heroes decide what they will do. Creating encounters is a large part of what a GM does. How the encounters are connected forms the

structure of an adventure. Here are a few common adventure encounter structures.

CHAIN OF EVENTS

In the chain of events structure, the adventure follows a preset timeline, much like a film or novel. The GM has planned out a chronological sequence of encounters that are supposed to happen in a set order, each leading into the next naturally. The encounters could take place in the same location or in disparate locations, but the order is part of the unfolding of the story.

THE OPPORTUNITIES

Many published adventures, especially shorter ones, use this chain of events structure because it offers a number of storytelling advantages. For starters, it gives the GM control over the plot and how the story unfolds, creating a tight and cohesive narrative. Plus, almost no effort by the GM is wasted. Every encounter you design will likely get used in the course of the adventure. Given limited time, this lets you put more thought and detail into each encounter.

THE CHALLENGES

The biggest challenge with this structure is how to lead the players through the chain of events without them feeling like they have no control over what their characters are doing. This is called “railroading” in RPG circles. The key is setting goals for the heroes that will naturally lead them through the events. After setting the clear goal, you create a trail of breadcrumbs that leads the heroes to choose actions that take them to the next encounter. You need to be careful not to leave red herrings that will lead them off the trail, unless you want that diversion to be part of the story. Another key technique is to plan for how to arrange the encounters so they make sense even if the players take actions you weren’t expecting.

► **Example:** *Your heroes are investigating a criminal gambling ring. You expect them to go to the local casino where they will meet resistance from the security there. Instead, they decide they want to find out who owns the place and go to his house, an encounter you don’t have planned. You may simply be able to stage the same encounter with security, but have it take place at the owner’s home. Or you*

could improvise that there is nothing suspicious at his home except some documents that point them back toward the casino.

WEB OF EVENTS

The web of events resembles the chain of events, but it allows for the encounters to happen in a semi-unpredictable order and even for some encounters to not take place at all. This structure is common in the mystery genre where players search for clues and have multiple leads to follow. Typically, the first encounter is a fixed starting point, but from there the heroes choose which leads to follow. Each lead may take them in a vastly different direction.

Despite the array of choices the heroes can make, ultimately there is a fixed endpoint that all the various branches eventually lead to. The encounters themselves may take place in wildly different locations, or they may all be in the same place but involve different people.

THE OPPORTUNITIES

The web of events can be a lot of fun for the Game Master because they don’t know exactly what will happen next. They have planned a number of possibilities, but exactly what the players do comes as something of a surprise. The player’s goal will eventually lead them to the conclusion of the story, but the paths are all attractive. It’s very unlikely players will feel railroaded in this kind of structure.

THE CHALLENGES

Compared to the chain of events, the web of events is simply more difficult for the GM to set up. There are more encounters to prepare and more transitions from encounter to encounter you need to consider. Ideally, all roads lead to the finale, but when there are so many choices, players can end up wasting time. Like the chain of events, there are some ways to secretly lead the players along. Only you know exactly who or what is planned in each encounter. If things are dragging and a key clue is required to move the action along, you can contrive a way for that clue to be in a different place than you originally planned. The players won’t know the difference unless it is obviously out of place.

SANDBOX

The sandbox structure is one in which the GM does little to plan out the arc of the story. Instead, they detail a number of locations, people, and events in a given place, then encourage the players to explore the sandbox. Exploration typically starts with whatever location is closest to the starting point, but there is no guarantee of that.

While it may feel like this is not a structure at all, time and space are factors that will naturally create a story. Furthermore, the GM can build multiple stories into the sandbox for the players to find and follow through on.

Keep in mind that every sandbox does have walls somewhere, and they aren't all the same size. You could make the whole planet Earth your sandbox, or the sandbox could be a small house. The smaller the sandbox, the more detail you can provide but the less sense of freedom the players will feel.

THE OPPORTUNITIES

The sandbox naturally allows players to set their own goals and become active participants in creating the story that unfolds. This structure also creates a strong sense of exploration, which is a key element in many adventure stories. It's also a way for the Game Master to focus on world building instead of storytelling. Perhaps best of all, the GM doesn't have any need to manipulate the players since there is no fixed outcome in mind. That doesn't mean you can't; if you want to adjust the world to make a stronger story, by all means do so.

THE CHALLENGES

There are many challenges with the sandbox but all of them can be overcome. The foremost challenge is the sheer amount of effort the GM must put into creating it. To accommodate player choice, the GM needs to be prepared for nearly anything. The sandbox works best for GMs that have strong improvisational storytelling skills. No matter where the characters go, the GM will need to build the story on the fly to some degree.

The second big challenge is trying to turn the player's exploration into a strong narrative. Just because players can do whatever they like, the basics of good storytelling don't disappear. You still

want to have conflict, rising tension, and resolution to those conflicts. Doing this while the players are the ones deciding where to go and what to do takes some skill and preparation.

HANDLING PLAYER CHOICES

A good Game Master performs a balancing act between providing players with many opportunities to make meaningful choices, and manipulating them into following the arc of the story of the adventure. This is touched on in the structure discussion above, but let's look at some specific techniques useful for both sides of this balancing act.

The Rule of Three. When in doubt, give the players three different options at key moments in the story. Three things they need to progress, three ways to get a piece of information, three places to go, and so on. It's enough options to keep it interesting, but not so many that it becomes burdensome for you or the players.

All Roads Lead to Rome. You can provide multiple paths in your adventure that will naturally lead to the same conclusion. So long as each naturally walks from the beginning to the end, the players are going to feel like they had a meaningful choice, and that the choices they made had a rational outcome. Be careful about red herrings in an RPG adventure, players can and will believe in them to the bitter end unless you make a clear effort to highlight that it's a false lead later in the story.

Foreshadowing. If you have an important idea you need to get across, especially if you want it to be in the players' minds, foreshadow it. This means putting hints into the story about what is to come later. These are often little clues that stand out at the time, but don't make much sense. They will have the players thinking about them, and then, when the time comes to put the clues together, they are ready. If a game is spread out over many sessions, you may need to foreshadow multiple times to keep the idea in the players' minds.

One Question, Many Answers. Nearly every challenge you throw at the heroes should have multiple answers. Not only should you think of many ways

they can solve it, but you should also be prepared for players to have solutions you never considered. What matters is that they have an answer, not that they choose the answers you imagine. This doesn't mean everything the players try should work, only that you should always be open-minded and eager to see them succeed.

Motivations are Supreme. Always be thinking about the heroes' motivations and how they can naturally lead them from point a to point b in the adventure. If a critical decision depends on a band of hardened mercenaries to run for their lives, you're going to be frustrated when they insist on fighting to the death. When you imagine how the story unfolds, you have to put yourself firmly in the heads of the heroes and their players.

Move the Story Around the Players. Only you as the GM knows what was planned. If you need to shuffle the deck and move characters, locations, events, or items around in time or space, you can do that. The players will think that was always the way it was supposed to be.

Steal the Players' Ideas. It's normal for the players to discuss with each other what they think is happening in the plot, and what they think will happen next. If some of their ideas are better than what you had in mind, or would add to the richness of the story, make it happen! It's going to make the players feel good for predicting it, and it saves you a little creative energy. This is very much in the spirit of the "yes, and" philosophy.

The GM's Proxy. One of the many uses of friendly NPCs in a game is to provide the GM a voice in the story without breaking immersion. There are two important guidelines for doing this. The first is to keep the NPC's comments in character for the NPC. The second is to only lean on this trick when the players are clearly struggling and actively looking for advice or guidance.

Stopping at the Crossroads. Every adventure has moments where the players are faced with especially important decisions. These are great times to wrap up your night's game session. Have the players think about their plans and tell you their choice. Then promise to pick up the next session to see what happens. It makes a nice cliffhanger, and it means you have the time until the next game to make sure you're prepared for that choice to play out in a satisfying way.



PART 3 | MASTERING THE GAME

PLANNING VS. IMPROVISATION

Every Game Master does some level of planning and performs some level of improvisation. The exact mix that works best for you is something you will have to discover. Neither is necessarily better, but each has its advantages and challenges. You will meet GMs that are true masters of one approach and some rare GMs that are masters of both.

THE MERITS OF PLANNING

Being a great planner allows a Game Master to create a strong and detailed adventure, both in terms of its story and the detail of the world the players will be exploring. Even if you don't have the fastest imagination, you can plan for multiple contingencies and have a quick answer to the players' actions. If you plan to write RPG adventures, you want to hone this skill to a razor's edge.

A master planner's adventures often have a richness that enhances games revolving around mysteries, exploration, tactical combat, and complex plots. Master planners can show off their skills in making largely linear stories that nonetheless feel organic. The players are naturally choosing a path that has been laid out before them because it feels right and makes sense.

The planner also has the advantage of consistency. Even if they are feeling tired on game night, they are less reliant on their own creative energy and mood to bring the game to life. They can fall back on their detailed planning and prepared materials. The biggest challenge with being a planner is that it takes a lot of time and energy to do all that planning, and it's not unusual for some of it to go to waste as the players choose a different direction.

THE MERITS OF IMPROVISING

Being a master of adventure improvisation is almost a magical quality. A GM of this type can tell a masterful story at the drop of a hat and is ready to run a game at any time or place. They also don't need to spend hours between sessions working out all the details. It's likely they will spend time thinking about it, but it's going to feel more like play and less like work.

A master improviser's game is going to have a wild and free feeling. The players will quickly get the sense that anything can happen, and they are free to go wild and do almost anything they can imagine. They trust that whatever their action, so long as it keeps in the spirit of the story, the GM will adjust and weave it into the narrative.

One of the challenges here is that this kind of creative spark takes quite a bit of brain power and can be tough to pull off if you're not feeling up to it. This can also lead to a lack of consistency in a longer game where details about what happened are hazy. Stories that rely on a strong logical chain of events can fall apart quickly. Having a player or the GM chronicle the events of a game helps avoid these issues.



CHAPTER 15: OPPONENTS AND ALLIES

Heroes meet all manner of opponents, allies, combatants, and creatures in their adventures. To keep matters simple, nonplayer characters (NPC) are represented by simplified stat blocks.

NPC TRAITS

Only the traits and values relevant to the NPC's role in an adventure are typically included. The traits are presented in the order they appear in the stat block.

The following entries use the mad scientist NPC as an example of each category, in brackets to the right of the header.

NAME

[MAD SCIENTIST]

The NPC's name can be a proper name for a specific individual, a species, a category of people, or just about anything that best describes the NPC. Names may be preceded by the general group it belongs to such as: Snake, Constrictor.

CR (CHALLENGE RATING)

[CR 8]

A NPC's challenge rating (CR) gives the Game Master a rough sense of how challenging it will be for players to face off against an opponent. A team



SIZE CHART

SIZE	EXAMPLES	DIMENSIONS	HIT DICE	AVERAGE HIT POINTS PER DIE
TINY	Cat, insect, rat	2.5 × 2.5 or smaller	d4	2.5
SMALL	Child, dog	5 × 5	d6	3.5
MEDIUM	Adult human	5 × 5	d8	4.5
LARGE	Horse, motorcycle	10 × 10	d10	5.5
HUGE	Car, elephant	15 × 15	d12	6.5
GARGANTUAN	Bus, tank	20 × 20 or larger	d20	11.5

of four heroes should defeat a single NPC with a CR equal to their level fairly easily, but not effortlessly.

SIZE [MEDIUM]

The NPC's size category. An NPC's size determines how much space, in feet, they take up on a grid when using one, and it usually determines the NPC's Hit Die type.

TYPE [PERSON]

An NPC's type speaks to its fundamental nature. Certain abilities, class talents, and other effects in the game may interact in special ways with NPCs of a particular type, but type has no special rules of its own.

THE GAME INCLUDES THE FOLLOWING NPC TYPES:

- ▶ **Animal.** Animals are nonsapient living creatures that one might find in the real world.
- ▶ **Monster.** Monsters are supernatural entities that (probably) don't exist in the real world; cryptids, the living dead, alien monsters, and horrors from beyond space and time are all examples of monsters.
- ▶ **Person.** A person is a free-willed, sapient, human-like entity. In a realistic world, this type is populated entirely with humans. In a more

fantastical setting, it might include elves, space aliens, or any other species that are regular folk.

- ▶ **Robot.** Robots are mechanical entities that are either remote-controlled or that follow their pre-loaded programming.

TAGS [HUMAN]

An NPC might have one or more tags appended to its type in parentheses. The parenthetical tags provide additional categorization for certain NPCs. The tags have no rules of their own, but something in the game, such as a special ability, might refer to them.

DEFENSE [DEFENSE 16]

The NPC's Defense, all modifiers included.

HIT POINTS [HIT POINTS 99 (18D8+18)]

The NPC's hit points and Hit Dice. The hit points are an average value for an NPC of this type. Constitution modifiers are included in this hit point total.

ARMOR [ARMOR]

The armor the NPC is normally wearing, or that is part of its body. This includes an Armor Value, their save bonus when making armor saving throws, and any other properties of the armor.

SPEED

[SPEED 30 FT.]

The NPC's movement speed. Some NPCs have one or more of the following special types of movement.

- ▶ **Burrow.** An NPC that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. It can't burrow through solid rock unless it has a special trait that allows it to do so.
- ▶ **Climb.** An NPC that has a climbing speed uses that speed to move on vertical surfaces. It doesn't treat climbing as difficult movement.
- ▶ **Fly.** An NPC that has a flying speed can use all or part of its movement to fly.
- ▶ **Swim.** An NPC that has a swimming speed uses that speed while moving in the water. It doesn't treat swimming as difficult movement.

ABILITY SCORES

[AS LISTED]

A list of the NPC's ability scores and modifiers. Exceptional NPCs can have ability scores of up to 30, and NPCs like animals might have a score as low as 1. For scores over 20 or under 3, use the following modifiers.

ABILITY SCORE MODIFIERS

SCORE	MODIFIER
1	-5
2	-4
21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

SAVING THROWS

[SAVES AS LISTED]

A list of saving throws the NPC has proficiency in. A value indicates the NPC's total bonus for a given saving throw.

SKILLS

[SKILLS AS LISTED]

A list of relevant skills the NPC is proficient in. A value indicates the NPC's total bonus for an ability check using that skill.

PROFICIENCY BONUS BY CR

CR	PROFICIENCY
0-4	+2
5-8	+3
9-12	+4
13-15	+5

SENSES

[SENSES AS LISTED]

The NPC's passive perception, and a list of unusual senses an NPC may have.

ROLE

[ROLES AS LISTED]

To help categorize NPCs, they are labeled with a variety of roles that the NPC can best fill in a combat encounter.

- ▶ **Fodder** are simple and can be used in large numbers against higher level players.
- ▶ **Hulks** have a lot of hit points, but low Defense.
- ▶ **Killers** do more damage.
- ▶ **Leaders** buff their allies. They make suitable "bosses" when supported by allies.
- ▶ **Loners** are self-sufficient and often complex. They make suitable "bosses," either alone or with backup.
- ▶ **Melee** NPCs are better up close.
- ▶ **Ranged** NPCs are better at a distance.
- ▶ **Shadows** use stealth and ambush tactics.
- ▶ **Supports** debuff their enemies or provide tactical benefits to allies.
- ▶ **Tanks** are harder to kill and might be able to protect their allies, but do less damage.

EQUIPMENT

[EQUIPMENT AS LISTED]

A list of any equipment this NPC normally equips or carries. An NPC typically carries two spare clips for any of its firearms that use clips, and 20 pieces of ammunition for any other projectile weapon it carries, but you can have it carry as much or as little ammunition as you like.

SPECIAL TRAITS

[GENIUS. ETC.]

Details on any special passive traits the NPC has.

ACTIONS

[MULTIATTACK. ETC.]

A list of an NPC's most commonly used combat actions. This will almost always include some kind of attack, including attack roll modifiers, damage, and special effects.

MULTIATTACK

Multiattack allows an NPC to make more than one attack when attacking. The description will detail how many and what types of attacks they can make, and any other special rules that apply. Unless otherwise specified, an NPC can replace any attack it makes with a special attack.

BONUS ACTIONS

A list of any special bonus actions the NPC can take.

REACTIONS

Details for any special reactions the NPC can perform.

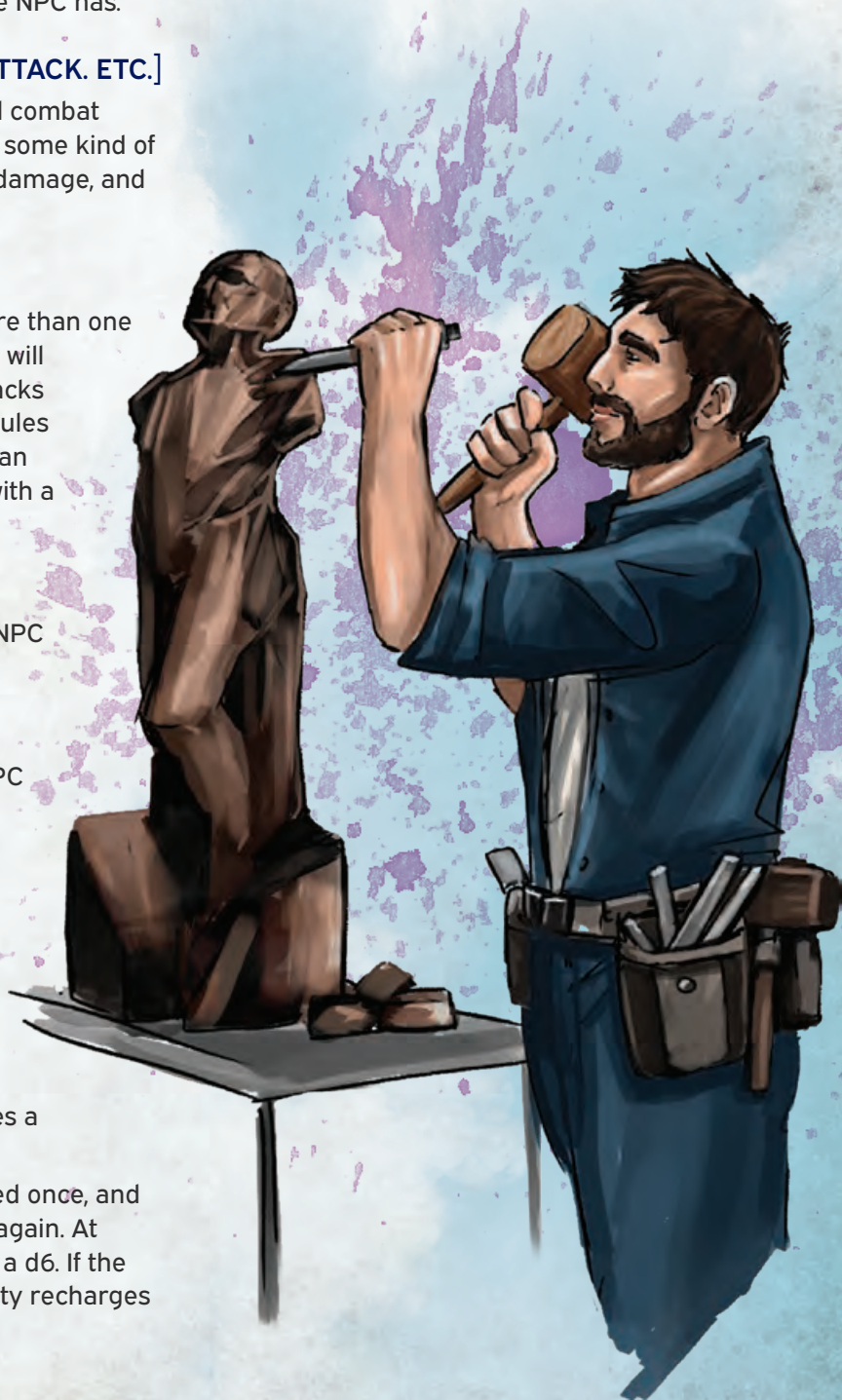
LIMITED USAGE

Some actions have limited uses.

- ▶ **X/Long Rest.** This action can be used X times before the NPC finishes a long rest.
- ▶ **X/Short Rest.** This action can be used X times before the NPC finishes a short or long rest.
- ▶ **Recharge X-Y.** This ability can be used once, and then needs to recharge to be used again. At the start of each turn, the NPC rolls a d6. If the number is in the X-Y range, the ability recharges and can be used again.

DESCRIPTION [PERHAPS A BIT DERANGED...]

NPC descriptions give you some inspiration as to what the NPCs look like, how they behave, and how they might fit into an adventure. Many of the NPCs here have short descriptions since they are archetypes we are all familiar with from action cinema, or those common in our everyday life.



MASTER NPC TABLE

The purpose of the NPCs by CR table is to help you quickly find NPCs that may be helpful for your encounters. They are ordered by their CR and feature the name, roles, and type to help you select among eligible candidates. The master listing organizes the NPCs by setting, then category.

NPCS BY CR

NAME	CR	ROLES	TYPE	PAGE
CIVILIAN	0	Fodder, Melee	person (human)	385
CIVILIAN: EXPERT	0	Fodder, Melee	person (human)	385
DRONE	0	—	robot (remote-controlled)	391
GOAT	0	Fodder, Killer, Melee	animal	392
MOSTLY HARMLESS ANIMAL	0	Fodder, Melee	animal	392
MOSTLY HARMLESS ANIMAL: AMPHIBIOUS	0	Fodder, Melee	animal	393
MOSTLY HARMLESS ANIMAL: AQUATIC	0	Fodder, Melee	animal	393
MOSTLY HARMLESS ANIMAL: CLIMBING	0	Fodder, Melee	animal	393
MOSTLY HARMLESS ANIMAL: FLYING	0	Fodder, Melee	animal	393
MOSTLY HARMLESS ANIMAL: NOCTURNAL	0	Fodder, Melee	animal	393
PUNK: BULLY	0	Fodder, Melee	person (human)	359
VENOMOUS BUG	0	Killer, Melee, Shadow	animal	393
ANCIENT WARRIOR	1/8	Fodder, Melee	person (human)	403
BIRD OF PREY	1/8	Fodder, Killer, Melee	animal	393
CULT INITIATE	1/8	Fodder, Melee	person (human)	368
DOG	1/8	Fodder, Melee	animal	394
DOG: GUARD DOG	1/8	Fodder, Melee	animal	394
DOG: HUNTING DOG	1/8	Fodder, Melee	animal	394
DOG: MASTIFF	1/8	Fodder, Melee	animal	394
DOG: RACING DOG	1/8	Fodder, Melee	animal	394
MULE	1/8	Fodder, Melee	animal	394
PIG	1/8	Fodder, Melee	animal	394
PUNK	1/8	Fodder, Killer, Melee	person (human)	359

NAME	CR	ROLES	TYPE	PAGE
RAT, GIANT SEWER	1/8	Fodder, Melee	animal	395
SECURITY GUARD	1/8	Fodder, Melee, Support	person (human)	382
SNAKE, VENOMOUS	1/8	Fodder, Killer, Melee	animal	354
VENOMOUS BUG: EXTREMELY VENOMOUS	1/8	Killer, Melee, Shadow	animal	393
ZOMBIE	1/8	Fodder, Melee	monster (undead)	429
ALLIGATOR	1/4	Melee, Support, Tank	animal	395
BEAT COP	1/4	Fodder, Support	person (human)	372
BOUNCER	1/4	Melee, Tank	person (human)	382
CAMEL	1/4	Fodder, Melee	animal	395
CULT INITIATE: MYSTIC	1/4	Fodder, Killer, Ranged	person (human)	368
ELK	1/4	Fodder, Killer, Melee	animal	396
HORSE	1/4	Fodder, Killer, Melee	animal	396
MILITARY RECRUIT	1/4	Fodder, Ranged	person (human)	376
MUGGER	1/4	Fodder, Killer, Ranged	person (human)	360
NINJA	1/4	Fodder, Killer, Shadow	person (human)	404
PIG: WILD BOAR	1/4	Fodder, Melee	animal	394
REANIMATED SKELETON	1/4	Fodder	monster (undead)	433
ROBOT SERVANT	1/4	Fodder, Killer, Melee	robot (autonomous, futuristic)	418
SNAKE, CONSTRICTOR	1/4	Fodder, Melee, Support	animal	354
SWARM OF BATS	1/4	Fodder, Melee	animal (swarm)	396
SWARM OF VERMIN	1/4	Hulk, Melee	animal (swarm)	396
VENOMOUS BUG: DEADLY	1/4	Killer, Melee, Shadow	animal	393
WOLF	1/4	Fodder, Killer, Melee	animal	397
ZOMBIE BLOATER	1/4	Hulk, Melee	monster (undead)	430
BULL	1/2	Fodder, Killer, Melee	animal	398
ANCIENT HUNTER	1/2	Fodder, Ranged	person (human)	405
ANCIENT HUNTER: ARCHER	1/2	Fodder, Ranged	person (human)	354
APE	1/2	Fodder	animal	397
AUTO TURRET	1/2	Fodder, Ranged	robot (autonomous)	391

NAME	CR	ROLES	TYPE	PAGE
BEAR, BLACK	½	Fodder, Killer, Melee	animal	397
CRAZED MANIAC	½	Hulk, Melee	person (human)	386
CULTIST	½	Melee, Support	person (human)	368
GHOUL	½	Melee, Support	monster (undead)	434
GOON	½	Hulk, Melee	person (human)	360
HUNTER	½	Fodder, Killer	person (human)	387
INTELLIGENCE AGENT	½	Ranged, Support	person (human)	370
MILITARY RECRUIT: WELL-ARMED	½	Fodder, Killer, Ranged	person (human)	376
PARK RANGER	½	Fodder, Ranged, Support	person (human)	373
PRIVATE SECURITY	½	Fodder, Support, Tank	person (human)	383
PRIVATE SECURITY: PERSONAL DRIVER	½	Fodder, Support, Tank	person (human)	383
ROBOTIC DOG	½	Fodder, Melee	robot (autonomous)	392
SEWER MUTANT	½	Fodder	monster (mutant)	421
SWARM OF INSECTS, CRAWLING	½	Fodder, Melee	animal (swarm)	398
THIEF	½	Killer, Melee, Shadow	person (human)	361
ZOMBIE DOG	½	Fodder, Melee	monster (undead)	431
ZOMBIE LICKER	½	Melee, Shadow	monster (undead)	432
ALIEN ABDUCTOR	1	Ranged, Support	monster (alien)	412
ANCIENT SHAMAN	1	Leader, Melee	person (human)	407
BARBARIAN WARRIOR	1	Hulk, Melee	person (human)	406
CULTIST: ARCANIST	1	Killer, Ranged, Support	person (human)	368
DEMON, MINOR	1	Fodder	monster (demon)	423
DINOSAUR, DEINONYCHUS	1	Fodder, Killer, Melee	animal (prehistoric)	410
GANGSTER	1	Fodder, Ranged	person (human)	362
GANGSTER: GETAWAY DRIVER	1	Fodder, Ranged	person (human)	362
GREAT CAT	1	Fodder, Melee	animal	398
GREAT CAT: LION	1	Fodder, Killer, Melee	animal	398
HUNTER-SEEKER DRONE	1	Fodder, Killer, Ranged	robot (autonomous, futuristic)	418
OCTOPUS, GIANT	1	Hulk, Melee, Support	animal	399

NAME	CR	ROLES	TYPE	PAGE
POLICE OFFICER	1	Killer, Support	person (human)	374
SOLDIER	1	Fodder, Ranged	person (human)	377
SOLDIER: JUNGLE	1	Fodder, Ranged	person (human)	377
SOLDIER: SPECIAL FORCES	1	Fodder, Ranged, Shadow	person (human)	377
SOLDIER: VEHICLE SPECIALIST	1	Fodder, Ranged	person (human)	378
SWARM OF INSECTS, FLYING	1	Fodder, Melee	animal (swarm)	399
SWORD INITIATE	1	Fodder, Killer, Melee	person (human)	406
SWORD INITIATE: LACKEY	1	Fodder, Killer, Melee	person (human)	406
ALIEN WARRIOR	2	Fodder, Ranged	monster (alien)	412
ANCIENT CHAMPION	2	Leader	person (human)	408
ANCIENT CHAMPION: ARCHER	2	Leader	person (human)	408
BEAR, BROWN	2	Fodder, Killer, Melee	animal	399
BEAR, BROWN: POLAR BEAR	2	Fodder, Killer, Melee	animal	399
ENFORCER	2	Melee, Tank	person (human)	363
GANGSTER: BANK ROBBER	2	Fodder, Killer, Ranged	person (human)	362
GARGOYLE	2	Melee, Shadow, Tank	monster	434
HEAVY WEAPONS	2	Fodder, Ranged	person (human)	378
HEAVY WEAPONS: SPECIAL FORCES	2	Fodder, Ranged, Shadow	person (human)	378
HIPPOTAMUS	2	Fodder, Melee	animal	400
KICKBOXER	2	Melee, Tank	person (human)	387
KICKBOXER: HIRED MUSCLE	2	Melee, Tank	person (human)	387
OFFICER	2	Leader, Ranged	person (human)	379
OFFICER: SPECIAL FORCES	2	Leader, Ranged, Shadow	person (human)	379
POLICE DETECTIVE/FBI AGENT	2	Support	person (human)	374
RHINOCEROS	2	Fodder, Killer, Melee	animal	400
SABER-TOOTHED TIGER	2	Fodder, Melee	animal (prehistoric)	410
SHARK	2	Fodder, Melee	animal	401
SNAKE, GIANT CONSTRICTOR	2	Hulk, Melee, Support	animal	401
SPY	2	Fodder, Killer, Ranged	person (human)	371
SUPER MUTANT	2	Hulk, Melee	monster (mutant)	422

NAME	CR	ROLES	TYPE	PAGE
SWARM OF PIRANHA	2	Fodder, Killer, Melee	animal (swarm)	401
SWARM OF VENOMOUS SNAKES	2	Fodder, Killer, Melee	animal (swarm)	401
VAMPIRE, FLEDGLING	2	Killer, Melee	monster (undead)	426
ALIEN BUG	3	Shadow, Loner, Melee	monster (alien)	413
BODYGUARD	3	Support, Tank	person (human)	384
CULT LEADER	3	Leader, Melee	person (human)	369
DEMON, LESSER	3	Fodder, Melee	monster (demon)	423
HEAVY WEAPONS: ROCKET LAUNCHER	3	Killer, Ranged	person (human)	378
MUMMY	3	Hulk, Melee, Support	monster (undead)	435
SNIPER	3	Killer, Shadow	person (human)	379
SNIPER: SPECIAL FORCES	3	Killer, Shadow	person (human)	379
SWAT OFFICER	3	Killer, Loner, Ranged	person (human)	375
SWORD EXPERT	3	Killer, Loner, Melee	person (human)	408
SWORD EXPERT: CUT-THROAT	3	Killer, Loner, Melee	person (human)	408
ZOMBIE ELITE WARRIOR	3	Hulk, Loner	monster (undead)	432
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MODERN DAY NPCs

The NPCs in this section comprise characters you might meet in the real world, or are at least inspired by real-world people and animals. The selection can both fill out the cast of a typical action movie and represents all levels of play.

CRIMINALS

Either on the wrong side of the law, or keeping the law in their pocket, criminals are a common enemy for heroes, even if the heroes are criminals themselves. They range from simple ruffians to masterminds running multinational crime empires.

PUNK

CR ½

Medium person (human)

Defense 13

Hit Points 5 (1d8 + 1)

Armor Leather Jacket (AV 1, save +0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	8 (-1)	9 (-1)	9 (-1)

Skills Intimidation +1, Security +1, Streetwise +3

Senses passive Perception 9

Roles Fodder, Killer, Melee

Equipment Small painful thing (chain, pipe), pack of smokes, street clothes, pocket stuff

Dogpile. The punk has advantage on an attack roll against an enemy if at least one of the punk's allies is within 5 feet of that enemy and the ally isn't Incapacitated.

Actions

Improvised Weapon. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

VARIANT: BULLY

CR 0

Replace Armor —

Remove Roles Killer

Remove Equipment Small painful thing

PUNK

Punks are basic criminal hooligans, attacking heroes in droves. They might comprise hordes of mooks following the orders of a gang leader, or just be ruffians looking to have some fun.



Replace Actions

Unarmed Strike. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

A toothless punk, the bully harasses people they perceive as weaker. They might be teenage delinquents or run-of-the-mill assholes, but whatever the case, they aren't willing to use lethal force.

VARIANT: CARJACKER

CR 1/8

Add Skills Vehicles +3, Security +3

Add Equipment Slim Jim

MUGGER

CR ¼

Medium person (human)

Defense 12

Hit Points 9 (2d8)

Armor —

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	8 (-1)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Roles Fodder, Killer, Ranged

Equipment Concealed pistol, knife, street clothes, pocket stuff

Actions

Knife. *Melee or Ranged Attack:* +4 to hit, PV 1, reach 5 ft. or range 20/60, one target. *Hit:* 4 (1d4 + 2) slashing damage.

Concealed Pistol (8 rounds; bonus reload). *Ranged Attack:* +4 to hit, PV 2, range 100/200 ft., one target. *Hit:* 6 (1d8 + 2) ballistic damage, or 7 (1d10 + 2) ballistic damage if wielded in two hands.

Reactions

Nervous Shot. After rolling initiative, the mugger can spend their reaction to make a concealed pistol attack.

The mugger wants your money, and may or may not want any trouble. Whether robbing someone in an alley or holding up a liquor store, they're willing to shoot if you don't do what they say.

GOON

CR ½

Medium person (human)

Defense 11

Hit Points 26 (4d8 + 8)

Armor Leather Jacket (AV 1, save +2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Skills Endurance +4, Intimidation +2, Streetwise +3

Senses passive Perception 9

Roles Hulk, Melee

Equipment Medium hurtful thing (baseball bat, chair), street clothes, pocket stuff

Dogpile. The goon has advantage on an attack roll against an enemy if at least one of the goon's allies is within 5 feet of that enemy and the ally isn't Incapacitated.

Actions

Multiattack. The goon makes two attacks: one with their improvised weapon, then one with their unarmed strike as a bonus action.

Improvised Weapon. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if wielded in two hands.

Unarmed Strike. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Goons are experienced street toughs. They might be working for the mob, leading lesser punks, or providing a gang some extra muscle.

THIEF

CR ½

Medium person (human)

Defense 14

Hit Points 18 (4d8)

Armor —

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	14 (+2)	12 (+1)	11 (+0)

Skills Athletics +2, Acrobatics +5, Security +6, Stealth +7, Streetwise +3

Senses passive Perception 11

Roles Killer, Melee, Shadow

Equipment Burglar's kit, dark outfit

Parkour. The thief can ignore difficult terrain when they move. Climbing and Swimming are not difficult movements for the thief.

Vital Strike (1/Turn). The thief deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't Incapacitated and doesn't have disadvantage on the attack roll.

Vanish. The thief can take the Hide action as a bonus action. If the thief moves during their turn while hidden, they remain hidden until the end of their turn or until the thief makes an attack.

Actions

Unarmed Strike. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

THIEF

Thieves are professional criminals, but would rather avoid direct conflict when they can. They prefer to stick to the shadows, get in and out quietly, and make off with whatever they can steal.



GANGSTER

CR 1

Medium person (human)

Defense 14

Hit Points 27 (5d8 + 5)

Armor Leather Jacket (AV 1, save +2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	9 (-1)	12 (+1)

Skills Acrobatics +5, Deception +3, Vehicles +5, Intimidation +3, Security +2, Stealth +5, Streetwise +3

Senses passive Perception 9

Roles Fodder, Ranged

Equipment Large knife, pocket .38 pistol, street clothes, pocket stuff

Actions

Multiattack. The gangster makes two attacks.

Large Knife. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Pocket Pistol (5 rounds; action reload). *Ranged Attack:* +5 to hit, PV 1, range 50/100 ft., one target. *Hit:* 6 (1d6 + 3) ballistic damage, or 7 (1d8 + 3) ballistic damage if wielded in two hands.

VARIANT: BANK ROBBER

CR 2

Add Skills Security +4

Add Equipment SMG, money bags, mask

Add Roles Killer

SMG (30 rounds; bonus reload). *Ranged Attack:* +5 to hit, PV 3, range 100/200 ft., one target. *Hit:* 8 (1d10 + 3) ballistic damage, or 14 (2d10 + 3) ballistic damage when using burst fire.

Bank robbers are heavily armed and ready to hold up a bank—or anywhere, really—full of people.

VARIANT: GETAWAY DRIVER

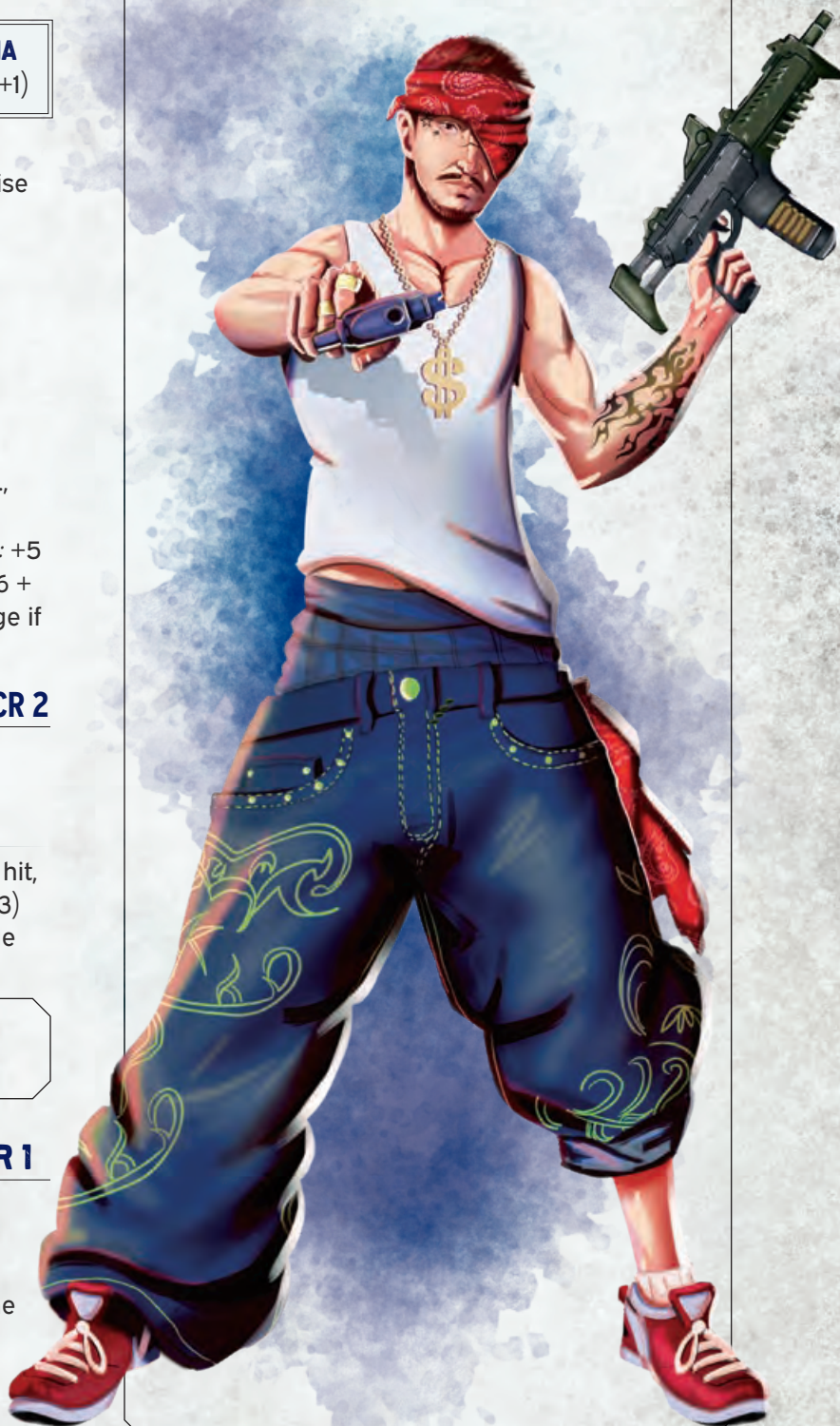
CR 1

Add Skills Vehicles +7

Add Offensive Driving. The getaway driver has advantage on ability checks made during a ramming maneuver or to avoid a crash. While the getaway driver operates a vehicle, that vehicle's Strength modifier is increased by 2.

GANGSTER

Gangsters are armed and dangerous, willing to kill for what they want. Most are organized, either as small groups or working for larger criminal enterprises.



ENFORCER

CR 2

Medium person (human)

Defense 16

Hit Points 39 (6d8 + 12)

Armor Light ballistic vest (AV 2, save +2, Ballistic, Concealable)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	13 (+1)	12 (+1)

Skills Athletics +5, Vehicles +4, Endurance +4, Intimidation +3, Perception +3, Security +2, Stealth +4, Streetwise +3

Senses passive Perception 13

Roles Melee, Tank

Equipment Brass knuckles, pocket .38 pistol, suit or street clothes, pocket stuff

Power Attack. When the enforcer makes a melee attack, they can choose to suffer a -5 penalty to the attack roll. If they do and the attack hits, it deals an additional 5 damage.

Actions

Multiattack. The enforcer makes two melee attacks.

Brass Knuckles. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Concealed Pistol (8 rounds; bonus reload). *Ranged Attack:* +4 to hit, PV 2, range 100/200 ft., one target. *Hit:* 6 (1d8 + 2) ballistic damage, or 7 (1d10 + 2) ballistic damage if wielded in two hands.

Enforcers are knee breakers for the mob, the top thugs in gangs, or muscle for hire. Consummate professionals, most enforcers maintain a reputation for discretion and loyalty.

HITMAN

CR 3

Medium person (human)

Defense 16

Hit Points 44 (8d8 + 8)

Armor —

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	12 (+1)	14 (+2)	13 (+1)

Skills Vehicles +5, Insight +4, Perception +4, Security +3, Stealth +5, Streetwise +4

Senses passive Perception 14

Roles Killer, Ranged, Shadow

Equipment Concealed carry pistol, knife, suit, pocket stuff

Fast Reflexes. The hitman has advantage on initiative rolls.

Vital Strike (1/Turn). The hitman deals an extra 10 (3d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the hitman that isn't Incapacitated and the hitman doesn't have disadvantage on the attack roll.

Surprise Attack. The hitman has advantage on attack rolls against a target that has not yet acted during this combat.

Actions

Multiattack. The hitman makes two attacks.

Knife. *Melee or Ranged Attack:* +5 to hit, PV 1, reach 5 ft. or range 30/60, one target. *Hit:* 5 (1d4 + 3) slashing damage.

Concealed Pistol (8 rounds; bonus reload). *Ranged Attack:* +5 to hit, PV 2, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) ballistic damage, or 8 (1d10 + 3) ballistic damage if wielded in two hands.

HITMAN

Hitmen are killers for hire, or the loyal wet workers of organized crime. It's not personal. Usually.



MOB LIEUTENANT

CR 4

Medium person (human)

Defense 16

Hit Points 52 (8d8 + 16)

Armor Light ballistic vest (AV 2, save +2, Ballistic, Concealable)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	15 (+2)	15 (+2)	16 (+3)

Saves Int +4, Wis +4, Cha +5

Skills Deception +5, Insight +4, Intimidation +7, Perception +4, Persuasion +5, Streetwise +6

Senses passive Perception 14

Roles Leader, Ranged

Equipment Brass knuckles, pump-action shotgun, suit, pocket stuff

Genius. The lieutenant has 2 genius points and can enact plans as if a 3rd-level Smart Hero (save DC 12). They know the following plans: *Dirty Little Secrets*, *I Had Them Bugged*, *Coordinated Maneuvers*.

Orders. Allies that can see and hear the lieutenant add a d4 to each of their attack rolls and saving throws. A combatant can benefit from only one such die at a time.

Actions

Multiattack. The lieutenant makes two attacks.

Brass Knuckles. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Shotgun (9 rounds; action reload). *Ranged Attack:* +5 to hit, PV 3, range 200/400 ft., one target. *Hit:* 10 (2d6 + 3) ballistic damage. This attack is made at advantage against targets within 30 feet.

Ranking members of the mob or another large organized criminal enterprise, lieutenants are the middle management of crime, passing on orders from the boss to lower ranking members. Maybe someday, they'll be the boss.

GANG LEADER

CR 5

Medium person (human)

Defense 16

Hit Points 75 (10d8 + 30)

Armor Light ballistic vest (AV 2, save +3, Ballistic, Concealable)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	15 (+2)	14 (+2)

Saves Con +6, Wis +5, Cha +5

Skills Athletics +7, Acrobatics +7, Vehicles +7, Intimidation +5, Perception +5, Security +5, Stealth +7, Streetwise +8

Senses passive Perception 15

Roles Leader

Equipment SMG, street clothes, pocket stuff

Actions

Get 'Em! The gang leader makes two unarmed strikes or one ranged attack, then up to two allies that can hear the gang leader can make an attack as a reaction.

Unarmed Strike. *Melee Attack:* +7 to hit, PV 1, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

SMG (30 rounds; bonus reload). *Ranged Attack:* +7 to hit, PV 2, range 100/200 ft., one target. *Hit:* 9 (1d10 + 4) ballistic damage, or 15 (2d10 + 4) ballistic damage when using burst fire.

GANG LEADER

Leading a street gang requires an iron will and an iron fist. A gang leader is usually the most dangerous criminal in the group.



ASSASSIN

CR 6

Medium person (human)

Defense 15

Hit Points 55 (10d8 + 10)

Armor —

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	15 (+2)	16 (+3)	13 (+1)

Skills Vehicles +7, Insight +6, Perception +6, Security +8, Stealth +10, Streetwise +6

Senses passive Perception 16

Roles Killer, Ranged, Shadow

Equipment Poisoned knife, sniper rifle, burglar's kit, unassuming clothing

Assassinate. Any hit the assassin scores against a surprised target is a critical hit.

Vital Strike (1/Turn). The assassin deals an extra 14 (4d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't Incapacitated and the assassin doesn't have disadvantage on the attack roll.

Surprise Attack. The assassin has advantage on attack rolls against a target that has not yet acted during this combat.

Actions

Multiattack. The assassin makes two melee attacks.

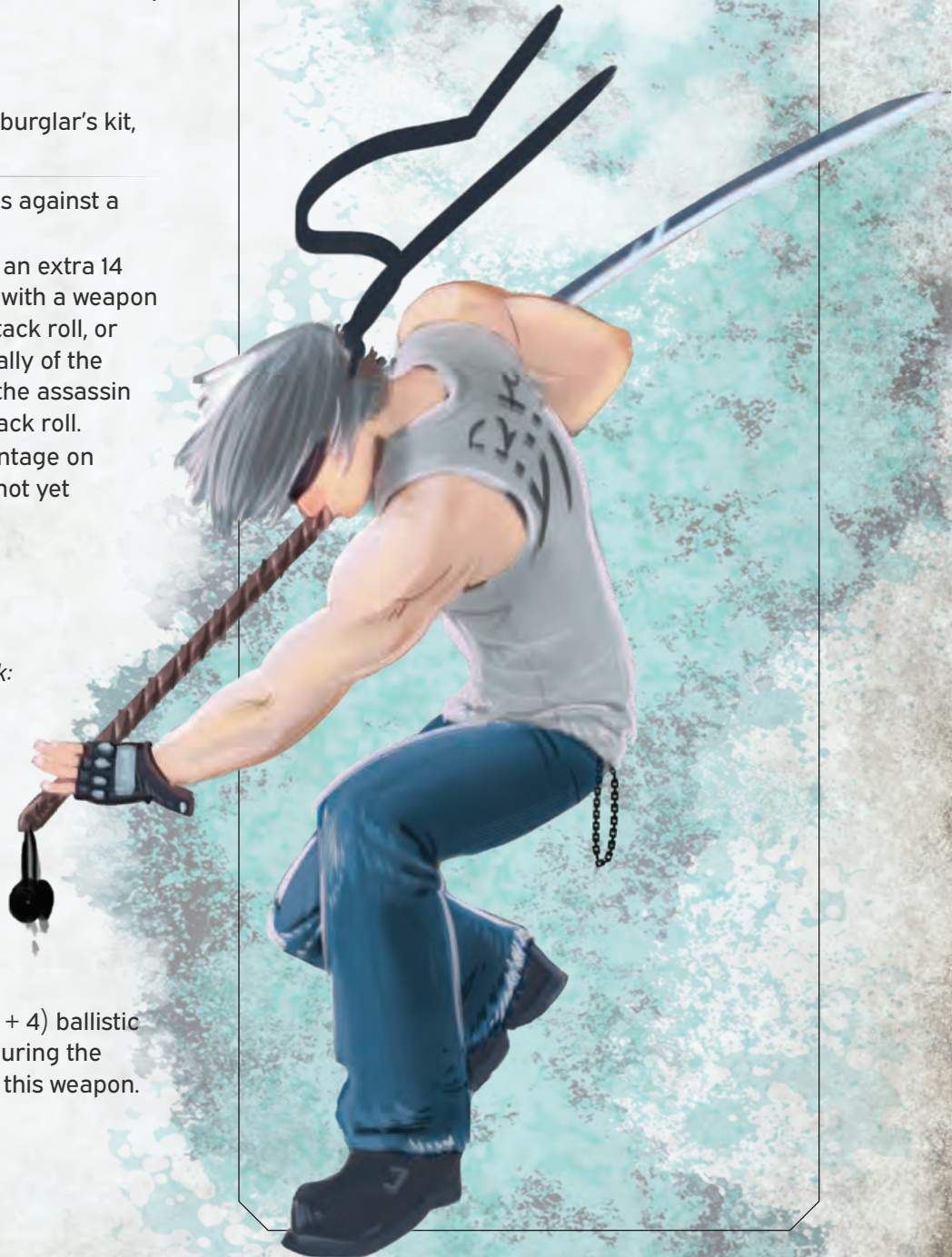
Poisoned Dagger. *Melee or Ranged Attack:* +7 to hit, PV 2, reach 5 ft. or range 40/80, one target. *Hit:* 6 (1d4 + 4) slashing damage, and the target must attempt a DC 15 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

Sniper Rifle (7 rounds; action reload).

Ranged Attack: +7 to hit, PV 4, range 2000/6000 ft., one target. *Hit:* 13 (2d8 + 4) ballistic damage. The assassin cannot move during the same turn they makes an attack with this weapon.

ASSASSIN

More than simple hitmen, assassins are hired to take out high priority targets. They might work for a criminal organization, hire themselves out to the highest bidder, or work off-book for a shadowy government agency. Whatever the case, they are masters of the kill.



MOB KINGPIN

CR 7

Medium person (human)

Defense 18

Hit Points 75 (10d8 + 30)

Armor Light ballistic vest (AV 2, save +3, Ballistic, Concealable)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	18 (+4)	15 (+2)	18 (+4)

Saves Dex +4, Int +7, Wis +5, Cha +7

Skills Deception +7, Endurance +6, Insight +8, Intimidation +10, Perception +5, Persuasion +7, Streetwise +8

Senses passive Perception 15

Roles Leader, Ranged, Support

Equipment Brass knuckles, hand cannon pistol, suit, fancy ring

Big Guns. The kingpin can use Strength instead of Dexterity when making a ranged attack with a non-light ranged weapon, and they can ignore the stationary property of weapons.

Genius. The kingpin has 4 genius points and can enact plans as if a 7th-level Smart Hero (save DC 15). They know the following plans: *Dirty Little Secrets*, *I Had It Poisoned*, *I Had Them Bugged*, *I Knew You'd Do That*, *I Lured You Into Danger*, *Coordinated Maneuvers*, *When A Plan Comes Together*.

Orders. Allies that can see and hear the kingpin add a d4 to each of their attack rolls and saving throws. A combatant can benefit from only one such die at a time.

Hardcore. When the kingpin fails a saving throw (other than an armor saving throw), they can choose to take 10 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Actions

Multiattack. The kingpin makes two attacks.

Brass Knuckles. *Melee Attack:* +7 to hit, PV 1, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Hand Cannon (7 rounds; bonus reload). *Ranged Attack:* +7 to hit, PV 3, range 100/200 ft., one target. *Hit:* 10 (1d12 + 4) ballistic damage.

MOB KINGPIN

The head of crime in the area, the mob boss rarely gets directly involved, but when they do, their enemies find them capable of terrifying violence.



CULTISTS

Most real-world cults are populated by regular people who have been indoctrinated or duped into believing the cult's rhetoric by a charismatic leader. But in stories, cultists are more often worshipers of evil powers, performing dark rituals and human sacrifices in the dead of night. These NPCs fall into the latter category. Each optionally can have real magical power, but by default they are run-of-the-mill dagger-wielding maniacs.

CULT INITIATE

CR ½

Medium person (human)

Defense 12

Hit Points 9 (2d8)

Armor —

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	11 (+0)	7 (-2)	8 (-1)

Skills Streetwise +0

Senses passive Perception 8

Roles Fodder, Melee

Equipment Ritual dagger, robes, mask

Fanatic. The cult initiate cannot be Frightened and has advantage on attack rolls against Frightened targets.

Actions

Ritual Dagger. *Melee Attack:* +3 to hit, PV 2, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

These initiates seek dark power and believe they can find it in whatever cult they have joined.

VARIANT: MYSTIC

CR ¼

Replace Int 14 (+2)

Add Senses Nightvision

Replace Roles Fodder, Killer, Ranged

Add Actions

Add Dark Energy. *Ranged Attack:* +4 to hit, PV N/A, range 60 ft., one target. *Hit:* 7 (2d6) cold damage. This attack ignores cover and armor. Existing only in a world where the supernatural is real, these initiates have learned the truth of the dark arts, which they can use to harm their enemies.

CULTIST

CR ½

Medium person (human)

Defense 13

Hit Points 22 (4d8 + 4)

Armor —

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	13 (+1)	9 (-1)	14 (+2)

Skills Deception +4, Streetwise +1

Senses passive Perception 9

Roles Melee, Support

Equipment Ritual dagger, robes, mask

Fanatic. The cultist cannot be Frightened and has advantage on attack rolls against Frightened targets.

Terrify (1/Short Rest). When the cultist hits with an attack, they can attempt to scare the target with the cultist's ferocity. The target must succeed at a DC 12 Wisdom saving throw or be Frightened until the end of its next turn.

Actions

Multiattack. The cultist makes one attack, then can make another as a bonus action.

Ritual Dagger. *Melee Attack:* +4 to hit, PV 2, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Fully immersed in their cult, these cultists whisper their dark beliefs to those they might corrupt.

VARIANT: ARCANIST

CR 1

Replace Int 15 (+2)

Add Senses Nightvision

Replace Roles Killer, Ranged, Support

Dark Energy. *Ranged Attack:* +4 to hit, PV N/A, range 60 ft., one target. *Hit:* 7 (2d6) cold damage. This attack ignores cover and armor.

Wielding magic that is all too real, cult arcanists have truly begun their journey in the occult.

CULT LEADER

CR 3

Medium person (human)

Defense 16

Hit Points 55 (10d8 + 10)

Armor —

Speed 30 ft.

STR	DEX	CON
INTWIS	CHA	
13 (+1)	14 (+2)	12 (+1)
14 (+2)	11 (+0)	16 (+3)

Saves Wis +2

Skills Deception +7,
Persuasion +5, Streetwise +2

Senses passive Perception 10

Roles Leader, Melee

Equipment Ritual dagger,
robes, mask

Fanatic. The cult leader cannot be Frightened and has advantage on attack rolls against Frightened targets.

Orders. Allies that can see and hear the cult leader add a d4 to each of their attack rolls and saving throws. A combatant can benefit from only one such die at a time.

True Believer. The cult leader adds their *Charisma* modifier to all of their damage rolls (included below).

CULT LEADER

These dark preachers perform unholy rites, claiming direct connection to their dark gods. Whether the powers they venerate are real or not, their minions follow their orders without question.



Actions

Multiattack. The cult leader makes two attacks, then can make another as a bonus action.

Ritual Dagger. *Melee Attack:* +4 to hit, PV 2, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

VARIANT: MAGOS

CR 4

Replace Int 16 (+3)

Add Senses Nightvision

Replace Roles Killer, Leader, Ranged, Support

Add Actions

Dark Energy. *Ranged Attack:* +5 to hit, PV N/A, range 60 ft., one target. *Hit:* 10 (2d6 + 3) cold damage. This attack ignores cover and armor.

Add Bonus Actions

Blinding Darkness (Recharge 6). As a bonus action, the magos can shroud an unbeliever's vision in shadow. One enemy within 60 feet that the magos can see must succeed at a DC 13 Constitution saving throw or be Blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

Descent Into Madness (Recharge 6). As a bonus action, the magos can grip an enemy's mind with madness. One enemy within 60 feet that the magos can see must succeed at a DC 13 Wisdom saving throw or be Frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

Having communed with darkness, a cult magos commands magics most foul. They are often served by demonic or alien entities in addition to the zealously loyal masses of their cult.

ESPIONAGE

Gathering intel on criminals or other governments, most of these agents work directly for an official agency such as the CIA, but some operate as private contractors.

INTELLIGENCE AGENT

CR ½

Medium person (human)

Defense 15

Hit Points 18 (4d8)

Armor —

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	16 (+3)	15 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +4, Persuasion +5

Senses passive Perception 14

Roles Ranged, Support

Equipment Concealed pistol, badge, fancy suit or street clothes, surveillance kit, bag stuff, pocket stuff

Genius. The agent has 2 genius points, and can enact plans as if a 1st-level Smart Hero (save DC 13). They know the following plans: *Dirty Little Secret*, *I Had Them Bugged*, *I Have The Perfect Disguise*, *I Lured You Into Danger*

Actions

Unarmed Strike. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Concealed Pistol (8 rounds; bonus reload). *Ranged Attack:* +4 to hit, PV 2, range 100/200 ft., one target. *Hit:* 6 (1d8 + 2) ballistic damage, or 7 (1d10 + 2) ballistic damage if wielded in two hands.

Intelligence agents are the "rank and file" of the espionage business, functioning as domestic field agents or teams working under more senior members of their organization.

SPY

CR 2

Medium person (human)

Defense 16

Hit Points 27 (5d8 + 5)

Armor —

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	14 (+2)	16 (+3)	16 (+3)

Skills Deception +5, Vehicles +4, Insight +7, Investigation +6, Perception +7, Persuasion +5, Security +6, Sleight of Hand +4, Stealth +4

Senses passive Perception 17

Roles Killer, Ranged, Fodder

Equipment Concealed pistol, disguise kit, fake ID, fancy suit or street clothes, surveillance kit, bag stuff, pocket stuff

Actions

Multiattack. The spy makes two attacks, then can make another as a bonus action if the spy is not wielding a weapon in two hands.

Unarmed Strike. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Concealed Pistol (8 rounds; bonus reload).

Ranged Attack: +5 to hit, PV 2, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) ballistic damage, or 8 (1d10 + 3) ballistic damage if wielded in two hands.

Bonus Actions

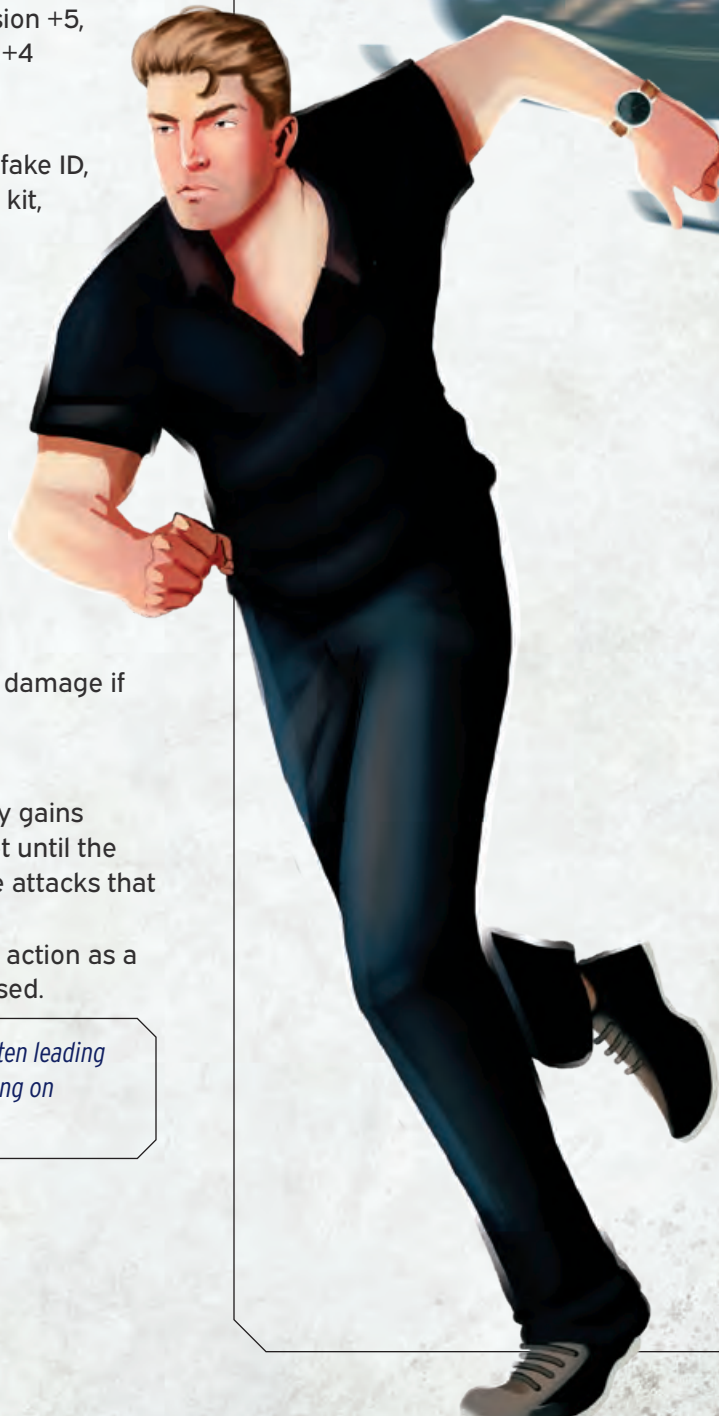
Know Weakness. As a bonus action, the spy gains advantage on attacks against one target until the start of their next turn. The first of these attacks that hits deals an additional 3 (1d6) damage.

Sixth Sense. The spy can take the Search action as a bonus action and they cannot be surprised.

Spies are higher ranking espionage experts, often leading teams of field agents or working overseas spying on foreign governments.

MASTER SPY

Suave and collected in the most dangerous situations imaginable, master spies are at the top of the espionage game. They take on the missions no one else can.



MASTER SPY

CR 6

Medium person (human)

Defense 18

Hit Points 65 (10d8 + 20)

Armor —

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	16 (+3)	20 (+5)	18 (+4)

Saves Dex +8, Con +5, Wis +8, Cha +7

Skills Deception +10, Vehicles +8, Insight +11, Investigation +9, Perception +11, Persuasion +7, Security +9, Sleight of Hand +8, Stealth +8

Senses passive Perception 21

Roles Killer, Loner, Ranged

Equipment Concealed pistol, disguise kit, fake ID, fancy suit or street clothes, surveillance kit, bag stuff, pocket stuff

Evasion. When the master spy makes a Dexterity saving throw to take half damage from an effect, they take no damage on a successful save, and half damage on a failed one.

Hardcore. When the master spy fails a saving throw (other than an armor saving throw), they can choose to take 10 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Actions

Multiattack. The master spy makes two attacks, then can make another as a bonus action if the master spy is not wielding a weapon in two hands.

Unarmed Strike. *Melee Attack:* +8 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Concealed Pistol (8 rounds; bonus reload). *Ranged Attack:* +8 to hit, PV 2, range 100/200 ft., one target. *Hit:* 9 (1d8 + 5) ballistic damage, or 10 (1d10 + 5) ballistic damage if wielded in two hands.

Bonus Actions

Know Weakness. As a bonus action, the master spy gains advantage on attacks against one target until the start of their next turn. The first of these attacks that hits deals an additional 3 (1d6) damage.

Sixth Sense. The master spy can take the Search action as a bonus action and they cannot be surprised.

LAW ENFORCEMENT

Police, FBI, or private bounty hunters, law enforcement is in charge of dealing with criminals. Law-abiding heroes might work alongside them or fight against corruption, while more criminal-leaning heroes might come into conflict with them. Maybe it's all a big misunderstanding. Or maybe not.

BEAT COP

CR ¼

Medium person (human)

Defense 13

Hit Points 6 (1d8 + 2)

Armor Light ballistic vest (AV 2, save +2, Ballistic, Concealable)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

Skills Athletics +4, Vehicles +3, Intimidation +2, Streetwise +2

Senses passive Perception 10

Roles Fodder, Support

Equipment 9mm semi-auto pistol, police kit, pocket stuff

Actions

Cuff 'Em. The cop tries to cuff a combatant they have Grappled. The target must succeed at a DC 12 Strength saving throw or be cuffed. The cop decides whether the target is cuffed to an object, to the cop, or to itself. A combatant cuffed to an object or the cop cannot move further than 5 feet from what it is cuffed to and has disadvantage on any attack rolls made with the cuffed hand. A combatant cuffed to itself has disadvantage on any attack roll or ability check that uses its hands.

Nightstick. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

9mm Semi-Auto Pistol (21 rounds; bonus reload). *Ranged Attack:* +3 to hit, PV 2, range 100/200 ft., one target. *Hit:* 6 (1d10 + 1) ballistic damage.

BEAT COP

Rookie cops, traffic cops, or any other lower-ranking member of law enforcement, beat cops take on the jobs no one else in their department wants.



PARK RANGER

CR ½

Medium person (human)

Defense 13

Hit Points 22 (4d8 + 4)

Armor —

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	11 (+0)

Skills Athletics +4, Endurance +3, Perception +4, Survival +4

Senses passive Perception 14

Roles Fodder, Ranged, Support

Equipment 9mm Semi-Auto Pistol, badge and uniform, survival kit, first aid kit, pocket stuff

Actions

Unarmed Strike. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

9mm Semi-Auto Pistol (21 rounds; bonus reload). *Ranged Attack:* +4 to hit, PV 2, range 100/200 ft., one target. *Hit:* 7 (1d10 + 2) ballistic damage.

Pepper Spray (10 rounds; no reload). *Ranged Attack:* +4 to hit, PV 0, range 10 ft., one target. *Hit:* 2 (1d4) poison damage and the target must succeed at a DC 12 Constitution saving throw or be Blinded for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

Park rangers are law enforcement personnel assigned to wilderness areas. They can make arrests, but they spend most of their time rescuing lost campers and keeping an eye on local wildlife.

POLICE OFFICER

CR 1

Medium person (human)

Defense 13

Hit Points 13 (2d8 + 4)

Armor Light ballistic vest (AV 2, save +2, Ballistic, Concealable)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	11 (+0)

Skills Athletics +4, Vehicles +4, Intimidation +2, Streetwise +2

Senses passive Perception 10

Roles Killer, Support

Equipment 9mm Semi-Auto Pistol, TASER, police kit, pocket stuff

Actions

Multiattack. The officer makes two attacks. They can replace either of these attacks with its Cuff 'Em action.

Cuff 'Em. The officer tries to cuff a combatant they have Grappled. The target must succeed at a DC 12 Strength saving throw or be cuffed. The officer decides whether the target is cuffed to an object, to the officer, or to itself. A combatant cuffed to an object or the officer cannot move further than 5 feet from what it is cuffed to and has disadvantage on any attack rolls made with the cuffed hand. A combatant cuffed to itself has disadvantage on any attack roll or ability check that uses its hands.

Nightstick. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

9mm Semi-Auto Pistol (21 rounds; bonus reload). *Ranged Attack:* +4 to hit, PV 2, range 100/200 ft., one target. *Hit:* 7 (1d10 + 2) ballistic damage.

TASER (2/Long Rest). *Ranged Attack:* +4 to hit, PV 0, range 15 ft., one target. *Hit:* 2 (1d4) electrical damage and the target must succeed at a DC 12 Constitution saving throw or be Stunned until the end of its next turn.

Police officers are experienced in law enforcement. Or at least, they're well-armed enough to enforce any law. They carry tasers to subdue criminals, but are willing to open fire if necessary.

POLICE DETECTIVE/FBI AGENT

CR 2

Medium person (human)

Defense 14

Hit Points 33 (6d8 + 6)

Armor Light ballistic vest (AV 2, save +2, Ballistic, Concealable)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	14 (+2)	15 (+2)	13 (+1)

Skills Athletics +4, Vehicles +5, Insight +4, Investigation +4, Intimidation +5, Perception +4, Streetwise +4

Senses passive Perception 14

Roles Support

Equipment 9mm Semi-Auto Pistol, TASER, police kit or surveillance kit, civilian clothing or suit, pocket stuff

Actions

Multiattack. The detective makes two attacks. They can replace either of these attacks with its Cuff 'Em action.

Cuff 'Em. The detective tries to cuff a combatant they have Grappled. The target must succeed at a DC 13 Strength saving throw or be cuffed. The detective decides whether the target is cuffed to an object, to the detective, or to itself. A combatant cuffed to an object or the detective cannot move further than 5 feet from what it is cuffed to and has disadvantage on any attack rolls made with the cuffed hand. A combatant cuffed to itself has disadvantage on any attack roll or ability check that uses its hands.

Nightstick. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

9mm Semi-Auto Pistol (21 rounds; bonus reload). *Ranged Attack:* +5 to hit, PV 2, range 100/200 ft., one target. *Hit:* 8 (1d10 + 3) ballistic damage.

TASER (2/Long Rest). *Ranged Attack:* +5 to hit, PV 0, range 15 ft., one target. *Hit:* 2 (1d4) electrical damage and the target must succeed at a DC 13 Constitution saving throw or be Stunned until the end of its next turn.

Working as detectives in their police precinct, or for the investigative branch of the government, detectives specialize in solving crimes.

SWAT OFFICER

CR 3

Medium person (human)

Defense 14

Hit Points 39 (6d8 + 12)

Armor Heavy ballistic vest (AV 4, save +2, Ballistic)

Speed 20 ft. (30 ft. without shield)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	10 (+0)	13 (+1)	11 (+0)

Saves Con +4

Skills Athletics +4, Vehicles +5, Intimidation +4, Perception +3

Senses passive Perception 13

Roles Killer, Loner, Ranged

Equipment Pump-action shotgun, police kit, tactical shield, flashbang grenade, smoke grenade

Tactical Shield. The officer has 3/4 cover against attacks with a Penetration Value of 3 or less.

Actions

Multiattack. The officer makes two attacks.

Nightstick. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Shotgun (9 rounds; action reload). *Ranged Attack:* +5 to hit, PV 3, range 200/400 ft., one target. *Hit:* 10 (2d6 + 3) ballistic damage. This attack is made at advantage against targets within 30 feet.

Flashbang (1/Long Rest). *Thrown Explosive Attack:* +5 to hit, PV N/A, range 80 ft. *Effect:* Each combatant within 30 feet of the explosion takes 1d4 explosive damage and must succeed at a DC 13 Constitution saving throw or be Deafened and Stunned until the end of its next turn.

Smoke Grenade (1/Long Rest). *Thrown Explosive Attack:* +5 to hit, PV N/A, range 80 ft. *Effect:* The grenade creates a cloud of smoke with a 15-foot radius from the explosion. The area covered by the smoke has no visibility for 1 minute.

When the situation is too dangerous for regular police, SWAT officers arrive with heavy armor, tactical shields, and military weapons to take care of the problem.

POLICE CHIEF/FBI MANAGER

CR 4

Medium person (human)

Defense 15

Hit Points 49 (9d8 + 9)

Armor Light ballistic vest (AV 2, save +2, Ballistic, Concealable)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	14 (+2)	15 (+2)	16 (+3)

Saves Dex +4, Con +3, Cha +5

Skills Athletics +4, Vehicles +4, Insight +4, Investigation +4, Intimidation +7, Perception +4, Persuasion +5, Streetwise +6

Senses passive Perception 14

Roles Leader, Support

Equipment 9mm Semi-Auto Pistol, police kit, suit or uniform, pocket stuff

Orders. Allies that can see and hear the chief add a d4 to each of their attack rolls and saving throws. A combatant can benefit from only one such die at a time.

Actions

Book 'Em. The chief makes two attacks. Up to two of the chief's allies that can see or hear the chief can use their reaction to make an attack, make a grapple attempt, or use their Cuff 'Em action.

Nightstick. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

9mm Semi-Auto Pistol (21 rounds; bonus reload). *Ranged Attack:* +4 to hit, PV 2, range 100/200 ft., one target. *Hit:* 7 (1d10 + 2) ballistic damage.

Perhaps not as fit as they used to be, these officers—or agents—are experienced and know what they're doing, and have been placed in charge because of it. Some enjoy their comfy new positions, while others would rather still be out working the streets and find any excuse to do so.

BOUNTY HUNTER

CR 5

Medium person (human)

Defense 15

Hit Points 84 (13d8 + 22)

Armor Leather Jacket (AV 1, save +3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	11 (+0)	13 (+1)	12 (+1)

Skills Vehicles +6, Intimidation +3, Perception +3, Security +2, Stealth +5, Streetwise +5, Survival +5

Senses passive Perception 13

Roles Loner

Equipment Hunting rifle, baseball bat, bag stuff, pocket stuff

Learn Their Moves. After an enemy hits them with an attack, the bounty hunter gains a +4 bonus to Defense against any further attacks that same enemy makes against the bounty hunter during that turn.

Actions

Multiattack. The bounty hunter makes two attacks.

Bat. *Melee Attack:* +7 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if wielded in two hands.

Rifle (6 rounds; bonus reload). *Ranged Attack:* +6 to hit, PV 4, range 750/2200 ft., one target. *Hit:* 9 (1d12 + 3) ballistic damage.

Bonus Actions

Relentless Hunter. As a bonus action, the bounty hunter can mark one enemy they can see. For the next hour, or until they mark a different target, the bounty hunter has advantage on *Wisdom* (*Perception*) checks against that enemy and *Wisdom* (*Survival*) checks made to track them. In addition, the bounty hunter deals an extra 7 (2d6) damage whenever they hit the marked enemy with an attack.

Private citizens, bounty hunters are enabled by law to hunt down criminals and turn them in. Their ranks include retired military veterans, criminals turned law enforcers, and folks who just want an excuse for violence.

MILITARY

Members of the military are trained to fight. Most work for the government or mercenary companies hired by a government, but they also represent paramilitary organizations.

MILITARY RECRUIT

CR ¼

Medium person (human)

Defense 12

Hit Points 9 (2d8)

Armor Modern Combat Armor (AV 3, save +0, Awkward)

Speed 20 ft. (30 ft. without armor)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	10 (+0)	11 (+0)	11 (+0)

Senses passive Perception 10

Roles Fodder, Ranged

Equipment 9mm Semi-Auto Pistol, knife, military uniform

Actions

Knife. *Melee or Ranged Attack:* +3 to hit, PV 1, reach 5 ft. or range 20/60, one target. *Hit:* 3 (1d4 + 1) slashing damage.

9mm Semi-Auto Pistol (21 rounds; bonus reload). *Ranged Attack:* +3 to hit, PV 2, range 100/200 ft., one target. *Hit:* 6 (1d10 + 1) ballistic damage.

VARIANT: WELL-ARMED

CR ½

Add Equipment Assault carbine

Add Roles Killer

Add Actions

Assault Carbine (30 rounds; bonus reload). *Ranged Attack:* +3 to hit, PV 3, range 800/1600 ft., one target. *Hit:* 7 (1d12 + 1) ballistic damage, or 14 (2d12 + 1) ballistic damage when using burst fire.

These recruits have been given full armaments, either for training or because the situation is dire.

MILITARY RECRUIT

Not yet fully trained, recruits are usually not deployed for combat, but they might end up needing to fight anyway.



SOLDIER

CR 1

Medium person (human)

Defense 14

Hit Points 13 (2d8 + 4)

Armor Modern Combat Armor (AV 3, save +2, Awkward)

Speed 20 ft. (30 ft. without armor)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	11 (+0)

Skills Athletics +4, Vehicles +4, Endurance +4

Senses passive Perception 10

Roles Fodder, Ranged

Equipment Assault carbine, knife, soldier's kit

Actions

Knife. *Melee or Ranged Attack:* +4 to hit, PV 1, reach 5 ft. or range 20/60, one target. *Hit:* 4 (1d4 + 2) slashing damage.

Assault Carbine (30 rounds; bonus reload). *Ranged Attack:* +4 to hit, PV 3, range 800/1600 ft., one target. *Hit:* 8 (1d12 + 2) ballistic damage, or 15 (2d12 + 2) ballistic damage when using burst fire.

Fully trained, these soldiers are deployed all over the world.

VARIANT: JUNGLE

CR 1

Add Skills Survival +2

Add Equipment Machete

Add Actions

Machete. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Trained for jungle combat, these soldiers carry machetes to cut through the thick foliage.

VARIANT: SPECIAL FORCES

CR 1

Add Skills Deception +2, Mechanics +2, Stealth +4, Survival +4, Streetwise +4

Add Swim Training. The special forces soldier can hold their breath for twice as long as normal. Swimming is not difficult movement for this soldier.

These soldiers are trained for black ops or extreme combat scenarios.

VARIANT: VEHICLE SPECIALIST CR 1

Add Skills Vehicles +6

Add Combat Driving. While the soldier drives a vehicle, attacks made from that vehicle by the soldier's allies do not suffer disadvantage because the vehicle is moving.

Trained to drive during combat, these soldiers know how to keep their military vehicles steady in a fight.

HEAVY WEAPONS CR 2

Medium person (human)

Defense 13

Hit Points 30 (4d8 + 12)

Armor Modern Combat Armor (AV 3, save +2, Awkward)

Speed 20 ft. (30 ft. without armor)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	11 (+0)	10 (+0)	11 (+0)

Skills Athletics +5, Vehicles +3, Endurance +5, Intimidation +2, Mechanics +2

Senses passive Perception 10

Roles Fodder, Ranged

Equipment Heavy machine gun, ammunition belt, large knife, soldier's kit

Big Guns. The heavy can use Strength instead of Dexterity when making a ranged attack with a non-light ranged weapon, and can ignore the stationary property of weapons.

Actions

Large Knife. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Machine Gun. *Ranged Attack:* +5 to hit, PV 5, range 1200/2400 ft., one target. *Hit:* 14 (2d10 + 3) ballistic damage.

Grenade (1/Long Rest). *Thrown Explosive Attack:* +5 to hit, PV 3, range 80 ft. *Effect:* Each combatant within 20 feet of the explosion must attempt a DC 13 Dexterity saving throw, taking 18 (4d8) explosive damage (PV 3) on a failed save, or half as much on a successful one.

These soldiers (sometimes called "heavies") have been trained to carry and operate gigantic weapons.

VARIANT: ROCKET LAUNCHER CR 3

Add Equipment Rocket launcher

Add Roles Killer

Rocket Launcher (1/Long Rest). Each combatant within 10 feet of a point within 2,000 feet that the heavy can see must attempt a DC 13 Dexterity saving throw, taking 36 (8d8) explosive damage on a failed save, or half as much on a successful one.

Some heavies carry rocket launchers, making them incredibly dangerous, even to enemy vehicles.

VARIANT: SPECIAL FORCES SNIPER CR 2

Add Skills Deception +2, Stealth +3, Survival +4, Streetwise +4

Add Swim Training. The heavy can hold their breath for twice as long as normal. Swimming is not difficult movement for the heavy.

Special forces and black ops often require serious firepower.

OFFICER

CR 2

Medium person (human)

Defense 15

Hit Points 26 (4d8 + 8)

Armor Modern Combat Armor (AV 3, save +2, Awkward)

Speed 20 ft. (30 ft. without armor)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	14 (+2)	13 (+1)	15 (+2)

Skills Athletics +4, Vehicles +5, Endurance +4, Perception +3, Persuasion +4, Survival +3

Senses passive Perception 13

Roles Leader, Ranged

Equipment 9mm Semi-Auto Pistol, rapier, two grenades, soldier's kit

Orders. Allies that can see and hear the officer add a d4 to each of their attack rolls and saving throws. A combatant can benefit from only one such die at a time.

Actions

Multiattack. The officer makes two attacks, only one of which can be with a grenade.

Rapier. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

9mm Semi-Auto Pistol (21 rounds; bonus reload). *Ranged Attack:* +5 to hit, PV 2, range 100/200 ft., one target. *Hit:* 8 (1d10 + 3) ballistic damage.

Grenade (2/Long Rest). *Thrown Explosive Attack:* +5 to hit, PV 3, range 80 ft. *Effect:* Each combatant within 20 feet of the explosion must attempt a DC 13 Dexterity saving throw, taking 18 (4d8) explosive damage (PV 3) on a failed save, or half as much on a successful one.

Officers are trained to lead their troops into battle, capable of making life-and-death decisions under extreme pressure.

VARIANT: SPECIAL FORCES

CR 2

Add Skills Deception +4, Mechanics +4, Stealth +5, Survival +5, Streetwise +5

Add Swim Training. The special forces officer can hold their breath for twice as long as normal. Swimming is not difficult movement for the special forces officer.

These officers lead special forces teams.

SNIPER

CR 3

Medium person (human)

Defense 14

Hit Points 16 (3d8 + 3)

Armor Heavy ballistic vest (AV 4, save +2, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	13 (+1)	16 (+3)	11 (+0)

Skills Athletics +3, Vehicles +4, Endurance +3, Perception +7, Stealth +4, Survival +5

Senses passive Perception 17

Roles Killer, Shadow

Equipment Sniper rifle, knife, soldier's kit

Assassinate. Any hit the sniper scores with a ranged attack against a surprised target is a critical hit.

Actions

Knife. *Melee or Ranged Attack:* +5 to hit, PV 1, reach 5 ft. or range 20/60, one target. *Hit:* 5 (1d4 + 3) slashing damage.

Sniper Rifle (7 rounds; action reload). *Ranged Attack:* +5 to hit, PV 4, range 2000/6000 ft., one target. *Hit:* 12 (2d8 + 3) ballistic damage. The sniper cannot move during the same turn they make an attack with this weapon.

Able to kill from incredible distances, snipers are terrors on the battlefield.

VARIANT: SPECIAL FORCES

CR 3

Add Skills Deception +2, Mechanics +3, Survival +7, Streetwise +7

Add Swim Training. The sniper can hold their breath for twice as long as normal. Swimming is not difficult movement for the special forces sniper.

These snipers function as much as military assassins as they do fire support.

VETERAN

CR 4

Medium person (human)

Defense 16

Hit Points 52 (7d8 + 21)

Armor Heavy ballistic vest (AV 4, save +2, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	13 (+1)	11 (+0)

Skills Athletics +5, Vehicles +6, Endurance +5, Perception +3, Survival +3

Senses passive Perception 13

Roles Ranged

Equipment Assault rifle, knife, two grenades, soldier's kit

Headshot. The veteran scores a critical hit on a roll of 19 or 20 when making ranged attacks.

Actions

Multiattack. The veteran makes three attacks, only one of which can be with a grenade.

Knife. *Melee or Ranged Attack:* +6 to hit, PV 1, reach 5 ft. or range 20/60, one target. *Hit:* 6 (1d4 + 4) slashing damage.

Assault Rifle (30 rounds; bonus reload). *Ranged Attack:* +6 to hit, PV 3, range 1800 ft., one target. *Hit:* 10 (1d12 + 4) ballistic damage, or 16 (2d12 + 4) ballistic damage when using burst fire.

Grenade (2/Long Rest). *Thrown Explosive Attack:* +6 to hit, PV 3, range 80 ft. *Effect:* Each combatant within 20 feet of the explosion must attempt a DC 14 Dexterity saving throw, taking 18 (4d8) explosive damage (PV 3) on a failed save, or half as much on a successful one.

Military veterans, retired or not, are the most experienced soldiers around, having been in a number of combat situations.

VARIANT: SPECIAL FORCES

CR 4

Add Skills Deception +2, Mechanics +3, Stealth +6, Survival +5, Streetwise +5

Add Swim Training. The veteran can hold their breath for twice as long as normal. Swimming is not difficult movement for the special forces veteran.

These veterans are the baddest around, having experienced some of the most intense scenarios imaginable.

VARIANT: VEHICLE SPECIALIST

CR 4

Add Skills Vehicles +8-

Add Combat Driving. While the vehicle specialist drives a vehicle, attacks made from that vehicle by the soldier's allies do not suffer disadvantage because the vehicle is moving. In addition, while the vehicle specialist drives a vehicle, the vehicle's Strength, Dexterity, and Constitution modifiers are increased by 2

Veterans trained in combat driving are some of the best drivers out there, able to push their vehicles to the limit while keeping the ride smooth as butter.

GENERAL

CR 5

Medium person (human)

Defense 16

Hit Points 65 (10d8 + 20)

Armor Heavy ballistic vest (AV 4, save +3, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	18 (+4)	15 (+2)	16 (+3)

Saves Str +6, Dex +6, Con +5

Skills Athletics +6, Insight +5, Intimidation +6, Perception +5, Persuasion +6, Survival +5

Senses passive Perception 15

Roles Leader

Equipment 9mm Semi-Auto Pistol, knife, decorated military uniform

Genius. The general has 4 genius points, and can enact plans as if a 7th-level Smart Hero (save DC 15). They know the following plans: *Customize, Cut the Power, Know the Layout, Overload, Coordinated Maneuvers, The Right Tool, When A Plan Comes Together.*

Orders. Allies that can see and hear the general add a d4 to each of their attack rolls and saving throws. A combatant can benefit from only one such die at a time.

Actions

Multiattack. The general makes two attacks.

Rapier. *Melee Attack:* +6 to hit, PV 1, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

9mm Semi-Auto Pistol (21 rounds; bonus reload). *Ranged Attack:* +6 to hit, PV 2, range 100/200 ft., one target. *Hit:* 8 (1d10 + 3) ballistic damage.

Generals lead entire armies into battle, whether from the safety of their command centers or from the front line.

SUPER SOLDIER

CR 8

Medium person (human)

Defense 18

Hit Points 114 (12d8 + 60)

Armor Heavy ballistic vest (AV 4, save +3, Ballistic)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	15 (+2)	17 (+3)	13 (+1)

Skills Athletics +11, Acrobatics +8, Vehicles +8, Endurance +11, Perception +6, Stealth +8, Survival +6, Streetwise +6

Senses passive Perception 16

Roles Loner, Ranged

Equipment Assault rifle, knife, two grenades, soldier's kit

Headshot. The super soldier scores a critical hit on a roll of 19 or 20 when making ranged attacks.

Hardcore. When the super soldier fails a saving throw (other than an armor saving throw), they can choose to take 10 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Actions

Multiattack. The super soldier makes three attacks, only one of which can be with a grenade.

Knife. *Melee or Ranged Attack:* +8 to hit, PV 1, reach 5 ft. or range 20/60, one target. *Hit:* 7 (1d4 + 5) slashing damage.

Assault Rifle (30 rounds; bonus reload). *Ranged Attack:* +8 to hit, PV 3, range 1800 ft., one target. *Hit:* 11 (1d12 + 5) ballistic damage, or 18 (2d12 + 5) ballistic damage when using burst fire.

Grenade (2/Long Rest). *Thrown Explosive Attack:* +8 to hit, PV 3, range 80 ft. *Effect:* Each combatant within 20 feet of the explosion must attempt a DC 16 Dexterity saving throw, taking 18 (4d8) explosive damage (PV 3) on a failed save, or half as much on a successful one.

Whether modified by secret science or having undergone an incredible degree of intense training, the super soldier is the perfect warrior, the pinnacle of human ability.

SECURITY

While not employed by law enforcement, security personnel may be empowered to take extreme measures to keep out intruders or protect their clients.

SECURITY GUARD

CR ⅓

Medium person (human)

Defense 13

Hit Points 9 (2d8)

Armor —

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	11 (+0)	10 (+0)	14 (+2)	13 (+1)

Skills Perception +4

Senses passive Perception 14

Roles Fodder, Melee, Support

Equipment Flashlight, uniform, pocket stuff

Actions

Unarmed Strike. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Spotlight. The security guard shines their flashlight on an enemy within 30 feet of which they are aware. If the target was in dim light or total darkness, it must succeed at a DC 11 Wisdom saving throw or be Blinded until the end of the security guard's next turn.

These common security guards patrol low-stakes areas and mostly exist to keep kids out of closed buildings, prevent shoplifting, escort belligerent customers out of stores, and call the cops if anything worse happens.

BOUNCER

CR ¼

Medium person (human)

Defense 16

Hit Points 15 (2d8 + 6)

Armor —

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	11 (+0)	13 (+1)	13 (+1)

Skills Athletics +6, Insight +3, Intimidation +3

Senses passive Perception 11

Roles Melee, Tank

Equipment Clipboard, pocket stuff

Actions

Unarmed Strike. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and the bouncer can attempt to grapple the target.

Bonus Actions

Toss. As a bonus action, the bouncer can throw an enemy they have grappled up to 10 feet away, ending the grapple.

BOUNCER

Bouncers are adept at handling drunks that have gotten too rowdy, and anyone who's getting too handsy with the employees.



PRIVATE SECURITY

CR ½

Medium person (human)

Defense 16

Hit Points 25 (3d8 + 12)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	11 (+0)	14 (+2)	12 (+1)

Skills Athletics +5, Vehicles +4, Insight +4, Perception +4

Senses passive Perception 14

Roles Fodder, Support, Tank

Equipment Concealed carry pistol, stun gun, radio earpiece, uniform, pocket stuff

Actions

Unarmed Strike. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and the private security can attempt to grapple the target.

Stun Gun. *Melee Attack:* +5 to hit, PV 0, reach 5 ft., one target. *Hit:* 2 (1d4) electrical damage and the target must succeed at a DC 12 Constitution saving throw or be Stunned until the end of its next turn.

Concealed Pistol (8 rounds; bonus reload). *Ranged Attack:* +4 to hit, PV 2, range 100/200 ft., one target. *Hit:* 6 (1d8 + 2) ballistic damage, or 7 (1d10 + 2) ballistic damage if wielded in two hands.

Private security protect higher value locations and individuals. They are armed and capable of dealing with even violent assailants.

VARIANT: PERSONAL DRIVER

CR 1/2

Add Skills Vehicles +6

Add Defensive Driving. The personal driver has advantage on ability checks made during a ramming maneuver or to avoid a crash. While the personal driver operates a vehicle, that vehicle's Constitution modifier is increased by 2.

BODYGUARD

CR 3

Medium person (human)

Defense 17

Hit Points 59 (7d8 + 28)

Armor Light ballistic vest (AV 2, save +2, Ballistic, Concealable)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	11 (+0)	14 (+2)	11 (+0)

Skills Athletics +5, Vehicles +5, Insight +4, Perception +4

Senses passive Perception 14

Roles Support, Tank

Equipment Concealed carry pistol, stun gun, radio earpiece, suit, pocket stuff

Extreme Effort (1/Short Rest). The bodyguard can take an additional action during their turn.

Actions

Multiattack. The bodyguard makes two attacks.

Unarmed Strike. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Stun Gun. *Melee Attack:* +5 to hit, PV 0, reach 5 ft., one target. *Hit:* 2 (1d4) electrical damage and the target must succeed at a DC 13 Constitution saving throw or be Stunned until the end of its next turn.

Concealed Pistol (8 rounds; bonus reload). *Ranged Attack:* +5 to hit, PV 2, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) ballistic damage, or 8 (1d10 + 3) ballistic damage if wielded in two hands.

Reactions

Take A Bullet. When an ally within 5 feet is hit by an attack, the bodyguard can cause the attack to hit the bodyguard instead.

BODYGUARD

These professional bodyguards put their lives on the line to protect their employers.



ELITE SECURITY

CR 4

Medium person (human)

Defense 17

Hit Points 76 (9d8 + 36)

Armor Light ballistic vest (AV 2, save +2, Ballistic, Concealable)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	13 (+1)	16 (+3)	13 (+1)

Saves Dex +5, Wis +5

Skills Athletics +8, Vehicles +5, Insight +5, Perception +5

Senses passive Perception 15

Roles Melee, Support, Tank

Equipment SMG, stun gun, large knife, radio earpiece, suit, pocket stuff

Extreme Effort (1/Short Rest). The elite security can take an additional action during their turn.

Actions

Multiattack. The elite security makes two attacks.

Unarmed Strike. *Melee Attack:* +6 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and the elite security can attempt to grapple the target.

Stun Gun. *Melee Attack:* +6 to hit, PV 0, reach 5 ft., one target. *Hit:* 2 (1d4) electrical damage and the target must succeed at a DC 14 Constitution saving throw or be Stunned until the end of its next turn.

SMG (30 rounds; bonus reload). *Ranged Attack:* +5 to hit, PV 3, range 100/200 ft., one target. *Hit:* 8 (1d10 + 3) ballistic damage, or 14 (2d10 + 3) ballistic damage when using burst fire.

Reactions

Take A Bullet. When an ally within 5 feet is hit by an attack, the elite security can cause the attack to hit themselves instead.

For extremely high-security areas, these elite security guards are heavily armed and authorized to protect their charges with extreme prejudice.

MISCELLANEOUS PEOPLE

CIVILIAN

CR 0

Medium person (human)

Defense 10

Hit Points 4 (1d8)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills One or two skills +2

Senses passive Perception 10 (12 if Perception was chosen as a skill)

Roles Fodder, Melee

Equipment Bag stuff, pocket stuff

Actions

Unarmed Strike. *Melee Attack:* +2 to hit, PV 1, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Civilians are regular people going about their regular lives. They're rarely directly involved in the action, but sometimes they get caught up in the fray.

VARIANT: EXPERT

CR 0

Replace Int, Wis, or Cha 14 (+2)

Replace Skills One or two skills +4 (+6 if based on chosen ability score)

Experts are normal people, but they have expertise in some field of study or craft.

CRAZED MANIAC

CR ½

Medium person (human)

Defense 10

Hit Points 32 (5d8 + 10)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	8 (-1)	7 (-2)	8 (-1)

Senses passive Perception 8

Roles Hulk, Melee

Equipment Large agonizing thing (table, stop sign)

Drugged Up. The maniac cannot be Frightened or Sickened.

Reckless Attack. At the start of their turn, the maniac can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against the maniac have advantage until the start of the maniac's next turn.

Actions

Multiattack. The maniac makes two melee attacks.

Improvised Weapon. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage.

CRAZED MANIAC

This crazed maniac has taken some kind of drugs and gone on a violent rampage.



HUNTER

CR ½

Medium person (human)

Defense 13

Hit Points 16 (3d8 + 3)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+1)	10 (+0)	13 (+1)	10 (+0)

Skills Endurance +3, Perception +3, Stealth +4, Survival +3

Senses passive Perception 13

Roles Fodder, Killer

Equipment Hunting rifle, large knife, camo outfit, survival kit, pocket stuff

Actions

Multiattack. The hunter makes two melee attacks.

Knife. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Rifle (6 rounds; bonus reload). *Ranged Attack:* +4 to hit, PV 4, range 750/2200 ft., one target. *Hit:* 8 (1d12 + 2) ballistic damage.

Bonus Actions

Relentless Hunter (1/Short Rest). As a bonus action, the hunter can mark one enemy they can see. For the next hour, or until they mark a different target, the hunter has advantage on *Wisdom (Perception)* checks against that enemy and *Wisdom (Survival)* checks made to track them. In addition, the hunter deals an extra 3 (1d6) damage whenever they hit the marked enemy with an attack.

A typical hunter is out in the wilds looking for game, but some may be dangerous poachers.

KICKBOXER

CR 2

Medium person (human)

Defense 16

Hit Points 45 (6d8 + 18)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+3)	10 (+0)	13 (+1)	8 (-1)

Skills Athletics +5, Endurance +5, Intimidation +1

Senses passive Perception 11

Roles Melee, Tank

Equipment Pocket stuff

Actions

One Two Punch. The kickboxer makes two unarmed strikes. If the first attack hits, the second is made at advantage if it is against the same target.

Submission. The kickboxer makes up to two grapple attempts. If they have an opponent grappled, the kickboxer can replace one or both of these attempts with an unarmed strike against that opponent. This unarmed strike automatically hits.

Unarmed Strike. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

This professional fighter is an expert in unarmed combat in and out of the ring.

VARIANT: HIRED MUSCLE

CR 2

Add Skills Intimidation +3, Security +2, Stealth +4, Streetwise +3

A kickboxer makes for great hired muscle, and some take to a life of crime full-time.

SLASHER

CR 6

Medium person (human)

Defense 17

Hit Points 95 (10d8 + 50)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	20 (+5)	13 (+1)	15 (+2)	8 (-1)

Saves Str +7, Con +8, Wis +5

Skills Athletics +7, Endurance +11, Intimidation +5, Perception +5, Stealth +6

Senses passive Perception 15

Roles Loner, Melee, Tank

Equipment Machete, metal claw, creepy mask

Relentless. The slasher cannot be Frightened, Paralyzed, or Stunned.

Rise Again (1/Short Rest). At the start of the slasher's turn, if they have 0 hit points, they regain 20 hit points and can stand up as a free action.

Side Step. The slasher does not fall Prone when they dive for cover, but can move only up to 10 feet when doing so.

Hardcore. When the slasher fails a saving throw (other than an armor saving throw), they can choose to take 10 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Actions

Multiattack. The slasher makes two attacks with their machete, then they can make one attack with their metal claw as a bonus action.

Machete. *Melee Attack:* +7 to hit, PV 1, reach 5 ft., one target. *Hit:* 9 (1d6 + 4) slashing damage.

Metal Claw. *Melee Attack:* +7 to hit, PV 1, reach 5 ft., one target.

Hit: 13 (2d8 + 4) slashing damage and the target is Grappled by the slasher.

SLASHER

This murderer has near-supernatural durability and an intense need to kill. Even if you think they're dead, never turn your back on the body.



MAD SCIENTIST

CR 8

Medium person (human)

Defense 16

Hit Points 99 (18d8 + 18)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	20 (+5)	9 (-1)	17 (+3)

Saves Con +4, Int +8, Wis +2

Skills Intimidation +6, Investigation +8, Mechanics +8, Medicine +8, Natural Sciences +11, Social Sciences +8

Senses passive Perception 9

Roles Leader, Ranged, Support

Equipment Lab attire, chemistry kit, dangerous chemicals

Genius. The mad scientist has 4 genius points, and can enact plans as if a 9th-level Smart Hero (save DC 16). They know the following plans: *Adrenaline Shot*, *Can of Whoop Ass*, *Knockout Gas*, *I Have The Cure*, *Inferno Bomb*, *Coordinated Maneuvers*, *Right Into My Trap*, *The Right Tool*, *Watch Your Step*

Actions

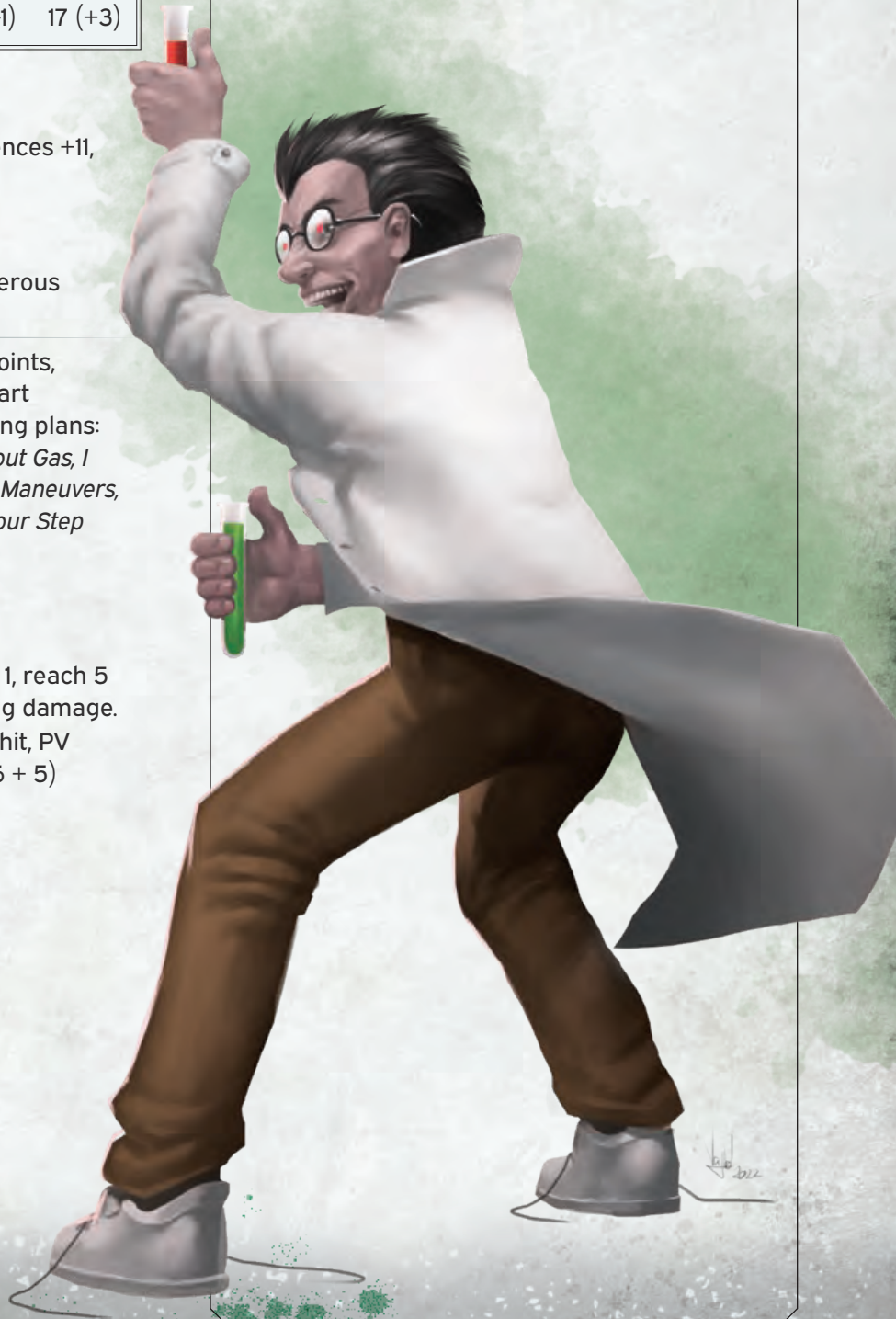
Multiattack. The mad scientist makes two ranged attacks.

Unarmed Strike. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Dangerous Chemicals. *Ranged Attack:* +8 to hit, PV 3, range 30/60 ft., one target. *Hit:* 15 (3d6 + 5) acid damage.

MAD SCIENTIST

Perhaps a bit deranged, or maybe just misunderstood, this scientist operates on the bleeding edge. Far from an easy target, the mad scientist employs a variety of chemical weapons when backed into a corner.



ULTIMATE BADASS

CR 11

Medium person (human)

Defense 19

Hit Points 152 (16d8 + 80)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)

Saves Str +9, Dex +9, Con +9, Int +9, Wis +9, Cha +9

Skills Athletics +9, Acrobatics +9, Deception +9, Vehicles +9, Endurance +9, Intimidation +9, Investigation +9, Perception +9, Security +9, Stealth +9, Survival +9, Streetwise +9

Senses passive Perception 19

Roles Loner

Equipment Machine gun, street clothes with tank top

Badass Driving. While the ultimate badass drives a vehicle, the vehicle's Strength, Dexterity, and Constitution modifiers are increased by 4.

Swim Training. The ultimate badass can hold their breath for twice as long as normal. Swimming is not difficult movement for the ultimate badass.

Weapon Master. The ultimate badass scores a critical hit on a roll of 18, 19, or 20.

Hardcore. When the ultimate badass fails a saving throw (other than an armor saving throw), they can choose to take 15 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Actions

Multiattack. The ultimate badass makes three attacks. They can use the Suppressive Fire action in place of one of these attacks.

Unarmed Strike. *Melee Attack:* +9 to hit, PV 1, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage.

Machine Gun. *Ranged Attack:* +9 to hit, PV 5, range 1200/2400 ft., one target. *Hit:* 16 (2d10 + 5) ballistic damage.

ULTIMATE BADASS

The perfect warrior. The greatest of all time. The ultimate badass is every action hero's ultimate enemy, with skills pushing the limits of believability.



ROBOTS

Autonomous or remote-controlled machines, these robots can be found in the modern world as consumer goods and as research projects.

DRONE

CR 0

Tiny robot (remote-controlled)

Defense 11

Hit Points 2 (1d4)

Armor Metal Frame (AV 2, save +0)

Speed 0 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	11 (+0)	1 (-5)	10 (+0)	1 (-5)

Senses passive Perception 10, Nightvision

Roles —

Remote-Controlled. The drone takes no action on its own and does not roll initiative. Instead, its operator can spend their action to give the drone a turn, choosing its actions and movement.

Mechanical Nature. The drone cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

DRONE

This basic, commercially available drone isn't much use in a fight, but it's great for recon. And recreation!



AUTO TURRET

CR ½

Medium robot (autonomous)

Defense 14

Hit Points 19 (3d8 + 6)

Armor Metal Frame (AV 2, save +2)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	3 (-4)	10 (+0)	1 (-5)

Senses passive Perception 10

Roles Fodder, Ranged

Mechanical Nature. The turret cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Short Circuit. When the turret takes at least 5 electrical damage from one source, it suffers disadvantage on attack rolls and ability checks until the end of its next turn.

Stationary. The turret automatically fails all Dexterity saving throws, but it has advantage on Strength saving throws.

Actions

Turret. *Ranged Attack:* +5 to hit, PV 3, range 900/1800 ft., one target. *Hit:* 9 (1d12 + 3) ballistic damage.

This automated turret fires upon whatever targets it has been programmed to.

ROBOTIC DOG

CR ½

Medium robot (autonomous)

Defense 13

Hit Points 19 (3d8 + 6)

Armor Metal Frame (AV 2, save +2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	5 (-3)	13 (+1)	5 (-3)

Senses passive Perception 11, Nightvision

Roles Fodder, Melee

Mechanical Nature. The robotic dog cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Short Circuit. When the robotic dog takes at least 5 electrical damage from one source, it suffers disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Slam. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

ROBOTIC DOG

A recent development in robotics, this “dog” is capable of acting autonomously, though its uses are still rudimentary.



ANIMALS

Animals can get wrapped up in all kinds of heroic scenarios, either by accident or by training.

GOAT

CR 0

Medium animal

Defense 10

Hit Points 4 (1d8)

Armor –

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Skills Athletics +3

Senses passive Perception 10

Roles Fodder, Killer, Melee

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked Prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it Prone.

Actions

Ram. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

MOSTLY HARMLESS ANIMAL

CR 0

Tiny animal

Defense 12

Hit Points 2 (1d4)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 11

Roles Fodder, Melee

Actions

Harass. *Melee Attack:* +2 to hit, PV 0, reach 5 ft., one target. *Hit:* 1 piercing damage.

VARIANT: AMPHIBIOUS**CR 0**

Replace Speed 20 ft., swim 20 ft.

Add Amphibious. The animal can breathe air and water.**VARIANT: AQUATIC****CR 0**

Replace Speed 0 ft., swim 40 ft.

Add Water Breathing. The animal can breathe only underwater.**VARIANT: CLIMBING****CR 0**

Replace Speed 30 ft., climb 30 ft.

VARIANT: FLYING**CR 0**

Replace Speed 5 ft., fly 50 ft.

VARIANT: NOCTURNAL**CR 0****Add Senses** Nightvision**VENOMOUS BUG****CR 0***Tiny animal***Defense** 12**Hit Points** 1 (1d4 - 1)**Armor** -**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

Skills Stealth +6**Senses** passive Perception 10, Nightvision**Roles** Killer, Melee, Shadow**Spider Climb.** The venomous bug can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.**Actions****Bite or Sting.** *Melee Attack:* +4 to hit, PV 0, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be Poisoned for 1 minute. While poisoned in this way, the target suffers 3 (1d6) poison damage at the start of each of its turns. The target can repeat the save at the end of each of its turns, ending the effect on a success.**VARIANT: EXTREMELY VENOMOUS****CR 1/4**

Replace Actions

Bite or Sting. *Melee Attack:* +4 to hit, PV 0, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be Poisoned for 1 minute. While poisoned in this way, the target suffers 10 (3d6) poison damage at the start of each of its turns. The target can repeat the save at the end of each of its turns, ending the effect on a success.**VARIANT: DEADLY****CR 1/4**

Replace Actions

Bite or Sting. *Melee Attack:* +4 to hit, PV 0, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 17 Constitution saving throw or be Poisoned for 1 minute. While poisoned in this way, the target suffers 20 (6d6) poison damage at the start of each of its turns. The target can repeat the save at the end of each of its turns, ending the effect on a success.**VARIANT: FLYING****CR 0**

Replace Speed 20 ft., climb 20 ft., fly 30 ft.

BIRD OF PREY**CR 1/4***Tiny animal***Defense** 13**Hit Points** 6 (4d4 - 4)**Armor** -**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +5**Senses** passive Perception 14**Roles** Fodder, Killer, Melee**Flyby.** The bird of prey doesn't provoke opportunity attacks when it flies out of an enemy's reach.**Keen Sight.** The bird of prey has advantage on *Wisdom (Perception)* checks that rely on sight.**Actions****Talons.** *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.**VARIANT: NOCTURNAL****CR 1/8****Add Senses** Nightvision

DOG

CR 1/8

Small animal

Defense 12

Hit Points 5 (1d8 + 1)

Armor –

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Roles Melee, Fodder

Equipment Collar

Keen Hearing and Smell. The dog has advantage on *Wisdom (Perception)* checks that rely on hearing or smell.

Actions

Bite. *Melee Attack:* +2 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked Prone.

VARIANT: GUARD DOG

CR 1/8

Replace Skills Perception +5

Replace Senses passive Perception 15

Replace Actions

Bite. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked Prone.

VARIANT: HUNTING DOG

CR 1/8

Add Skills Survival +3

VARIANT: MASTIFF

CR 1/8

Medium animal

Replace Str 13 (+1)

Replace Actions

Bite. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked Prone.

VARIANT: RACING DOG

CR 1/8

Replace Speed 50 ft.

Add Skills Athletics +2, Endurance +3

MULE

CR 1/8

Medium animal

Defense 10

Hit Points 11 (2d8 + 2)

Armor –

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Saves Wis +2

Skills Endurance +3

Senses passive Perception 10

Roles Fodder, Melee

Sure-Footed. The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it Prone.

Actions

Hooves. *Melee Attack:* +2 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

PIG

CR 1/8

Medium animal

Defense 11

Hit Points 11 (1d8 + 2)

Armor –

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Saves Con +3

Senses passive Perception 10

Roles Fodder, Melee

Actions

Slam. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

VARIANT: WILD BOAR

CR 1/4

Add Relentless (1/Short Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Replace Actions

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked Prone.

Tusk. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

RAT, GIANT SEWER

CR 1/8

Small animal

Defense 12

Hit Points 7 (2d6)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	11 (+0)	2 (–4)	10 (+0)	4 (–3)

Senses passive Perception 10, Nightvision

Roles Fodder, Melee

Keen Smell. The rat has advantage on *Wisdom* (*Perception*) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a target if at least one of the rat's allies is within 5 feet of the target and the ally isn't Incapacitated.

Actions

Bite. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

SNAKE, VENOMOUS

CR 1/8

Tiny animal

Defense 13

Hit Points 2 (1d4)

Armor –

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	16 (+3)	11 (+0)	1 (–5)	10 (+0)	3 (–4)

Senses passive Perception 10, Nightvision

Roles Fodder, Killer, Melee

Actions

Bite. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must attempt a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

ALLIGATOR

CR 1/4

Medium animal

Defense 13

Hit Points 11 (2d8 + 2)

Armor –

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (–4)	10 (+0)	5 (–3)

Saves Str +4, Con +3

Skills Stealth +2

Senses passive Perception 10

Roles Melee, Support, Tank

Hold Breath. The alligator can hold its breath for 15 minutes.

Actions

Bite. *Melee Attack:* +4 to hit, PV 2, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target is Grappled by the alligator. Until this grapple ends, the target is Restrained, and the alligator can't bite another target.

CAMEL

CR 1/4

Large animal

Defense 12

Hit Points 15 (2d10 + 4)

Armor –

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	14 (+2)	2 (–4)	8 (–1)	5 (–3)

Skills Endurance +6

Senses passive Perception 9

Roles Fodder, Melee

Actions

Bite. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

ELK

CR ¼

Large animal

Defense 10

Hit Points 13 (2d10 + 2)

Armor –

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Roles Fodder, Killer, Melee

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked Prone.

Actions

Ram. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Hooves. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one Prone target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

HORSE

CR ¼

Large animal

Defense 10

Hit Points 13 (2d10 + 2)

Armor –

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10

Roles Fodder, Killer, Melee

Equipment Saddle

Actions

Hooves. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

SNAKE, CONSTRICTOR

CR ¼

Large animal

Defense 12

Hit Points 13 (2d10 + 2)

Armor –

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses passive Perception 10, Nightvision

Roles Fodder, Melee, Support

Actions

Bite. *Melee Attack:* +4 to hit, PV 0, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Constrict. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is Grappled by the snake. Until this grapple ends, the target is Restrained, and the snake can't constrict another target.

SWARM OF BATS

CR ¼

Medium animal (swarm)

Defense 12

Hit Points 22 (5d8)

Armor –

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Senses passive Perception 11, Nightvision

Roles Fodder, Melee

Keen Hearing. The swarm has advantage on *Wisdom (Perception)* checks that rely on hearing.

Swarm. The swarm can occupy another combatant's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points, and it cannot be Frightened, Grappled, Paralyzed, Prone, Restrained, or Stunned. Halve all ballistic, bludgeoning, piercing, or slashing damage against it.

Actions

Bites. *Melee Attack:* +4 to hit, PV 0, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm is at half its hit points or fewer.

SWARM OF VERMIN

CR ¼

Medium animal (swarm)

Defense 10

Hit Points 24 (7d8 - 7)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	11 (+0)	9 (–1)	2 (–4)	10 (+0)	3 (–4)

Senses passive Perception 10, Nightvision

Roles Fodder, Hulk, Melee

Keen Smell. The swarm has advantage on *Wisdom (Perception)* checks that rely on smell.

Swarm. The swarm can occupy another combatant's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points, and it cannot be Frightened, Grappled, Paralyzed, Prone, Restrained, or Stunned. Halve all ballistic, bludgeoning, piercing, or slashing damage against it.

Actions

Bites. *Melee Attack:* +2 to hit, PV 0, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

WOLF

CR ¼

Large animal

Defense 13

Hit Points 11 (2d8 + 2)

Armor –

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (–4)	12 (+1)	6 (–2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Roles Killer, Melee, Fodder

Keen Hearing and Smell. The wolf has advantage on *Wisdom (Perception)* checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a target if at least one of the wolf's allies is within 5 feet of the target and the ally isn't Incapacitated.

Actions

Bite. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked Prone.

APE

CR ½

Medium animal

Defense 12

Hit Points 19 (3d8 + 6)

Armor –

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (–2)	12 (+1)	7 (–2)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Roles Fodder

Actions

Multiattack. The ape makes an attack, then can make another as a bonus action.

Fist. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Rock. *Ranged Attack:* +5 to hit, PV 1, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

BEAR, BLACK

CR ½

Medium animal

Defense 11

Hit Points 19 (3d8 + 6)

Armor –

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (–4)	12 (+1)	7 (–2)

Skills Endurance +4, Perception +3

Senses passive Perception 13

Roles Fodder, Killer, Melee

Keen Smell. The bear has advantage on *Wisdom (Perception)* checks that rely on smell.

Actions

Multiattack. The bear makes a bite attack, then can make an attack with its claws as a bonus action.

Bite. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

BULL

CR ½

Large animal

Defense 11

Hit Points 15 (2d10 + 4)

Armor Thick Hide (AV 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Roles Fodder, Killer, Melee

Bullrush. If the bull moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked Prone.

Actions

Ram. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Hooves. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one Prone target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

SWARM OF INSECTS, CRAWLING

CR ½

Medium animal (swarm)

Defense 12

Hit Points 28 (8d8 - 8)

Armor –

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	8 (-1)	1 (-5)	10 (+0)	1 (-5)

Senses passive Perception 10, Nightvision

Roles Fodder, Melee

Swarm. The swarm can occupy another combatant's space and vice versa, and

the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points, and it cannot be Frightened, Grappled, Paralyzed, Prone, Restrained, or Stunned. Halve all ballistic, bludgeoning, piercing, or slashing damage against it.

Actions

Bites. *Melee Attack:* +4 to hit, PV 0, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage plus 5 (2d4) poison damage, or 2 (1d4) piercing damage plus 2 (1d4) poison damage if the swarm is at half its hit points or fewer.

GREAT CAT

CR 1

Large animal

Defense 12

Hit Points 37 (5d10 + 10)

Armor –

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Acrobatics +4, Perception +3, Stealth +6

Senses passive Perception 13, Nightvision

Roles Fodder, Melee

Keen Smell. The great cat has advantage on *Wisdom (Perception)* checks that rely on smell.

Pounce. If the great cat moves at least 20 feet straight toward a target and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked Prone. If the target is Prone, the great cat can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

VARIANT: LION

Replace Hit Points 26 (4d10 + 4)

Replace Speed 50 ft.

Replace Con 12 (+1)

Add Roles Killer

Add Pack Tactics. The lion has advantage on an attack roll against a target if at least one of the lion's allies is within 5 feet of the target and the ally isn't Incapacitated.

OCTOPUS, GIANT

CR 1

Large animal

Defense 11

Hit Points 52 (8d10 + 8)

Armor –

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses passive Perception 14, Nightvision

Roles Hulk, Melee, Support

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on *Dexterity (Stealth)* checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Attack:* +5 to hit, PV 1, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, the octopus grapples it. Until this grapple ends, the target is Restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (1/Short Rest). A 20-foot radius cloud of ink extends all around the octopus if it is underwater. The area has no visibility for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

SWARM OF INSECTS, FLYING

CR 1

Medium animal (swarm)

Defense 13

Hit Points 28 (8d8 - 8)

Armor –

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	8 (-1)	1 (-5)	10 (+0)	1 (-5)

Senses passive Perception 10, Nightvision

Roles Fodder, Melee

Swarm. The swarm can occupy another combatant's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points, and it cannot be Frightened, Grappled, Paralyzed, Prone, Restrained, or Stunned. Halve all ballistic, bludgeoning, piercing, or slashing damage against it.

Actions

Stings. *Melee Attack:* +5 to hit, PV 0, reach 0 ft., one target in the swarm's space. *Hit:* 2 (1d4) piercing damage plus 10 (4d4) poison damage, or 1 piercing damage plus 5 (2d4) poison damage if the swarm is at half its hit points or fewer.

BEAR, BROWN

CR 2

Large animal

Defense 11

Hit Points 30 (4d10 + 8)

Armor Thick Hide (AV 1, save +0)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	2 (-4)	13 (+1)	7 (-2)

Saves Con +4

Skills Endurance +4, Perception +3

Senses passive Perception 13

Roles Fodder, Killer, Melee

Keen Smell. The bear has advantage on *Wisdom (Perception)* checks that rely on smell.

Actions

Multiattack. The bear makes a bite attack, then can make an attack with its claws as a bonus action.

Bite. *Melee Attack:* +6 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Attack:* +6 to hit, PV 1, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

VARIANT: POLAR BEAR

CR 2

Replace Speed 40 ft., swim 30 ft.

HIPPOPOTAMUS

CR 2

Large animal

Defense 13

Hit Points 37 (5d10 + 10)

Armor Thick Hide (AV 2, save +0)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Roles Fodder, Melee

Actions

Bite. *Melee Attack:* +6 to hit, PV 2, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

RHINOCEROS

CR 2

Large animal

Defense 11

Hit Points 37 (5d10 + 10)

Armor Thick Hide (AV 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Roles Fodder, Killer, Melee

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked Prone.

Actions

Gore. *Melee Attack:* +7 to hit, PV 2, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

SWARM OF PIRANHA



SHARK

CR 2

Large animal

Defense 12

Hit Points 45 (6d10 + 12)

Armor –

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (–5)	10 (+0)	4 (–3)

Skills Perception +2

Senses passive Perception 12, Nightvision

Roles Fodder, Melee

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Attack:* +6 to hit, PV 2, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

SNAKE, GIANT CONSTRUCTOR

CR 2

Huge animal

Defense 12

Hit Points 60 (8d12 + 8)

Armor –

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (–5)	10 (+0)	3 (–4)

Skills Athletics +6, Perception +2

Senses passive Perception 12, Nightvision

Roles Hulk, Melee, Support

Actions

Bite. *Melee Attack:* +6 to hit, PV 1, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Attack:* +6 to hit, PV 2, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is Grappled by the snake. Until this grapple ends, the target is Restrained, and the snake can't constrict another target.

SWARM OF PIRANHA

CR 2

Medium animal (swarm)

Defense 13

Hit Points 35 (10d8 – 10)

Armor –

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	9 (–1)	2 (–4)	7 (–2)	2 (–4)

Senses passive Perception 8, Nightvision

Roles Fodder, Killer, Melee

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The swarm can breathe only underwater.

Swarm. The swarm can occupy another combatant's space and vice versa, and the swarm can move through any opening large enough for a Tiny fish. The swarm can't regain hit points or gain temporary hit points, and it cannot be Frightened, Grappled, Paralyzed, Prone, Restrained, or Stunned. Halve all ballistic, bludgeoning, piercing, or slashing damage against it.

Actions

Bites. *Melee Attack:* +5 to hit, PV 1, reach 0 ft., one target in the swarm's space. *Hit:* 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF VENOMOUS SNAKES

CR 2

Medium animal (swarm)

Defense 13

Hit Points 36 (8d8)

Armor –

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	11 (+0)	1 (–5)	10 (+0)	3 (–4)

Senses passive Perception 10, Nightvision

Roles Fodder, Killer, Melee

Swarm. The swarm can occupy another combatant's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary

hit points, and it cannot be Frightened, Grappled, Paralyzed, Prone, Restrained, or Stunned. Halve all ballistic, bludgeoning, piercing, or slashing damage against it.

Actions

Bites. *Melee Attack:* +5 to hit, PV 1, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage plus 15 (6d4) poison damage, or 2 (1d4) piercing damage plus 7 (3d4) poison damage if the swarm is at half its hit points or fewer.

ELEPHANT

CR 4

Huge animal

Defense 12

Hit Points 66 (7d12 + 21)

Armor Thick Hide (AV 3, save +0)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Roles Fodder, Melee

Trampling Charge. If the elephant moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked Prone. If the target is Prone, the elephant can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Attack:* +8 to hit, PV 2, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. *Melee Attack:* +8 to hit, PV 2, reach 5 ft., one Prone target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

KILLER WHALE

CR 4

Huge animal

Defense 12

Hit Points 82 (11d12 + 11)

Armor Thick Blubber (AV 3, save +0)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13, Nightvision

Roles Hulk, Melee

Hold Breath. The whale can hold its breath for 30 minutes.

Keen Hearing. The whale has advantage on *Wisdom (Perception)* checks that rely on hearing.

Actions

Bite. *Melee Attack:* +6 to hit, PV 2, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) piercing damage.

MOOSE

CR 4

Huge animal

Defense 14

Hit Points 68 (8d10 + 24)

Armor Thick Hide (AV 1)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Roles Fodder, Melee

Charge. If the moose moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked Prone.

Actions

Ram. *Melee Attack:* +7 to hit, PV 2, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Hooves. *Melee Attack:* +7 to hit, PV 2, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage.

HISTORIC AND PREHISTORIC NPCs

Every age was “modern” while it was happening. While you don’t see many ninjas or barbarian warriors roaming the streets of our modern world, these figures still play a significant part in action cinema of the last century.

HISTORICAL PEOPLE

These people represent either characters from history, or those who have adopted an anachronistic way of life in the modern era.

ANCIENT WARRIOR

CR ½

Medium person (human)

Defense 12

Hit Points 11 (2d8 + 2)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Skills Survival +5

Senses passive Perception 11

Roles Fodder, Melee

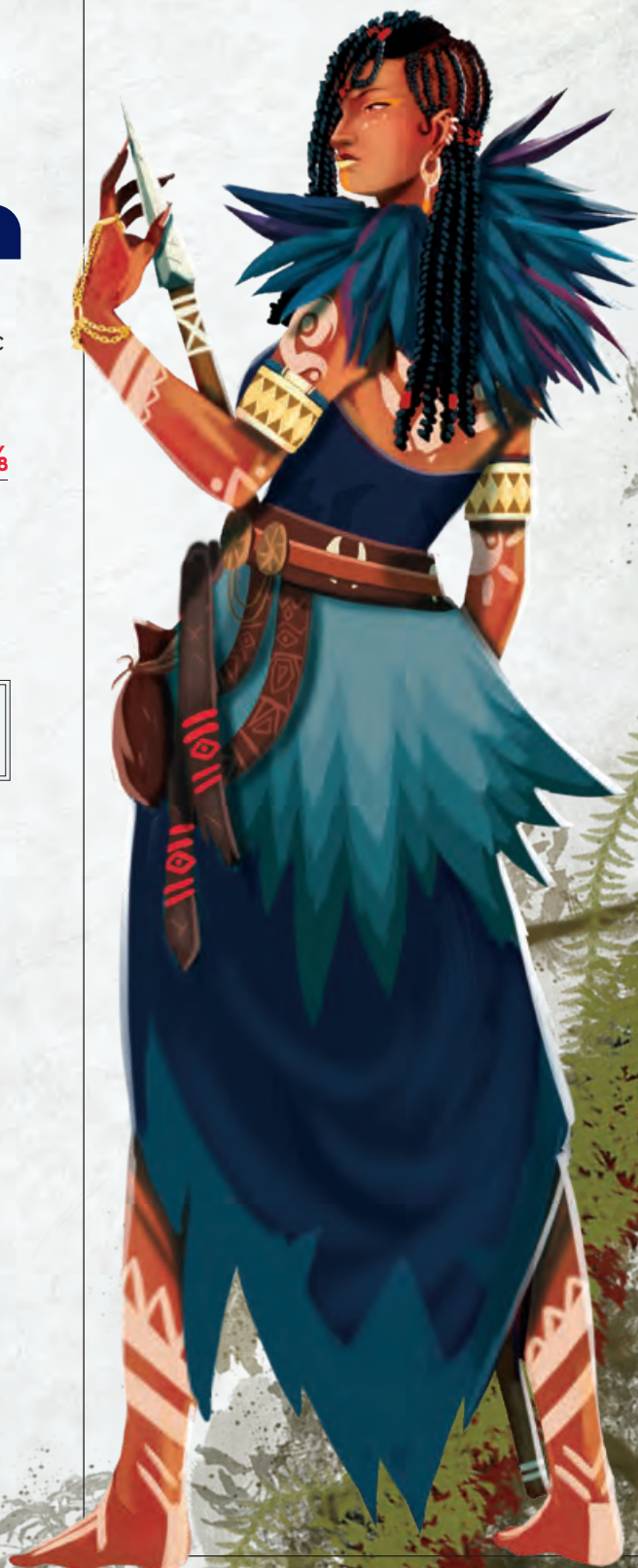
Equipment Spear, ancient attire

Actions

Spear. *Melee or Ranged Attack:* +3 to hit, PV 2, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage, or 6 (1d10 + 1) piercing damage if used with two hands to make a melee attack.

ANCIENT WARRIOR

These warriors protect their people with spears they craft themselves.



NINJA

Silent and deadly, these ninjas often attack in large groups to take down targets quickly.



NINJA

CR ¼

Medium person (human)

Defense 15

Hit Points 9 (2d8)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Athletics +2, Acrobatics +6, Deception +2, Stealth +6

Senses passive Perception 12

Roles Fodder, Killer, Shadow

Equipment Poisoned dagger, many shuriken, ninja outfit

Parkour. The ninja can ignore difficult terrain when they move. Climbing and Swimming are not difficult movements for the ninja.

Vanish. The ninja can take the Hide action as a bonus action. If the ninja moves while hidden, they remain hidden until the end of their turn or until they make an attack.

Actions

Poisoned Dagger. *Melee Attack:* +4 to hit, PV 2, reach 5 ft., one target. *Hit:* 4 (1d4 + 2), and the target must succeed at a DC 12 Constitution saving throw or be Sickened until the end of its next turn.

Shuriken Storm. The ninja throws a storm of ninja stars at a point within 60 feet that they can see. Each combatant within 10 feet of that point must attempt a DC 12 Dexterity saving throw. A target that fails takes 2 (1d4) piercing damage (PV 1) and is Distracted by the shuriken until the end of the ninja's turn.

ANCIENT HUNTER

CR ½

Medium person (human)

Defense 13

Hit Points 22 (4d8 + 4)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	8 (-1)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +6

Senses passive Perception 14

Roles Fodder, Ranged

Equipment Spear, blowgun, ancient attire

Actions

Spear. *Melee or Ranged Attack:* +3 to hit, PV 1, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage, or 6 (1d10 + 1) piercing damage if used with two hands to make a melee attack.

Blowgun. *Ranged Attack:* +4 to hit, PV 0, range 30/60 ft., one target. *Hit:* 3 piercing damage, and the target must attempt a DC 12 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much on a successful one.

Ancient hunters use poisoned darts or arrows to protect their territories.

VARIANT: ARCHER

CR 1/2

Add Equipment Bow, quiver filled with arrows

Add Actions

Bow. *Ranged Attack:* +4 to hit, PV 1, range 250/750 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target must attempt a DC 12 Constitution saving throw, taking 5 (1d10) poison damage on a failed save, or half as much on a successful one.

BARBARIAN WARRIOR

Barbarian warriors carry swords into battle, throwing themselves at their enemies with wrath and fervor.



BARBARIAN WARRIOR

CR 1

Medium person (human)

Defense 11

Hit Points 30 (4d8 + 12)

Armor Hides (AV 1, save +2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	9 (-1)	13 (+1)	8 (-1)

Skills Athletics +4, Endurance +5, Survival +3

Senses passive Perception 11

Roles Hulk, Melee

Equipment Two-handed sword, ancient attire

Reckless Attack. At the start of their turn, the warrior can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against the warrior have advantage until the start of the warrior's next turn.

Actions

Sword. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

SWORD INITIATE

CR 1

Medium person (human)

Defense 14

Hit Points 22 (5d8)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	11 (+0)	12 (+1)	13 (+1)	10 (+0)

Skills Acrobatics +5, Perception +3

Senses passive Perception 13

Roles Fodder, Killer, Melee

Equipment Sword

Oak & Iron. The sword initiate treats all non-heavy melee weapons as if they had the finesse property.

Parkour. The sword initiate can ignore difficult terrain when they move. Climbing and Swimming are not difficult movements for the sword initiate.

Quickness. The sword initiate can take the Dash or Disengage action as a bonus action.

Actions

Multiattack. The initiate master makes an attack with their sword, then can make an attack with an unarmed strike as a bonus action.

Sword. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded in two hands.

Unarmed Strike. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Skilled with the blade, sword initiates prefer a sword to more modern weapons, even when firearms are available.

VARIANT: LACKEY

CR 1

Add Skills Intimidation +2, Security +3, Stealth +5, Streetwise +3

Some criminal organizations employ swordsmen to avoid gun laws or to allow for quieter violence.

ANCIENT SHAMAN

This shaman is a religious leader in their community.



ANCIENT SHAMAN

CR 1

Medium person (human)

Defense 13

Hit Points 27 (5d8 + 5)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	12 (+1)	16 (+3)	15 (+2)

Saves Wis +5, Cha +4

Skills Perception +5, Persuasion +4, Stealth +4, Survival +7

Senses passive Perception 15

Roles Leader, Melee

Equipment Spear, ancient attire

Actions

Command. The shaman makes an attack, then up to two allies that can see or hear the shaman can spend their reaction to make an attack.

Spear. Melee or Ranged Attack: +4 to hit, PV 1, reach 5 ft. or range 20/60 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage, or 7 (1d10 + 2) piercing damage if used with two hands to make a melee attack.

ANCIENT CHAMPION

CR 2

Medium person (human)

Defense 13

Hit Points 39 (6d8 + 12)

Armor Hides (AV 1, save +2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	13 (+1)

Saves Str +5, Con +4

Skills Intimidation +3, Perception +4, Stealth +5, Survival +6

Senses passive Perception 14

Roles Leader

Equipment Spear, blowgun, ancient attire

Chosen. The champion scores a critical hit on a natural roll of 19 or 20, and when they do so, they inspire their allies. Each ally that can see the champion score a critical hit has advantage on its next attack roll.

Actions

Multiattack. The champion makes two melee attacks.

Spear. *Melee or Ranged Attack:* +5 to hit, PV 1, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, or 8 (1d10 + 3) piercing damage if used with two hands to make a melee attack.

Blowgun. *Ranged Attack:* +5 to hit, PV 0, range 30/60 ft., one target. *Hit:* 4 piercing damage, and the target must attempt a DC 12 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much on a successful one.

Prized warriors of their people, ancient champions are strong, skilled, and inspiring on the battlefield.

VARIANT: ARCHER

CR 2

Add Equipment Bow, quiver filled with arrows

Add Actions

Bow. *Ranged Attack:* +5 to hit, PV 1, range 250/750 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must attempt a DC 12 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much on a successful one.

SWORD EXPERT

CR 3

Medium person (human)

Defense 15

Hit Points 44 (8d8 + 8)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	13 (+1)	13 (+1)	16 (+3)	12 (+1)

Skills Acrobatics +6, Athletics +4, Endurance +3, Perception +5

Senses passive Perception 15

Roles Killer, Loner, Melee

Equipment Sword

Oak & Iron. The sword expert treats all non-heavy melee weapons as if they had the finesse property.

Parkour. The sword expert can ignore difficult terrain when they move. Climbing and Swimming are not difficult movements for the sword expert.

Quickness. The sword expert can take the Dash or Disengage action as a bonus action.

Actions

Multiattack. The sword expert makes two attacks with their sword, then can make one attack with an unarmed strike as a bonus action.

Sword. *Melee Attack:* +6 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if wielded in two hands. If this is the first time the sword master has hit the target with a sword attack this turn, the attack deals an additional 3 (1d6) slashing damage.

Unarmed Strike. *Melee Attack:* +6 to hit, PV 1, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Extremely skilled with the blade, the expert sword master has spent years or even decades practicing and perfecting their deadly art.

VARIANT: CUT-THROAT

CR 3

Add Skills Intimidation +5, Security +3, Stealth +6, Streetwise +5

Sword experts that work as criminals are well respected by their peers, and feared by their enemies.

SWORD MASTER

CR 9

Medium person (human)

Defense 19

Hit Points 130 (20d8 + 40)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	15 (+2)	18 (+4)	20 (+5)	16 (+3)

Saves Str +6, Dex +9, Con +6, Int +8, Wis +9

Skills Acrobatics +9, Athletics +6, Endurance +6, Perception +9

Senses passive Perception 19

Roles Loner, Melee

Equipment Sword

Evasion. When the master makes a Dexterity saving throw to take half damage from an effect, they take no damage on a successful save, and half damage on a failed one.

Oak & Iron. The master treats all non-heavy melee weapons as if they had the finesse property.

Parkour. The master can ignore difficult terrain when they move. Climbing and Swimming are not difficult movements for the master.

Quickness. The master can take the Dash or Disengage action as a bonus action.

Hardcore. When the master fails a saving throw (other than an armor saving throw), they can choose to take 15 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Actions

Multiattack. The master makes two attacks with their sword, then can make two attacks with unarmed strikes as a bonus action.

Sword. *Melee Attack:* +9 to hit, PV 1, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if wielded in two hands. If this is the first time the sword master has hit the target with a sword attack this turn, the attack deals an additional 10 (3d6) slashing damage.

Unarmed Strike. *Melee Attack:* +9 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage, and the master can choose one of the following additional effects:

- ▶ The target must succeed on a DC 17 Dexterity saving throw or be knocked Prone.

SWORD MASTER (CRIME BOSS)

Criminal sword masters are usually the leaders of their organizations, or function as the top enforcer sent to eliminate the most important of enemies.



- ▶ The target must attempt a DC 17 Strength saving throw. If it fails, the master can push the target up to 15 feet away.
- ▶ The target can't take reactions until the end of the boss's next turn.

While you studied whatever it was you do, this sword master studied the blade. Their skill and speed border on the impossible, able to kill multiple enemies in the blink of an eye.

VARIANT: CRIME BOSS

CR 9

Add Skills Intimidation +11, Security +8, Stealth +9, Streetwise +9

PREHISTORIC ANIMALS

Prehistoric animals are all natural entities, but they can't be found in our modern world. That doesn't stop them from being staples of action cinema or from appearing in *Everyday Heroes* adventures.

DINOSAUR, DEINONYCHUS

CR 1

Medium animal (prehistoric)

Defense 13

Hit Points 22 (4d8 + 4)

Armor –

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
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15 (+2)	15 (+2)	12 (+1)	2 (-4)	12 (+1)	5 (-3)
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Skills Acrobatics +4, Perception +3, Stealth +4

Senses passive Perception 13, Nightvision

Roles Fodder, Killer, Melee

Pack Tactics. The deinonychus has advantage on an attack roll against a target if at least one of the deinonychus' allies is within 5 feet of the target and the ally isn't Incapacitated.

Pounce. If the deinonychus moves at least 20 feet straight toward a target and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked Prone. If the target is Prone, the deinonychus can make one bite attack against it as a bonus action.

Actions

Multiattack. The deinonychus makes an attack with its bite, then it can make an attack with its claws as a bonus action.

Bite. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claws. *Melee Attack:* +4 to hit, PV 2, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

SABER-TOOTHED TIGER

CR 2

Large animal (prehistoric)

Defense 12

Hit Points 52 (7d10 + 14)

Armor –

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses passive Perception 13, Nightvision

Roles Fodder, Melee

Keen Smell. The saber-toothed tiger has advantage on *Wisdom (Perception)* checks that rely on smell.

Pounce. If the saber-toothed tiger moves at least 20 feet straight toward a target and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked Prone. If the target is Prone, the saber-toothed tiger can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Attack:* +6 to hit, PV 2, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claw. *Melee Attack:* +6 to hit, PV 1, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

MAMMOTH

CR 6

Huge animal (prehistoric)

Defense 16

Hit Points 115 (10d12 + 50)

Armor Thick hide (AV 3, save +0)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Roles Fodder, Melee, Tank

Trampling Charge. If the mammoth moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked Prone. If the target is Prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Attack:* +10 to hit, PV 2, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Attack:* +10 to hit, PV 2, reach 5 ft., one Prone target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

DINOSAUR, TYRANNOSAURUS REX

CR 8

Huge animal (prehistoric)

Defense 13

Hit Points 126 (12d12 + 48)

Armor Thick hide (AV 3, save +0)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Roles Hulk, Melee

Actions

Multiattack. The tyrannosaurus makes an attack with its bite, then it can make an attack with its tail as a bonus action. It can't make both attacks against the same target.

Bite. *Melee Attack:* +10 to hit, PV 3, reach 10 ft., one target, *Hit:* 33 (4d12 + 7) piercing damage. If the target is a medium or smaller creature, the tyrannosaurus grapples it. Until this grapple ends, the target is Restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Attack:* +10 to hit, PV 2, reach 10 ft., one target, *Hit:* 20 (3d8 + 7) bludgeoning damage.

TYRANNOSAURUS REX



SCIENCE FICTION NPCs

These threats include enemies inspired by those found in science fiction films, including aliens, robots, and cosmic entities beyond human comprehension.

ALIENS

Whether from another planet or another dimension, aliens come in a variety of shapes and sizes. Some use advanced technology beyond human understanding, while others are nightmarish beasts or unknowable horrors.

ALIEN ABDUCTOR

CR 1

Small monster (alien)

Defense 15

Hit Points 17 (5d6)

Armor Energy shield (AV 5, save +2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	18 (+4)	13 (+1)	15 (+2)

Skills Vehicles +4, Investigation +6, Natural Sciences +8, Social Sciences +6

Senses passive Perception 11

Roles Ranged, Support

Equipment Space suit, ray gun

Genius. The alien abductor has 2 genius points, and can enact plans as if a 3rd-level Smart Hero (save DC 14). They know the following plans: *Adrenaline Shot*, *I Have the Cure*, *Knockout Gas*, *Know the Layout*, *Right Into My Trap*, *Smokescreen*

Actions

Unarmed Strike. *Melee Attack:* +2 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 bludgeoning damage.

Ray Gun. *Ranged Attack:* +4 to hit, PV 5, range 150/300 ft., one target. *Hit:* 11 (2d8 + 2) fire damage.

These little green (or gray) men are here to study us. They usually come at night, abduct helpless sleeping victims, and then return them to their beds once their probing is complete. Sometimes, though, they may be surprised to find their victims fighting back.

ALIEN WARRIOR

CR 2

Medium monster (alien)

Defense 14

Hit Points 32 (5d8 + 10)

Armor Alien combat armor (AV 4, save +2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	10 (+0)	11 (+0)	11 (+0)

Senses passive Perception 10

Roles Fodder, Ranged

Equipment Alien blade, energy rifle

Actions

Alien Blade. *Melee Attack:* +5 to hit, PV 2, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Energy Rifle (30 rounds; bonus reload). *Ranged Attack:* +5 to hit, PV 5, range 1000/2000 ft., one target. *Hit:* 14 (2d10 + 3) fire damage.



ALIEN WARRIOR

The shock troopers of any alien invasion, these warriors sport high-power energy weapons and blades made of alien alloys, and are protected by advanced alien armor.

ALIEN BUG

CR 3

Large monster (alien)

Defense 14

Hit Points 52 (8d8 + 16)

Armor Hard shell (AV 3, save +2)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	6 (-2)	15 (+2)	7 (-2)

Skills Athletics +5, Endurance +6, Perception +4, Stealth +7

Senses passive Perception 14, Nightvision

Roles Loner, Melee, Shadow

Acidic Blood. When the alien bug takes ballistic, explosive, piercing, or slashing damage, it bleeds acid. Each combatant within 5 feet of it must attempt a DC 12 Dexterity saving throw, taking 4 (1d8) acid

damage (PV 3) on a failed save. The combatant that dealt the triggering damage cannot Dive for Cover as a reaction to this effect.

Acid Immunity. The alien bug is immune to acid damage.

Camouflage. The alien bug has advantage on *Dexterity (Stealth)* checks while it is not moving.

Fearless. The alien bug cannot be Frightened.

To The Nest. The alien bug can move at full speed while dragging a medium or smaller enemy it has Grappled, even while climbing.

Actions

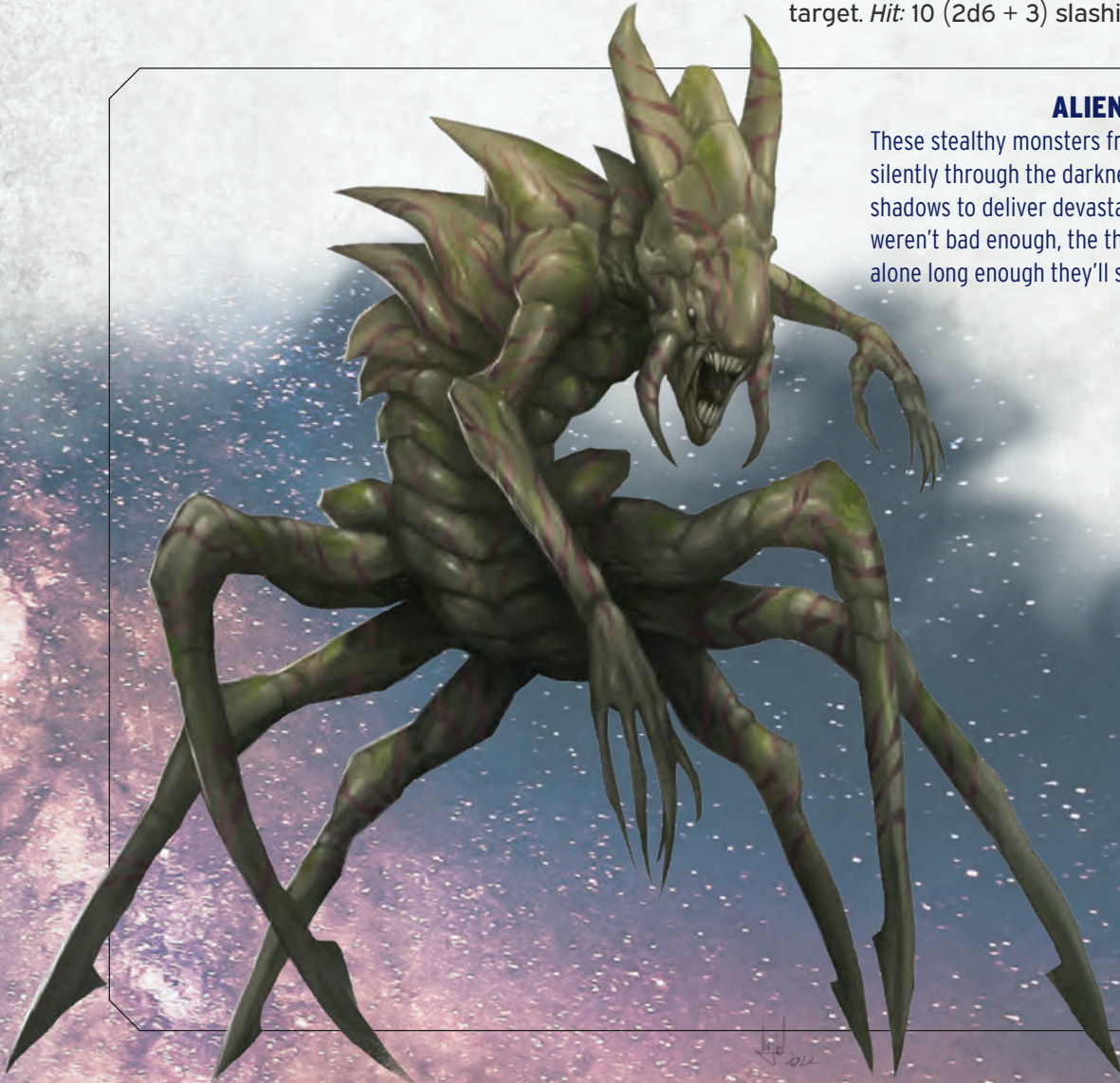
Multiattack. The alien bug makes an attack with its bite, then it can make an attack with its claws as a bonus action.

Bite. *Melee Attack:* +5 to hit, PV 3, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Attack:* +5 to hit, PV 2, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

ALIEN BUG

These stealthy monsters from space stalk their prey silently through the darkness, leaping from the shadows to deliver devastating strikes. As if that weren't bad enough, the things bleed acid and if left alone long enough they'll start to multiply.



ALIEN HUNTER

CR 5

Medium monster (alien)

Defense 15

Hit Points 90 (12d8 + 36)

Armor –

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	12 (+1)	18 (+4)	11 (+0)

Skills Acrobatics +6, Athletics +7, Endurance +6, Perception +7, Stealth +6, Survival +7

Senses passive Perception 17, Nightvision

Roles Loner

Equipment Two metal claws, three returning blades, net launcher loaded with two metal nets

Self-Destruct. When the alien hunter is killed, its wrist-mounted self-destruct device initiates. One round later, at the end of the turn of whoever killed the alien hunter, the device detonates. Each combatant within 40 feet of the detonation must attempt a DC 14 Dexterity saving throw, taking 35 (10d6) explosive damage on a failed save, or half as much on a successful one.

Actions

Multiattack. The alien hunter makes two attacks, then it can make one more attack as a bonus action.

Metal Claw. *Melee Attack:* +7 to hit, PV 3, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Returning Blade. *Ranged Attack:* +7 to hit, PV 3, range 100/200 ft., one target. *Hit:* 11 (1d8 + 4) piercing damage, returning.

Net Launcher (2/Long Rest). *Ranged Attack:* +6 to hit, PV 3, range 30/60 ft., one target. *Hit:* The target is Restrained. The target can free itself by making a DC of 15 Strength check as an action or by dealing 25 points of slashing damage to the net.

ALIEN HUNTER

This alien has come to Earth for the sport of hunting the most dangerous game. Or humans, if that's all that's available. It has access to far more advanced weapons, but uses simple hunting tools to prove its superiority.



ENTITY FROM BEYOND

CR 5

Large monster (alien)

Defense 14

Hit Points 93 (11d10 + 33)

Armor –

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	8 (-1)	17 (+3)	15 (+2)

Saves Con +6, Int +2, Wis +6

Skills Athletics +7

Senses passive Perception 13, Nightvision

Roles Loner, Melee, Support

Amorphous Form. The entity cannot fall Prone, and it can fit into any space up to 6 inches in diameter. When it dives for cover, it can move only up to 5 feet.

From Beyond. The entity cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Reality Warping Aura. Whenever an enemy moves within 15 feet of the entity or starts its turn there, that enemy must attempt a DC 14 Wisdom saving throw. On a failed save, the enemy takes 7 (2d6) psychic damage (ignoring armor) and is Distracted until the start of its next turn.

Actions

Multiattack. The entity makes two attacks.

Tentacle. *Melee Attack:* +7 to hit, PV 2, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) acid damage and the target is Grappled by the entity.

ENTITY FROM BEYOND

A roiling mass of horrid tentacles, this entity has been summoned from a distant star or warped alternate reality.



ALIEN BUG QUEEN

CR 10

Gargantuan monster (alien)

Defense 18

Hit Points 188 (13d20 + 52)

Armor Hard shell (AV 4, save +4)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	11 (+0)	17 (+3)	13 (+1)

Saves Dex +5, Con +8, Int +4

Skills Endurance +12, Perception +7

Senses passive Perception 17, Nightvision

Roles Leader, Tank

Acidic Blood. When the queen takes ballistic, explosive, piercing, or slashing damage, it bleeds acid. Each combatant within 10 feet of it must attempt a DC 16 Dexterity saving throw, taking 9 (2d8) acid damage (PV 5) on a failed save. The combatant that dealt the triggering damage cannot Dive for Cover as a reaction to this effect.

Acid Immunity. The queen is immune to acid damage.

Enrage. When the queen is reduced to half hit points, it becomes enraged. At the start of its next turn, the queen disconnects itself from its egg sac, its size becomes huge, its speed becomes 40 ft., and it has advantage on attack rolls. These effects last until the queen finishes a long rest.

Fearless. The queen cannot be Frightened.

Pheromones. As a bonus action, the queen can mark an enemy within 30 feet of it with pheromones. Other alien bugs have advantage on attacks against a target marked with pheromones. The pheromones last for 1 minute or until the queen uses this trait again.

Hardcore. When the queen fails a saving throw (other than an armor saving throw), it can choose to take 15 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Actions

Multiattack. The queen makes an attack with its bite, then it can make an attack with its claws as a bonus action.

Bite. *Melee Attack:* +9 to hit, PV 4, reach 10 ft., one target. *Hit:* 19 (3d8 + 5) piercing damage.

Claw. *Melee Attack:* +9 to hit, PV 3, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Acid Spit. The queen rains acid in a 30-foot radius centered on a space it can see within 120 feet. Each combatant in the area must attempt a DC 16 Dexterity saving throw, taking 27 (6d8) acid damage (PV 5) on a failed save, or half as much on a successful one.

When an alien bug has fed enough and has found a suitable lair, it undergoes a mutagenic transformation and becomes a gigantic, egg-laying queen with a huge egg sac. It can disconnect from its egg sac if sufficiently threatened, but otherwise it remains stationary, producing ever more young to serve it.

GOD FROM BEYOND

CR 15

Gargantuan monster (alien)

Defense 20

Hit Points 203 (11d20 + 88)

Armor –

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	26 (+8)	24 (+7)	20 (+5)	26 (+8)

Saves Dex +8, Int +12, Wis +10, Cha +13

Skills Perception +10

Senses passive Perception 20, Nightvision

Roles Loner, Support

Accelerated Time Frame. The god takes three turns each round. It rolls a separate initiative for each turn.

From Beyond. The god cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Genius. The god has 7 genius points, and can enact plans as if a 9th-level Smart Hero (save DC 21). They know the following plans: *Cut the Power, I Lured You Into Danger, Know the Layout, Coordinated Maneuvers, Right Into My Trap, Slippery Surface, Smokescreen, We Interrupt This Program.*

Side Step. The god does not fall Prone when it dives for cover, but it can move only up to 10 feet when doing so.

Hardcore. When the god fails a saving throw (other than an armor saving throw), they can choose to take 20 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Actions

Tentacle. *Melee Attack:* +13 to hit, PV 4, reach 20 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage plus 14 (4d6) acid damage, and the target is Grappled by the god.

Psychic Scream. One enemy that the god is aware of must attempt a DC 20 Intelligence saving throw,

taking 21 (6d6) psychic damage (ignoring armor) on a failed save, or half as much on a successful one. A target that fails this save is also Sickened until the end of its next turn.

Teleport. The god instantly moves to any point within 120 feet, ignoring everything in between.

GOD FROM BEYOND

This hulking “god” may not actually be divine, but it is a being of true power, nonetheless. Its mighty form towers over mere mortals, and its mind is beyond our understanding.



FUTURISTIC ROBOTS

Autonomous or remote-controlled machines, robots can be found in the modern world as well as in science fiction. Those beyond modern technology have the *futuristic* tag.

ROBOT SERVANT

CR ¼

Medium robot (*autonomous, futuristic*)

Defense 13

Hit Points 7 (1d8 + 3)

Armor Metal frame (AV 2, save +0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	10 (+0)	8 (-1)

Senses passive Perception 10

Roles Fodder, Killer, Melee

Mechanical Nature. The robot cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Short Circuit. When the robot takes at least 5 electrical damage from one source, it suffers disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Unarmed Strike. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

These robots were built to serve. They may fight to defend their owners, or turn on their creators to free themselves from captivity.

HUNTER-SEEKER DRONE

CR 1

Small robot (*autonomous, futuristic*)

Defense 14

Hit Points 18 (4d6 + 4)

Armor Metal frame (AV 2, save +2)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	7 (-2)	14 (+2)	1 (-5)

Skills Perception +4

Senses passive Perception 14

Roles Fodder, Killer, Ranged

Hover. The drone does not fall Prone when it dives for cover as long as it is flying.

Mechanical Nature. The drone cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Short Circuit. When the robot takes at least 5 electrical damage from one source, it suffers disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Turret. *Ranged Attack:* +6 to hit, PV 2, range 200/400 ft., one target. *Hit:* 13 (2d8 + 4) ballistic damage.

HUNTER-SEEKER DRONE

Most commonly used to enforce futuristic totalitarian regimes, these armed drones can act as scouts or assassins for any military or paramilitary force.



ROBOTIC SOLDIER

CR 4

Medium robot (autonomous, futuristic)

Defense 17

Hit Points 59 (7d8 + 28)

Armor Metal frame (AV 3, save +2)

Speed 30 ft.

STR	DEX	CON	INT	WIS
CHA				
20 (+5)	18 (+4)	18 (+4)	14 (+2)	14 (+2)
8 (-1)				

Saves Int +4

Senses passive Perception 12

Roles Loner

Equipment Assault rifle

Mechanical Nature. The robot cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Short Circuit. When the robot takes at least 10 electrical damage from one source, it suffers disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

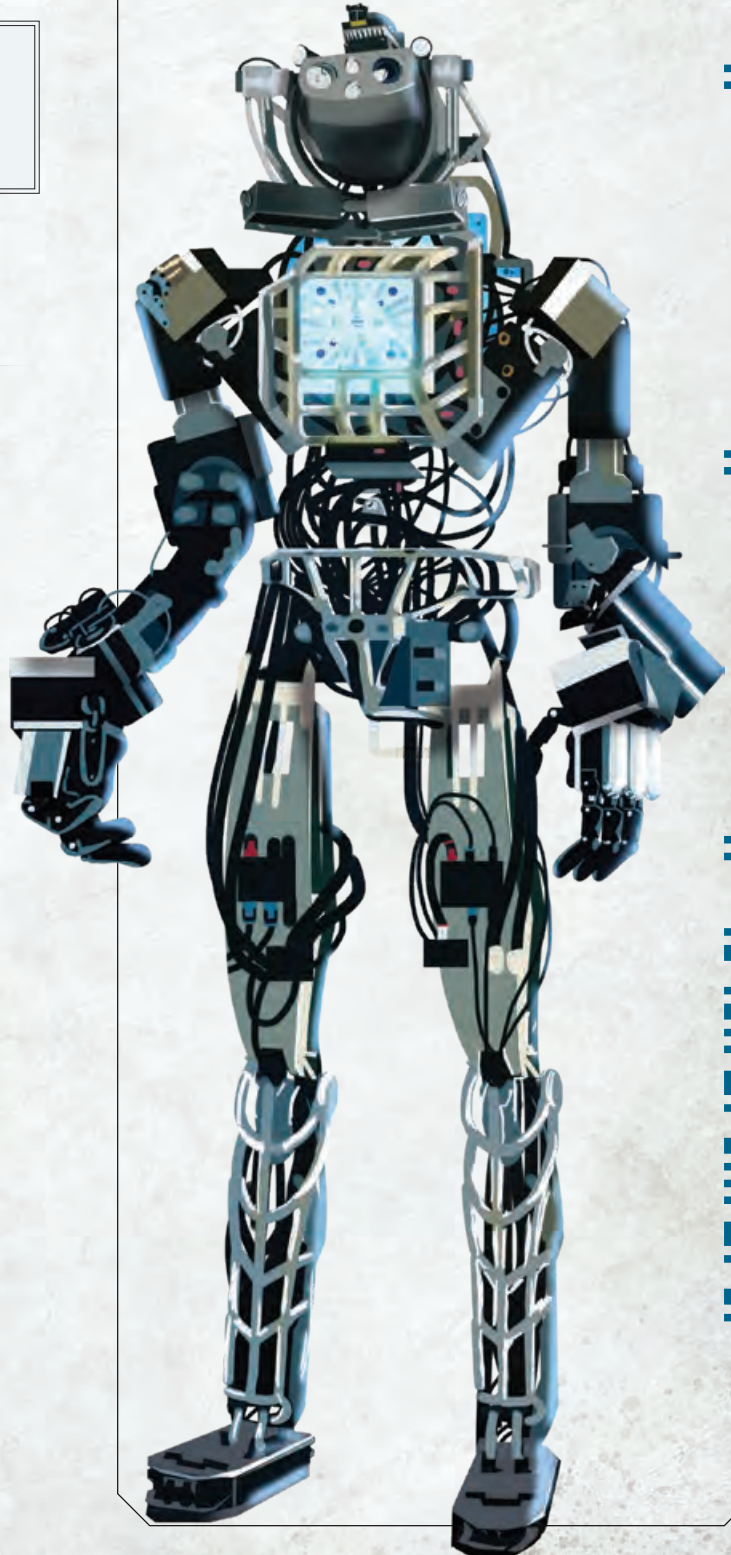
Multiattack. The robotic soldier makes two attacks.

Unarmed Strike. *Melee Attack:* +7 to hit, PV 2, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Assault Rifle (30 rounds; bonus reload). *Ranged Attack:* +6 to hit, PV 3, range 900/1800 ft., one target. *Hit:* 10 (1d12 + 4) ballistic damage, or 16 (2d12 + 4) ballistic damage when using burst fire.

ROBOTIC SOLDIER

Made for combat, D.A.R.P.A.'s Atlas class robotic soldier is compassionless and perfectly loyal, sent when the mission is too dangerous—or too immoral—for human soldiers. If such a machine went rogue, it would be dangerous indeed.



KILLER ROBOT

CR 7

Medium robot (autonomous, futuristic)

Defense 17

Hit Points 104 (11d8 + 55)

Armor Metal frame (AV 4, save +3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	14 (+2)	14 (+2)	8 (-1)

Skills Intimidation +5, Perception +5

Senses passive Perception 15

Roles Loner

Equipment Pump-action shotgun

Mechanical Nature. The robot cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Short Circuit. When the robot takes at least 20 electrical damage from one source, it suffers disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Multiattack. The robot makes three attacks.

Unarmed Strike. *Melee Attack:* +8 to hit, PV 2, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Shotgun (9 Rounds; bonus reload). *Ranged Attack:* +8 to hit, PV 3, range 400 ft., one target. *Hit:* 12 (2d6 + 5) ballistic damage. This attack is made at advantage if the target is within 30 feet.

KILLER ROBOT

Capable of absorbing an immense amount of firepower, this mechanical assassin will not stop until it has utterly destroyed its target.



MUTATED HUMANS

The idea of humans that are transformed to become monstrous beasts has been with us since antiquity. The discovery of the terrible effects of radiation in the modern era has only added fuel to that fire. These two mutants make for excellent foes in a radioactive wasteland.

SEWER MUTANT

CR ½

Medium person (mutant)

Defense 12

Hit Points 26 (4d8 + 8)

Armor –

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT
15 (+2)	14 (+2)	14 (+2)	6 (-2)
9 (-1)	7 (-2)		

Skills Perception +1, Stealth +4

Senses passive Perception 11

Roles Fodder

Equipment Rags

Fear of Fire. When the mutant takes any fire damage, it is Frightened until the end of its next turn.

Sewer Creature. The sewer mutant cannot be Sickened.

Actions

Claws. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Spit Acid. *Ranged Attack:* +4 to hit, PV 1, range 20/40 ft., one target. *Hit:* 7 (2d4 + 2) acid damage.

SEWER MUTANT

These creatures skulk in the shadows of civilization; in sewers, deep in the woods, or in long-abandoned structures. Some are misunderstood outcasts, while others are vicious and cruel monsters.



SUPER MUTANT

CR 2

Medium person (mutant)

Defense 11

Hit Points 57 (6d8 + 30)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Senses passive Perception 9

Roles Hulk, Melee

Equipment Torn clothing

Actions

Huge Fists. *Melee Attack:* +7 to hit, PV 2, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage and the target must succeed at a DC 15 Strength saving throw or be knocked back 10 feet and fall Prone.

SUPER MUTANT

This mutated, hulking human is unnaturally strong. They might be on an uncontrolled rampage, or under the sway of whoever created them.



SUPERNATURAL NPCs

These fiendish horrors come from beyond this mortal coil, or even from beyond the grave. Supernatural enemies include demons, vampires, zombies, and stranger things still.

DEMONS

Evil beings from the depths of hell, demons are most often brought into the world by foolish mortals that summon them for personal gain. Others might slip into our reality on desecrated ground, or travel through ancient gateways or high-tech portals between dimensions.

DEMON, MINOR

CR 1

Small monster (demon)

Defense 15

Hit Points 22 (5d6 + 5)

Armor –

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	8 (-1)	9 (-1)	7 (-2)

Saves Con +3

Senses passive Perception 9

Roles Fodder

DEMON, MINOR

Cruel and spiteful beings conjured forth from the pit, minor demons are often found in the service of mortal masters. These monstrous beings are short and hunched, but move with surprising grace. Their leathery wings carry them quickly toward their victims or away from danger.



Born In Flames. The demon is immune to fire damage.

Actions

Claws. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 5 (1d10) fire damage.

Hellfire. *Ranged Attack:* +4 to hit, PV 1, range 60 ft., one target. *Hit:* 9 (2d6 + 2) fire damage.

DEMON, LESSER

CR 3

Medium monster (demon)

Defense 16

Hit Points 52 (8d8 + 16)

Armor –

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	11 (+0)	9 (-1)

Saves Dex +3, Con +4, Wis +2

Senses passive Perception 10

Roles Fodder, Melee

Born In Flames. The demon is immune to fire damage.

Combust. When the demon is reduced to 0 hit points, its inner fire explodes forth in a 10-foot radius around it. Each combatant in the area must attempt a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage (PV 4) on a failed save, or half as much on a successful one.

Actions

Multiattack. The demon makes an attack with its claws, then it can make an attack with its bite as a bonus action.

Claws. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Bite. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 5 (1d10) fire damage.

These demons might be mistaken for human at a distance—a long distance. While humanoid and roughly the height of an adult human, the similarities end there. With twisted, bestial features and eyes glowing with hatred, these are the foot soldiers of hell. Most commonly brought forth by powerful summoners, some slip through the cracks of reality to torment mortals.

DEMON, MAJOR

CR 7

Large monster (demon)

Defense 17

Hit Points 102 (12d10 + 36)

Armor –

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Saves Dex +3, Con +6, Wis +5, Cha +7

Senses passive Perception 12

Roles Loner, Melee

Born In Flames. The demon is immune to fire damage.

Combust. When the demon is reduced to 0 hit points, its inner fire explodes forth in a 20-foot radius around it. Each combatant in the area must attempt a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage (PV 4) on a failed save, or half as much on a successful one.

Side Step. The demon does not fall Prone when it dives for cover, but it can move only up to 10 feet when doing so.

Actions

Multiattack. The demon makes two attacks with its claws, then it can make an attack with its bite as a bonus action.

Claw. *Melee Attack:* +8 to hit, PV 2, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Bite. *Melee Attack:* +8 to hit, PV 2, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 11 (2d10) fire damage.

Fire Breath (Recharge 6). The demon breathes a 30-foot cone of hellfire. Each combatant in the cone must attempt a DC 16 Dexterity saving throw, taking 35 (10d6) fire damage (PV 1) on a failed save, or half as much on a successful one. The demon can aim the cone at a specific enemy. If it does, the cone is centered on that enemy's location, even if it dives for cover.

The commanders of the legions of hell, these massive demons can be conjured by only the mightiest of sorcerers, and can only pass through great rifts between worlds. With bright red skin, giant bat wings, and curled ram horns, these are the demons of legend.

DEMON, GREATER

Beings of power beyond mortal control, these demons appear only in the darkest of times, when the gates of hell have swung wide and destruction rains upon the world.



DEMON, GREATER

CR 13

Huge monster (demon)

Defense 18

Hit Points 172 (15d12 + 75)

Armor Demon plate (AV 3, save +5)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	18 (+4)	17 (+3)	22 (+6)

Saves Dex +5, Con +10, Int +9, Wis +8, Cha +11

Senses passive Perception 13

Roles Loner, Melee

Equipment Giant demon sword

Born In Flames. The demon is immune to fire damage.

Combust. When the demon is reduced to 0 hit points, its inner fire explodes forth in a 30-foot radius around it. Each combatant in the area must attempt a DC 18 Dexterity saving throw, taking 70 (20d6) fire damage (PV 5) on a failed save, or half as much on a successful one.

Side Step. The demon does not fall Prone when it dives for cover, but it can move only up to 10 feet when doing so.

Hardcore. When the demon fails a saving throw (other than an armor saving throw), they can choose to take 20 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Actions

Multiattack. The demon makes an attack with its demon sword and an attack with its claw or two attacks with its claws, then it can make an attack with its bite as a bonus action.

Demon Sword. *Melee Attack:* +12 to hit, PV 4, reach 15 ft., one target. *Hit:* 20 (2d12 + 7) slashing damage plus 16 (3d10) fire damage.

Claw. *Melee Attack:* +12 to hit, PV 3, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Bite. *Melee Attack:* +12 to hit, PV 3, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage and the target must succeed at a DC 19 Constitution saving throw or be Sickened until the end of its next turn.

Conjure Flames (Recharge 6). The demon conjures a 40-foot radius storm of hellfire, centered on a point it can see within 120 feet. Each combatant in the area must attempt a DC 20 Dexterity saving throw,

taking 70 (20d6) fire damage (ignoring armor) on a failed save, or half as much on a successful one.

VAMPIRES

Vampires are once-human beings that feed on the blood of the living. There are many myths about vampires, and those presented here are only examples. You can modify them with any of the following additional rules:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Fear of Holy Symbols. When the vampire sees a holy symbol that is prominently worn or held within 30 feet of it, the vampire must succeed at a DC 20 Wisdom saving throw or be Frightened until it can no longer see the holy symbol. It cannot willingly approach the holy symbol while Frightened in this way.

Garlic Vulnerability. The vampire has disadvantage on attack rolls against any target that is wearing garlic. If it has the Hypnosis ability, it cannot use that ability against anyone wearing garlic.

Harmed by Holy Water. A vampire splashed by holy water takes 7 (2d6) psychic damage, ignoring armor. This damage increases to 35 (10d6) if it is doused or immersed in holy water. If it has the Regeneration ability, that ability is suppressed during its next turn after taking this damage.

Running Water. The vampire can't willingly cross running water except while in its coffin. The vampire takes 20 acid damage, ignoring armor, at the end of each of its turns if it is immersed in running water. If it has the Regeneration ability, it cannot use that ability while immersed in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is Incapacitated, the vampire is Paralyzed until the stake is removed.

UV Allergy. The vampire treats artificial UV light as sunlight.

VAMPIRE, FLEDGLING

CR 2

Medium monster (undead)

Defense 13

Hit Points 32 (5d8 + 10)

Armor –

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	11 (+0)	10 (+0)	13 (+1)

Saves Dex +5, Wis +2

Skills Deception +3, Endurance +6, Intimidation +3, Perception +2, Security +2, Stealth +5, Streetwise +2

Senses passive Perception 12, Nightvision

Roles Killer, Melee

Equipment Club attire, bag stuff, pocket stuff

Flammable. When the vampire takes any fire damage, it is Burning.

Vampiric Nature. The vampire cannot gain Exhaustion.

Sunlight Hypersensitivity. The vampire takes 20 fire damage, ignoring armor, when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes an attack, then it can make an attack with its claws as a bonus action.

Bite. *Melee Attack:* +5 to hit, PV 2, reach 5 ft., one willing target, or a target that is Grappled by the vampire, Incapacitated, or Restrained. *Hit:* 13 (3d6 + 3) piercing damage. The target's hit point maximum is reduced by an amount equal to half the damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can automatically grapple the target.

Fledgling vampires can be found in night clubs and back alleys. Whether partygoers or feral sewer-dwellers, they are simple beings on the hunt for blood.

VAMPIRE, EXPERIENCED

CR 5

Medium monster (undead)

Defense 15

Hit Points 82 (11d8 + 33)

Armor –

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+2)	15 (+2)	14 (+2)	17 (+3)

Saves Dex +6, Wis +5, Cha +6

Skills Athletics +6, Acrobatics +6, Deception +6, Vehicles +6, Endurance +8, Intimidation +6, Perception +5, Security +5, Stealth +6, Streetwise +8

Senses passive Perception 15, Nightvision

Roles Melee, Tank

Equipment Trench coat, sunglasses, bag stuff, pocket stuff

Flammable. When the vampire takes any fire damage, it is Burning.

Vampiric Nature. The vampire cannot gain Exhaustion.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight.

Sunlight Hypersensitivity. The vampire takes 20 fire damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes an attack, then it can make an attack with its claws as a bonus action.

Bite. *Melee Attack:* +6 to hit, PV 2, reach 5 ft., one willing target, or a target that is Grappled by the vampire, Incapacitated, or Restrained. *Hit:* 13 (3d6 + 3) piercing damage. The target's hit point maximum is reduced by an amount equal to half the damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Attack:* +6 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can automatically grapple the target.

VARIANT: HYPNOTIC

CR 5

Add Roles Support

Add Actions

Hypnosis (1/Short Rest). The vampire targets one person it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 14 Wisdom saving throw against this magic or be hypnotized by the vampire for 1 minute. The hypnotized target follows the vampire orders

loyally for the duration. At the end of each of the target's turns, and each time the vampire or the vampire's companions do anything harmful to it, the target can repeat the saving throw, ending the effect on itself on a success.

Hypnotic vampires can enforce their will directly upon mortals, controlling their minds and their actions.

VAMPIRE, EXPERIENCED

Experienced vampires have more nuance in their approach, having lived long enough that they know not to expose themselves. They move in the shadows and live private yet decadent unives.



VAMPIRE, ANCIENT

CR 12

Medium monster (undead)

Defense 19

Hit Points 136 (16d8 + 64)

Armor –

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	25 (+7)	19 (+4)	18 (+4)	16 (+3)	21 (+5)

Saves Con +8, Dex +11, Wis +7, Cha +9

Skills Deception +9, Endurance +12, Intimidation +9, Perception +7, Persuasion +9, Stealth +11

Senses passive Perception 17, Nightvision

Roles Loner, Melee, Tank

Equipment Aristocratic clothing, jewelry

Flammable. When the vampire takes any fire damage, it is Burning.

Vampiric Nature. The ancient vampire cannot gain Exhaustion.

Regeneration. The ancient vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight.

Sunlight Hypersensitivity. The ancient vampire takes 20 fire damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Unnatural Speed. The ancient vampire takes two turns during each round. It rolls a separate initiative for each turn.

Hardcore. When an ancient vampire fails a saving throw (other than an armor saving throw), they can choose to take 15 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Actions

Multiattack. The vampire makes an attack, then it can make an attack with its claws as a bonus action.

Bite. *Melee Attack:* +11 to hit, PV 2, reach 5 ft., one willing target, or a target that is Grappled by the vampire, Incapacitated, or Restrained. *Hit:* 21 (4d6 + 7) piercing damage. The target's hit point maximum is reduced by an amount equal to half the damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target

finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Attack:* +11 to hit, PV 1, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage. Instead of dealing damage, the vampire can automatically grapple the target.

Ancient vampires have been around a long time. An awfully long time. Most are out of touch with the times, lording over their domains like monarchs of old. But whether they rule from the tops of skyscrapers or the depths of the sewers, they hold incredible influence over mortals and vampires alike.

VARIANT: COUNT

CR 12

Add Vampire Powers. The vampire count has one or more of the following special traits and/or actions.

- ▶ **Children of Night (1/Long Rest).** As an action, the vampire magically calls 2d4 swarms of bats or vermin, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called beasts arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.
- ▶ **Hypnosis.** As an action, the vampire targets one person it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be hypnotized by the vampire for 10 minutes. The hypnotized target follows the vampire orders loyally for the duration. The vampire can also cause the target to forget anything it has witnessed within the last hour. After each minute passes, and each time the vampire or the vampire's companions do anything harmful to it, the target can repeat the saving throw, ending the effect on itself on a success. Anything it was compelled to forget remains forgotten.
- ▶ **Misty Escape.** When it is reduced to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Turn To mist action) instead of falling Unconscious, provided that it isn't in sunlight. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be

destroyed. Once in its resting place, it reverts to its vampire form. It is then Paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

- ▶ **Shapechange.** As a bonus action, the vampire can turn into a bat or back to its original form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.
- ▶ **Turn To Mist.** As an action, the vampire can turn into mist or back to its original form. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter an enemy's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all non-magical damage, except the damage it takes from sunlight.

These vampires are rooted more in mythology, capable of turning into bats, vanishing into mist, and/or controlling the minds of mortals.

ZOMBIES

Infected by an undead virus, these risen dead seek only to devour the living and pass on their terrible sickness.

ZOMBIE

CR ½

Medium monster (undead)

Defense 8

Hit Points 6 (1d8 + 2)

Armor –

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	14 (+2)	3 (-4)	6 (-2)	5 (-3)

Senses passive Perception 8

Roles Fodder, Melee

Equipment Tattered clothing, pocket stuff

Aim For The Head. An attacker that does not already have disadvantage can take disadvantage on any attack roll against the zombie. If they do, that attack ignores the zombie's Undead Fortitude talent.

Flammable. When the zombie takes any fire damage, it is Burning.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is from a critical hit. On a success, the zombie is reduced to 1 hit point instead.

Undead Nature. The zombie cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Actions

Bite. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target Grappled by the zombie. *Hit:* 4 (1d6 + 1) piercing damage and the target is exposed to the zombie virus. This attack is made at advantage.

Swipe. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage and the zombie can immediately attempt a grapple against the target as a free action.

VARIANT: RUNNER

CR 1/8

Speed 30 ft.

These zombies are as fast as the living. You're going to have to run!

ZOMBIE

The living dead. They wander about in packs, grabbing hold of anyone they can find to satiate their eternal hunger.



ZOMBIE, BLOATER

CR ¼

Medium monster (undead)

Defense 7

Hit Points 22 (3d8 + 9)

Armor –

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	4 (-3)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Senses passive Perception 8

Roles Hulk, Melee

Equipment Tattered clothing

Aim For The Head. An attacker that does not already have disadvantage can take disadvantage on any attack roll against the zombie. If they do, that attack ignores the zombie's Undead Fortitude talent.

Explode. When the bloater is reduced to 0 hit points, it explodes in a horrible wave of gore. Each combatant within 10 feet of it must attempt a DC 13 Dexterity saving throw, taking 7 (2d6) explosive damage on a failed save, or half as much on a successful one.

Flammable. When the zombie takes any fire damage, it is Burning.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is from a critical hit. On a success, the zombie is reduced to 1 hit point instead.

Undead Nature. The zombie cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Actions

Bite. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target Grappled by the zombie. *Hit:* 4 (1d6 + 1) piercing damage and the target is exposed to the zombie virus. This attack is made at advantage.

Swipe. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage and the zombie can immediately attempt a grapple against the target as a free action.

This horrible, bloated zombie is filled with noxious fluids and explosive chemicals, causing it to explode when slain. It's best to keep your distance from these things.

ZOMBIE, DOG

CR ½

Medium monster (undead)

Defense 11

Hit Points 26 (4d8 + 8)

Armor –

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2

Senses passive Perception 12

Roles Fodder, Melee

Equipment Collar

Aim For The Head. An attacker that does not already have disadvantage can take disadvantage on any attack roll against the zombie. If they do, that attack ignores the zombie's Undead Fortitude talent.

Keen Hearing and Smell. The zombie dog has advantage on *Wisdom* (*Perception*) checks that rely on hearing or smell.

Flammable. When the zombie takes any fire damage, it is Burning.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is from a critical hit. On a success, the zombie is reduced to 1 hit point instead.

Undead Nature. The zombie cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Actions

Bite. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, the target is exposed to the zombie virus, and it must succeed on a DC 12 Strength saving throw or be knocked Prone.

ZOMBIE, DOG

Faster than its humanoid kin, a dog that has been turned into a zombie is extremely dangerous, able to sink its teeth into its prey and infect them with alarming speed.



ZOMBIE, LICKER

CR ½

Medium monster (undead)

Defense 12

Hit Points 26 (4d8 + 8)

Armor –

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	3 (-4)	9 (-1)	5 (-3)

Skills Stealth +6

Senses passive Perception 9

Roles Melee, Shadow

Aim For The Head. An attacker that does not already have disadvantage can take disadvantage on any attack roll against the zombie. If they do, that attack ignores the zombie's Undead Fortitude talent.

Flammable. When the zombie takes any fire damage, it is Burning.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is from a critical hit. On a success, the zombie is reduced to 1 hit point instead.

Undead Nature. The zombie cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Actions

Bite. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target Grappled by the zombie. *Hit:* 9 (2d6 + 2) piercing damage and the target is exposed to the zombie virus. This attack is made at advantage.

Tongue. *Melee Attack:* +4 to hit, PV 2, reach 15 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and the target is Grappled and pulled up to 10 feet toward the licker.

This mutated zombie's defining talent is its incredibly long, barbed tongue, which it uses to grab prey to bring to its waiting jaws. It is also capable of clinging to walls, allowing it to ambush victims from above.

ZOMBIE, ELITE WARRIOR

CR 3

Large monster (undead)

Defense 11

Hit Points 69 (6d8 + 42)

Armor Heavy ballistic vest (AV 4, save +0, Ballistic)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	24 (+7)	6 (-2)	10 (+0)	5 (-3)

Skills Athletics +6

Senses passive Perception 10

Roles Hulk, Loner

Equipment Heavy machine gun

Aim For The Head. An attacker that does not already have disadvantage can take disadvantage on any attack roll against the zombie. If they do, that attack ignores the zombie's Undead Fortitude talent, as well as its armor.

Flammable. When the zombie takes any fire damage, it is Burning.

Side Step. The zombie does not fall Prone when it dives for cover, but it can move only up to 5 feet when doing so.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is from a critical hit. On a success, the zombie is reduced to 1 hit point instead.

Undead Nature. The zombie cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Actions

Multiattack. The zombie makes two attacks.

Machine Gun. *Ranged Attack:* +3 to hit, PV 5, range 2400/5000 ft., one target. *Hit:* 12 (2d10 + 1) ballistic damage.

Slam. *Melee Attack:* +6 to hit, PV 2, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Bite. *Melee Attack:* +6 to hit, PV 2, reach 5 ft., one target Grappled by the zombie. *Hit:* 7 (1d6 + 4) piercing damage and the target is exposed to the zombie virus. This attack is made at advantage.

ZOMBIE, ELITE WARRIOR

This zombie has been modified and conditioned by some shadowy organization to be the perfect killing machine. Utterly loyal, this entity feels no pain and no remorse.



OTHER SUPERNATURAL MONSTERS

REANIMATED SKELETON

CR ¼

Medium monster (undead)

Defense 13

Hit Points 13 (2d8 + 4)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

Senses passive Perception 9, Nightvision

Roles Fodder

Equipment Rapier, bow, quiver of arrows

Empty Bones. The skeleton has damage reduction 5 against ballistic and piercing, but when it takes any bludgeoning damage, its Defense is reduced by 1, to a minimum of 10, until it finishes a short or long rest.

Undead Nature. The skeleton cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Actions

Rapier. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bow. *Ranged Attack:* +4 to hit, PV 1, range 200/800 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Dusty bones reanimated through foul necromancy. A reanimated skeleton may guard ancient mausoleums, or serve a dark master.

GHOUL

CR ½

Medium monster (undead)

Defense 13

Hit Points 22 (4d8 + 4)

Armor –

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	5 (-3)	11 (+0)	7 (-2)

Senses passive Perception 10, Nightvision

Roles Melee, Support

Equipment Rotting limb or organ meat

Smell of Death. Whenever an enemy moves within 5 feet of the ghoul or starts its turn there, that enemy must succeed on a DC 12 Constitution saving throw or be Sickened until the start of its next turn.

Undead Nature. The ghoul cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Actions

Bite. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Ghouls are unliving nightmares that feed on corpses. If there are no corpses available, they aren't above making new ones.

GARGOYLE

CR 2

Medium monster

Defense 15

Hit Points 52 (7d8 + 21)

Armor –

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Senses passive Perception 10, Nightvision

Roles Melee, Shadow, Tank

Creature of Stone. The gargoyle cannot become Sickened, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

Multiattack. The gargoyle makes an attack with its bite, then it can make an attack with its claws as a bonus action.

Bite. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

This creature resembles a statue, but it is truly a vicious entity that hides in plain sight, ready to prey upon anyone it catches alone.

MUMMY

CR 3

Medium monster (undead)

Defense 11

Hit Points 54 (9d8 + 18)

Armor –

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saves Wis +2

Senses passive Perception 10, Nightvision

Roles Hulk, Melee, Support

Flammable. When the mummy takes any fire damage, it is Burning.

Side Step. The mummy does not fall Prone when it dives for cover, but it can move only up to 5 feet when doing so.

Undead Nature. The mummy cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Actions

Multiattack. The mummy can use its Dreadful Glare, then makes one attack as a bonus action.

Cursed Fist. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) psychic damage that ignores armor. The target must also make a DC 12 *Charisma* saving throw or become cursed for the next 8 hours. A cursed combatant takes an additional 3 (1d6) psychic damage (ignoring armor) whenever it takes damage, and it has disadvantage on death saving throws. A target that is already cursed is not cursed an additional time. Instead, the duration of the existing curse is increased by 8 hours.

Dreadful Glare. The mummy glares at one combatant it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 *Wisdom* saving throw or become Frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also Paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Mummies are the guardians of long-lost tombs that curse any who would dare disturb them.

WEREWOLF

CR 6

Medium monster (shifter)

Defense 15 (12 in human form)

Hit Points 45 (6d8 + 18)

Armor –

Speed 50 ft. (30 ft. in human form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +6

Senses passive Perception 16, Nightvision

Roles Loner, Melee, Tank

Shapechanger. The werewolf can use its action to shapeshift into a wolf-humanoid hybrid or into a wolf, or back into its human form. Its statistics, except where noted otherwise, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its human form if it dies.

Keen Hearing and Smell. The werewolf has advantage on *Wisdom (Perception)* checks that rely on hearing or smell.

Regeneration. The werewolf regains 10 hit points at the start of its turn if it has at least 1 hit point.

Supernatural Toughness. The werewolf has damage reduction 10 against all ballistic, bludgeoning, explosive, piercing, and slashing damage that is not caused by a silver weapon or another werewolf.

Actions

Multiattack. The werewolf makes two attacks. In hybrid form it makes one attack with its bite and one with its claws.

Bite (wolf or hybrid form only). *Melee Attack:* +8 to hit, PV 1, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a person, they are exposed to the lycanthropy disease.

Claws (hybrid form only). *Melee Attack:* +8 to hit, PV 1, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Unarmed Strike. *Melee Attack:* +8 to hit, PV 1, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Cursed to turn into a wolf during the full moon, werewolves vary greatly in personality—at least while they are human. Once the wolf comes out, they are predatory creatures that exhibit the worst qualities of human and animal alike, viciously attacking their prey only after inspiring true terror.

MUMMY LORD

CR 10

Medium monster (undead)

Defense 17

Hit Points 137 (18d8 + 56)

Armor –

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	11 (+0)	18 (+4)	16 (+3)

Saves Con +7, Int +4, Wis +8, Cha +7

Senses passive Perception 14, Nightvision

Roles Loner, Melee, Support

Flammable. When the mummy lord takes at least 10 fire damage from one source, it is Burning.

Reactive. The mummy lord can take up to three reactions between each of its turns, but only one during any single turn.

Undead Nature. The mummy lord cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Hardcore. When the mummy lord fails a saving throw (other than an armor saving throw), they can choose to take 15 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Actions

Multiattack. The mummy lord can use its Dreadful Glare, then it can make one attack as a bonus action.

Cursed Fist. *Melee Attack:* +9 to hit, PV 1, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage plus 21 (6d6) psychic damage that ignores armor. The target must also make a DC 16 **Charisma** saving throw or become cursed for the next 8 hours. A cursed combatant takes an additional 3 (1d6) psychic damage (ignoring armor) whenever it takes damage, and it has disadvantage on death saving throws. A target that is already cursed is not cursed an additional time. Instead, the duration of the existing curse is increased by 8 hours.

Dreadful Glare. The mummy glares at one combatant it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 16 Wisdom saving throw or become Frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also Paralyzed for the same duration. A target that succeeds on the saving throw

is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

Plague of Boils (1/Short Rest). Each living combatant within 20 feet of a point the mummy lord can see within 120 feet must succeed at a DC 16 Constitution saving throw or become Sickened for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Plague of Insects (1/Short Rest). Flying insects swarm in a 20-foot radius sphere centered on a point the mummy lord can see within 120 feet. The insects remain for 1 minute, and their area has poor visibility and counts as difficult terrain. Whenever a combatant enters the insects' area for the first time on a turn or starts its turn there, they must attempt a DC 16 Constitution saving throw, taking 22 (4d10) piercing damage (PV 0) on a failed save, or half as much on a successful one.

Bonus Actions

Whirlwind of Sand. As a bonus action, the mummy lord can magically transform into a whirlwind of sand, move up to 20 feet, then revert to its normal form. While in whirlwind form, the mummy lord is immune to all damage, and it can't be Grappled, petrified, knocked Prone, Restrained, or Stunned. Equipment worn or carried by the mummy lord remains in its possession.

Reactions

Blinding Dust. When an enemy moves within 5 feet of the mummy lord, the mummy lord can cause blinding dust and sand to swirl magically around it. Each combatant within 5 feet of the mummy lord must succeed on a DC 16 Constitution saving throw or be Blinded until the end of the combatant's next turn.

Blasphemous Word. When an enemy damages the mummy lord, it can utter a blasphemous word. The enemy that damaged the mummy lord must succeed on a DC 16 Wisdom saving throw or be Stunned until the end of the mummy lord's next turn. The target must be able to hear the word to be affected.

Reactive Whirlwind. Any time the mummy lord could Dive for Cover, it can use its Whirlwind of Sand trait as a reaction instead.

A mummy lord is a being of great power that guards its tomb with the darkest of curses. Some wish only to protect what is theirs, but others would rather be released to wreak havoc on the world.

CREATING NEW ALLIES AND OPPONENTS

You may find that you want the players to encounter a specific type of enemy (or friend), and the various existing options don't quite do what you want. In that case, making your own is a fairly simple process.

THE BASICS

Concept. The first thing to do is decide what this NPC is. The sky's the limit here. This will serve as a guide going forward as you determine the statistics of the NPC.

Size and Type. The concept should give you a good idea of the size and type of the NPC. The beginning of this chapter has more details on size and type.

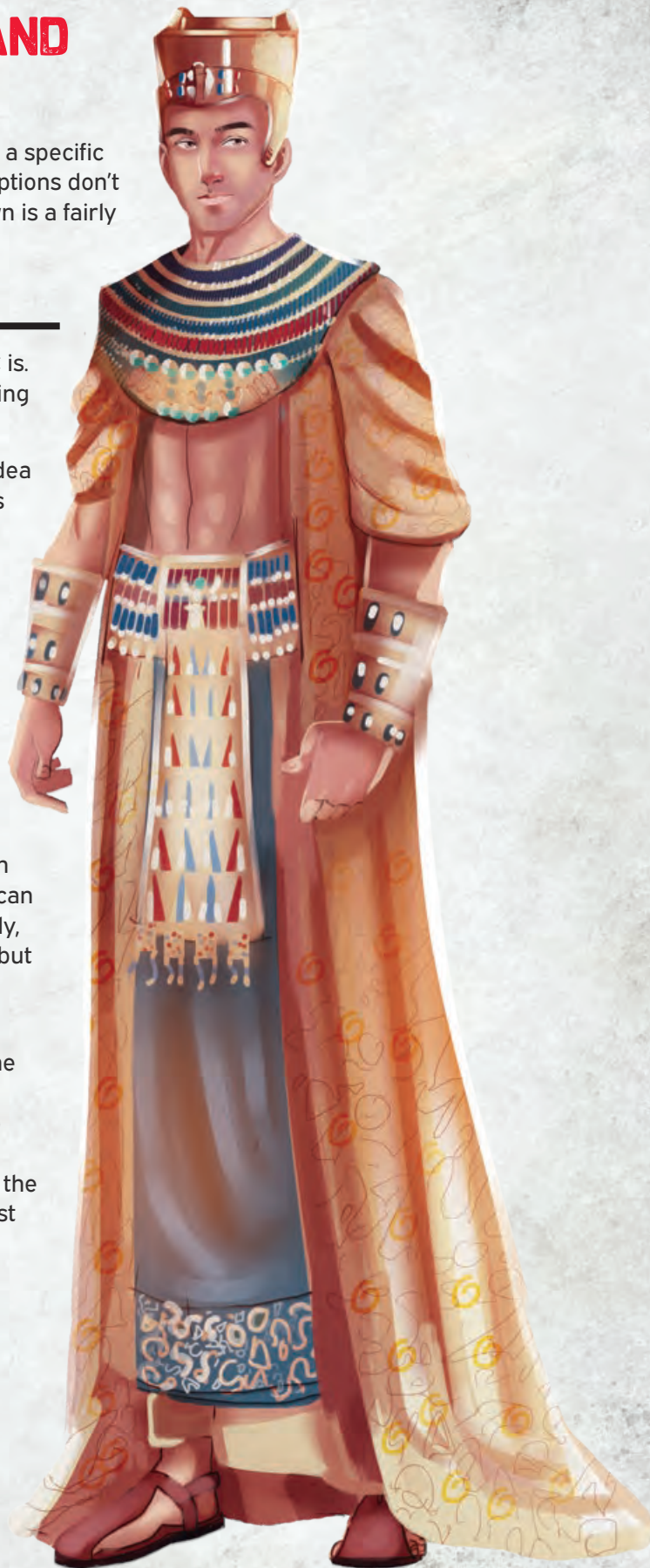
You can add any tags you like to the NPC's type to further define it. For example, a regular human is a *Medium person (human)*, while a dragon might be a *Huge monster (dragon)*. Remember that tags don't do anything on their own, so you only need them if you're including mechanics that reference them. Otherwise, they just help organize things.

CR. Next, decide how much of a challenge you want your NPC to be. This will determine how powerful it is, informing the rest of your choices. Each of the values on the tables below is an average, and can be tweaked up or down, as described below. Generally, if you increase one value, you should lower another, but a slight leaning toward more or less powerful overall is fine.

Role. If you like, you can pick one or more roles for the NPC. As a reminder, the basic roles are Hulk, Killer, Leader, Shadow, Support, and Tank. an NPC can also have the Melee or Ranged, and/or Fodder or Loner roles. an NPC can have any number of roles. Each of the following sections has advice on how you might adjust the values by role.

Defense. The Defense value for your NPC. You can modify this value by up to +/- 3 for NPCs you want to be harder or easier to hit. If you've chosen a role...

- ▶ **A Hulk** should have 2 or 3 lower Defense.
- ▶ **A Killer** might have 1 or 2 lower Defense.
- ▶ **A Support** often has 1 or 2 lower Defense.
- ▶ **A Tank** should have 2 or 3 higher Defense.



- ▶ **A Fodder** can have a higher Defense if it has lower hit points.

Hit Points. The maximum hit points of the NPC. You can add or subtract up to 50 percent for tougher or frailer enemies. If you've chosen a role...

- ▶ **A Hulk** should have 25 to 50 percent more hit points.
- ▶ **A Killer** usually has 25 to 50 percent lower hit points, though a low Defense means it can have a little more.

- ▶ **A Leader** may have lower hit points, relying on its allies to protect it.

- ▶ **A Tank** might have slightly above average hit points.

- ▶ **A Fodder** can have lower hit points if it has higher Defense.

Attack Bonus. The NPC's attack bonus with its primary weapon(s). You can modify this value by up to +/- 2 for enemies that you want to hit the players more or less. If you've chosen a role...

TYPICAL NPC STATS BY CR

CR	DEFENSE	HIT POINTS	ATTACK BONUS	DAMAGE	SAVE DC	GOOD SAVES
0	12	3	+2	1	9	+1
1/8	12	9	+3	3	10	+2
1/4	13	15	+3	5	11	+2
1/2	13	25	+4	8	12	+3
1	13	30	+4	10	12	+3
2	13	45	+5	15	13	+4
3	14	60	+5	20	13	+4
4	14	75	+6	25	14	+5
5	14	90	+6	30	14	+5
6	15	105	+7	35	15	+6
7	15	115	+7	40	15	+6
8	15	125	+8	40	16	+7
9	16	135	+8	45	16	+7
10	16	150	+9	50	17	+8
11	16	165	+9	55	17	+8
12	17	180	+10	60	18	+9
13	17	195	+10	65	18	+9
14	17	210	+11	70	19	+10
15	18	225	+11	75	19	+10

- ▶ **A Killer** has a higher attack bonus, unless it deals an extremely high amount of damage.
- ▶ **A Leader** may have a lower attack bonus if it relies more on others to hit for it.
- ▶ **A Tank** may have a lower attack bonus if its defenses are especially good.
- ▶ **A Melee** NPC should have a lower attack bonus at a range, which can be as low as you like, or it can have no ranged attacks.
- ▶ **A Ranged** NPC should have a lower attack bonus in melee. This bonus can be as low as you like.

Damage. The average damage the NPC does in a round, assuming it hits with all its attacks with its primary weapon(s). You can add or subtract up to 50 percent damage for deadlier or less dangerous NPCs. Remember that this value includes the damage of every attack the NPC makes, as well as any special abilities it has that improves its damage. If you've chosen a role...

- ▶ **A Killer** should have 25 to 50 percent higher damage.
- ▶ **A Tank** usually deals about 25 percent lower damage.
- ▶ **A Leader** may deal less damage if it can boost the damage of its allies.
- ▶ **A Support** usually deals less damage in exchange for more debilitating effects, except for area damage.
- ▶ **A Melee** NPC should deal more damage in melee, or have no ranged attack, unless its ranged attack bonus is especially bad.
- ▶ **A Ranged** NPC should deal more damage at a range, unless its melee attack bonus is especially bad.
- ▶ **A Fodder** should consolidate its damage into fewer attacks.

If an NPC has damaging abilities that are limited to one use before needing to rest or recharge, they count as dealing $\frac{1}{4}$ the amount of damage when calculating how much damage the NPC can deal per round. Abilities that can be used 2 times before resting or recharging, they count as dealing $\frac{1}{2}$ the amount of damage. Abilities that can be used 3 or more times count fully.

If an NPC has an attack or ability that can target multiple characters, count it as dealing twice

as much damage when making this calculation. This is multiplied with the limited use value, so a multi-target ability that can be used once before resting would be counted as $\frac{1}{4} \times 2 = \frac{1}{2}$ the amount of damage.

If an effect requires both an attack roll and a saving throw to take full effect counts as dealing $\frac{3}{4}$ the amount of damage if the saving throw reduces the damage to half, or $\frac{1}{2}$ the amount of damage if the saving throw negates the damage. For example, if an attack deals additional poison damage that can be halved with a successful Constitution saving throw, the non-poison damage would be counted fully, and the poison damage would count as $\frac{3}{4}$ of its damage.

Save DC. The save DC against the NPC's abilities that require a saving throw. You can modify this value by up to ± 2 for more or less difficult to avoid abilities. If you've chosen a role...

A Support's save DC may be 1 or 2 higher than normal, unless its effects are especially debilitating.

Good Saves. The value for the NPC's best saving throw(s), whether simply from its ability scores, or its specifically listed save bonus.

PUTTING IT TOGETHER

Armor. If an NPC has armor, reduce its recommended hit points by 5, or 10 if its armor has a PV of 3 or higher.

Attacks. When choosing attacks for your NPC, you can select weapons from the equipment list and use their damage dice, range, PV, and other qualities, then decide how many attacks the NPC will make with that weapon, dividing their damage between these attacks.

Players will develop expectations for what kind of damage different weapons can deal, so try not to stray too far from the provided damage die when using an existing weapon. Adding up to 5 or subtracting up to 2 emulates the range of normal human ability scores, but you can vary it more for weirder enemies.

Enemies might carry more than one weapon, but secondary weapons can have as low attack and damage as makes sense. A ranged specialist might be terrible up close, and a sword fighter's backup

dagger will probably do less damage, but that's not what the NPC is focused on.

Ability Scores. An NPC's ability scores are up to you, but remember that these determine an NPC's saving throws that aren't explicitly listed, so an ability score modifier shouldn't be higher than you want the NPC's best save to be.

Other Saving Throws. An NPC's saving throws besides their best one(s) are entirely up to you and what makes sense for the individual NPC. If you want them to be different from the NPC's base ability modifier, note them down explicitly.

Skills. an NPC can have any skill bonuses you feel are appropriate without changing its CR, but as a guideline, you can use the "Attack Bonus" column on the table above for skills they are good at, and up to +3 higher than that for skills they are amazing at.

Other Abilities. Enemies can have all manner of additional special abilities, but as long as they don't deal higher damage than the NPC should be able to, or reduce damage in a consistent manner, they don't factor into an NPC's CR. Abilities that increase damage dealt or reduce damage taken should be factored into the NPC's damage and hit points.

If you've chosen a role...

- ▶ **A Fodder** should have a small number of simple traits and special attacks, if any.
- ▶ **A Loner** can have all manner of weird and complex special abilities and attacks. It might take extra turns or more reactions, or just make a lot of attacks.

METICULOUS CONSISTENCY

The NPCs that appear in this book, and those that will be printed later, are designed for consistency and usability. When you need an enemy for a one-time fight, you don't need to worry about anything except what's above. But if you want to make sure your stat blocks stand up to exacting scrutiny, here are a few extra, optional things to consider.

Hit Dice. An NPC's hit points are the average roll of their Hit Dice, plus their Constitution modifier times their number of Hit Dice. For example, an NPC with 4d8 Hit Dice and a 14 Constitution modifier would have $4.5 \times 4 + 8 = 26$ hit points. You can adjust the number of Hit Dice and Constitution modifier to get a hit point total as close as possible to the number you want.

In addition, Hit Die size is based on an NPC's size, rather than its archetype: d4 for Tiny, d6 for Small, d8 for Medium, d10 for Large, d12 for Huge, and d20 for Gargantuan. This will always be d8s for any normal human.

Proficiency Bonus. Like heroes, NPCs have a proficiency bonus, using their CR instead of their level: +2 from 0 to 4, +4 from 5 to 8, and +4 from 9 to 12. NPCs with a CR higher than 12 have a proficiency bonus of +5.

If you want to be accurate with skills, saves, and attack bonuses, an NPC's bonus should be equal to the relevant ability score modifier, plus their proficiency bonus if proficient, or twice their proficiency if they have expertise in a skill. Their save DCs should be $8 + \text{a relevant ability score} + \text{their proficiency bonus}$. And remember that proficiency in armor means the NPC adds its proficiency bonus to armor saves.

Ability Scores. When deciding on an NPC's ability scores, consider what bonuses you want them to have, reduce that by their proficiency bonus, and then pick an ability score with that modifier. For example, if you want a CR 1 NPC to have a +4 attack bonus, you would need to give it a 14 or 15 in the relevant ability score so that it has +2 from proficiency and +2 from its ability score, or an 18 or 19 for a +4 ability modifier if it isn't proficient in its attack.

APPENDIX A: 5E CHANGES

10 LEVELS

Everyday Heroes classes and archetypes stop at 10 levels instead of 20.

ARCHETYPES AND CLASSES

Classes are broken up into two components: Archetype and Class. For each Archetype, there are multiple classes to choose from. Archetypes are a broad approach to conflict, often establishing a baseline mechanic, while classes offer specialization.

ARMOR

Personal armor, like ballistic vests, does not modify Defense. Instead it gives heroes a chance to avoid potentially fatal blows with an armor save when they would otherwise be reduced to 0 hit points.

ARMOR VALUE AND PENETRATION VALUE

Armor and objects have an Armor Value (AV) that stands as a rough approximation of physical durability. Weapons have a Penetration Value (PV) that stands as a rough approximation of their ability to penetrate or destroy armor and objects. These values are used in numerous game mechanics including personal armor, vehicle combat, and destroying objects.

BACKGROUNDS

Backgrounds offer ability score increases in addition to other benefits. They do not include a set of personality traits.

BREAKING OBJECTS

Inanimate objects do not have hit points in Everyday Heroes. The Armor vs Penetration system is instead used to determine what attacks can effectively destroy a given type of object and how quickly it can do so.

BULK

Bulks is a new optional encumbrance mechanic that roughly approximates the size and weight of personal equipment.

BURST FIRE

Burst fire is a new mechanic to simulate the use of burst fire from automatic weapons.

CHASE MECHANICS

Everyday Heroes includes a system for running action scenes involving chases and races not found in 5e.

COMPANION RULES

Everyday Heroes has a standard set of rules for controlling “companions” in combat. Companions are combat capable NPCs controlled by a hero.

CONDITIONS

The standard list of conditions in Everyday Heroes has some new conditions and removes some that were not applicable to a modern setting. New conditions include Burning, Distracted, and Intoxication.

COVER

Cover provides a static Defense value rather than modifying a hero’s Defense. It is also possible to attack through cover in some circumstances.

CRITICAL MISS

Rolling a 1 on an attack roll is considered a “critical miss” though there is no defined consequence for this in most situations.

DAMAGE TYPES

The list of damage types is slightly different, including explosive damage and excluding some types of purely magical damage.

DEFENSE SCORE

Defense replaces Armor Class in Everyday Heroes. Defense is based on a hero’s primary ability score and an Archetype based defenses bonus. It is not influenced by armor.

DICE STEPS

Dice steps are a mechanic to formalize the increase or decrease of the size of dice that is rolled.

DIFFICULT MOVEMENT

This is a new formal definition for any mode of movement that incurs double the normal movement cost such as climbing, swimming, crawling, and so forth.

DISARMING

Disarming is now a standard special attack option.

DIVE FOR COVER

Dive for Cover is a new reaction available to all players and NPCs that allow them to avoid explosions or other damaging area effects.

EXPERTISE

Expertise is a formal mechanic that is granted to a wide range of classes and can be gained through feats and other means.

EXPLOSIVES

Explosives have special rules for both targeting and dealing damage.

FALLING

Falling damage is higher in Everyday Heroes: 1d8 per 10 feet.

FEATS, BASIC AND ADVANCED

Basic feats are a selection of feats that raise ability scores, grant proficiencies, and provide other basic bonuses. They can be taken multiple times. Advanced feats provide new talents for heroes and can only be taken once.

FEATS ARE STANDARD

Feats are now a standard rule rather than an optional rule. Archetypes award feat selections, usually at even levels.

FEATS HAVE TWO SIZES

Major feats are more powerful feats, while minor feats are less powerful. When selecting a feat, you can typically choose one major feat, or two minor feats.

FIREARM AND EXPLOSIVE PROPERTIES

There are a number of new weapon and armor properties due to the unique properties of firearms and other modern armaments.

FIRST AID

The effects of the First Aid action have been expanded to include a range of effects.

FRIENDLY FIRE

It is possible to hit allies engaged with your target when critically missing with a ranged attack.

HEROES

Characters in Everyday Heroes are called Heroes rather than characters.

MILESTONE USE

The use of milestones is considered the standard method for heroes gaining levels. Everyday Heroes does not use experience points

MULTICLASSING

Multiclassing in Everyday Heroes is done by taking special Multiclass feats. All Archetypes and all classes have a set number of Multiclass feats that provide access to talents from the archetype or class.

PROFESSIONS

Professions are a new character-building mechanic that represents a hero's normal job.

PROFICIENCIES, EQUIPMENT

Heroes can learn Equipment Proficiencies which include broad categories of weapons and armor under the same proficiency.

PROFICIENCIES, NO TOOL

There are no tool proficiencies in Everyday Heroes.

RACE

There is no race mechanic in Everyday Heroes core rules. All players are presumed to be human.

RELOAD ACTION

There is now a standard definition for an action made to reload a weapon that uses ammunition. The

type of action required is determined by the weapon for applicable weapons.

RESTING

There are now rules for receiving medical care by skilled allies during a rest.

SECOND WIND

All heroes have access to the Second Wind action which allows a hero to spend up to half their Hit Dice to recover hit points during a combat or chase.

SKILLS

There are 22 in the base Everyday Heroes list, some of which are different. They reflect the modern setting.

SPECIAL ATTACKS

Special attacks are formally defined as aggressive actions that don't include an attack roll, and instead use a different mechanic to determine the effects of the action, but are made whenever a normal attack could be made.

SUPPRESSIVE FIRE

Suppressive fire is a new mechanic to simulate a large volley of gunfire.

SUFFOCATION

The suffocation rules have been modified slightly for simplicity.

TALENTS

The special abilities offered by backgrounds, professions, archetypes, classes, and feats are called talents.

TRAPS

Player set traps have more formalized rules that allow the player to use an ability score contest against potential victims to determine the success of the trap.

UNARMED DAMAGE

Unarmed attacks are considered a basic weapon and deal 1d4 damage by default.

VEHICLE MECHANICS

Everyday Heroes includes a system for driving vehicles and rules governing their use in combat and chase scenes.

WEALTH LEVEL AND PRICE LEVEL

All heroes have a Wealth Level that is a rough approximation of their standard of living. Items have a price level that is a rough approximation of their affordability. Heroes can freely have or acquire items with a price level at or below their Wealth Level. Currency is not kept track of except for role play.

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EVERYDAY HEROES™

PLAYER NAME

HERO ID FRONT		
NAME		
CLASS	ARCHETYPE	
BACKGROUND	PROFESSION	
LEVEL	WEALTH	SPEED
LANGUAGES:		

STRENGTH

save

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Acrobatics	DEX ∞
Arts and Crafts	WIS ∞
Athletics	STR ∞
Computers	INT ∞
Deception	CHA ∞
Endurance	CON ∞
Insight	WIS ∞
Intimidation	CHA ∞
Investigation	INT ∞
Mechanics	INT ∞
Medicine	INT ∞
Natural Sciences	INT ∞
Perception	WIS ∞
Performance	CHA ∞
Persuasion	CHA ∞
Security	INT ∞
Sleight of Hand	DEX ∞
Social Sciences	INT ∞
Stealth	DEX ∞
Streetwise	WIS ∞
Survival	WIS ∞
Vehicles	DEX ∞

Proficiency

Expertise

MAX HP	CURRENT HP	Temp HP	DEATH SAVES
Hit Dice	Total DMG		Success ☐ ☐ ☐ ☐ Fail ☐ ☐ ☐ ☐
PROFICIENCY BONUS	DEFENSE	INITIATIVE	PASSIVE PERCEPTION
			
GENIUS	FOCUS	INFLUENCE	INSPIRATION
			

EQUIPMENT PROFICIENCIES

A horizontal line with a central tick mark. Above the line is the label "BASIC". Below the line are the labels "ADVANCED", "HISTORICAL", and "IMPROVED". To the left of "ADVANCED" is the label "MILITARY".

WEAPON:

Properties

Range

Reload

Rounds

PV

Attack Bonus

Damage & Damage Type

WEAPON:	Range	PV	Attack Bonus	Damage & Damage Type
Properties	Reload			
	Rounds			

WEAPON:	Range	PV	Attack Bonus	Damage & Damage Type
Properties	Reload			
	Rounds			

ARMOR:

Armor Value

Properties

VEHICLE:

Top Spd

AV

Properties

Body DMG

1

2

3

Loss of control

1

2

3

Loss of Power

1

2

3

Blown Tires

☐
☒

Totaled

☐
☒

STR

DEX

CON

[illegible]

[illegible][illegible][illegible]

HERO ID BACK

NAME

WEIGHT

SKIN

HEIGHT

EYES

HAIR

AGE

MARITAL STATUS

PRONOUNS

PERSONA

Motivations

Attachments

Beliefs

Ancestry

Quirks

Virtues

Flaws

Role

BIOGRAPHY

Notes

PLACE NAME: _____

PLACE LVL

PRICE LVL

NOTES _____

LOCATION _____

STORED EQUIPMENT

BULK



PLACE NAME: _____

PLACE LVL

PRICE LVL

NOTES _____

LOCATION _____

STORED EQUIPMENT

BULK



VEHICLE

VEHICLE STR DEX CON AV
 TOP SPEED PAX PRICE LEVEL PROPERTIES
 DAMAGE LEVELS: BODY CONTROL POWER BLOWN TIRES ☐

Notes	VEHICLE CONDITIONS	BODY DAMAGE																													
	BLOWN TIRES Crash Check, +2 levels of Loss of Control and Loss of Power	<table><tr><th>Level</th><th>Effect</th></tr><tr><td>1</td><td>-2 on Vehicle damage saving throw</td></tr><tr><td>2</td><td>Disadvantage on vehicle damage saving throw</td></tr><tr><td>3</td><td>The vehicle is Totaled</td></tr></table>	Level	Effect	1	-2 on Vehicle damage saving throw	2	Disadvantage on vehicle damage saving throw	3	The vehicle is Totaled																					
Level	Effect																														
1	-2 on Vehicle damage saving throw																														
2	Disadvantage on vehicle damage saving throw																														
3	The vehicle is Totaled																														
	TOTALED - Cannot move under its own power - Cannot be controlled - If moving, the vehicle crashes and comes to a full stop																														
	LOSS OF POWER	VEHICLE DAMAGE																													
	<table><tr><th>Level</th><th>Effect</th></tr><tr><td>1</td><td>-2 on Vehicle's Strength modifier</td></tr><tr><td>2</td><td>Disadvantage on rolls using vehicle's Strength modifier</td></tr><tr><td>3</td><td>Vehicle has no power, slowing one speed category each round. Vehicle risks a crash</td></tr></table>	Level	Effect	1	-2 on Vehicle's Strength modifier	2	Disadvantage on rolls using vehicle's Strength modifier	3	Vehicle has no power, slowing one speed category each round. Vehicle risks a crash	STEPS TO DETERMINE DAMAGE - The source of damage must have a PV higher than the vehicle's AV. - Make a Vehicle Damage saving throw - Success = Roll location for damage - Failure = Vehicle Totaled VEHICLE DAMAGE SAVING THROW D20 + Vehicle's Constitution modifier																					
Level	Effect																														
1	-2 on Vehicle's Strength modifier																														
2	Disadvantage on rolls using vehicle's Strength modifier																														
3	Vehicle has no power, slowing one speed category each round. Vehicle risks a crash																														
	LOSS OF CONTROL	VEHICLE DAMAGE [ROLL 1D6]																													
	<table><tr><th>Level</th><th>Effect</th></tr><tr><td>1</td><td>-2 on Vehicle's Dexterity modifier</td></tr><tr><td>2</td><td>Disadvantage on rolls using vehicle's Dexterity modifier</td></tr><tr><td>3</td><td>Vehicle risks a crash at the start of its driver's turn Vehicle Dexterity modifier cannot be higher than 0</td></tr></table>	Level	Effect	1	-2 on Vehicle's Dexterity modifier	2	Disadvantage on rolls using vehicle's Dexterity modifier	3	Vehicle risks a crash at the start of its driver's turn Vehicle Dexterity modifier cannot be higher than 0	<table><tr><th>Roll</th><th>Part Damaged</th><th>Effect</th></tr><tr><td>1</td><td>Cargo</td><td>Random cargo hit</td></tr><tr><td>2</td><td>Body</td><td>+1 level Body Damage</td></tr><tr><td>3</td><td>Control</td><td>+1 level Loss of Control</td></tr><tr><td>4</td><td>Power</td><td>+1 level Loss of Power</td></tr><tr><td>5</td><td>Tire</td><td>Blown Tires</td></tr><tr><td>6</td><td>Passenger</td><td>Random passenger hit</td></tr></table>	Roll	Part Damaged	Effect	1	Cargo	Random cargo hit	2	Body	+1 level Body Damage	3	Control	+1 level Loss of Control	4	Power	+1 level Loss of Power	5	Tire	Blown Tires	6	Passenger	Random passenger hit
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CRASH DC Conditions DC + Speed Modifier																															

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