

THE VAULT

RULES COMPENDIUM

VOL
01



COMPATIBLE WITH
EVERYDAY HEROES

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FOREWORD

When Goober and I designed **EVERYDAY HEROES**, we knew that there would be numerous movie licenses attached to the game, but we didn't know what they would be. I set out a goal of making **EVERYDAY HEROES** a modular game that could work like a toolbox of mechanics that could be used selectively to create a specific game feeling. When selecting movie properties, we tried to choose a range of movies in different genres, so that we would not only please fans of the films, but expand the range of rules available for GMs and players to create their own worlds.

The idea of *The Vault: Rules Compendium, Vol. 1* was born from the desire to make the rules in all the Cinematic Adventures available to everyone as open gaming content, and collected for those who were more interested in making their own worlds than they were in playing in someone else's. As a game designer, I also wanted the opportunity to make incremental improvements and additions to the overall **EVERYDAY HEROES** rule system. As much as I strive to make a great game, I can't make a perfect one. There is always room for improvement, and it is inevitable that small mistakes will make it into our published books. I wanted **EVERYDAY HEROES** to be a living game that could change and improve in small ways over time.

I hope that you enjoy the Rules Compendium, and that you find it both a helpful reference and a springboard to new and exciting adventures. I encourage fans of the system to reach out to us with what they would like to see in the future, and with any rules issues that they run into during play. Listening to our players should always be a key factor in making great games, and the Rules Compendium is a key way for us to respond.

Have Fun!

—SIGFRIED TRENT



INTRODUCTION

Welcome to *The Vault: Rules Compendium, Vol. 1*, a collection of rules created in 2023 for the Cinematic Adventures released in that same year. It was an amazing year for the game in that 2023 saw the release not only of the Core Rules, but also of eight Cinematic Adventures, multiple free adventures, two prologues, and lots more. Now, we're closing 2023 with this collection of the rules that we're introducing in one complete compilation.

All the rules in this book are compatible with one another and with the core rules. That said, it probably doesn't make sense to use them all in one game. We selected the Cinematic Adventures in part because they are distinct worlds in different genres. This means that they don't always meld at a conceptual level without some work by the Game Master. So, this Compendium is very much a tool box of options rather than a cohesive set of rules that are used to create a particular experience. In fact, players who want to use the more exotic character options from this book should consult with their Game Master before bringing them into a game. In turn, Game Masters should put some thought into which optional rules they choose to adopt to avoid overwhelming players and slowing down play.

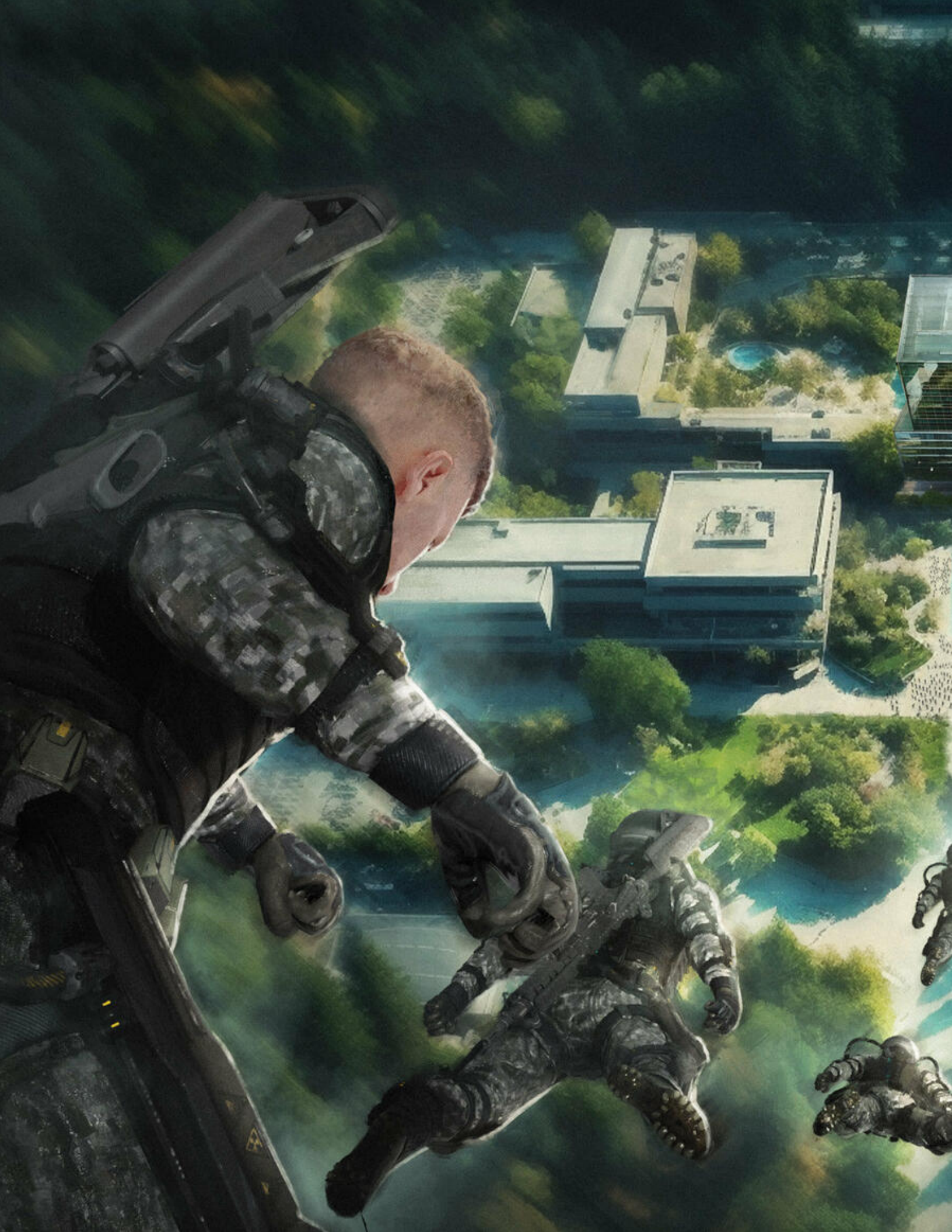
In addition to the content from our Cinematic Adventures, we have included a few additional goodies in this Compendium that we promised in our Kickstarter, some bonus material requested by fans, and a few choice rules dreamed up by designers Goober and Sigfried. All in all, this compilation is quite a collection of diverse options for your games!

CHANGES AND EXCLUSIONS

Some elements in the Rules Compendium have been changed from their source material, and we made these changes to respect the intellectual property of the licensors we work with in our Cinematic Adventures. These changes pose no problem, however, because *Everyday Heroes* was designed to be a flexible system that can be tailored to the exact type of game that players want to play. For this reason, both the original sources and the versions here are considered "official," and it is up to the GM of a game to decide which rules they choose to use and which rules the players can use.

HOW IT'S ORGANIZED

We have organized *The Vault: Rules Compendium, Vol. 1* much as we did the *Everyday Heroes Core Rulebook*. Within each category, we will sometimes divide the content by whether it fits well into a real world setting or whether it includes extraordinary elements like magic or as-of-yet unrealized technology. In addition, within each category, the items in most of the sections are organized alphabetically.



An aerial, high-angle shot of a modern, multi-story building complex with a swimming pool and lush greenery. In the foreground, the back of a soldier's head and shoulders are visible, looking down at the scene. The soldier is wearing a dark tactical vest and holding a large, black assault rifle. The text "PART 1" and "HERO OPTIONS" is overlaid in a white, distressed font in the center of the image.

PART 1

HERO OPTIONS

CHAPTER 1 ORIGIN

Origin is a mechanic for creating heroes that are substantially different from modern humans, such that their intrinsic nature requires special rules to simulate. Humans are considered the default origin in *Everyday Heroes*.

Origin is specified when determining ability scores. The ability score rules in the *Everyday Heroes Core Rulebook* assume a default Human Origin. Some Origins use the human default, while others specify their own methods for generating the initial ability scores. These modifications help ensure that all Origins are roughly balanced with the human baseline.

Origins may also include any number of other special traits or rules pertaining to that Origin. These can be nearly anything, but they should always represent intrinsic qualities, and not talents learned through lived experience. Thus, you won't typically see proficiencies included with an Origin.

When creating a new Origin, we recommend creating the array that you think is balanced for its talents, then deriving the point value from what would be needed to buy that array, and setting the dice values such that they have a rough probability of getting a similar result. We have found, as well, that setting a lower maximum starting score is a more powerful balancing mechanic than giving a greater number of lower scores.

We have leaned away from specifying which ability scores are better or worse, and toward assuming that, among any Origin heroes might come from, they have a range of individual abilities among exceptional individuals. This is not an unbreakable guideline, but it is a good practice for maximizing player choice and creativity. If you do have

an Origin that intrinsically should feature a given ability score—say, for example, Strength for an Ogre hero—then we recommend setting a minimum and an increased maximum for that ability score rather than giving it a specific bonus. Likewise, we recommend not giving penalties for ability scores, but instead setting a lower maximum for any ability that you would normally give a penalty.

HUMAN

The default Origin in *Everyday Heroes* is the Human Origin. While not explicit in the *Everyday Heroes Core Rulebook*, the rules presented there for generating ability scores are the rules for making a hero with the Human Origin. This does not mean, however, that no other Origin is possible for humans. Instead, it is the case only because the Human Origin is the default assumption in the game.

In addition, you can use the Human Origin for heroes that are biologically different from humans, but have no special game mechanics to differentiate them.

HUMAN ABILITY SCORES

Starting Array: 15,14,13,12,10, 8

Point Buy: 27 points (15 maximum score)

Rolling: 4d6 (drop the lowest) on 6 rolls

Ability Score Limits: 20 for all ability scores

EXTRAORDINARY ORIGINS

Extraordinary origins are those that, to our knowledge, do not exist in our real world. So, if you want to play one of these origins, you should make sure that your GM has a place for it in both the world and the adventure that they have planned for you. Moreover, each of these origins requires that you use the specific rules from this book that support it.

CYBORG

You have one or more powerful cybernetic enhancements that you are trained to use. Select this Origin if you want to begin the game as a level 1 hero with cybernetics with a Strain value above 0. You needn't choose this Origin to

begin with Strain 0 cybernetics, however, nor to take the Cybernetic Tolerance feat at later levels.

CYBORG ABILITY SCORES

A cyborg's ability scores depend on what level of enhancements they choose: minor, major, or extreme. A cyborg's Ability Score Limit is always the same as a human's: 20 for all ability scores, though some cybernetic enhancements may change this.

Minor Enhancements

Starting Array: 15,13,13,12,10, 8

Point Buy: 25 points (15 maximum)

Rolling: 4d6 (drop the lowest) on five rolls and 3d6 on one roll

Major Enhancements

Starting Array: 14,14,12,12,10, 8

Point Buy: 24 points (14 maximum)

Rolling: 4d6 (drop the lowest) on four rolls and 3d6 on two rolls

Extreme Enhancements

Starting Array: 14,13,12,12,10, 8

Point Buy: 22 points (14 maximum)

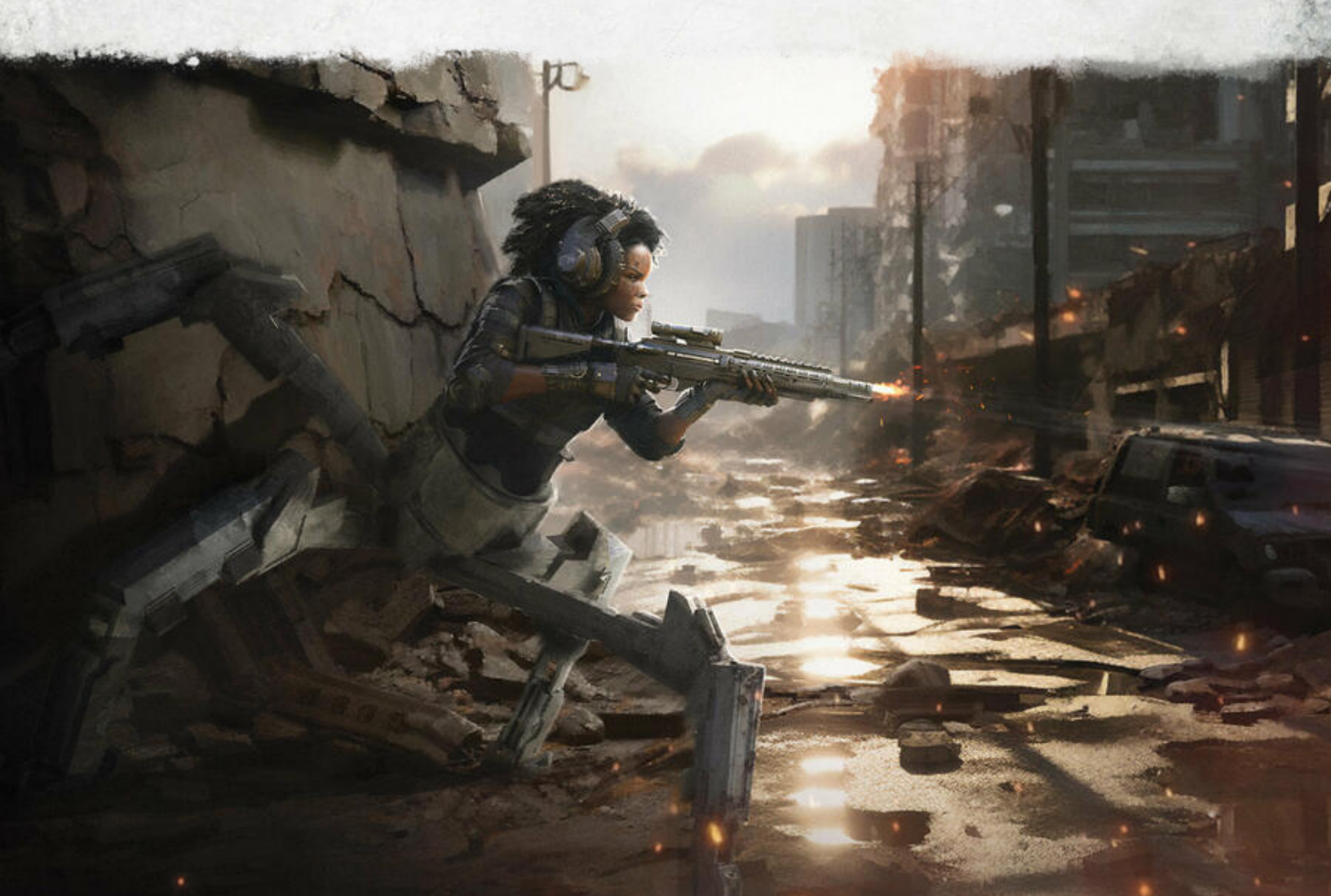
Rolling: 4d6 (drop the lowest) on three rolls and 3d6 on three rolls

CYBORG TALENTS

Cybernetics. Your Maximum Strain is increased, which allows you to operate additional cybernetic implants without penalty. Choose one of the following:

- ▶ Minor enhancements. Your Maximum Strain is increased by 2.
- ▶ Major enhancements. Your Maximum Strain is increased by 4.
- ▶ Extreme enhancements. Your Maximum Strain is increased by 6.

You can begin the game with up to your Maximum Strain worth of cybernetics with a Price of 5 or lower already implanted, and fully recovered from any surgery required to implant them.



Strain

Strain is a new mechanic explained in full in the *Cybernetics section in Part 2*. But, in short, it is a limit to how many powerful cybernetic implants a hero can have. Each implant comes with its own Strain value, and exceeding your Maximum Strain causes you to take increasing penalties. Cybernetics that provide no special bonuses, such as prosthetics, always have a Strain value of 0.

IMMORTAL

Immortals are individuals that cannot die, except under very specific circumstances. Superficially, they can appear to be perfectly normal, but they do not age, and they can quickly recover from nearly any injury or medical condition. Immortals can take many forms, but universally have some kind of magical or spiritual nature that grants them eternal life.

This Origin is intentionally flexible, and so it can be used to play vampires, revenants, demigods, immortal warriors, superheroes, and any other creature that can survive and quickly recover from mortal wounds. We recommend that, for your game, you decide the exact nature of the Immortal Origin, and provide specific Fatal

Circumstances and Spiritual Growth events that give the Origin a unique feel and lore.

IMMORTAL ABILITY SCORES

Starting Array: 14,13,13,11,10, 8

Point Buy: 22 points (14 maximum score)

Rolling: 4d6 (drop the lowest) on 3 rolls and 3d6 on 3 rolls

Ability Score Limits: 20 for all ability scores

IMMORTAL TALENTS

Ageless. Immortals do not age in the same way that other humans do. They cannot die of old age, and they do not deteriorate in health as they age. Immortals have a “true age,” which is how long they have been alive, and an “apparent age,” which is either the age at which their state of immortality took hold of them or the age at which they reach full maturity.

Deathless. In most circumstances, Immortals cannot die. They automatically stabilize, and so do not make death saving throws or suffer “failures” from taking damage while at 0 hit points. They do not die when dropped by



an attack that does more damage than their maximum hit points.

Immortals do briefly fall unconscious when reduced to 0 hit points, but quickly recover (see below). You cannot benefit from any feat, talent, or other mechanic that allows you to act normally or avoid unconsciousness at 0 hit points.

Fatal Circumstances. Immortals always have one or more specific ways in which they can be killed. These ways can vary based on the nature of their immortality. Some involve a specific type of violence, such as being beheaded or having their heart impaled. These can be performed in combat as an Execution Challenge (see new rules). Others may normally be benign, such as being immersed in water, or exposed to sunlight. These vulnerabilities can not only deal damage to the Immortal (3d8 damage at the beginning of the Immortal's turn when exposed), but they can also immediately kill and destroy the Immortal if the effect reduces their hit points to 0.

Immaculate Health. In the short term, Immortals are affected by intoxicants, radiation, and poisons, but they always recover without needing medical care. Any such hazard with a duration longer than 1 day is automatically cured after a long rest. Immortals are immune to all diseases and infections.

Immortals cannot die from exhaustion. Any exhaustion levels gained after 5 are ignored. Otherwise, they suffer exhaustion normally.

Immortals cannot drown or suffocate. Immortals breathe normally most of the time, and while they may cough, gag, or choke as a reflex, these actions pose no real danger to them.

Regeneration. An Immortal's wounds, even mortal ones, heal very quickly. An Immortal suffers the same pain and trauma from wounds as does a mortal, but their body can restore itself to an immaculate state quickly, even regenerating lost body parts in some cases.

When reduced to 0 hit points, even though unconscious, an Immortal can Revive at the end of their turn. The Immortal can spend 1 hit die, roll it and add their Constitution modifier, and recover that many hit points. Alternatively, they can recover hit points equal to their Constitution modifier (minimum 1), without spending hit dice. Because this happens at the end of their turn, they take no other actions that turn.

If playing with injury rules, Immortals recover from any injury 1 minute after receiving it (10 rounds in combat). Unlike other wounds, serious but non-fatal injuries related to an immortal's Fatal Circumstance may leave a scar when they heal.

Spirit Sense. Immortals have an innate spiritual sense that allows them to identify others of their kind at close distances. Immortals of the same type within 100 feet of

one another, who can see one another, will know of each other's immortal nature.

Spiritual Growth. Immortals, over their potentially long lives, can grow in their spiritual power. This is represented by collecting Spirit Points and then spending them to acquire Immortal Feats. In the Feats Section in this book, you will find a small collection of these feats based on Immortal talents and their long lives.

Spirit Points are gained when the Immortal overcomes a specific kind of challenge. The most common version of this is when they kill another Immortal of their kind in personal combat. In this case, they are awarded a Spirit Point. If the enemy is especially powerful, or the challenge that they must overcome takes great time and effort, this reward could be larger at the GM's discretion. Other examples might be collecting holy relics, completing specific quests, or bringing down a specific type of very challenging enemy.

Spirit Points remain until you spend them. Five spirit points buy any Immortal feat, and at the GM's discretion, any basic feat. We encourage you to create additional Immortal feats specific to the theme of the Immortals in your world.

AGE AND STARTING LEVEL

Immortal heroes can be as old as recorded history, or they can have recently come into their immortality. It is up to the players and the Game Master to discuss any limitations to an Immortal's age. Ideally, players are free to choose, so long as it fits in within the proposed campaign or adventure.

Obviously, an Immortal that is one thousand years old is more experienced in the ways of the world than someone who has only just discovered their immortality. But there is no rule or game limitation on an Immortal's age versus their level. It certainly feels more natural if lower-level Immortals are younger and higher-level Immortals are older. That said, there are plenty of in-world explanations that can account for why an ancient Immortal's skills may have degraded, been forgotten, or lie dormant. Likewise, a new Immortal could have been a real badass before their first death and thus start at a higher level.

IMMORTALS AND GAME BALANCE

We tried to make playing an Immortal balanced, but there is no way to truly offset the fact that they can be permanently killed only in a very specific way. An Immortal hero is always "more powerful" in this specific respect than a mortal hero.

Some rules may feel a little "unrealistic," due to the need for game balance. A millenia-old Immortal could theoretically become an expert in every skill possible

during their lifetime, but that would trivialize game play and make every Immortal hero feel the same. It's reasonable that an Immortal may well have forgotten skills that they have not used for decades, or that an Immortal is simply set in their ways and only learns what they must to survive.

MUTANT

Mutants come in all shapes and sizes; some mutations are subtle, but most are readily apparent—bulging flesh, altered skin, warped features, or significantly different size, for example.

MUTANT ABILITY SCORES

A mutant's ability scores depend on the strength of their mutations, which come in five categories: very powerful, powerful, average, weak, and very weak. A mutant's Ability Score Limit is 20 for all ability scores.

Very Powerful Mutations

Starting Array: 14,14,12,12,10, 8

Point Buy: 24 points (14 maximum)

Rolling: 4d6 (drop the lowest) on four rolls and 3d6 on two rolls

Powerful Mutations

Starting Array: 15,13,13,12,10, 8

Point Buy: 25 points (15 maximum)

Rolling: 4d6 (drop the lowest) on five rolls and 3d6 on one roll

Average Mutations

Starting Array: 15,14,13,12,10, 8

Point Buy: 27 points (15 maximum)

Rolling: 4d6 (drop the lowest) on all six rolls

Weak Mutations

Starting Array: 15,14,13,12,11, 8

Point Buy: 28 points (15 maximum)

Rolling: 4d6 (drop the lowest) on five rolls, 4d6 (drop the lowest) +1 on one roll

Very Weak Mutations

Starting Array: 15,15,13,12,11, 8

Point Buy: 30 points (15 maximum)

Rolling: 4d6 (drop the lowest) on five rolls, 4d6 (drop the lowest) +1

MUTANT TALENTS

Mutations. As a mutant, you have one or more mutations. Choose one option in the following table to determine your mutations. See the "Science Fiction Rules" in Part 3 for the full rules and list of mutations.

MUTATIONS		
BENEFICIAL MUTATIONS	DETRIMENTAL MUTATIONS	MUTATION STRENGTH
None	Any one major	Very Weak
None	Any one minor	Weak
None (cosmetic only)	None (cosmetic only)	Average
Any one minor	Any one minor	Average
Any two minor or any one major	Any two minor or any one major	Average
Any one minor	None	Strong
Any two minor or any one major	Any one minor	Strong
Any two minor or any one major	None	Very Strong

SYNTHETIC

Whether created by accident or intention, you are a synthetic person, complete with your own thoughts, feelings, and goals. You might be unique in your world, or mechanical people might be commonplace.

Your mind is unique, housed in a digital brain. You cannot download yourself into another body or back yourself up on a server, but so long as your brain remains undamaged, your body can always be repaired or replaced.

If robots do not have equal rights to humans in your world, you can still pass as one of them. Unless you have a profession such as Indentured Warrior or Off the Grid that says otherwise, you have documents proving your humanity and are a legal citizen.

SYNTHETIC ABILITY SCORES

Starting Array: 14,13,12,12,10, 8

Point Buy: 22 points (14 maximum)

Rolling: 4d6 (drop the lowest) on three rolls and 3d6 on three rolls

Ability Score Limit: 22 Strength, 22 Intelligence, 20 for all other ability scores.

SYNTHETIC TALENTS

Cyber Augments. You are not biological in nature, but you can still replace some of your body parts with cybernetics. You can “implant” cybernetic enhancements during a long rest without the need for surgery. As you have no organs, you cannot benefit from internal cybernetics. You take the normal penalties for exceeding your Maximum Strain.

Cyber Intelligence. Your mind exists within a computer. You gain the benefits (and drawbacks) of the Cyberbrain, Brain Port, and Memory Booster cybernetic enhancements. These enhancements do not count toward your Maximum Strain.

Mechanical Nature. You are a machine. You count as a robot (autonomous) instead of a person (human). You do not age and are immune to all illnesses and poisons. In addition, you do not need to eat or breathe, and you cannot gain levels of Intoxication or become Sickened, except by effects that specifically target robots.

Instead of sleeping, you must remain in an inactive but alert state in order to benefit from a long rest, and you must spend at least 4 hours of the long rest plugged into a power source; a standard electrical socket is enough to count.

In addition, whenever anyone takes the First Aid action to aid you, they make an Intelligence (Mechanics) check instead of an Intelligence (Medicine) check.

Metal Frame. Your body has many delicate components, but they are protected by durable metal. You gain the benefits of the Dermal Plating cybernetic enhancement, which does not count toward your Maximum Strain.

Short Circuit. Your body is controlled by delicate electrical circuits. Whenever you take at least five times your proficiency bonus electrical damage from one source, you suffer disadvantage on attack rolls and ability checks until the end of your next turn.

Shut Down. As a machine, damage to most of your body cannot actually kill you, but it can render you unable to move. When you are reduced to 0 hit points, you do not make death saving throws and you automatically stabilize. Further damage cannot kill you, but if your head is destroyed, you die.



CHAPTER 2 BACKGROUNDS

Due to the wide variety of Cinematic Adventures, the backgrounds included here cover a wide range of ideas, concepts, and approaches. Backgrounds are intended to be flexible components that primarily enhance the life story of your hero and bring them to life. We often receive questions about backgrounds that don't include a unique talent. They are omitted when the background has multiple equipment and/or skill proficiencies that are more essential to the background than a unique talent.

ABUSED

A large part of your life has been defined by the abuse you suffered at the hands of your family, your partner, or someone else influential in your life. Even if you have finally escaped the cycle of abuse, your life has been changed because of it.

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

Skill Proficiencies: Choose either Deception or Insight

Iconic Equipment: Oversized hoodie, dark sunglasses

Understanding: You know what it looks like to be in pain. You have advantage on Wisdom (Insight) checks made to see that someone secretly fears for their safety or is hiding their pain.

BORN IN THE SLUM

You were born and raised in a slum and seen by outsiders as the lowest of the low. Despite its hardships and your life's journey, it will always be the place you called home.

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

Skill Proficiencies: Streetwise

Iconic Equipment: Nothing but memories

You Get Used To It: You have advantage on saving throws made against the effects of poisons.



CONVICT

You spent time in one or more penal institutions, and you know the ins and outs of prison life.

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

Skill Proficiencies: Endurance

Iconic Equipment: A badass prison tattoo

Know the Routine: You have advantage on Insight checks made against law enforcement, correctional officers, and other convicts.

CORPORATE LEGACY

One or both of your parents are CEOs or prominent board members of a major corporation. You were groomed from birth to assume a leadership position in this company, and you now await your destined promotion. You might be eager to finally inherit what was promised to you, or you might not want it at all, but, either way, your current position comes with some benefits.

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

Skill Proficiencies: Social Sciences

Iconic Equipment: Corporate ID, perfectly fitted business suit

Corporate Heir: Although your actual authority is limited by your current position, people in your family's company fear or respect you. Once during each adventure, you can call on someone in your company as if they were a contact with level 2 in any category of your choice. See "Contacts" in Part 3 for more information.

COUNTERCULTURE

You grew up among goths, metal heads, punks, or some other anti-authoritarian subculture. You probably liked making your parents mad, unless they're the ones who brought you into the culture.

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

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

Iconic Equipment: Leather jacket, combat boots, studded bracelets, piercings

Fellow Outcast: As a fellow member of counterculture, you have advantage on Charisma checks made to interact with punks, goths, anarchists, weirdos, and any other member of counterculture.

CULT ESCAPEE

You were indoctrinated into a cult, but have since gotten away from that life. You may have been born into the cult or recruited later in life, and it's up to you if the cult is still around or not. Perhaps they're looking for you?

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

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

Iconic Equipment: Broken symbol of the cult you escaped

Cult Recognition: You know how cults work, and how they recruit. You have advantage on all ability checks made to notice or recognize cult behavior, symbols, or rhetoric, regardless of the cult.

DISASTER SURVIVOR

You survived a great disaster. Your home might now be gone, or perhaps you rebuilt your life, but, either way, this experience has left its mark.

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

Skill Proficiencies: Choose either Perception or Survival.

Iconic Equipment: A torn or charred family photo

Disaster Experience: You have advantage on ability checks and saving throws made against broken ground, collapsing buildings, or similar destruction of your environment.

LAWLESS HOME

You come from somewhere with no official government, or with a government that has all but been abandoned, and you have learned to survive via barter and trade.

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

Skill Proficiencies: Choose either Streetwise or Survival.

Iconic Equipment: Chips, cookies, soda, or some other junk food

Bartering: You have advantage on ability checks made to find or negotiate non-monetary trades of goods and services.

LEGEND

Your past is the stuff of legend. Whether those legends are true or not, who can say, but your reputation precedes you wherever you go.

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

Skill Proficiencies: Any one skill proficiency of your choice

Iconic Equipment: You are known for a distinctive and decorative piece of clothing or jewelry.

Instant Credibility: No matter where you go, your starting Street Cred score is 3 instead of 1.

ISLANDER

You grew up living on an island and, as a result, you have a close connection to the ocean. No matter where you roam, you will always remember the rolling waves and island life.

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

Skill Proficiencies: Athletics

Iconic Equipment: A necklace made from shells.

Water Wise: You have advantage on ability checks made to swim, catch fish, and operate personal watercraft.

NEAR-DEATH EXPERIENCE

You were dead, even if it only lasted a moment. There was a white light, or perhaps a voice calling to you. Or a terrifying, fiery pit pulling you down. Was the imagery

conjured up by a dying brain, or did you, perhaps, glimpse the other side?

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

Skill Proficiencies: Choose either Endurance or Perception

Iconic Equipment: Watch or pendant that was broken in the accident

Unafraid: You have seen death, and it no longer frightens you. You have advantage on saving throws against being Frightened.

REFUGEE

You escaped a place of danger, whether due to the ravages of war, to targeted persecution by the powers that be, or even to a natural disaster that made achieving the basics of survival nearly impossible. The insecurity of that time still haunts you to some degree.

Ability Score Increase: Increase your Constitution by 1, to a maximum of 20.

Language: Choose one additional language

Skill Proficiencies: Endurance

Iconic Equipment: Photographs of the family you lost

Know When to Run: When you take the Dodge action, you can take the Dash or Disengage action as a bonus action in the same turn.

REMOTE VILLAGE

You grew up in a small, rural village in a remote location. The appearance of anyone from outside your community was a remarkable event.

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

Language: Choose one additional language

Skill Proficiencies: Arts and Crafts

Iconic Equipment: Handcrafted woodwork from a village craftsman, a postcard to send back home

The Quiet Life: You have advantage on Dexterity (Stealth) checks made to move or do activities quietly.



SMALL TOWN

You grew up in a small, rural town where everyone knew everyone else and strangers were often viewed with guarded suspicion. For whatever reason, you left it behind...but you still nurture some nostalgia for small-town life.

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

Skill Proficiencies: Mechanics

Iconic Equipment: A souvenir license plate, Grandma's secret blueberry pie recipe, a McNally road atlas

Country Cousin: You have advantage on Charisma (Persuasion) and Wisdom (Streetwise) checks made in small towns or with small-town residents.

STREET RAT

You grew up on the streets. Perhaps you were an orphan, or your guardian was homeless, or you were a latchkey kid striking out on your own most days after school.

Ability Score Increase: Increase your Dexterity by 1, to a maximum of 20.

Skill Proficiencies: Streetwise

Iconic Equipment: Worn out old hoodie, lucky penny

City Secrets: You know every nook and cranny of your city, and you know how to find the hidden paths in other places. You have advantage on ability checks made to navigate in a city, as well as those made to avoid (or locate) crowds, traffic, or construction.

SUICIDE SURVIVOR

You wanted to end it all once. But when you survived, you realized that you didn't want to die after all. You may or may not be happy, but there's something in the world worth living for.

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

Skill Proficiencies: Choose either Insight or Medicine

Iconic Equipment: Long sleeved shirt or makeup kit (to hide the scars)

Will to Live: You tried to die once, but you won't make that mistake again. You have advantage on death saving throws.

TUNNEL RAT

Genetics blessed you with a short stature and a wiry build. Whenever someone needed cables pulled through a tight spot or a puppy rescued from a culvert, you were always their first choice.

Ability Score Increase: Increase your Dexterity by 1, to a maximum of 20.

Skill Proficiencies: Acrobatics

Iconic Equipment: GI flashlight

UrbEx: You have advantage on Dexterity checks made to get through tight spaces and on Dexterity (Acrobatics) checks made to escape a grapple or restraint.

TRAUMATIC

Events in your past left you with deep emotional wounds, which have given you a wariness of others that is helpful in seeing through deception. The process of healing also brought unique insights into life, though some of the pain remains unresolved.

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

Skill Proficiencies: Insight

Iconic Equipment: A diary you try not to read, kept in a safe place

Bullshit Detector: You have advantage on Wisdom (Insight) checks made to identify when someone is lying to you.

VETERAN

You were a member of your country's armed forces. You mustered out, but your time in uniform shaped who you are today. For better or worse, civilian life is very different, and you often think back to your time in the service.

Ability Score Increase: Increase your Strength by 1, to a maximum of 20.

Equipment Proficiencies: Basic and Advanced Equipment

Iconic Equipment: A set of dog tags, service awards and medals, a VA card

Thank You For Your Service: You gain advantage on Charisma (Persuasion) and Charisma (Deception) checks made to change someone's attitude towards you to non-hostile, or to gain small privileges otherwise denied to the general public.

VIOLENT PAST

You once lived a life in which violence was a constant threat, or in which violence was required to avoid becoming a victim of others. While you may have left this behind, it is easy to fall into old habits.

Ability Score Increase: Increase your Constitution by 1, to a maximum of 20.

Skill Proficiencies: Athletics

Iconic Equipment: A switchblade knife, a leather jacket, a wicked scar

Hardened: You have advantage on saving throws made to resist being Stunned or to end the Stunned condition.

WAR ORPHAN

Your childhood was a casualty of the war that took your parent's lives. You, however, survived. Having faced such hardship as a child, you have an inner strength that few can match.

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

Language: Choose one additional language

Skill Proficiencies: Stealth

Iconic Equipment: Your father's watch, an old shell casing

Stoic: You have advantage on saving throws to avoid becoming Frightened or to end the Frightened condition.



HISTORICAL BACKGROUNDS

A hero who has lived for centuries may well have a background from a historical period and, for this reason, their background could well be an old profession rather than how they grew up. For them, their formative career is as much their background as childhood is for a mortal person. This is a collection of historical professions that have a strong focus on the various warrior cultures that are useful when creating an immortal hero.

A modern hero can also take these backgrounds, but treat them as ancestry that they identify with and want to connect to, rather than as the actual lived experience of being an ancient warrior.

AZTEC WARRIOR

Aztec warriors were among the most sophisticated soldiers known to history. They formed the backbone of the Aztec war economy, and achieved renown through winning battles and taking prisoners.

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

Language: Nahuatl

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: A stone knife, bone jewelry

First Blood: The first time you strike any opponent during a combat encounter, you gain 1d4+2 temporary hit points. You cannot use this feature again until you complete a short rest.

CARAVAN TRADER

The life of a trader can take you all over the world and broaden your horizons, not to mention that it can be very lucrative. It can be a dangerous life, but it is usually worth the risks.

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

Language: Choose one language from the time and place you were raised.

Skill Proficiencies: Persuasion

Equipment Proficiencies: Basic Equipment

Iconic Equipment: A travel trailer or camper, a collection of antique maps

Wayfinding: You have advantage on Wisdom (Survival) and Wisdom (Streetwise) checks made to navigate or identify where you are.

CARTHAGINIAN MERCENARY

The Carthaginian Empire's army comprised mostly mercenaries gathered from the ancient world's greatest warriors, making clever use of combined-arms tactics on the field.

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

Language: Punic

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: A Carthaginian gold coin

Unorthodox Strategy: You gain advantage on Charisma (Deception) checks made in combat or while playing strategy games.

EGYPTIAN CHARIOTEER

The Bronze Age defined Egypt's military tradition. Among their more famous units were their chariot archers, which moved quickly into position, loosed their missiles, and then moved out of harm's way.

Ability Score Increase: Increase your Dexterity or Wisdom by 1, to a maximum of 20.

Language: Ancient Egyptian

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: A family cartouche, a khopesh (one-handed sword)

Sure Feet: You have advantage on Dexterity checks made to keep your balance on a moving platform, and don't have disadvantage when making ranged attacks from a moving vehicle.



EUROPEAN KNIGHT

European knights began as elite mounted warriors honored by their king; over time, they turned into a class of minor nobility in their own right, associated with chivalric virtues. Their steeds and armor marked them as wealthy, or as worthy of significant investment by their lord.

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

Language: Choose one European medieval language (Old French, Middle English, etc.)

Skill Proficiencies: Vehicles (horse riding)

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: An antique shield with coat of arms, an arming sword (one-handed sword)

FEUDAL PEASANT

In antiquity, most people were farmers, working the land and living a life defined by the seasons or the needs of livestock. Armies of the past consisted largely of conscripted peasants, so a violent death was not uncommon.

Ability Score Increase: Increase your Constitution by 1, to a maximum of 20.

Language: Choose one language from the time and place you were raised.

Skill Proficiencies: Survival

Iconic Equipment: A sturdy hatchet, a hand-knit scarf

Hard Living: You don't need food or drink to take a long rest. You regain 1 spent Hit Die each time you take a short rest.

HIGHLANDS CLANSMAN

The Gaelic-speaking clans of the Scottish Highlands were known for their independence of spirit, often warring with the Lowland clans. They had a reputation as fierce folk who eschewed the more "civilized" practices of the Lowland Scots.

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

Language: Scottish Gaelic

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: A breacan (belted plaid) of the clan's tartan pattern, a clan crest

Independent Spirit: You gain advantage on Wisdom and Charisma saving throws made to resist commands, compulsions, and other emotional influences.

JAPANESE SAMURAI

Japanese samurai were a caste of warrior nobility in feudal Japan. They led military forces and participated in politics and the administration of state under the Shogunate. Their status brought both great power and social responsibility, the latter of which was not always exercised as vigorously as the former.

Ability Score Increase: Increase your Dexterity or Wisdom by 1, to a maximum of 20.

Language: Japanese

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: A daishō set (katana and wakizashi), kimono, and hakama

Bushido: The samurai warrior code cultivates a reputation of trustworthiness, giving you advantage on Charisma saving throws against slander or other efforts to malign your reputation.



KURGAN WARRIOR

Native to the steppes of modern-day Ukraine and Russia, very little is known of this Copper Age culture. Their forgotten tongue is thought to be the origin of all Indo-European language groups.

Ability Score Increase: Increase your Strength or Constitution by one, to a maximum of 20.

Skill Proficiencies: Endurance, Intimidation

Equipment Proficiencies: Basic Equipment

Iconic Equipment: An ancient bone fetish, a copper-headed axe

LAKOTA WARRIOR

Members of the Sioux peoples, Lakota warriors were highly skilled horsemen using both bow and lance, famed for their skill as hunters and fighters. Led by Sitting Bull, they defeated the 7th Cavalry at Little Bighorn in 1876.

Ability Score Increase: Increase your Dexterity or Constitution by one, to a maximum of 20.

Language: Lakota

Skill Proficiencies: Survival

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: Beaded moccasins, handcrafted short bow

MALI ARCHER

The Mali Empire was one of the richest in history, dominating Western Africa for four hundred years. Their armies were predominately made up of archers known to employ poisoned arrows, giving them a fearsome reputation among their enemies.

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

Language: Kassonke

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: A short bow and handcrafted quiver

Poisoner: You have advantage on checks made to safely handle poisons and to create poisoned ammunition.

MAURYAN SOLDIER

One of the first empires in India, the Mauryan military featured elephants, chariots, and horsemen. Their well-organized command structure enabled them to exert control over vast regions of the sub-continent.

Ability Score Increase: Increase your Strength or Intelligence by 1, to a maximum of 20.

Language: Hindi

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: Tulwar sword (one-handed sword), a murti of Shiva

Soothing Words: You have advantage on Charisma or Wisdom checks made to calm animals or to influence animals during combat.

MONASTIC

Monks live lives dedicated to worship and self-improvement, serving their faith and the faithful. People looking to escape their old lives sometimes take sanctuary in monastic orders to begin a new life.

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

Language: Choose one language from the time and place you were raised.

Skill Proficiencies: Social Sciences

Iconic Equipment: Iconography of your faith, sacred writings

Refuge: You are able to gain entrance to any religious site or institution of your faith, and to receive aid and shelter there with no questions asked.

MONGOLIAN CAVALRY

Mongolian cavalry formed the backbone of Genghis Khan's 13th-century conquests. Each warrior brought as many as four horses with them on campaign, which allowed them to cover incredible distances. They were skilled in both mounted archery and lance.

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

Language: Mongolian

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: A beautiful horse and saddle

Mounted Archer: You don't have disadvantage when attacking with a bow when mounted or riding in a vehicle.

PERSIAN IMMORTAL

Heroes of the first Persian Empire, the Immortals were elite Bronze Age soldiers famed for conquering Egypt and for their wars against the Greeks, maintaining a force of precisely 10,000 warriors at all times.

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

Language: Old Persian

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: Antique bronze spear and breast plate (medium armor)

Shield Mastery: You can ignore the awkward property of any shield you wield or carry.

ROMAN LEGIONARY

The legionaries of Rome were not only professional soldiers, but also police officers, civil administrators, settlers, and members of the construction crews that created many of Rome's public works. Quite simply, the Roman Empire ran on their blood and sweat.

Ability Score Increase: Increase your Strength or Intelligence by 1, to a maximum of 20.

Language: Latin

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: A gladius (short sword) and scutum shield

Camaraderie: You may take a bonus action to grant an adjacent ally advantage on their next melee attack against an opponent that you are both adjacent to.

ZHAO SOLDIER

The Warring States period at the end of the Zhao dynasty was a crucible of military innovation in China. The crossbow became a common weapon of war, while massive riverboat fortresses laid siege to enemy fortifications. It is believed that Sun Tzu wrote The Art of War during this period.

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

Language: Old Chinese

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: A crossbow and jian sword (one-handed sword)

Art of War: You can treat a roll of 19 on an attack roll as a critical hit. You cannot do this again until you complete a short rest.

EXTRAORDINARY BACKGROUNDS

These backgrounds may be inappropriate for games based strictly on a real world setting. Ultimately, it comes down to a conversation between the GM and players as to what hero options will fit in. Most of these do not have actual mechanics that conflict with a real world setting, only an implication as to what is real in that world.

DIVINE INTERVENTION

You should be dead. Or at least your life should be in shambles. But thanks to the intervention of an angel, god, or powerful spirit, you survived. And maybe even thrived.

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

Skill Proficiencies: Choose either Insight or Perception

Iconic Equipment: Lucky charm left to you by your savior

Sight of the Beyond: You can recognize the touch of divinity. You can tell by sight if a creature is

divine in nature, and you can sense consecrated or desecrated ground. The GM has discretion on what counts as divine, consecrated, and desecrated.

EARLY CYBERNETICS

As a result of missing or lost body parts, or perhaps simply your parents' obsession with cybernetics, you grew up with cybernetic prosthetics. Cybernetics are as natural to you as any other part of your body.

Ability Score Increase: Increase your Constitution by 1, to a maximum of 20.

Skill Proficiencies: Mechanics

Iconic Equipment: Ornate and personalized prosthetics

Cybernetic Natural: You've lived with cybernetics for long enough that your body is especially adapted to them. Your Maximum Strain is increased by 1.



EX MONSTER WORSHIPER

You were once part of an organization or church that worshiped powerful entities: giant monsters, demons, or alien powers. Though you have left that life behind, you still find some beauty in the monstrous.

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

Skill Proficiencies: Intimidation

Iconic Equipment: Monster tattoos

Monster Awe: When you encounter a large or larger monster, including a monster of giant or titanic scale, you gain inspiration. You can gain inspiration in this way only once before finishing a long rest.

LOST IN TIME

You were separated from the modern world for many years, possibly decades. As a result, you are completely out of touch with modern history, technology, and social customs.

Ability Score Increase: Increase your Constitution by 1, to a maximum of 20.

Skill Proficiencies: Survival

Iconic Equipment: A durable antique memento, a faded photograph of a family member

Survival Instinct: After selecting your class, gain an additional saving throw proficiency of your choice.

MEMORY ALTERED

Your memories have been altered or replaced. Whether you know it or not, you aren't who you think you are.

Ability Score Increase: Increase a single ability score by 1, to a maximum of 20.

Skill Proficiencies: Choose any one.

Iconic Equipment: An outfit appropriate to your new life; pictures of your fake family.

Flashbacks: When you make an ability check, you can tap into your past memories to gain advantage on that check. You cannot use this feature again until you complete a long rest.

MUTANT LEGACY

You must have the mutant origin to select this background. One or both of your parents were mutants, and you grew up among your people.

Ability Score Increase: Increase your Constitution by 1, to a maximum of 20.

Skill Proficiencies: Choose Streetwise or Survival.

Iconic Equipment: A doll or action figure made to look like a mutant.

Solidarity: Because you are deeply ingrained in mutant culture, you have advantage on Charisma (Deception) and Charisma (Persuasion) checks made against other mutants.

OCCULT FAMILY

Your family was involved in the occult. You grew up with at least some understanding of the mystical, whether or not you believed that it was real. Ancient tomes and strange rituals are as mundane to you as a family dinner.

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

Skill Proficiencies: Choose either Social Sciences or Investigation

Iconic Equipment: Family signet ring or ancient amulet

Mystical Training: You grew up dealing with the occult. You have advantage on Intelligence, Wisdom, and Charisma saving throws against supernatural powers and effects. The GM has final say on what counts as supernatural.

RAISED BY BEASTS

You grew up among wild beasts after being abandoned in the wilderness. As a result, you feel most at home in the great outdoors, away from civilization.

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

Skill Proficiencies: Survival

Iconic Equipment: A tuft of hair from mom

Natural Instincts: Even if you don't have Basic Equipment proficiency, you are considered proficient in Unarmed Strikes and any improvised weapon that deals bludgeoning damage.

SOULLESS

Whether you made a deal with dark powers or were the victim of some terrible magic, you firmly believe that you don't have a soul, and it's made you strangely disconnected from the world.

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

Iconic Equipment: A strange tattoo on your chest

Cold Heart: You have advantage on any saving throw to resist an effect based on emotional manipulation such as fear, love, anger, or joy.

Quiet Mind: You have advantage on any saving throw made to resist the Distracted condition.

SPACE-BORN

You grew up in space, either traveling aboard a ship or living on a remote colony or space station.

Ability Score Increase: Increase your Dexterity by 1, to a maximum of 20.

Skill Proficiencies: Choose Acrobatics or Mechanics.

Iconic Equipment: A space suit.

No-Atmo Training: You have advantage on ability checks and saving throws against decompression and suffocation.



CHAPTER 3 PROFESSIONS

Professions represent what a hero does for a living, or what their most recent profession was prior to the events of the game. The professions in the *Everyday Heroes Core Rulebook* are presented as a broad category of work because we wanted to cover as wide a range of work as possible. Professions in the Cinematic Adventures are more specific to evoke the characters from the films and unusual professions that bring that world to life.

AID WORKER

You volunteer to go to dangerous locations and help people affected by military conflict. The bottom line is: you are willing to give your life to help others survive the horrors of war.

Ability Score Increase: Increase your Constitution and Wisdom by 1, to a maximum of 20.

Skill Proficiencies: Endurance, Medicine, Persuasion, Social Sciences, Stealth, and Streetwise

Equipment Proficiencies: Basic Equipment

Iconic Equipment: First-aid kit, nutrition bars, aid worker ID

Wealth Level: 1

A Good Reputation: You have advantage on Charisma ability checks made to ask for aid for yourself, your allies, or others. You also have advantage on Charisma saving throws made to resist attempts to slander you. You lose these advantages with any person who has witnessed you committing an act of violence.

ANTIQUARIAN

You deal in antiques, selling them to select clientele at exorbitant prices. Your firsthand experience and personal collection gives you an edge in this competitive field.

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: Arts and Crafts and Persuasion.

Iconic Equipment: An antique masterwork weapon, antique furniture

Wealth Level: 4

Antique Knowledge: You have advantage on Intelligence (Arts and Crafts) and Intelligence (Social Sciences) checks to identify and price antiques, to spot forgeries of antiques, and to know the history of a given antique.

ARMS DEALER

You buy and sell weapons. Whether your buyers are legitimate governments, rebels, authorized buyers, or criminals, they pay well for the munitions you provide. Some say that you are a merchant of death; you say that you simply provide an in-demand service.

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

Skill Proficiencies: Streetwise

Equipment Proficiencies: Basic, Advanced, and Military Equipment

Iconic Equipment: Operative Pack

Wealth Level: 4

Restricted Arms: You have access to buy restricted weapons and armor. Selling these to unauthorized buyers is illegal, even if your ability to acquire them is legitimate.



BARTENDER

You mix and serve drinks, whether at a classy establishment or a rundown dive bar. You spend a lot of your job talking with the clientele in addition to serving them drinks, which means that you tend to know everyone, and that you hear all of their problems.

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

Skill Proficiencies: Insight, Persuasion, and Streetwise

Iconic Equipment: Bar rag, cocktail mixer

Wealth Level: 2

Everyone's Therapist: People tell you all kinds of things, especially while drunk. You have advantage on Wisdom (Streetwise) checks made to pick up local news, rumors, scandals, or personal information.

BOMBMAKER

You have the very dangerous job of making improvised explosives. Your work is highly illegal almost everywhere in the world, but highly valued by those in need of your services.

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

Skill Proficiencies: Mechanics, Natural Sciences, and Security

Equipment Proficiencies: Basic and Improvised Equipment

Iconic Equipment: A chemistry kit, an electrician's kit, and a hazmat suit

Wealth Level: 3

Explosives Expert: You have advantage on ability checks made to create, set, disarm, and detonate explosives.

CHARITY WORKER

You work for a charitable organization that provides assistance to those in need, such as a homeless shelter, free clinic, or community center. You don't get paid much, but you don't do it for the money.

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

Skill Proficiencies: Choose two from Arts and Crafts, Insight, Medicine, Persuasion, Streetwise, and Survival.

Iconic Equipment: Donation flyers, first aid kit

Wealth Level: 1

Can You Help? You are experienced in convincing people to help out for a good cause. You have advantage on Charisma (Persuasion) checks made to convince someone to act altruistically.

CHARM

You are in the business of trading sex and/or affection for money or patronage. Your work may carry significant stigma or be illicit in some societies

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

Skill Proficiencies: Performance, Persuasion, and Streetwise

Iconic Equipment: A sexy outfit, prophylactics, pepper spray.

Wealth Level: 2

Distracting: When not in combat, you can make a Charisma (Persuasion) check vs. a target's Wisdom saving throw. If you win the challenge, the target has the Distracted condition for as long as you keep talking to them.

CHOP SHOP JOCKEY

You cut up cars for a living. Some chop shops handle cars that are legally obtained, but some shops specialize in stolen vehicles, and some just don't ask questions.

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

Skill Proficiencies: Mechanics, Streetwise, and Vehicles

Iconic Equipment: Mechanics tools, lucky hood ornament

Wealth Level: 2

Hotrods: You have access to all kinds of great car parts. Given a week to put some of them together, you can purchase a vehicle as if your Wealth Level were 2 higher than it is.

CRIME LORD

You manage a network of independent criminal operatives. Your underworld connections are extensive. You're not the one who commits the crimes; you put the organization into "organized crime."

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

Skill Proficiencies: Deception, Intimidation, Insight, and Streetwise

Equipment Proficiencies: Basic Equipment

Iconic Equipment: An underworld token denoting your status, an encrypted burner phone

Wealth Level: 4

Criminal Tenure: You gain advantage on Charisma (Intimidation) checks with other criminals. Most criminals, if they know who you are, avoid antagonizing you for fear of reprisal, as long as you are not directly threatening them or their business.

CULT LEADER

You persuaded a group of people that, somehow, you are either divine or a divine messenger. These people look to you for leadership and support, and, in return, they are incredibly loyal and supportive.

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

Skill Proficiencies: Deception and Persuasion

Iconic Equipment: An immaculate white outfit, a pamphlet touting the benefits of your spiritual fellowship (which is definitely not a cult)

Wealth Level: 4

Followers: You are able to call on your followers to do favors and carry out mundane tasks on your behalf. Due to their conditioning, they are not especially good at thinking independently, and so require detailed instructions. They are not trained in combat, and they are not willing to die on your behalf.



DIPLOMAT

You serve your government as a foreign diplomat. You negotiate on behalf of your country with the officials in the country in which you are stationed. You are also assigned to collect useful intelligence whenever possible.

Ability Score Increase: Increase your Intelligence and Charisma by 1, to a maximum of 20.

Language: Choose one additional language

Skill Proficiencies: Deception, Insight, Persuasion, and Social Sciences

Equipment Proficiencies: Basic Equipment

Iconic Equipment: Visa, secure briefcase, encrypted phone, diplomatic paperwork

Wealth Level: 3

Diplomatic Immunity: When in the country to which you are officially assigned, and in which you are recognized as a diplomat, you have immunity from arrest and prosecution. The nation can expel you if your crime is severe enough, but it will not take you into custody.

DRUG COOK

You work for a criminal enterprise making recreational drugs. Whether you have formal training or not, you know how to produce, process, and prepare illicit drugs for sale.

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

Skill Proficiencies: Medicine and Natural Science

Iconic Equipment: Chemistry kit, hazmat suit, and a sample of your work.

Wealth Level: 3

Drug Expert: You have advantage on ability checks made to identify illicit drugs and diagnose symptoms of intoxication, addiction, and withdrawal, as well as on ability checks made to produce illicit drugs.

FIXER

You are the person who people come to see when they need something done. You're not the one who will do the deed, but you know someone who will. Your network of contacts and connections is your greatest asset, and you make others pay dearly for access.

Ability Score Increase: Increase your Intelligence and Charisma by 1, to a maximum of 20.

Language: Choose one additional language useful in your work

Skill Proficiencies: Deception, Insight, Persuasion, and Streetwise

Iconic Equipment: Expensive clothing, tasteful jewelry, and a little black book

Wealth Level: 3

Serious Cred: Your Street Cred in your city starts at 4, and you have advantage on ability checks made to gain Street Cred.

FLIGHT ATTENDANT

You tend to the needs of passengers during commercial flights—in the air or in space. With the recent boom in interplanetary tourism, there is no end to the demand for your kind of work.

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, Persuasion, and choose one from Medicine, Social Sciences, or Vehicles

Iconic Equipment: Safety instructions, flight attendant uniform

Wealth Level: 2

Turbulence Tolerance: You have advantage on ability checks and saving throws made to keep your balance or to avoid falling Prone.

FORGER

You make your living creating falsified documents for others. When someone wants to start a new life, they call you first. This makes you something of an expert on government records and procedures.

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

Skill Proficiencies: Arts and Crafts, Computers, Deception, and Investigation

Iconic Equipment: An extensive forgery kit, fake ID, burner phone

Wealth Level: 3

Forgery: You have advantage on Wisdom (Arts and Crafts) checks made to forge documents, artifacts, or computer records.

FORTUNE TELLER

Whether or not you have any legitimacy, you read the fortunes of your patrons through card readings, crystal gazing, channeling the spirits, or any number of other methods of divination.

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

Skill Proficiencies: Deception, Insight, and Performance

Iconic Equipment: Tarot cards

Wealth Level: 2

Fortune Reading: You have advantage on all Charisma checks and Wisdom (Insight) checks made against anyone whose fortune you are currently telling, as long as they have accepted this reading from you.

GANG LEADER

You hold a position of leadership within a street gang. This role grants you some power over the other members of the gang, but it also comes with the responsibility to maintain order, provide for the other members, and defend the gang's reputation and territory.

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

Skill Proficiencies: Persuasion and Streetwise

Equipment Proficiencies: Basic and Advanced Equipment

Iconic Equipment: Gang colors and a combat knife

Wealth Level: 2

Street Cred. Your Street Cred in your city starts at 4

Gang Leadership: You may give direct orders to gang members under your command as long as the orders are not obviously harmful to the gang as a whole.

GANG SOLDIER

You are a blooded soldier in a street gang. You have proven your ability to fight, as well as your loyalty to the gang. You are expected to carry out orders, but due to your service, you have an influential voice within the gang.

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

Skill Proficiencies: Intimidation and Streetwise

Equipment Proficiencies: Basic, Improvised, and Advanced Equipment

Iconic Equipment: Gang colors and a baseball bat

Wealth Level: 1

Street Cred. Your Street Cred in your city starts at 3

Tough Enough: You can use your Constitution or Strength modifier instead of Charisma when making Intimidation checks.



INDENTURED FIGHTER

You have been pressed into service by a military force. While you do have a gun, you know that if you try to flee, you will be shot by either your leaders or your fellow conscripts.

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

Skill Proficiencies: Endurance, Perception, and Stealth

Equipment Proficiencies: Basic, Advanced, and Military Equipment

Iconic Equipment: Tiny memento of your childhood or past life, assault rifle

Wealth Level: 0

Servant: You have limited freedom and no money of your own, but the equipment to do your job is provided to you by your "employer," as is your food and housing.



ITINERANT

You live the life of a constant traveler. You carry everything that you own on your back, and you make a living doing odd jobs wherever you go. Personally, you don't measure wealth in possessions, but in experiences instead.

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

Language: Choose one additional language

Skill Proficiencies: Streetwise and Survival

Iconic Equipment: A warm coat, sturdy boots, frame backpack, and camping kit

Wealth Level: 1

Affable: You have advantage on Charisma (Deception) and Charisma (Persuasion) checks made to ask people for small favors, or to convince someone that you pose no danger and can generally be trusted.

MAGICIAN

You perform tricks and illusions in front of an audience for a living. You pull rabbits out of hats, levitate assistants, and dazzle crowds with your amazing card tricks.

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

Skill Proficiencies: Performance and Sleight of Hand

Iconic Equipment: Deck of playing cards, flash paper, fake flowers, rabbit or pigeon

Wealth Level: 2

Magician's Pockets: You are adept at hiding things for your tricks. You have advantage on ability checks made to hide objects on your person.

Prestidigitation: You gain expertise in Sleight of Hand.

MERCENARY SOLDIER

You are a gun for hire, working either independently or as a member of a mercenary company. You go where the pay (and hopefully the odds of survival) are good. Whatever your principles, you are expected to follow orders.

Ability Score Increase: Increase your Constitution by 1, to a maximum of 20.

Language: Choose one additional language

Skill Proficiencies: Endurance, Streetwise, and Survival

Equipment Proficiencies: Basic, Advanced, and Military Equipment

Iconic Equipment: Your lucky jump boots, combat knife, 9mm pistol of foreign make

Wealth Level: 3

Licensed: You are allowed to purchase and carry military equipment for use in official missions.

MILITARY PILOT

You are a highly-trained military pilot flying in service to your country. Whatever type of hardware you pilot, you fly under some of the most challenging conditions possible.

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

Skill Proficiencies: Mechanics and Vehicles

Equipment Proficiencies: Basic and Advanced Equipment

Iconic Equipment: Flight suit, logbook, sunscreen

Wealth Level: 3

Aviation Expertise: You gain expertise in Vehicles.

Weapon Systems: You treat integrated weapons in aircraft as Advanced Equipment and do not have disadvantage when firing them from a moving aircraft.

PAWN SHOP OWNER

You run a pawn shop where desperate people borrow money in exchange for valuable collateral. If they don't pay up in time, you keep the item and sell it at a mark-up.

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

Skill Proficiencies: Deception, Insight, and Streetwise

Iconic Equipment: Cheap jewelry

Wealth Level: 2

Appraisal: You have advantage on ability checks made to know the value of any object.

OCCULTIST

You trade in ancient occult texts, mystical objects, or other occult paraphernalia. You might sell hokey trinkets to tourists, trade in artifacts and curios with historical and occult relevance, delve into the truly supernatural, or do some combination of all three.

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

Skill Proficiencies: Social Sciences and choose one from Deception, Investigation, or Persuasion

Iconic Equipment: Book of esoteric lore, weird amulet

Wealth Level: 3

Occult Knowledge: You have read a variety of occult texts. You have advantage on checks made to remember or research information about occult practices and entities.

OFF THE GRID

Whether your records declare that you are dead, your existence has been scrubbed from all databases, or you never had any documentation to begin with, you have no official ID, address, credit cards, or other papers that prove you exist. Any work you do is purely under the table.



Ability Score Increase: Increase three different ability scores of your choice by 1, to a maximum of 20.

Skill Proficiencies: Security, Streetwise, and Survival

Equipment Proficiencies: Basic and Advanced Equipment

Iconic Equipment: Swiss army knife, jerky, mended clothing

Wealth Level: 1

Legally Dead: You are impossible to track through legal means, but you also cannot provide any documentation of your existence when requested.

OUTDOOR GUIDE

You work as a guide for anyone who needs to venture into the wilderness and hopes to come back out again. Your knowledge of the local landscape and wildlife is extensive.

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

Skill Proficiencies: Endurance, Perception, and Survival

Equipment Proficiencies: Basic and Advanced Equipment

Iconic Equipment: Camping kit, binoculars, sunscreen, and a good Stetson hat

Wealth Level: 2

Local Knowledge: Choose a type of terrain and climate that you are most familiar with. You gain advantage on Wisdom (Survival) checks made while in a place with that combination of terrain and climate.

PRISON GLADIATOR

You make your living competing in blood sports for money, prestige, and bloodlust. Or you were conscripted into competition as a prisoner of some warlord. If you have lived this long, you must either be very good or very lucky.

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

Skill Proficiencies: Intimidation

Equipment Proficiencies: Basic, Advanced, Historical, and Improvised Equipment

Iconic Equipment: Bad-ass gladiator outfit

Wealth Level: 3

Grit: You regain one spent hit die after finishing a short rest.

RAT CATCHER

You have one of the more essential, but inglorious, jobs in your organization: catching rats and other vermin, either to keep your home clean or for food.

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

Skill Proficiencies: Athletics, Stealth, and Streetwise

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: Filthy clothes, rubber boots, leather gloves, handmade bow and arrows, trained dog

Wealth Level: 1

Underground Ghost: You have advantage on Dexterity (Stealth) checks made to hide and move silently when in an underground environment.

REVOLUTIONARY LEADER

You are the leader of a revolutionary cell or small organization. You are responsible for coming up with plans to help further the cause of your group, maintaining security, and organizing those in your cell or crew.

Ability Score Increase: Increase your Wisdom and Charisma by 1, to a maximum of 20.

Skill Proficiencies: Insight and Persuasion

Equipment Proficiencies: Basic and Advanced Equipment

Iconic Equipment: Civilian clothing, fake identifications, and coded plans

Wealth Level: 3

Street Cred: Your Street Cred with like-minded revolutionaries is 5.

Inspire Courage: As an action, give a short but rousing speech that removes the Frightened condition from all allies within earshot. You also have advantage on Charisma (Performance) checks made to give speeches related to your cause.

REVOLUTIONARY SOLDIER

You are a soldier in one of the many revolutionary organizations that have risen up around the world in reaction to the social collapse of the world powers. Whether you fight for an ideal or in the service of a charismatic leader, you fight against an authoritarian government.

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

Skill Proficiencies: Perception, Stealth, and Survival

Equipment Proficiencies: Basic, Advanced, and Military Equipment

Iconic Equipment: Makeshift fatigues, AK-47 assault rifle, and combat knife

Wealth Level: 1

Zeal: Gain 1d4 temporary hit points the first time that you defeat an opponent in a given combat. Defeat is normally defined as dropping them to 0 hit points or forcing them to surrender. Note that temporary hit points don't accumulate; see the rule on temporary hit points for details.

SALESPERSON

You sell things. Exactly what doesn't matter so long as the margins are good and the market is hot. It's a great life for those who want to travel. No matter where you go, there are things that need to be sold and people to sell to.

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

Skill Proficiencies: Deception, Insight, Persuasion, and Vehicles

Iconic Equipment: A slightly goofy suit or dress, sample products, a firm handshake

Wealth Level: 3

Let's Make a Deal:

You have advantage on Charisma (Persuasion) checks made to sell something to someone, or to negotiate a better price when buying or selling something.

SALVAGER

You explore wreckages, disaster zones, or other dangerous places for valuable technological salvage, whether legally or otherwise.

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

Skill Proficiencies: Investigation, Mechanics, Security, and Streetwise

Iconic Equipment: Cutting tools, rucksack

Wealth Level: 3

Junk Knowledge: You have advantage on ability checks made to identify or remember information about technological parts or equipment.

SCAVENGER

You make your living by picking through the things that other people throw out, leave behind, or have abandoned, and then selling or trading them.

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

Skill Proficiencies: Endurance, Investigation, Perception, and Streetwise

Equipment Proficiencies: Basic Equipment

Iconic Equipment: A crowbar, a backpack, a climbing kit, and a lantern or flashlight

Wealth Level: 1

Dumpster Diving: You can find any non-restricted item with a Price Level of 2 or less for free, given an hour's time. You can find any non-restricted item of Price Level 3 in the same way, but it requires repairs to be useful.

SENIOR ADVISOR

You are a key advisor to a king, president, cardinal, or other figure of great power and influence. While this gives you considerable clout, it also makes you the chief scapegoat when things go wrong.

Ability Score Increase: Increase your Wisdom and Charisma by 1, to a maximum of 20.



Skill Proficiencies: Deception, Insight, Persuasion, and Social Sciences

Iconic Equipment: A fashionable outfit appropriate for the halls of power, papers that identify your position of importance

Wealth Level: 3

Do You Know Who I Am? You have advantage on Charisma (Intimidation) checks with government officials and have tacit permission to enter facilities associated with the person you serve.

SHERIFF

You are an elected American law enforcement official responsible for keeping the peace in your county. You wield exceptional power within your jurisdiction, and are beholden directly to the people rather than to other elected officials.

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

Skill Proficiencies: Intimidation, Investigation, and Social Sciences

Equipment Proficiencies: Basic and Advanced Equipment

Iconic Equipment: Sheriff's uniform and badge, police kit, police cruiser

Wealth Level: 3

The Big Boss: You have broad authority over the officers and personnel working in the sheriff's office and little direct oversight. You have advantage on Charisma (Intimidation) checks against anyone living in your county.

SNITCH

You're a criminal, but you've got a deal with the law. You snitch on other criminals and, in exchange, you stay out of prison.

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 choose two from Security, Sleight of Hand, Stealth, or Streetwise

Iconic Equipment: Burner phone

Wealth Level: 2

Limited Immunity: You have an in with the cops. The police will let you off the hook for any petty crimes you commit, and you can avoid punishment for larger crimes so long as you give up someone else involved.

SPECIAL FORCES OPERATIVE

You are among the world's most highly trained soldiers specializing in guerilla tactics and unconventional warfare.

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

Skill Proficiencies: Athletics, Stealth, Survival, and Vehicles

Equipment Proficiencies: Basic, Advanced, and Military Equipment

Iconic Equipment: Operative Pack

Wealth Level: 2

Never Say Die: You can re-roll all failed death saving throws once.

STARVING ARTIST

You perform or create art for a living, but your career hasn't exactly taken off. You might be a local musician, a small-time comedian, an unknown painter, or any other kind of creator that hasn't hit it big.

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

Skill Proficiencies: Choose either Arts and Crafts or Performance, and choose either Computers or Streetwise

Iconic Equipment: Artisan's tools of some kind, granola bars

Wealth Level: 1

Artistic Focus: Choose one type of performance or art in which you specialize. You gain advantage when practicing the chosen type of art or performance.

TRAVEL AGENT

You help your clients plan business trips and vacations. You book flights and hotels, plan itineraries, and recommend destinations to provide the best possible travel experience.

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

Skill Proficiencies: Social Sciences and choose one from Deception or Persuasion

Iconic Equipment: Travel destination pamphlets, contact book

Wealth Level: 3

Travel Benefits: You can secure free travel for you and your team to anywhere a commercial flight can take you, and free lodging at a hotel anywhere one is available.

WAR PHOTOGRAPHER

You travel the world documenting societies, soldiers, and civilians living through or dying in war. Whether you work for a civilian news outlet, an NGO, or a military service, you are the window through which the outside world sees the face of conflict.

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

Language: Choose one additional language

Skill Proficiencies: Arts and Crafts, Endurance, and Perception

Iconic Equipment: High-quality camera, camera vest, selection of lenses

Wealth Level: 2

Heightened Awareness: You gain advantage on Wisdom (Perception) checks during combat.



EXTRAORDINARY PROFESSIONS

These professions assume a world in which certain technologies have become commonplace or where creatures exist that are unknown to us today.

ALIEN RESEARCHER

You gather and research alien technology in an effort to better humanity, or simply for profit.

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

Skill Proficiencies: Natural Sciences and Social Sciences

Iconic Equipment: Archaeology kit, electrician kit, little toy alien

Wealth Level: 4

Alien Knowledge: You have advantage on ability checks made to identify or operate alien technology.



CYBERNETICS ENGINEER

You design, build, and/or repair advanced cybernetics. You most likely work for one of the major cybernetics corporations, but you might also operate a repair shop or otherwise function as a freelancer.

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 Mechanics

Iconic Equipment: Electrician's kit, spare cybernetics parts

Wealth Level: 4

Fine Tuning: You are an expert at finely adjusting cybernetics. During a short rest, you can choose one cybernetic implant you or an ally has. Reduce the Strain of that implant by 1 until you finish another short rest.

CYBERNETICS SURGEON

You work as a surgeon that specializes in implanting cybernetic enhancements. You might work at a hospital or for a cybernetics corporation, or provide private care for high-paying patients.

Ability Score Increase: Increase your Dexterity and Intelligence by 1, to a maximum of 20.

Skill Proficiencies: Medicine and Sleight of Hand

Iconic Equipment: First aid kit and electrician's kit, mixed together

Wealth Level: 4

Cyber Surgery: Reduce the complexity of any surgery that you perform to implant cybernetics by one step, to a minimum of Trivial.

IRRADIATED LABORER

You are paid poverty wages and are constantly exposed to dangerous radiation while doing your job, causing mutations.

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

Skill Proficiencies: Arts and Crafts, Mechanics, and Survival

Iconic Equipment: Old shovel or pickaxe, mining helmet with headlamp

Wealth Level: 1

Radiation Exposure: You gain one minor beneficial mutation of your choice. If you already have mutations, this is in addition to your other mutations.

MECH TECHNICIAN

You build, tune up, and repair mechs for a living. Whether or not you are a pilot yourself, you have a deep understanding of the inner workings of mechs.

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 Mechanics

Iconic Equipment: Toolbelt, recovered piece of the first mech you worked on

Wealth Level: 4

Mech Tune-Up: While you oversee the repairs of a mech during a short rest at a facility designed to build or repair mechs, or during a long rest elsewhere, you can repair one additional limb or system to full operation or reload one additional weapon with the Limited property.

SPACER

You work in the space industry, piloting or crewing spaceships to move materials, supplies, or people all about the solar system.

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

Skill Proficiencies: Mechanics and Vehicles

Iconic Equipment: Jumpsuit, spacesuit

Wealth Level: 3

Zero-G Training: You have advantage on ability checks and saving throws made to navigate zero gravity.



CAREER PATHS

Career Paths are an alternative to the standard professions. They are designed to model the complexity of a full career in which there is a path of advancement through the ranks of a chosen profession. Career Paths allow you to advance along your career as a character option, and it gives you finer details in building your hero.

These were not included in the core rules due to their complexity and because we offered guidelines for building new Professions in the core rules. We don't recommend that new players use Career Paths unless they specifically desire an in-depth set of choices for building a hero. That said, these paths are a fun way to build your hero's backstory by exploring the choices that they made in their chosen field of work.

This Career Path system is designed to be balanced with the normal Professions for the most part. There may be some small exceptions with the way that things are valued within a given Career Path and with the ability to optimize things just a bit more. So, while this system is considered optional, it's very safe in that it is unlikely to affect game balance.

You cannot increase any given ability score by more than one point as part of your career path. You can increase as many different ability scores as you are able to. The standard rules for duplicate proficiencies and expertise apply to Career Paths.

CRIMINAL

They say that crime doesn't pay, but sometimes it can be the only thing that does—that is, until you get caught. This Career Path is for those who try to make a living at crime, rather than for those who get caught up in an illegal vice, or who break the law out of principle, or only in a limited circumstance. Anyone taking the Criminal Career Path has their starting Street Cred among criminals begin as equal to their Wealth Level unless otherwise noted.

STEP 1: HOW DID YOU GET STARTED IN CRIME?

BURGLARY

You specialize in stealing things when no one else is around.

Ability Score Increase: Increase your Dexterity by 1, to a maximum of 20.

Skill Proficiencies: Security

Iconic Equipment: Burglars kit

EXTORTION

You demand money in exchange for not making someone's life a living hell.

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

Skill Proficiencies: Intimidation

Iconic Equipment: Compromising photographs

FINANCE

You are a white collar criminal, laundering money and cooking the books.

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

Skill Proficiencies: Social Sciences

Iconic Equipment: Encrypted laptop computer

FRAUD

You are a confidence expert, getting people to give you money based on lies.

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

Skill Proficiencies: Deception

Iconic Equipment: A forger's kit

HACKING

You use computers to steal information and gain access, which you then turn into profit.

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

Skill Proficiencies: Computers

Iconic Equipment: A laptop computer, a hacking kit

MUSCLE

You are a criminal enforcer who hurts or kills people for a living.

Ability Score Increase: Increase your Strength by 1, to a maximum of 20.

Equipment Proficiencies: Basic and Improvised Equipment

Iconic Equipment: A melee weapon of your choice

ROBBERY

You take money from people by the threat of violence, or with violence if necessary.

Ability Score Increase: Increase your Dexterity by 1, to a maximum of 20.

Equipment Proficiencies: Basic and Advanced Equipment

Iconic Equipment: A basic or advanced weapon of your choice, a face mask

SMUGGLING

You trade in illicit goods, be they drugs, money, or even people.

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

Language: You gain one additional language

Skill Proficiencies: Streetwise

Iconic Equipment: A nondescript panel van with secret compartments

STEP 2: CHOOSE HOW MUCH HUSTLE YOU PUT INTO YOUR CRIMINALITY.

SCRAPING BY

Wealth Level: 1

Street Skills. You get 4 feat picks in step 3.

CHILLIN' LIKE A VILLAIN

Wealth Level: 2

I'm Good For It. You have 3 Street Cred among criminals, effectively giving you a Wealth Level of 3 when acquiring stolen, black market, or illegal goods.

Street Skills. You get 3 feat picks in step 3.

HUSTLING

Wealth Level: 3

Street Skills. You get 3 feat picks in step 3.

HUSTLING HARD CORE

Wealth Level: 4

Street Skills. You get 2 feat picks in step 3.

CRIME NEVER SLEEPS

Wealth Level: 5

Street Skills. You get 1 feat pick in step 3.

STEP 3: ACQUIRE SOME CRIMINAL TALENTS.

A life of crime comes with all manner of unusual opportunities for "personal growth." While these skills are not commonly appreciated in the lives of law-abiding citizens, they can come in handy in more adventurous pursuits.

Depending on your choice in step two, you can choose a number of the following criminal feats. Minor feats cost one feat pick, and major feats cost two feat picks. Unless otherwise noted, you can't take these feats more than once. You can continue to choose criminal talent feats as you gain levels, so long as you stay connected to your work as a criminal.

COP WATCHER

[MINOR FEAT]

Knowing your enemy is a good way to avoid getting thrown in jail.

Skill Proficiencies: Investigation

Iconic Equipment: A police band radio

I Smell Bacon: You have advantage on Wisdom (Insight) checks made to identify undercover law enforcement personnel or vehicles.

CRIMINAL MASTERY

[MINOR FEAT]

You have become a true expert in your area of crime.

Criminal Expertise: You gain expertise in one of the following skills in which you are already proficient: Computers, Deception, Insight, Intimidation, Persuasion, Social Sciences, Sleight of Hand, Stealth, Streetwise, or Vehicles.

DRIVER

[MINOR FEAT]

You are a good hand behind the wheel, and you know the ins and outs of consumer vehicles.

Skill Proficiencies: Mechanics, Vehicles

Iconic Equipment: A stolen car up to one Price Level higher than your Wealth Level with clean plates and registration.

HARD TIME

[MINOR FEAT]

You have done some real time in a maximum security prison.



Iconic Equipment: A prison tattoo

Enhanced Street Cred. Increase your starting Street Cred by 1 point, to a maximum of 5.

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 who knows about your record.

ORGANIZED CRIME [MAJOR FEAT]

You are a member of an organized crime family or a major gang.

Iconic Equipment: Gang colors, if you are in a gang

Serious Connections: You gain proficiency in Streetwise. If you are already proficient in Streetwise, you gain Expertise in Streetwise.

Contact. You gain one level 3 criminal contact with a skill of your choice.

Made in the Shade. You have advantage on Charisma (Intimidation) checks against anyone in the criminal and underground world.

SERIOUS FIREPOWER [MINOR FEAT]

Prerequisite: Advanced Equipment proficiency

You have connections to get access to restricted weapons and the knowledge to use them.

Equipment Proficiencies: Military Equipment

Gun Runner. You have a reliable connection that can get you nearly any restricted personal equipment.

SHADOW [MINOR FEAT]

The first step to not getting caught is having no one know you were there.

Skill Proficiencies: Sleight of Hand and Stealth

SNITCH [MINOR FEAT]

You have secretly turned informant for the authorities.

Extra Income. Increase your Wealth Level by 1, to a maximum of 3.

Get Out of Jail Free. While you will still get arrested, you can avoid jail time and prosecution for most crimes short of grand theft, aggravated assault, or murder. Your Street Cred with the police is equal to your Wealth Level.

Borrowed Time. If anyone in the criminal world finds out you are a snitch, your Street Cred with criminals will fall to 0 immediately, and there could be even more serious repercussions.

STREET FIGHTING

[MINOR FEAT]

You know your way around most of the usual weapons, and you know how to take a punch.

Equipment Proficiencies: Basic and Advanced Equipment

Take a Punch. You have Damage Reduction 2 vs damage from unarmed strikes. You also have advantage on saving throws made to avoid being stunned or knocked out as a result of an attack dealing bludgeoning damage.

WORKING OUT

[MINOR FEAT]

You put in real time at the gym to harden up for life on the streets.

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

OFFICE WORKER

Welcome to the wonderful world of corporate office work. You can chart your path from telephone support to the top of the tower as a mighty C-level. All those long hours are going to pay off your student loans in no time!

STEP 1: WHAT IS YOUR CORPORATE STRATEGY?

There is no single path to success, but you must choose one anyway.

MINIMAL EFFORT

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

It's my Hobby. Gain a skill proficiency or an additional language of your choice.

PLAY IT SMART

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

Social Engineering. You can use your Intelligence bonus instead of Wisdom when making Insight and Streetwise checks.

POLITICS

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

Brown Nose. You have advantage on Charisma (Deception) and Charisma (Persuasion) checks made to

influence someone in a position of authority, so long as it compliments the person being influenced.

WORKING LONG HOURS

Ability Score Increase: Increase your Constitution by 1, to a maximum of 20.

Coffee Achiever. As long as you have a caffeinated beverage available, you can ignore the effects of the first level of Exhaustion and need only half the normal time to rest.

STEP 2: WHAT DEPARTMENT ARE YOU IN?

Choose one of the following departments representing where you got your start in the corporate structure. Remember, there is no "I" in "Team."

ACCOUNTING AND FINANCE

Skill Proficiencies: Social Sciences

Iconic Equipment: Pair of reading glasses, office ID card, flask of vodka

Wealth Level: 2

Cook the Books. You have advantage on any ability check made to analyze, fix, or falsify any financial data or accounts.

HUMAN RESOURCES

Skill Proficiencies: Insight, Social Sciences

Iconic Equipment: Sensitive employee documents, office ID card, stun gun

Wealth Level: 2

FACILITIES

Skill Proficiencies: Mechanics

Iconic Equipment: Roll of duct tape, mechanics tools, office ID card, office keys

Wealth Level: 2

They are all the same. You have advantage on ability checks made in a commercial building to repair, damage, or know about the ventilation, electrical, or plumbing systems.

IT

Skill Proficiencies: Computers

Iconic Equipment: Company laptop, office ID card, foam dart rifle

Wealth Level: 3

MARKETING

Skill Proficiencies: Deception and Insight

Iconic Equipment: Magic Quadrant mug, office ID card, fashionable clothes

Wealth Level: 2

LEGAL

Skill Proficiencies: Social Sciences

Iconic Equipment: A nice briefcase, office ID card, cease-and-desist letters

Wealth Level: 3

SALES

Skill Proficiencies: Endurance and Persuasion

Iconic Equipment: A stack of shiny business cards, office ID card, 100K frequent flier miles

Wealth Level: 2

OPERATIONS

Skill Proficiencies: Arts and Crafts

Iconic Equipment: A lovely Gantt chart, office ID card, office keys

Wealth Level: 2

Safety First. You can use your reaction to grant advantage to an ally making a saving throw to avoid or reduce damage from falling or from a mechanical or electrical device.

STEP 3: CAREER ACHIEVEMENTS

Now is the time to detail the primary achievements of your career. Surely, there can be no greater heights to aspire to than these. You can choose two minor feats from the list below during hero generation. You can also take these feats as you level up, so long as you remain a loyal employee of some soulless corporation.

COMPANY CAR [MINOR FEAT]

Let's see how fast she goes!

Skill Proficiencies: Driving

Iconic Equipment: A Price Level 3 vehicle and full coverage insurance.

Reckless Abandon. You have advantage on driving checks made to perform dangerous stunts and opportunity complications calling for a Drive check.

COMPANY SPONSORED REHAB [MINOR FEAT]

That which doesn't kill us makes us stronger!

Saving Throw Proficiency. Gain proficiency in Constitution, Wisdom, or Charisma saving throws. (You can choose which one after you choose your class, if you take this during hero creation.)

GYM MEMBERSHIP [MINOR FEAT]

Time to make those gains!

Ability Adjustment. Increase your Strength by 1, to a maximum of 20.

LEADERSHIP TRAINING [MINOR FEAT]

Leadership is not management, it's much cooler than that!

Skill Proficiencies: Persuasion

Set an Example. You gain Inspiration when you roll a 20 on an ability check, as long as an ally witnessed your success.

PROMOTION [MINOR FEAT]

Now it's someone else's job to make you look good!

Pay Raise: +1 Wealth Level, to a maximum of 5.

You can take this feat any number of times.

RETIREMENT [MINOR FEAT]

You will always be remembered, whoever you are.

Iconic Equipment: 401K, set of gold cufflinks or earrings, farewell card

Free Time: Gain a skill proficiency of your choice or gain expertise in a skill you are already proficient in.

So Long Suckers. You have advantage on saving throws made to resist being compelled to take any action against your will. You also have copious free time, but cannot take further Career Achievement feats.

RETRAINING [MINOR FEAT]

Time to find your true calling!

New Department. Choose one department from step 2 other than your current one. You gain the Skill Proficiencies and special talent from the chosen department. If the Wealth Level of the new department is higher than your current one, increase your Wealth Level by 1 (maximum 5).

SABBATICAL

[MINOR FEAT]

A brief moment of freedom, you lucky dog!

Language: Choose one additional language

Skill Proficiencies: Streetwise

Healthy Tan. You can reroll a failed Charisma (Persuasion) check. You must visit a tanning salon for at least 2 hours before you can use this talent again.

SPIN CLASSES

[MINOR FEAT]

Don't forget to breathe!

Ability Adjustment. Increase your Constitution by 1, to a maximum of 20.

TEAM BUILDING RETREAT

[MINOR FEAT]

Let's get back to basics!

Equipment Proficiencies: Basic and Advanced Equipment

Skill Proficiencies: Survival

STEP 4: TITLE AND HONORS

Your title and honors are based on your current Wealth Level. When your Wealth Level changes through acquiring wealth from feats or class, you change your title and honors to reflect your new Wealth Level, losing the old talent you had and gaining the new one. Wealth changes from windfalls, sudden losses, or unemployment do not affect your title and honors.

Wealth Level 2: Employee of the Year

Iconic Equipment: A small plastic statue, a \$50 gift card

Nearly Invisible. You have advantage on ability checks made to not be noticed or to avoid unwanted attention.

Wealth Level 3: Corporate Professional

Iconic Equipment: Rolex watch, self-improvement book, lifetime of regrets

Rock Star. You have expertise in one of the skill(s) you gained from step 2, as long as you remain with this title.

Wealth Level 4: Management

Iconic Equipment: Luxury vehicle, stress ball, Boss of the Year mug

People skills. You gain proficiency in Intimidation, as long as you have this title. If you already have

proficiency in Intimidation, you gain Expertise in Intimidation, as long as you have this title.

Wealth Level 5: C-Level

Iconic Equipment: Car collection, penthouse apartment, use of the company jet

Personal Assistant. You have a personal assistant who takes care of doing all the real work, which leaves you free to play golf and make important decisions. Your assistant can run mundane errands for you, as needed.

Wealth Level 6: Owner

Iconic Equipment: A now privately owned mega-corporation

Taking it With You. You can never lose this title talent, for all the good that it does you.

SPECIAL FORCES

You aspire to be among the nation's most honored and skilled professional soldiers. As a member of a unit often called "Special Forces" or "operatives," you are trained in unconventional, guerilla style warfare. You are capable of going behind enemy lines to achieve specific war objectives, train local combat forces, and adapt to nearly any combat situation. Good luck, soldier!

Note that this profession is based on US Special Forces, but that it can be easily adapted to other nations' Special Forces groups with a little creativity and research.

STEP 1: CHOOSE A BRANCH

There are four primary branches of the United States Armed Forces covered here: Army, Marines, Navy, and Air Force. Your choice of branch influences your basic training later.

The Coast Guard is also a military branch, not usually under Pentagon command. It is one of America's oldest armed forces, originating as tariff collection ships in the 1790s. Traditionally controlled by the US Treasury Department, during WWI it was briefly under the Navy's command, but is now organized under Homeland Security. The Army and Air Force National Guard are not truly branches of their own, but are organized under their respective commands as reserve forces. The newest branch of the armed forces is the Space Force.

STEP 2: RECRUITMENT TYPE

Military personnel are either enlisted or officers. Enlisted personnel make up eighty percent of the military, and require a high-school education, as well as the ability to meet certain physical and moral standards. Officers must have a four-year college degree, complete officer training, and test high enough for the role they wish to play in the command structure. Officers make a bit more money than enlisted personnel, but receive fewer benefits from basic training.

Choose one of the following two options. This affects the next step of your career path.

ENLISTED

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

Wealth Level: 2

OFFICER

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

Wealth Level: 3

STEP 3: BASIC TRAINING

Each branch of service has its own basic training program. Enlisted personnel focus primarily on combat and maintenance work, while officers focus on leadership and command. Find your combination of service branch and recruitment type to see what you receive as part of your training.

ARMY ENLISTED

Skill Proficiencies: Athletics and Endurance

Equipment Proficiencies: Basic, Advanced, and Military Equipment

Iconic Equipment: Army dress uniform, Army combat fatigues, M-16A1 rifle

ARMY OFFICER

Skill Proficiencies: Insight and Persuasion

Equipment Proficiencies: Basic and Advanced Equipment

Iconic Equipment: Army dress uniform, Army combat fatigues, Colt M1911 pistol

MARINES ENLISTED

Skill Proficiencies: Athletics and Endurance.

Equipment Proficiencies: Basic, Advanced, and Military Equipment

Iconic Equipment: Marines dress uniform, Marines combat fatigues, M-16A1 rifle

MARINES OFFICER

Skill Proficiencies: Endurance

Equipment Proficiencies: Basic, Advanced, and Military Equipment

Iconic Equipment: Marines dress uniform, Marines combat fatigues, M-16A1 rifle



NAVY ENLISTED

Skill Proficiencies: Athletics, Acrobatics, and Mechanics

Equipment Proficiencies: Basic and Advanced Equipment

Iconic Equipment: Navy dress uniform, Navy working uniform, Colt M1911 pistol or Beretta M9 pistol

NAVY OFFICER

Skill Proficiencies: Natural Sciences and Vehicles

Equipment Proficiencies: Basic and Advanced Equipment

Iconic Equipment: Navy dress uniform, Navy working uniform, Colt M1911 pistol

AIR FORCE ENLISTED

Skill Proficiencies: Athletics, Mechanics, and Perception

Equipment Proficiencies: Basic and Advanced Equipment

Iconic Equipment: Air Force dress uniform, Operational Camouflage Pattern, Colt M1911 pistol

AIR FORCE OFFICER

Skill Proficiencies: Perception and Vehicles

Equipment Proficiencies: Basic and Advanced Equipment

Iconic Equipment: Air Force dress uniform, flight suit, Colt M1911 pistol

STEP 4: SPECIAL OPERATIONS TRAINING FEATS

Military personnel, especially special operations personnel, can pursue a wide array of training programs to qualify for specific assignments and duties. To complete your training, select two Minor training Feats or one Major training Feat. These feats may also be chosen when gaining levels, even by heroes with a different profession.

ADVANCED LANGUAGE TRAINING [MINOR FEAT]

Language: Choose one additional language

Skill Proficiencies: Streetwise

Native Tongue. You are trained to speak your new language with native inflections. You have advantage on Charisma (Deception) checks made to persuade someone of your nationality.

ADVANCED SKILL TRAINING [MINOR FEAT]

Skill Expertise. You gain expertise in a skill you are proficient in.

ALPINE TRAINING [MAJOR FEAT]

Skill Proficiencies: Athletics, Acrobatics, and Endurance

Iconic Equipment: Climbing kit, military parka

Mountain Goat. You have advantage on Strength (Athletics) checks made when rock or ice climbing.

ANALYTICS TRAINING [MAJOR FEAT]

Skill Proficiencies: Insight, Security, and Social Sciences

Iconic Equipment: Clipboard, pen, a bundle of operations maps

Well Prepared. You have advantage on your first initiative roll after completing a short or long rest.

COMBAT WEAPONS TRAINING [MINOR FEAT]

Prerequisite: *Advanced Equipment proficiency*

Equipment Proficiencies: Military Equipment

Quick Clear. You can clear a firearms jam as a bonus action.

COMBAT DIVE TRAINING [MAJOR FEAT]

Skill Proficiencies: Athletics, Endurance, and Vehicles

Iconic Equipment: Scuba gear, ocean grease, harpoon gun

Strong Swimmer. You have advantage on Strength (Athletics) checks made to swim or dive, and Constitution (Endurance) checks made to avoid suffocation effects.

JUMPMASTER TRAINING [MINOR FEAT]

Skill Proficiencies: Acrobatics

Iconic Equipment: Paratrooper boots, hand-packed parachute

Death From Above. You have advantage on Dexterity (Acrobatics) checks made to control a parachute, hang glider, or wingsuit. Additionally, you do not have disadvantage when making ranged attacks while using these devices.

MEDICAL TECHNICIAN TRAINING [MINOR FEAT]

Skill Proficiencies: Medicine

Iconic Equipment: First-aid kit, morphine syrettes

Stop the Bleeding. You have advantage on Intelligence (Medicine) checks made to stabilize a creature with 0 hit points.

MENTAL CONDITIONING [MINOR FEAT]

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

NETWORK DEVELOPMENT TRAINING [MAJOR FEAT]

Skill Proficiencies: Deception, Persuasion, and Streetwise

Iconic Equipment: Foreign currency, foreign fake passport

The Price Is Right. You have advantage on Charisma checks made to bribe people.

PHYSICAL CONDITIONING [MINOR FEAT]

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

RECONNAISSANCE TRAINING [MINOR FEAT]

Skill Proficiencies: Perception and Stealth

Iconic Equipment: Ghillie suit, spotting scope

SURVEILLANCE TRAINING [MAJOR FEAT]

Skill Proficiencies: Computers

Iconic Equipment: Military laptop computer

Cipher. You have advantage on Intelligence Checks made to decrypt enemy communications or solve other types of ciphers and codes.

URBAN COMBAT TRAINING [MAJOR FEAT]

Prerequisite: *Advanced Equipment proficiency*

Skill Proficiencies: Perception and Streetwise

Equipment Proficiencies: Military Equipment

Iconic Equipment: Semi-automatic shotgun

Close Combat. You do not suffer disadvantage on ranged attacks made while you are in close combat.

VEHICLE/FLIGHT TRAINING [MINOR FEAT]

Skill Proficiencies: Vehicles

Weapon Systems. Choose a type of military vehicle for which you received special training. When operating this type of vehicle, you have advantage on Dexterity (Vehicles) checks that include the vehicle's Dex modifier. You are always considered proficient in any weapons systems integrated into the vehicle.



CHAPTER 4 CLASSES

New classes are a cornerstone of the Cinematic Adventure books. Which classes the players choose to play can have a significant impact on the way an adventure plays out. When players choose classes that complement the setting, it not only makes play more fun, but it also helps the GM create a more enjoyable and engaging world. So, when we design classes, we always try to do so in ways that both evoke the worlds in which the classes appear and work well for the core *Everyday Heroes* experience.

BILLIONAIRE [SMART HERO]

You must have a Wealth of 5 and the GM's explicit permission to choose this class.

You're filthy rich! Maybe, as they say, money can't buy happiness, but it sure can buy a lot of other things. Using your incredible wealth, you can hire, bribe, or purchase your way out of almost any bind.

The Billionaire is a hero who supports their team with expensive equipment, hired help, and bribery.

Their plans allow them to already own just about everything that they need, to have already bribed the right people, or to call in backup. On their own, they don't do a lot in a fight. But if money is power, the Billionaire is one of the most powerful heroes around.

PROFICIENCIES

- ▶ Saving Throws: Intelligence and Charisma
- ▶ Skills: Choose three from Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Social Sciences, and Vehicles.
- ▶ Equipment: Basic Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Executive Pack
- ▶ Weapons: Pepper spray, stun gun



LEVEL	TALENTS
1	Employees, Filthy Rich
3	Plans Improve
5	Plans Improve
7	Plans Improve
9	Plans Improve

BILLIONAIRE TALENTS

Employees (Level 1). You have dozens of employees whom you can call on to do mundane tasks for you. These employees won't put themselves in harm's way for you, but they can fetch things, drive you places, wait in line for you, deliver messages, etc.

Filthy Rich (Level 1). You are one of the richest people in the world. Your Wealth Level increases to 6, allowing you to purchase almost anything for you and your team.

BILLIONAIRE PLANS

The Best That Money Can Buy

You can enact this plan as a bonus action, or as a reaction to an ally making an attack, to have had your teammate's weapon loaded with superior ammunition, sharpened to a perfect edge, or otherwise temporarily improved. Choose a weapon one ally you are aware of is carrying. Attacks with that weapon deal an additional 1d4 damage for the next minute. The effect ends if you enact this plan again.

Plan Enhancements:

- ▶ 3rd: The additional damage becomes 1d6.
- ▶ 5th: You can choose up to two weapons.
- ▶ 7th: The additional damage becomes 1d8.
- ▶ 9th: You can choose up to three weapons.

Bonuses All Around

As a bonus action, or as a reaction to one of your allies making a roll, you can enact this plan to use your incredible wealth to motivate your team. Choose up to six allies of which you are aware. You've paid them a little extra as encouragement, and you all feel good about it. You and each of those allies have advantage on any one ability check, attack roll, or saving throw made before finishing a short or long rest.

Plan Enhancements:

- ▶ 5th: Each target gets advantage on up to two rolls of their choice.
- ▶ 9th: Each target gets advantage on up to three rolls of their choice.

Called Shot

As an action, you can enact this plan to call in an attack, which comes in the form of a drive-by of hired goons, a drone strike, or similar sudden arrival and departure of assistance. Make two attacks with the following weapon, using your Intelligence modifier instead of Dexterity for the attack and damage.

WEAPON	Called Shot
DAMAGE	1d12 ballistic
RANGE	900/1800
PV	3
PROPERTIES	Burst 3, Loud

Plan Enhancements:

- ▶ 3rd: Your strike comes from an ideal angle. These attacks ignore cover.
- ▶ 5th: You can now make up to three attacks using this plan..
- ▶ 7th: You can now make up to four attacks using this plan..
- ▶ 9th: You do not suffer disadvantage for using burst fire during these attacks.

Check Your Account

When you enact this plan as an action, choose one person you are aware of and who can hear and understand you. You transfer a large sum of money into their account, hand them a wad of cash, or otherwise promise them incredible wealth to do what you want. The target must make a Wisdom saving throw against your plan DC. If the target fails and their CR is 1/4 or lower, they are successfully bribed. If they are not hostile, they do what you want for the next hour, but won't put themselves directly in harm's way for you or fight for you. If they are hostile, they surrender, flee, or otherwise attempt to leave. But if they are attacked while leaving, they rejoin combat. If the target fails the saving throw and their CR is higher than 1/4, they are instead Distracted by you until the end of your next turn.

A target with a Wealth Level of 2 or lower has disadvantage on saving throws against this plan. A target

with a Wealth Level of 4 or higher has advantage on saving throws against this plan.

Plan Enhancements:

- ▶ 3rd: You can bribe targets with a CR of up to 1.
- ▶ 5th: You can bribe targets with a CR of up to 2. If the target fails the save and is hostile, they follow your orders for one round before surrendering or leaving. If they are not hostile, they fight on your behalf, so long as you are present. Nevertheless, they still won't perform suicidal actions either way.
- ▶ 7th: You can bribe targets with a CR of up to 3.
- ▶ 9th: You can bribe targets with a CR of up to 4. If the target fails the save, they do what you want and fight for you for the next 8 hours, whether they were hostile or not, although they still will not perform suicidal actions.

Hostile Takeover

When you enact this plan, which takes no action, choose a single apartment, office space, or building with a Price of 4 or lower. You have already purchased it and are the landlord, and you have already provided any necessary notice to enter any areas that are not top secret. This does not mean that anyone on the premises is happy about it, or that they do not act in a hostile manner when you enter, but you have the legal authority to do so.

Plan Enhancements:

- ▶ 3rd: You can choose to have already become the majority shareholder of a publicly traded company rather than own a location, so long as the company's current owners each have a Wealth of 4 or lower. The company's employees are under no obligation to continue working for you, but you run the company now.
- ▶ 5th: You can choose a location with a Price of up to 5, or a company whose owners have a Wealth of up to 5.
- ▶ 7th: You can become the owner of a company that is not publicly traded.
- ▶ 9th: You can choose a location with a Price of up to 6, or a company whose owners have a Wealth of up to 6.

I Hired Help

When you enact this plan, which takes no action, invent a contact with level 3 in one category, or level 2 in two categories (see "Contacts" in Part 3). You have already requested help from that contact, who is available, nearby, and ready to aid you. The GM has discretion on exactly who the contact is.

Plan Enhancements:

- ▶ 3rd: The contact has level 4 in one category, or level 3 in two categories.
- ▶ 5th: Invent two contacts instead of one in the same category, or your single contact can provide two favors.
- ▶ 7th: The contact has level 5 in one category, level 4 in two categories, or level 3 in three categories.
- ▶ 9th: Invent three contacts instead of one in the same category, or your single contact can provide three favors.

My Satellite Is In Position

You have access to a variety of expensive spy satellites in orbit. When you enact this plan as an action, you already have one satellite positioned to look just where you need it to. Choose a 1-mile radius area anywhere on the planet. You have real-time access to footage of this area from a satellite directly above it for the next 10 minutes, or until you enact this plan again, so long as you have a cellphone or other device capable of viewing the video. The satellite is powerful enough to clearly see any object as small as a baseball.

If you are in the area that your satellite can see, and you are not indoors or under dense tree cover, your view of the area gives you advantage on ability checks and saving throws during a chase based on navigation, avoiding surprises, or keeping track of an enemy.

Plan Enhancements:

- ▶ 3rd: The satellite can clearly see any object as small as an ant. It can read text on a phone screen that is held with its screen tilted upward.
- ▶ 5th: The area covered can be up to 10 miles. As an action, you can have the satellite search the area that it can see for people, places, or things. You can be as specific or vague as you like, searching for everything that fits a description or a specific individual. If what you are searching for can be clearly identified from above—the GM has discretion here—and it is in the area, the satellite locates it for you.
- ▶ 7th: You have access to the satellite for up to an hour.
- ▶ 9th: You gain access to an array of satellites that can scan the chosen area from a variety of angles, providing you a three-dimensional view of the area. They still cannot see through objects, nor can they see underneath an object less than 100 feet in the air.

BRUTAL WARRIOR [STRONG HERO]

There was always a place for Brutal Warriors on the battlefields of antiquity. With the pure strength needed to batter through the defenses of weaker combatants, the Brutal Warrior is a nearly unstoppable force of destruction and mayhem, cutting down foes like a farmer cuts down grain.

The Brutal Warrior is a straightforward, effective melee combatant that deals additional damage with two-handed melee weapons whether they hit or miss. Brutal warriors are among the simplest classes to play in *Everyday Heroes*, and they deal exceptional damage. They excel at facing multiple, weaker foes. Their weakness is a lack of versatility.

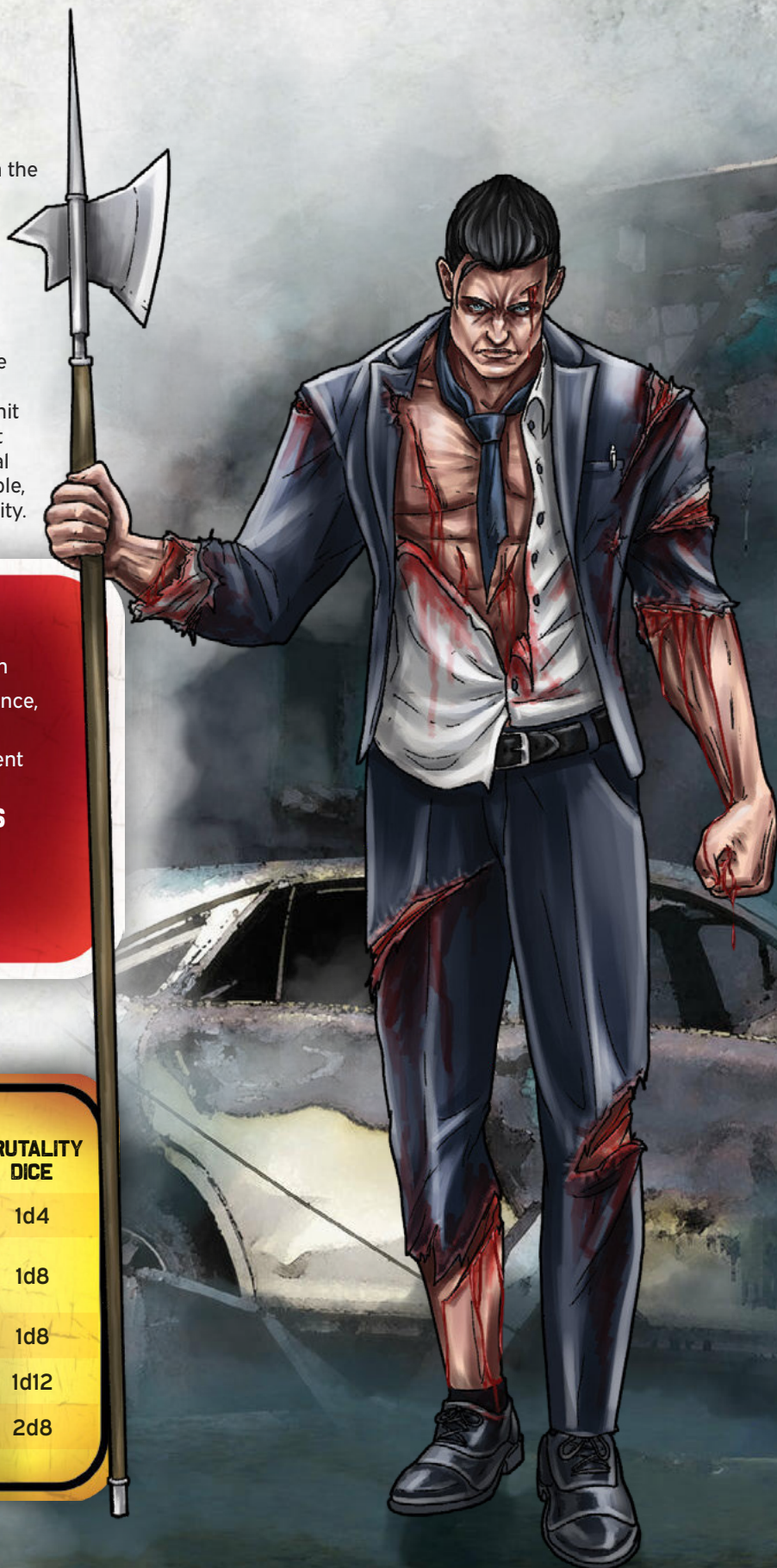
PROFICIENCIES

- ▶ Saving Throws: Strength and Constitution
- ▶ Skills: Choose two from Athletics, Endurance, Intimidation, Medicine, and Survival.
- ▶ Equipment: Basic and Historical Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Brutal Warrior Pack
- ▶ Weapons: Great Sword, Poleaxe

LEVEL	TALENTS	BRUTALITY DICE
1	Brutal Style	1d4
3	Drive Them Back, Wear Them Down	1d8
5	Advanced Combat Training	1d8
7	Bloodlust, No More Tricks	1d12
9	Killing Spree	2d8



BRUTAL WARRIOR TALENTS

Brutal Style (Level 1). When making a melee attack with a two-handed weapon or a versatile weapon with two hands, you add your Brutality Dice to your weapon damage if you hit. If you are using Power Attack, double the number of Brutality Dice rolled. If you score a critical hit, you roll all your Brutality Dice twice (including the additional dice from Power Attack).

Drive Them Back (Level 3). After you have hit and done damage to an opponent with a melee attack, you can take a bonus action to automatically force them to move 5 feet away from your position, provided there is space to move.

Wear Them Down (Level 3). When you miss an opponent with a melee attack using a two-handed weapon or a versatile weapon with two hands, you can roll your Brutality Dice and deal that much damage to your opponent. This damage is the same type as your weapon's damage type. Power Attack does not increase the number of Brutality Dice you roll when you miss.

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.

Bloodlust (Level 7). If you have dropped an opponent to 0 hit points during your turn, you can take a bonus action to roll your Brutality Dice and gain that many temporary hit points.

No More Tricks (Level 7). You have advantage on all ability checks made to defend against special attacks such as Push, Trip, Disarm, and Grapple.

Killing Spree (Level 9). If you have dropped an opponent to 0 hit points during your turn, you can take a bonus action to make a melee attack during the same turn.

COMBAT ENGINEER [SMART HERO]

You are proficient in both placing and removing all types of mines as well as using explosives for demolition. You are an expert in creating fortifications to set up strong defensive positions for your team as well as overcoming enemy fortifications. With your help, your team can move safely while ensuring that your enemies can't.

Combat engineers are capable fighters who also have access to an array of useful plans. Most of their plans center around overcoming obstacles or creating obstacles for their enemies. Engineers are advised to stick to cover and use ranged weapons whenever possible, since they don't have many personal defenses.

PROFICIENCIES

- ▶ Saving Throws: Dexterity and Intelligence
- ▶ Skills: Mechanics, and choose three more from Arts and Crafts, Athletics, Computers, Endurance, Investigation, Natural Sciences, Perception, Security, Stealth, and Vehicles.
- ▶ Equipment: Basic, Advanced, and Military Equipment
- ▶ Mechanical Expertise: Gain expertise in Mechanics

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Combat Engineer Pack
- ▶ Weapons: Grenade launcher, demolition charges

LEVEL

TALENTS

- | | |
|---|---|
| 1 | I've Had Worse, Trajectory |
| 3 | Plans Improve |
| 5 | Advanced Combat Training, Plans Improve |
| 7 | Plans Improve |
| 9 | Plans Improve |



COMBAT ENGINEER TALENTS

I've Had Worse (Level 1). You have advantage on all saving throws that are normally allowed against any effect that deals explosive or fire damage. You also have advantage on saving throws made to avoid the Deafened condition. Finally, you can automatically remove the Burning condition from yourself as a bonus action.

Trajectory (Level 1). You can use your Intelligence bonus instead of your Dexterity bonus when making attack rolls with thrown or launched explosives and with weapons with the Artillery trait.

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.

COMBAT ENGINEER PLANS

At the Last Second

Enact this plan as an action to immediately disarm any explosive device, any mechanical trap, or any device with a countdown timer. You must be adjacent to the device or trap to enact this plan and must have both hands free.

Plan Enhancements:

- ▶ 3rd: You can enact this plan with only one hand free.
- ▶ 5th: You can enact this plan by making a special ranged attack with a weapon that you are holding against a device in your line of sight and within the weapon's range. The attack does not require an attack roll and automatically hits the device, effectively disarming it.
- ▶ 7th: You can enact this plan as a reaction to a device activating, thus preventing its activation at the last possible moment.
- ▶ 9th: You regain your reaction if you enact this plan as a reaction, but do not regain it again until the beginning of your next turn.

Bring It Down

This plan allows you to expertly demolish any structure, such as a building, bridge, tunnel, ship, or monument.

Enacting the plan gives you the equipment needed for the demolition—provided that the GM agrees that the plan is reasonable under the circumstances. For instance, if you are in a prison cell, the GM may deem it unreasonable that you would have any explosive charges available to you. (See the “Demolition” section in Part 3: Modern Rules for the number of charges used for a given building or object.)

Moreover, enacting this plan requires sufficient time and access to the structure that you wish to demolish. If the GM allows it, you may satisfy this requirement retroactively when you enact the plan, assuming that you had prior access to the structure. Otherwise, you must spend 5 minutes per charge (with free access to the structure) or plant the needed charges through roleplay.

Once the charges are in place, you finish enacting the plan by taking an action to demolish the structure. You do not need to make an ability check when using Bring It Down: it is considered a "Success" result. (See the "Graded Challenges" section in Part 3: Core Rules for details.)

Anyone on or in the structure at the time the plan is enacted may be in serious danger. (See "Collapsing Buildings" in Part 3: Modern Rules for details.)

Plan Enhancements:

- ▶ 3rd: Reduce the time to plant charges to 2 minutes per charge.
- ▶ 5th: Your demolition is considered an "Epic Success."
- ▶ 7th: Reduce the time to plant charges to 1 minute per charge.
- ▶ 9th: Enemies in the building or structure have disadvantage on saving throws made to avoid taking damage or becoming trapped, and cannot Dive for Cover to escape the building.

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.

Plan Enhancements:

- ▶ 3rd: You can cut the power to an entire room.
- ▶ 5th: You can cut the power to an entire building.
- ▶ 7th: You can cut the power to an entire compound.
- ▶ 9th: You can cut the power to a small town or a block within an urban city.

The Combat Engineer shares some of the same plan concepts, names, and functions as the Engineer class in the *Everyday Heroes Core Rulebook*, although those of the Combat Engineer have been modified to better fit a more grounded feel. In general, whenever two different classes have a component with the same name, treat the components as distinct from one another and use the version specific to its class. The only exception to this rule is if the common component has an explicit limitation on how often it can be used, such as: "You cannot use this plan again until you have completed a short rest." In this case, the limitation applies to the use of the plan by both classes.

Defensive Positions

You can enact this plan outside of combat, enabling you, your allies, and any other volunteers to build a set of fortifications to defend your current position. If you are in a remote location, these defenses must be constructed from local materials or those brought with you. If you are in a place with reasonable access to the necessary hardware, the fortifications can be constructed from any available commercial or government-issued materials. However, if you have The Right Tool plan, you can also activate that plan (thanks to your excellent planning) to supply materials or ordnance not otherwise available.

At 1st level, you can create one layer of defenses. A layer consists of one type of fortification or trap sufficient to protect the members of your team or hinder enemies approaching your position. (See "Fortifications" in Part 3: Modern Rules for a list of possible fortifications)

It takes 5 hours to enact this plan regardless of level. However, you can satisfy some or all of the time requirement retroactively, at the Game Master's discretion. In addition, you can reduce the required time by 1 hour per layer that you can create but choose not to at the higher levels. Setup rolls are not required for fortifications constructed with this plan. Trap setup rolls are made when enemies encounter the traps, as is standard for traps.

Plan Enhancements:

- ▶ 3rd: You can create two layers of defenses.
- ▶ 5th: You can create three layers of defenses.
- ▶ 7th: You can create four layers of defenses.
- ▶ 9th: You can create five layers of defenses.

Demolish

You can enact this plan as an action to activate a hidden demolition charge, which you planted earlier, on a surface that you can see. The effect depends on the surface. 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 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 4) on a failed save, or half as much on a successful save. Each failed save also gives your side 1 chase point, unless that opponent drops from the chase.

Plan Enhancements:

- ▶ 3rd: The damage from debris or the explosion becomes 4d6.
- ▶ 5th: 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.
- ▶ 7th: The damage from debris or the explosion becomes 7d6.
- ▶ 9th: 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.

Good as New

You can enact this plan during a short rest to completely repair any piece of broken equipment, any small structure, or a vehicle—even if the vehicle is totaled. The item might still show some cosmetic damage, but is fully functional. You can also use Good as New to make creative modifications to a device or vehicle, at the Game Master's discretion.

You can also enact this plan as an action during combat to fix small devices such as a handheld device, door

mechanism, weapon, or other object on your person or within 5 feet of you. You may then perform an object interaction on that device as part of the plan's action to make use of the thing you fixed.

When driving or riding in a vehicle, you can activate this plan as a bonus action to remove one level of Loss of Control or Loss of Power.

Plan Enhancements:

- ▶ 3rd: You can enact this plan during a short rest to permanently modify a firearm with the semi-auto property to give it either the full-auto or burst 3 property.
- ▶ 5th: You can enact this plan during a short rest to permanently remove the slow-firing property from a weapon.
- ▶ 7th: You can enact this plan during a short rest to permanently remove the awkward property from a set of armor.
- ▶ 9th: The things you repair look brand-new, and add the Masterwork property to armor and weapons.

The Weak Spot

You can activate this plan as a free action after you hit a single opponent or vehicle with an attack before determining damage. You can only activate this plan once on a given attack. If the attack hits, choose one of the following effects:

- ▶ The target has disadvantage on vehicle damage saving throws.
- ▶ Your damage ignores armor and damage reduction.
- ▶ You can choose the result on the Vehicle Damage Table instead of rolling randomly.
- ▶ Add 1d6 bonus damage (against vehicles only).
- ▶ The target cannot make a reaction to taking the damage.
- ▶ The target has disadvantage on saving throws to resist status effects caused by the attack.

Plan Enhancements:

- ▶ 3rd: The bonus damage option deals 2d6 bonus damage total.
- ▶ 5th: Choose two different effect options. The bonus damage option deals 3d6 bonus damage total.
- ▶ 7th: The bonus damage option deals 4d6 bonus damage total.
- ▶ 9th: Choose three different effect options. The bonus damage option deals 5d6 bonus damage total.

COMBAT MEDIC [SMART HERO]

As a combat medic, your primary mission is to see to the survival of everyone on your team. This includes both treating injuries and making sure everyone stays in good health. You are also a trained soldier and expected to fight and kill the enemy when ordered to do so.

Combat medics are capable fighters, but lack any combat specialization. Their plans can be powerful tools for preserving the life and health of your team, going well beyond what you can do with First Aid. They are at their best when supporting their team under intense pressure.



PROFICIENCIES

- ▶ Saving Throws: Constitution and Intelligence
- ▶ Skills: Medicine, and choose three more from Athletics, Endurance, Insight, Investigation, Natural Sciences, Perception, Persuasion, Social Sciences, Stealth, and Survival.
- ▶ Equipment: Basic, Advanced, and Military Equipment
- ▶ Medical Expertise: You gain expertise in Medicine.

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Combat Medic Pack
- ▶ Weapons: Submachine gun, survival knife

LEVEL

TALENTS

1	Healthy
3	Plans Improve
5	Advanced Combat Training, Plans Improve
7	Plans Improve
9	Plans Improve

COMBAT MEDIC TALENTS

Healthy (Level 1). You gain the Healthy feat. This gives you an additional 2 hit points at level 1, and 2 additional hit points each time you gain a level.

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.

COMBAT MEDIC PLANS

Adrenaline Burst

You can activate this plan as a reaction when an ally drops to 0 hit points, as your adrenaline surges in this crisis moment. You gain the following benefits of this plan for the next hour after activating it:

- ▶ You have advantage on Strength (Athletics) checks made to move or break objects.
- ▶ You can ignore the effects of the Encumbered condition.

- ▶ You can carry the body of a comrade without accounting for their bulk (if using the optional bulk rules).
- ▶ You can ignore the effects of difficult terrain and difficult movement.
- ▶ You gain 1d6 + your Intelligence bonus temporary hit points.

Plan Enhancements:

- ▶ 3rd: The temporary hit point benefit is now 2d6 + your Intelligence bonus.
- ▶ 5th: The temporary hit point benefit is now 3d6 + your Intelligence bonus. You may Dash as a bonus action.
- ▶ 7th: The temporary hit point benefit is now 4d6 + your Intelligence bonus.
- ▶ 9th: The temporary hit point benefit is now 5d6 + your Intelligence bonus. You may Dodge as a bonus action.

Field Surgery

You can enact this plan during a short rest to perform field surgery on an injured, but living, creature. The creature must be a willing patient or be unconscious. You can do this without having a medical facility, but it does require a first-aid kit. The surgery is automatically a success due to your medical genius.

If you are playing with the optional injury rules, enacting this plan heals short-term injuries completely. You can heal the permanent damage from long-term injuries, but they still require recovery time to remove the effect.

If you are not playing with the injury rules, the core use of this plan is largely story-centric since heroes don't normally need surgery. You can use it to save the lives of NPCs and to help people in need without the risk of failure. You can also use the plan to perform cosmetic surgery to create a very convincing disguise, or for other creative purposes. However, you should generally limit its use to types of surgeries known to be possible in the given historical period.

Plan Enhancements:

- ▶ 3rd: Halve the recovery time for long-term injuries after surgery.
- ▶ 5th: You can enact this plan without a first-aid kit, scrounging needed materials.
- ▶ 7th: You can enact this plan as an action in combat, targeting an ally who died during this combat. This saves their life, and they are at 0 hit points and stabilized but unable to recover hit points. However, you must perform surgery on them during a short rest in the next 24 hours or they will die. Once surgery is performed, they may start to recover hit points again. The surgery is considered part of enacting the plan and does not require spending another Genius point.

- ▶ 9th: You can now use this plan on an ally who has died in the last hour as per the 7th-level enhancement.

▶ **Note:** This use of Field Surgery represents the ability to resuscitate patients who are clinically dead but not so injured that restoring life is impossible. Returning an ally to life is not possible in situations with no conceivable explanation for why they may still be alive (for example, an ally who was beheaded). The GM has final say as to whether or not there is a chance that the ally could have survived.

It's Not So Bad

When you enact this plan as an action, you can administer a remedy to yourself or one living ally within 5 feet of you. Realizing the ailment is not nearly as serious as it first appeared, you are able to quickly remove one of the following conditions: Bleeding, Burning, Distracted, Frightened, or Prone. Alternatively, you can remove one level of Intoxication or Exhaustion.

Note: If you are playing with additional conditions that represent temporary adverse health, the GM has discretion to decide at what level you can reasonably remove these conditions by using this plan.

Plan Enhancements:

- ▶ 3rd: You can enact this plan as a reaction, targeting an adjacent ally during their turn. You can also now remove Blinded, Deafened, Sickened, and Stunned.
- ▶ 5th: You can now remove up to two levels of Intoxication or Exhaustion. You can also now remove Paralyzed, and end the effect of one poison instead of removing a condition.
- ▶ 7th: You can enact this plan as a bonus action. You can remove three levels of Intoxication or Exhaustion when using this plan. You can now remove Unconsciousness.
- ▶ 9th: You can enact this plan to end the effects of a disease instead of removing a condition.

Hit 'em Where It Hurts

You can activate this plan as a free action after you hit an opponent with an attack and before dealing damage. You can only activate this plan once during a given attack. In addition to the normal damage dealt, you can apply one of the following effects:

- ▶ The target's movement becomes 0 until the end of their next turn.
- ▶ The target is Distracted by you until the end of their next turn.
- ▶ The attack deals 1d6 bonus damage.

Plan Enhancements:

- ▶ 3rd: New Effect Choice: The target is Frightened until the end of their next turn. The attack now deals 2d6 bonus damage.
- ▶ 5th: New Effect Choice: The target is Sickened until the end of their next turn. The attack now deals 3d6 bonus damage.
- ▶ 7th: New Effect Choice: The target is Stunned until the end of their next turn. The attack now deals 4d6 bonus damage.
- ▶ 9th: New Effect Choice: The target is Paralyzed until the end of their next turn. The action now deals 5d6 bonus damage.

Just Take This

You can enact this plan as an action to administer prescription-grade combat drugs to yourself or an adjacent ally, granting a range of temporary benefits. When activated, choose one of the following prescription drugs:

- ▶ **Go Pills (Stimulant):** The target is immune to the effects of Exhaustion levels for the next 48 hours, or until they complete a long rest, whichever comes first. They gain advantage on Wisdom (Perception) checks to locate traps or hidden enemies until they complete a long rest.
- ▶ **No-Go Pills (Depressant):** The target is immune to the effects of the Distracted and Frightened conditions. They have advantage on Wisdom saving throws. These effects last until they complete a long rest.
- ▶ **Pain Relievers (Opiate):** The target gains 2d8 temporary hit points and has advantage on Constitution saving throws. These effects last until they complete a long rest.

Plan Enhancements:

- ▶ 3rd: When you enact this plan in combat, you can administer two of the available drugs.
- ▶ 5th: When you enact this plan outside of combat, you can give every willing member of your team one of the available drugs.
- ▶ 7th: When you enact this plan in combat, you can administer all three drugs.
- ▶ 9th: When you enact this plan outside of combat, you can give every willing member of your team two of the available drugs.

If you are playing with the optional drug rules from the *Everyday Heroes Core Rulebook*, any hero taking one of these pills more than once in a given week must make an addiction check. It is assumed the combat medic is careful enough in administering these drugs that there is no risk of overdose.

The US military no longer issues these kinds of combat drugs, but they were in common use during the Vietnam war, when their dangers and addictive qualities were not as well understood. The idea of a pharmacological super-soldier entered the public consciousness at this time. Unfortunately, the experimental use of combat drugs that was done with young US soldiers had dire consequences for some. "Go pills" and other drugs were often abused, and a number of soldiers came home as addicts, compounding the challenges of adapting to civilian life.

Rest and Relaxation

You can enact this plan when beginning a short or long rest to gain additional benefits from the rest. Everyone on your team who is resting gains a number of temporary hit points equal to your Intelligence modifier. Anyone spending Hit Dice during the rest can add your Intelligence bonus to their roll instead of their Constitution bonus. In addition, everyone resting automatically benefits from medical care during rest, giving them a reroll on each Hit Die spent.

Plan Enhancements:

- ▶ 3rd: Temporary hit points are now 1d8 + your Intelligence modifier.
- ▶ 5th: You can halve the time needed for a short rest and reduce a long rest to 6 hours.
- ▶ 7th: Temporary hit points are now 2d8 + your Intelligence modifier.
- ▶ 9th: Long rests recover all spent Hit Dice.

You'll Be Ok

You can activate this plan as an action to restore health to an adjacent ally at 0 hit points. The target may immediately spend one Hit Die and add their Constitution modifier to regain hit points equal to the result.

Plan Enhancements:

- ▶ 3rd: The target may spend a total of two Hit Dice, adding their Constitution modifier to each. Your target may regain one spent Hit Die when you activate this plan before they spend any.
- ▶ 5th: The target may spend a total of three Hit Dice, adding their Constitution modifier to each. The target can stand up immediately as a free action.
- ▶ 7th: The target may spend a total of four Hit Dice, adding their Constitution modifier to each. Your target may regain a total of two spent Hit Dice when you activate this plan before they spend any.
- ▶ 9th: The target may spend a total of five Hit Dice, adding their Constitution modifier to each. Your target may regain a total of three spent Hit Dice when you activate this plan before they spend any.

COMBAT SCOUT [AGILE HERO]

You are a master of stealth and observation in warfare. You are tasked with ensuring the way ahead is safe for your team and with finding enemy positions before the enemies find yours. In the shadows you are a deadly foe on the offensive and, when the tables are turned, nearly impossible to catch.

The combat scout possesses a wide range of very useful proficiencies for covert operations. They also enjoy excellent mobility in combat and access to a range of enhanced defensive bonus actions. At higher levels (levels 7-9), they can perform silent kills, helping their team infiltrate enemy positions.

PROFICIENCIES

- ▶ Saving Throws: Dexterity and Wisdom
- ▶ Skills: Stealth, and choose three more from Acrobatics, Athletics, Deception, Endurance, Investigation, Perception, Security, Sleight of Hand, Streetwise, Survival, and Vehicles.
- ▶ Equipment: Basic, Advanced, and Military Equipment
- ▶ Reconnaissance Expertise: You gain expertise in either Stealth or Perception. You must be proficient in a skill to gain expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Combat Scout Pack
- ▶ Weapons: Sniper rifle, combat knife

LEVEL

TALENTS

- | | |
|---|-------------------------------------|
| 1 | Eagle Eye, Quiet, Vanish |
| 3 | Cautious, Scout Training, Swift |
| 5 | Advanced Combat Training |
| 7 | Advanced Scout Training, Quiet Kill |
| 9 | Hyper Awareness, Silent Assassin |





COMBAT SCOUT TALENTS

Eagle Eye (Level 1). You can take the Search action as a free action once during each of your turns.

Quiet (Level 1). You have advantage on Dexterity (Stealth) checks made to avoid making noise or alerting others with sounds that you might make. (However, you cannot make an inherently noisy action quiet, such as firing a gun.)

Vanish (Level 1). You can take the Hide action as a bonus action. If you aren't surprised, you can also hide as a reaction to the start of combat, and may move up to 10 feet to reach a suitable location to hide. (If you can't reach a suitable location within 10 feet, you cannot use this reaction.)

Cautious (Level 3). You have advantage on ability checks made to detect traps and hidden enemies. (This grants advantage on passive Perception checks, represented as a +5 bonus to passive Perception.)

Scout Training (Level 3). Choose one skill from: Acrobatics, Athletics, Deception, Endurance, Investigation, Perception, Security, Sleight of Hand, Streetwise, Survival, Stealth, and Vehicles. You gain proficiency in the chosen skill, or expertise in the chosen skill if you are already proficient.

Swift (Level 3). Once during a turn, when you take the Dash or Disengage action, your movement speed is increased by 10 feet and you can ignore difficult terrain during that turn.

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

Advanced Scout Training (Level 7). Choose one skill from: Acrobatics, Athletics, Deception, Endurance, Investigation, Perception, Security, Sleight of Hand, Streetwise, Survival, Stealth, and Vehicles. You gain proficiency in

the chosen skill, or expertise in the chosen skill if you are already proficient.

Quiet Kill (Level 7). As a special attack with a melee weapon, you can silently take down an enemy under the following conditions:

- ▶ You and your target must not be in combat
- ▶ Your target must be stationary and unaware of your presence
- ▶ You must be within 5 feet of your target

The Quiet Kill is resolved using a special contest between you and the target. Make a melee attack roll versus your opponent's Constitution saving throw. You cannot use advantage on this special attack roll. If you win the contest, the target is killed unless you choose to make a nonlethal finish, in which case they are knocked Unconscious for 8 hours. If the contest fails, roll damage as if this were a standard attack. If the target is not killed or knocked unconscious by the Quiet Kill, combat begins and all potential combatants roll for initiative. You cannot use your Vanish talent if combat starts as a result of a failed Quiet Kill.

The GM has discretion whether to allow the use of Quiet Kill against a pivotal antagonist in the adventure.

Hyper Awareness (Level 9). You can take the Dodge action as a bonus action.

Silent Assassin (Level 9). You can perform a Quiet Kill from up to 60 feet away from your target by making a ranged attack roll in the contest instead of a melee attack roll. However, the weapon that you are using must not have the "loud" property.



COMMANDER [WISE HERO]

You have survived many combat engagements, and are entrusted with the responsibility of leading others. Your long and hard-earned experience in combat has made you wise in the ways of war. Fighting alongside your team, you do all you can to keep them out of trouble and to get them back to their families when the fighting is done.

The commander is a capable and well-rounded combatant. They are able to support their allies while still contributing to the fight, since most of their supportive talents do not require actions in combat. Commander is a good class to choose if you are looking for a hero who balances their own combat abilities with supporting their team.

PROFICIENCIES

- ▶ Saving Throws: Constitution and Wisdom
- ▶ Skills: Choose three from Acrobatics, Athletics, Endurance, Instinct, Intimidation, Perception, Persuasion, Social Sciences, Stealth, Survival, and Vehicles.
- ▶ Equipment: Basic, Advanced, and Military Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Military Officer Pack
- ▶ Weapons: Submachine gun

LEVEL

TALENTS

- | | |
|---|--|
| 1 | Courage Under Fire, Focused Fire, Wise Words |
| 3 | Experienced, Get the Lead Out, Suck it Up |
| 5 | Advanced Combat Training |
| 7 | Improved Focused Fire, That Was Close |
| 9 | Not on My Watch |



COMMANDER TALENTS

Courage Under Fire (Level 1). You and any allies that can see or hear you have advantage on saving throws to avoid or remove the Frightened condition.

Focused Fire (Level 1). When you hit an opponent with a ranged attack, you can spend 1 Focus to give advantage on the next ranged attack against that opponent made by an ally.

Wise Words (Level 1). You can substitute your Wisdom modifier for Charisma (Intimidation) and Charisma (Persuasion) checks.

Get the Lead Out (Level 3). You can spend 1 Focus at the beginning of your turn to give you and all team members that can see or hear you +10 movement speed until the beginning of your next turn.

Experienced (Level 3). You ignore one source of disadvantage on each attack roll that you make.

Suck It Up (Level 3). You can spend 1 Focus to allow you or an ally that can see or hear you to re-roll a failed saving throw. You can do this only once for a given saving throw.

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 Focused Fire (Level 7). If you hit an opponent with a ranged attack, you can spend 2 Focus to give advantage to ranged attack rolls made by any of your allies against that target until the start of your next turn.

That Was Close (Level 7). You can spend a reaction and 1 Focus when you or an ally is hit by an attack but before damage is rolled. Increase the target's Defense by your Wisdom modifier until the beginning of the target's next turn. If the target's modified Defense is now higher than the attacker's attack roll result, the attack misses.

Not On My Watch (Level 9). When one of your allies is about to be reduced to 0 hit points, you can spend your reaction and 1 Focus to have them be reduced to 1 hit point instead.

FIELD RESEARCHER [SMART HERO]

Your love of science lies in discovery and observation. Rather than spending time in the lab, or applying science to academic and commercial enterprises, you yearn to go out into the field and do the hard work of making observations, collecting evidence, and discovering the unknown. The natural world is waiting to teach you its secrets; all you need to do is open your mind.

The Field Researcher is a more grounded interpretation of a scientist-hero. They offer a wide range of skills, both academic and in the field, and their plans are more about finding solutions to challenges than about blowing things up. While not specialized in combat, they are less reliant on their plans than are most Smart Heroes, thanks to their Calculated Shots Talent.

PROFICIENCIES

- ▶ Saving Throws: Constitution and Intelligence
- ▶ Skills: Choose four from Athletics, Computers, Endurance, Investigation, Medicine, Natural Sciences, Perception, Social Sciences, Survival, and Vehicles.
- ▶ Equipment: Basic Equipment
- ▶ Explorer's Expertise: Choose two from Athletics, Medicine, Natural Sciences, Social Sciences, or Survival. You must be proficient in a skill to take expertise in the skill.

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Explorer Pack or Scientist's Pack
- ▶ Weapons: Hunting Rifle

LEVEL

TALENTS

- | | |
|---|------------------------------|
| 1 | Calculated Shots, Durability |
| 3 | Plans improve |
| 5 | Plans improve |
| 7 | Plans improve |
| 9 | Plans improve |



FIELD RESEARCHER TALENTS

Calculated Shots (Level 1). You can use your Intelligence modifier instead of your Dexterity Modifier for attack rolls and damage rolls with ranged weapons with which you are proficient.

Durability (Level 1). You get a lot more exercise than most scientists. Your Hit Dice are d8 instead of d6. Increase your maximum starting hit points by 2 and your average additional hit points by 1 per level.

FIELD RESEARCHER PLANS

I Can Understand It

You can enact this plan after spending at least one hour studying a written language or listening to a spoken language. For the next 24 hours, you have a rudimentary grasp of the language. Studying a written text allows you to read and write, while listening to a spoken language allows you to comprehend and speak it.

After 24 hours, you need to enact the plan again to continue to use the language, but you do not need any additional study time. At the GM's discretion, after an adventure in which you have used I Can Understand It, you may be considered to have permanently learned the language.

Plan Enhancements:

- ▶ 3rd: The study time is reduced to 10 minutes.
- ▶ 5th: The study time is reduced to 1 minute.
- ▶ 7th: You can ignore the study time requirement and learn the language as an action.
- ▶ 9th: You permanently learn any language on which you use this plan.

I Did the Math

You can enact this plan in combat as a bonus action to ensure that your next ranged attack automatically hits your target this turn. You must know the location of the target.

You can also enact this plan any time you make a roll to use explosives, drugs, or any other situation that requires an ability check to measure out the correct amount of the substance to use in order to achieve a desired effect. You automatically succeed at the ability check. You must finish a long rest before you can activate this plan again.

Plan Enhancements:

- ▶ 3rd: Use of the non-combat portion of this plan is no longer limited to once per rest.
- ▶ 5th: You now only need a short rest before you can activate this plan in combat again.
- ▶ 7th: After using this plan, you can activate "When a Plan Comes Together" without spending a Genius point.
- ▶ 9th: When using this plan to attack in combat, you automatically score a critical hit.

I Figured It Out

You can activate this plan after studying a piece of technology or social system (such as a financial, ecological, bureaucratic, political, or legal system or workflow) to gain a thorough understanding of how it works. This allows you to operate and interact with the technology or system in a knowledgeable way. However, this plan does not give you the ability to hack, cheat, or otherwise abuse the device or system in a way for which it was not designed; it does, however, give you advantage on any ability check to try and do so.

Plan Enhancements:

- ▶ 3rd: The study time is reduced to 10 minutes.
- ▶ 5th: The study time is reduced to 1 minute.
- ▶ 7th: You can ignore the study time requirement and use this plan as an action. It may still require an action or multiple actions to use the device or system, at the Game Master's discretion.
- ▶ 9th: You now gain the knowledge needed to hack, destroy, or otherwise abuse the system without needing to make an ability check to do so. Such activities may require one or more actions to accomplish, at the Game Master's discretion.

It Has a Weakness

You can activate this plan as an action in order to discover potential weaknesses of an opponent during combat. You must be able to see the opponent clearly, or have observed the opponent in combat in the past.

Once you activate the plan, the GM will describe to you a key piece of information or give you advice that is useful either in defeating the opponent or in surviving their attacks. This could be a low ability score, a vulnerable saving throw, or any other limitation deemed useful to the heroes. If the opponent has no weaknesses, then you can learn what its greatest strengths are, such as its most damaging attack, the range of its weapons, or its best saving throw.

This plan can also be activated, at the GM's discretion, to identify a weakness in a security system, vehicle, organization, or other challenge that you face. While it cannot solve the problem, it can give you useful advice about how the problem might be solved. The GM should provide an in-world description with specific game data.

- ▶ **For example:** "Black Bears are known to be easy to spook. It has a -3 Wisdom saving throw."

Plan Enhancements:

- ▶ 3rd: You gain two useful pieces of information: one strength and one weakness.
- ▶ 5th: You can activate this plan as a bonus action.
- ▶ 7th: You gain advantage on your attack rolls against the target until the end of the combat.
- ▶ 9th: The target has disadvantage on attack rolls targeting you until the end of the combat.

I'm Just a Scientist

You can activate this plan before you roll initiative at the beginning of a combat encounter. Until the end of combat, or until you end the effect through your actions (see below), enemies do not consider you a direct threat, and will not target you directly with attacks or other hostile actions.

There are a number of actions you can take that will end this effect for all enemies:

- ▶ Making a direct attack or special attack against any enemy.
- ▶ Trying to directly shield one of your allies from an attack.
- ▶ Stealing or directly tampering with the property of enemy combatants.
- ▶ Taking any action, such as throwing an explosive, that clearly endangers your enemies.

You can take actions that aid your allies so long as those actions do not directly threaten your enemies. You can also take actions that normally break the rules above, so long as none of your enemies notice that you doing them. If all of your allies are Dead, Unconscious, or Incapacitated, the effect ends.

Plan Enhancements:

- ▶ 3rd: Enemies have disadvantage with any Wisdom (Perception) and Wisdom (Insight) checks made against you while this effect persists.

- ▶ 5th: You can take one prohibited action during combat, even if enemies can see it, without ending the effect.
- ▶ 7th: You can take up to two prohibited actions during combat, even if enemies can see them, without ending the effect.
- ▶ 9th: You can take up to three prohibited actions during combat, even if enemies can see them, without ending the effect.

Here's What Could Happen

You can activate this plan as a reaction before you or an ally are about to do something that you feel has some potential to result in a dangerous or negative outcome. This has two effects:

First, the GM must truthfully warn you about one potentially negative outcome or consequence of the plan or action. This outcome need not be guaranteed, but it should be a realistic possibility. It can be something that should be fairly obvious to the heroes, or it could be something that only a supergenius like you could predict. You are welcome to add your own warnings and predictions after the GM has offered theirs.

Second, you can choose yourself or an ally (whoever is undertaking the dangerous action or activity) to be somewhat protected by being forewarned of the possible danger. The chosen hero can use any one of the following benefits once during the course of the dangerous activity.

- ▶ Re-roll a failed ability check or saving throw.
- ▶ Gain advantage on an ability check or saving throw.
- ▶ Reduce damage taken from a single source or attack by half.

Typical actions or activities might include disarming a bomb, sneaking into a building, hacking a bank account, starting a fight, lying to someone, or almost any other activity with potentially dangerous results or negative consequences. The activity cannot take more than one day to complete. This plan cannot target the same person more than once at a given time or for the given course of action.

Plan Enhancements:

- ▶ 3rd: You can target up to two allies, including yourself.
- ▶ 5th: Each target can gain up to two benefits during the action or undertaking.
- ▶ 7th: You can target up to three allies, including yourself.
- ▶ 9th: You can target up to four allies, including yourself.

What If We Use This

You can activate this plan when you want to find an alternate resource for something that is not available to you in a given situation. You must describe how this resource can be found in a way the GM finds acceptable. The GM can also offer you a way that the resource could be found that better fits their conception of the situation.

The resource in question cannot be some specific piece of manufactured or crafted equipment, but it can be some general object like a water-tight container, a piece of metal, copper wiring, or other item that could be useful in your situation. It could be a source of air, water, food, light, information, or even something like a person to talk with. The resource cannot represent a source of unlimited wealth or value, but it can be something valuable in the given situation or it can represent enough wealth to help solve an immediate challenge that you face. And while the source of this resource could be something highly unlikely, it should at least be plausible in the given situation.

Examples

- ▶ Find a small spring in the desert that is not on any maps.
- ▶ Find a message on a prison wall that shows the layout of the cell block.
- ▶ Find the ingredients to make black powder in a storage locker.
- ▶ Find a native tree with sap that makes an excellent adhesive.
- ▶ Find a floating log while caught in raging river rapids.

Plan Enhancements:

- ▶ 5th: Until you complete a long rest, you can activate this plan a second time without spending a Genius point.
- ▶ 9th: Until you complete a long rest, you can activate this plan a second and third time without spending a Genius point.

GRACEFUL WARRIOR [AGILE HERO]

Graceful Warriors focus on intensive training, technique, and timing to gain the upper hand against any opponent, no matter how physically powerful that opponent is. The way of the Graceful Warrior requires patience and sacrifice, but there are no better warriors in a one-on-one contest.

The Graceful Warrior class is a defensive melee combatant. They are skilled duelists who seek to gain an edge over a single opponent in combat, controlling who has (or seems to have) the upper hand during the fight. Their Graceful Strike makes critical hits far more likely, especially when combined with advantage from their Feint talent.

PROFICIENCIES

- ▶ Saving Throws: Dexterity and Constitution
- ▶ Skills: Choose three from Athletics, Acrobatics, Arts and Crafts, Endurance, Insight, Perception, Performance, Sleight of Hand, and Stealth.
- ▶ Equipment: Basic and Historical Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Graceful Warrior Pack
- ▶ Weapons: Katana, Rapier

LEVEL	TALENTS	GRACEFUL STRIKE
1	Graceful Strike, Graceful Style, Personal Weapon	19
3	Defensive Reflexes, Feint	18
5	Adaptive Reflexes, Advanced Combat Training	17
7	Advanced Feint, Dangerous Reflexes	16
9	Ultimate Reflexes	15

GRACEFUL WARRIOR TALENTS

Graceful Strike (Level 1). When attacking with your personal weapon, you score a critical hit when you roll a number equal to or greater than the Graceful Strike value indicated for your level on the Graceful Warrior table.

Graceful Style (Level 1). You treat all melee weapons that don't have the heavy property as if they had the finesse property. You also gain +2 to your defense against melee attacks.

Personal Weapon (Level 1). Choose a specific melee weapon that you own to be your personal weapon. When wielding this weapon, you can ignore one source of disadvantage when making an attack roll. If you take the Signature Weapon feat later, you can treat it as a Minor Feat. If your weapon is destroyed, you can choose a new one.

Defensive Reflexes (Level 3). After you are hit by a ranged attack that deals piercing, slashing, or bludgeoning damage, but before you take damage, you can use your reaction to block the attack and take no damage. You must be aware of the attack to do this.

Feint (Level 3). You can make a feint as a bonus action. Make a melee attack roll against an opponent within reach. If you hit you deal no damage, but you gain advantage on attack rolls made against that opponent until the end of your turn.

Adaptive Reflexes (Level 5). When an opponent attacks you with advantage, but before they roll their attack, you can use your reaction to cancel their advantage.

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.

Advanced Feint (Level 7). When you hit with your Feint attack, your target has disadvantage on their next attack made against you before the start of your next turn.

Dangerous Reflexes (Level 7). When wielding your personal weapon, opponents within your reach who miss you with a melee attack provoke an opportunity attack from you.

Ultimate Reflexes (Level 9). If you hit your opponent after using Dangerous Reflexes, you gain an additional reaction until the beginning of your next turn.

GUTTER RAT [CHARMING HERO]

The Gutter Rat may seem like the lowest of the low—weak, and pitiable—but in truth, they are among the most dangerous of adversaries. They know how to play mind games with their enemies, striking when and where they are most vulnerable. Most treacherous of all are their lies, which come to them as easily as breathing does to most people.

Gutter Rats are versatile heroes who can support a team with a mix of social skills and subterfuge outside of combat. In a fight, they specialize in inflicting status effects on enemies and delivering devastating blows to their suffering opponents.

PROFICIENCIES

- ▶ Saving Throws: Dexterity and Charisma
- ▶ Skills: Choose three from Acrobatics, Deception, Intimidate, Perform, Security, Sleight of Hand, Streetwise, and Stealth.
- ▶ Equipment: Basic and Improvised Equipment
- ▶ Underhanded Expertise: You gain expertise in one skill, chosen from Deception, Security, Sleight of Hand, Streetwise, or Stealth. You must be proficient in a skill to gain expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Punk Pack
- ▶ Weapons: Stun Gun, Combat Knife, Sawed-Off Shotgun

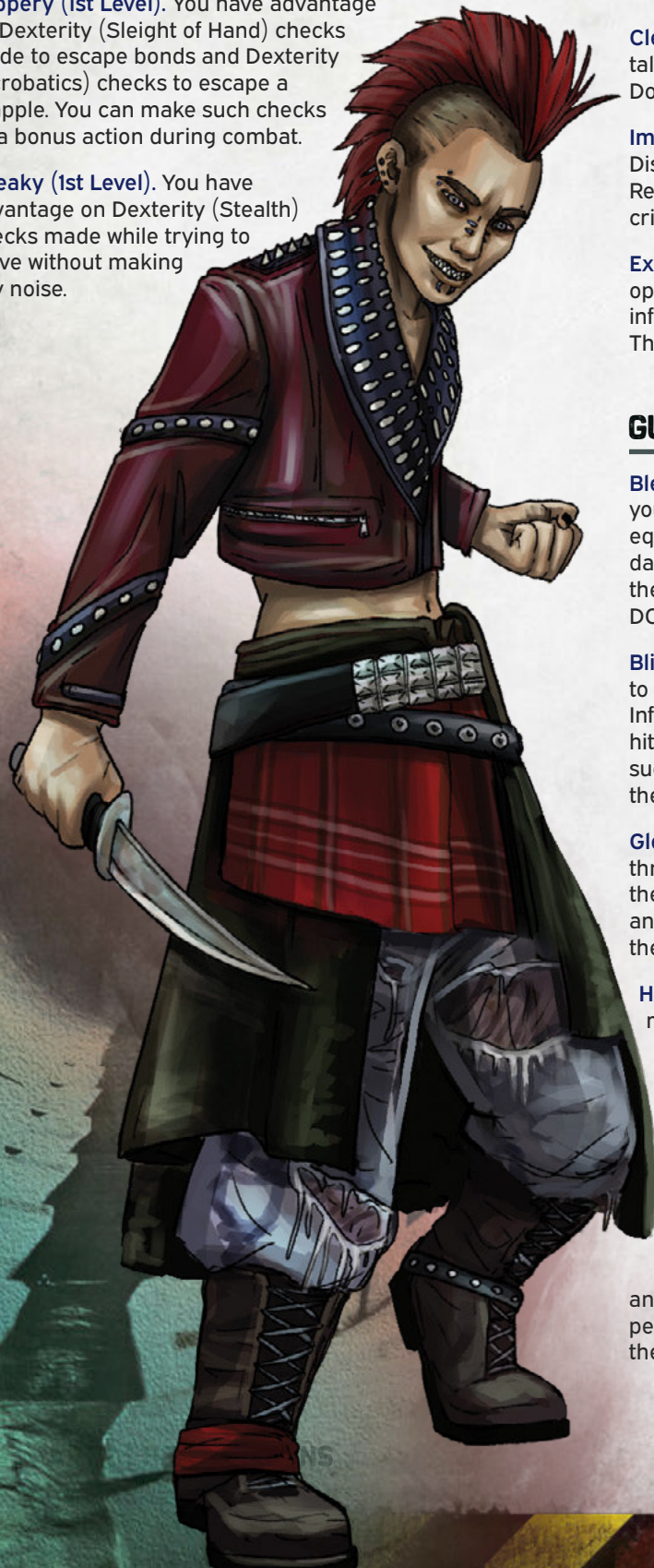
LEVEL	TALENTS
1	Play the Fool, Slippery, Sneaky
3	Trap Maker, Viciousness
5	Advanced Combat Training, Clever Fool
7	Improved Viciousness
9	Execution

GUTTER RAT TALENTS

Play the Fool (1st Level). You can take an action to distract an opponent who can see and hear you. Make a Charisma (Deception) check opposed by a Wisdom (Insight) check from the target. If you win the contest, the opponent is considered Distracted by your antics until the beginning of your next turn.

Slippery (1st Level). You have advantage on Dexterity (Sleight of Hand) checks made to escape bonds and Dexterity (Acrobatics) checks to escape a grapple. You can make such checks as a bonus action during combat.

Sneaky (1st Level). You have advantage on Dexterity (Stealth) checks made while trying to move without making any noise.



Trap Maker (3rd Level). You have advantage on Intelligence (Security) checks made to determine if a trap that you set works correctly.

Viciousness (3rd Level). When you hit an incapacitated opponent, it is always considered a critical hit.

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

Clever Fool (5th Level). After using your Play the Fool talent, whether or not you are successful, you can take the Dodge action as a bonus action.

Improved Viciousness (7th Level). When you hit a Blinded, Distracted, Exhausted, Grappled, Intoxicated, Prone, Restrained, or Sick opponent, it is always considered a critical hit.

Execution (9th Level). When you hit an incapacitated opponent, you can roll any number of your unspent influence dice and add the result to your damage total. This damage is not multiplied by a critical hit.

GUTTER RAT TRICKS

Bleeding Strike. After hitting an opponent with an attack, you may spend an Influence die. The target takes damage equal to the roll at the start of each of their turns. This damage continues until either they fall to 0 hit points, or the First Aid action is used to stop the bleeding. Your trick DC sets the DC for the First Aid action.

Blinding Strike. When making a melee attack, after rolling to hit but before determining the result, you can roll an Influence die and add it to the attack roll. If the attack hits, in addition to the normal damage, the target must succeed on a Constitution saving throw or be Blinded until the end of their next turn.

Gloat. After an opponent has made a successful saving throw against a talent or attack that you used against them, you can use your reaction to roll an Influence die and apply a penalty equal to your roll, potentially turning the success into failure.

Hobbling Strike. When making a melee attack, after rolling to hit but before determining the result, you can roll an Influence die and add it to the attack roll. If the attack hits, in addition to the normal damage, the target's speed is reduced to 0 until the end of their next turn.

Killer Instinct. When you score a critical hit, you can roll one Influence die and add double the result to the total damage dealt.

Squirm. When an opponent successfully hits you with an attack, you can spend an Influence die to impose a penalty on their attack roll equal to your influence roll. If the roll no longer meets or beats your defense, it is a miss.

MOTORHEAD [AGILE HERO]

Nothing in the world sounds as sweet to you as the roar of a powerful engine and the screeching of rubber tires. You look back on the vehicles that you have owned like others might think of their own children. Whatever the vehicle, you can build 'em, fix 'em, and drive 'em like no one else.

Motorheads have significant advantages driving, flying, or operating any kind of vehicle in an action setting. They are also given a good number of skill and equipment proficiencies that make them versatile heroes. Motorheads don't have many talents to use when not in the driver's seat, but no one can match them when they are behind the wheel.

PROFICIENCIES

- ▶ Saving Throws: Dexterity and Intelligence
- ▶ Skills: Choose three from Arts and Crafts, Computers, Endurance, Mechanics, Natural Science, Streetwise, and Vehicles.
- ▶ Equipment: Basic, Advanced, and Improvised Equipment
- ▶ Expertise: Gain expertise in Mechanics and Vehicles. You must be proficient in a skill to gain expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Driver's Pack
- ▶ Weapons: Monkey Wrench, Molotov Cocktail, Heavy Revolver

LEVEL	TALENTS	MOTOR POOL
1	Combat Driver	1
3	Advanced Combat Driver	2
5	Advanced Combat Training	3
7	Max Performance	4
9	Master Motorhead	5



TALENTS

Combat Driver (1st Level). You do not have disadvantage when making ranged attacks due to being in a moving vehicle. You treat integrated vehicle weapons as Advanced Equipment instead of Military Equipment.

Motor Pool (1st-9th Level). The Motorhead gains access to motor pool talents. At First Level, select a single motor pool talent from the motor pool list. As the number of motor pool talents increases with your level, as shown in the Motorhead table, choose additional motor pool talents. These choices are permanent.

Advanced Combat Driver (3rd Level). During a chase, if you use the Brace or Gain Ground action during your turn while driving or piloting a vehicle, you can use a bonus action to make an attack with an integrated vehicle weapon.

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

Max Performance (7th Level). The Strength, Dexterity, and Constitution modifiers of any vehicle you are driving are each increased by 2.

Master Motorhead (9th Level). Double the number of chase points that you receive for winning a Dexterity (Vehicles) contest, overcoming a challenge, or avoiding a hazard as a driver of a vehicle.



MOTOR POOL

Avert Disaster. You can re-roll one failed vehicle damage saving throw. You can't use this talent again until you have taken a short rest.

Backstreets. You have advantage on Wisdom (Streetwise) checks made while navigating a vehicle.

Burnout. You have advantage in driving speed contests.

Daredevil Driver. You have advantage when making a Dexterity (Vehicles) check to perform a vehicle stunt.

Evasive Maneuvers. Until the start of your next turn, you can take an action while driving a vehicle to give disadvantage to all attack rolls against the vehicle or its passengers.

Inconspicuous. You can use Dexterity (Vehicles) when making checks to follow someone when driving a vehicle and remain unseen. Furthermore, you have advantage when making these checks.

Let's Roll. You can enter and start or exit a vehicle as a bonus action. Note that you must have the necessary keys (or the like) to open and start the vehicle, and be within 5 feet of the vehicle's cockpit or driver's seat.

Nimble. You have advantage in driving maneuverability contests.

Quick Fix. You can attempt to repair damage to a vehicle as an action during a chase or combat. No tools are needed. Make an Intelligence (Mechanics) check to lower the level of one Vehicle Condition by one. The DC is based on the current level of the condition. A totaled vehicle cannot be repaired with a Quick Fix.

CONDITION LEVEL	DC
1	10
2	15
3	20

Repo Man. You can use Intelligence (Mechanics) or Intelligence (Vehicles) when trying to hotwire, open, or control a vehicle without its keys. You also have advantage on these checks.

Safety First. You have advantage on Dexterity (Vehicles) checks made to avoid a crash.

Too Cool. You have advantage on a single Charisma check made while driving a vehicle. You can't use this talent again until you have taken a short rest.

NETWORKER [CHARMING HERO]

You know everyone. Wherever you go, there's always someone that you can ask for help. Whether they're family, a friend, an associate, or someone who has had a good word put in about you on your behalf, you can rely on assistance wherever you go.

Networkers accomplish their goals by relying on other people, and they always have those people available. They can call on a variety of extra contacts to help the team, and their tricks can leverage their connections or bolster their allies. And they always have their trusty Loyal Assistant to aid them in combat.

PROFICIENCIES

- ▶ Saving Throws: Wisdom and Charisma
- ▶ Skills: Choose two from Arts and Crafts, Computers, Deception, Insight, Intimidation, Perception, Performance, Persuasion, Social Sciences, and Streetwise.
- ▶ Equipment: Basic Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Socialite Pack
- ▶ Weapons: None

LEVEL

TALENTS

CONTACT LEVEL

1	Loyal Assistant, Phone a Friend	2
3	Capable Assistant	3
5	Advanced Assistance	3
7	Over Your Head	4
9	I Know Everyone	4



NETWORKER TALENTS

Loyal Assistant (Level 1). You have a loyal assistant who aids you in everything you do and follows your orders. You can choose from among the companion types listed for the Networker. (See Companion rules in the *Everyday Heroes Core Rulebook* for full details on how companions can be commanded in combat.)

Your assistant can count any cybernetics they have toward your Maximum Strain instead of their own.

Phone a Friend (Level 1). You know people all over the world in a variety of fields who are willing to do you a favor. You can always call on assistance, as if you had a contact with level 2 in any one category (see “Contacts” in Part 3), so long as what that contact provides is normally available in your current location or is able to be done remotely. What is available to you is up to the GM’s discretion. You can do this a number of times equal to your Charisma modifier before you finish a long rest.

The level of the contact increases as you gain levels, as shown in the Contact Level column of the Networker table.

Capable Assistant (Level 3). Your companion gains an additional benefit, as described in their stat block.

Advanced Assistance (Level 5). Once during your turn, when your companion takes the Attack action, they can make two attacks as part of that action.

Over Your Head (Level 7). You can threaten to call someone’s superior, whether you actually know them or not. You have advantage on Charisma (Intimidation) checks against any person that has a boss, manager, superior officer, or other authority figure over them.

I Know Everyone (Level 9). Everyone has heard of you, or at least instinctively senses that you are a big deal. You always treat a roll of 4 or lower as a 5 on any Influence die you roll.

EXPERT

Medium person (human)

Defense 13 + your proficiency bonus (treat your proficiency bonus as their Defense bonus)

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

Speed 30 feet

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

Skills Choose any four skill proficiencies.

Senses passive Perception 13 (or 10 + their Perception bonus, whichever is higher)

Expertise. Your Loyal Assistant has expertise in your choice of one of their skill proficiencies. When you reach 3rd level, they gain expertise in a second of their skill proficiencies.

Actions

Unarmed. Melee Attack: your Charisma modifier + your proficiency bonus to hit, PV 1, reach 5 ft., one target. Hit: 1d4 + 2 bludgeoning damage.

Other Weapons. Your Loyal Assistant can use any other weapon that you give them, using your Charisma modifier instead of the normal ability score for attack rolls, plus your proficiency bonus if they are proficient. They are proficient in Basic Equipment. They use their own ability modifier for damage.

MUSCLE

Medium person (human)

Defense 13 + your proficiency bonus (treat your proficiency bonus as their Defense bonus)

Hit Points 5 + five times your level (d8 Hit Dice equal to your level)

Speed 30 feet

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

Skills Choose any two skill proficiencies.

Senses passive Perception 12 (or 10 + Perception bonus, whichever is higher)

Protector. After you reach 3rd level, your Loyal Assistant can make opportunity attacks using their reaction.

Actions

Unarmed. Melee Attack: your Charisma modifier + your proficiency bonus to hit, PV 1, reach 5 ft., one target. Hit: 1d6 + 3 bludgeoning damage.

Other Weapons. Your Loyal Assistant can use any other weapon that you give them, using your Charisma modifier instead of the normal ability score for attack rolls, plus your proficiency bonus if the Assistant is proficient. They are proficient in Basic and Advanced weapons. They use their own ability modifier for damage.

NETWORKER TRICKS

Chop Chop. When you call on a contact for aid, after you roll to determine how long it takes for them to be available, you can roll an Influence die to get them to hurry. Reduce the time before they are available by 15 minutes times the Influence die's result, to a minimum of 0.

Get 'Em. You can roll an Influence die to command your companion to Kill as a bonus action. Your companion adds the result of the Influence die roll to their first attack roll during this command. You cannot use this trick if you have already given your companion a Kill command this turn, and you cannot issue another Kill command this turn after using this trick.

Don't I Know You? You are very adept at pretending to know people. By spending 1 minute talking to someone, you can spend an Influence die to convince them that they know you. The target must make a Wisdom saving throw against your trick DC. On a failed save, they believe that they have met you before but forgotten you. Whether they fail or not, you can roll the Influence die and add it to the next Charisma (Deception or Persuasion) check you make against the target, but you also have advantage on that check if they failed.

Rumor Mill. You talk to a lot of people, and people love to gossip. You can roll an Influence die without taking any action to recall information about specific people. You can ask the GM a number of the following questions about one specific individual equal to the Influence die's result, which they answer truthfully so long as that information could conceivably be known. If it cannot be known, you can ask a different question instead. If no information could be known about that individual, you do not spend your Influence die. The questions that you can ask are:

- ▶ What are they motivated by?
- ▶ What is their daily schedule?
- ▶ What scandal were they part of?
- ▶ What addiction do they have?
- ▶ What medications are they on?
- ▶ Whom do they work for?
- ▶ Whom are they dating or sleeping with?
- ▶ Whom do they owe?
- ▶ Whom are they trying to win over?
- ▶ Who hates them?

Told You They Were Good. Your people are the best of the best. Whenever your Loyal Assistant or one of your contacts makes an ability check, attack roll, or saving throw, after you see the roll but before you determine success, you can roll an Influence die and add it to the result.

You'd Better Not. When an enemy that can hear you would hit you with an attack, you can spend an Influence die to threaten them with retribution from your contacts. Roll the Influence die and reduce the result of their attack roll by your result, and potentially turn the hit into a miss.



SPY [CHARMING HERO]

You are a master of espionage, a ghost hiding in plain sight. You can blend in anywhere, gain the trust of anyone, and then, once you have whatever you were after, disappear without a trace. No one but your most trusted associates knows who you really are.

Spies are detectives and thieves, but accomplish their goals through disguise, trickery, and deception more than pure stealth or investigation. They are experts at getting people to lower their guard and spill their secrets, but they are also trained to fight when things inevitably go wrong.

PROFICIENCIES

- ▶ Saves: Dexterity and Charisma
- ▶ Skills: Choose four from Arts and Crafts, Deception, Insight, Intimidation, Mechanics, Medicine, Perception, Performance, Persuasion, Security, Sleight of Hand, Stealth, Streetwise, and Vehicles.
- ▶ Espionage Expertise: You gain expertise in one skill, chosen from Deception, Perception, Performance, Persuasion, Security, Sleight of Hand, or Stealth. You must be proficient in a skill to gain expertise in that skill.
- ▶ Equipment: Basic, Advanced, Improvised, and Military Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Spy Pack
- ▶ Weapons: Concealed carry pistol x2 or spec-ops SMG, brass knuckles x2

LEVEL

TALENTS

- | | |
|---|-------------------------------------|
| 1 | Person of Mystery, I Just Work Here |
| 3 | Rigged |
| 5 | Advanced Combat Training |
| 7 | Intelligence Expertise |
| 9 | Consummate Professional |



SPY TALENTS

Person of Mystery (Level 1). Your true identity is obscured behind many layers of fake IDs and redacted government records. You can fabricate a new identity given 1 hour of work, granting you a passport and other identifying documents, a birth certificate, work history, and social media accounts with backdated posts. You can also alter your fingerprints, though only enough to never appear in any database, and never to impersonate a specific person. This new identity is legally foolproof, but you must make ability checks as normal to fool anyone who has met you under an earlier identity.

I Just Work Here (Level 1). You have learned to blend into your environment and make your tools appear to be simple civilian objects. You have advantage on any ability check made to blend into a crowd, pretend to be a normal person, or conceal an item on your person.

In addition, during a long rest, you can modify any weapon or tool so that it appears to be a harmless object of a similar size and shape. A rifle might appear to be an umbrella, a surveillance camera might look like a bowtie, or an explosive might hide under the guise of a cigar. This camouflage is perfect to the naked eye and stands up to casual scrutiny, but close inspection reveals the truth, and this talent cannot fool advanced security systems such as X-rays. You can modify up to a number of objects during your rest equal to your proficiency bonus.

Rigged (Level 3). You are skilled in the art of trap-making. You have advantage on ability checks made to set traps or rig explosives.

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.

Intelligence Expertise (Level 7). You gain expertise in two additional skills, chosen from Deception, Perception, Performance, Persuasion, Security, Sleight of Hand, or Stealth. You must be proficient in a skill to gain expertise in that skill.

Consummate Professional (Level 9). You are always put together, and nothing can stop you from getting the job done. Whenever you make an ability check, attack roll, or saving throw, you can ignore one source of disadvantage that applies to that roll.

SPY TRICKS

Your Charming Hero level determines the number of spy tricks that you know, as shown in the Tricks column of the Charming Hero table.

Drive It Like You Stole It. You tend to use stolen, rented, or government issue vehicles. After you make an ability check to operate a vehicle, before determining the result, you can spend an Influence die to drive recklessly. Roll

the Influence die and add it to the result of the check. Until the vehicle stops moving or you are no longer driving it, you can roll and add that Influence die to any check with that vehicle. However, after each additional time that you do, your vehicle automatically suffers one level of body damage, loss of control, or loss of power (your choice).

Entering Without Breaking. You know how to get into places without leaving a trace. When you make an ability check to enter a location into which you aren't allowed—to pick a lock, lie to a security guard, spoof an ID, climb a fence, sneak past a camera, etc.—you can spend an Influence die to do so without leaving evidence of your entry. Roll the Influence die and add it to the result of your ability check. If you succeed, you leave no trace of your entry. No one gets a good enough look at you to identify you, nor does any security camera. No alarms are tripped simply by your entry. Locks and electronics are left in pristine condition, with no evidence of tampering. You leave no footprints, fingerprints, or other signs. Once you're inside, however, this benefit no longer applies: further cameras, guards, locks, etc. are treated normally.

Go to Sleep. You have trained extensively in ways to knock people unconscious with a single strike. As a special attack, you can spend an Influence die to choose one surprised enemy within 5 feet of you. Roll the Influence die a number of times equal to your hero level plus your proficiency bonus. If the combined total of these rolled dice is greater than or equal to the target's current hit points, the target is knocked Unconscious for 1 hour.

No Witnesses. Sometimes, someone must die, and you know how to make that happen. When you make an attack, you can spend an Influence die before rolling the attack. Roll that Influence die and add it to the result of your attack. If you hit, roll the Influence die again and add it to the damage you deal. If the target is surprised, roll the Influence die twice and add it to the damage you deal.

Quick Change. You can change your outfit almost instantly, allowing you to change personas on the fly. As an action, you can spend an Influence die to instantly swap your clothing, make-up, and accessories into a new disguise. For the next hour, whenever you make an ability check to convince anyone of your disguise, roll that Influence die and add it to the result. You must have a disguise kit or access to improvised supplies to use this trick. Anyone who sees you change is not fooled.

Time To Improvise. You spend a lot of time running or driving through unfamiliar places, and you have learned to quickly adjust to new problems. After you roll an ability check or saving throw against a complication during a chase, you can spend an Influence die. Roll that die and add it to the result of your check or save.

STREET WARRIOR [STRONG HERO]

If the city is a concrete jungle, you seek to be its tiger. On the mean streets, only the tough survive, and only the strong rise to the top. That doesn't mean you have to be a monster, but it does mean you dare not show weakness. Failure is not an option.

The Street Warrior is an all-around fighter that can use nearly any weapon effectively. Their Determination talent means that bad luck and enemy attacks only make them increasingly dangerous. Taking wild risks for big damage almost always pays off at some point during a fight.

PROFICIENCIES

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

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Punk Pack
- ▶ Weapons: Any

LEVEL

TALENTS

- | | |
|---|--|
| 1 | Bad Ass, Determination |
| 3 | Rise Up, You'll Regret That, Try It and Find Out |
| 5 | Advanced Combat Training |
| 7 | Shrug It Off, Ticked Off |
| 9 | Just Die Already |



STREET WARRIOR TALENTS

Bad Ass (1st Level). You can always use Strength instead of Charisma when making Intimidation ability checks.

Determination (1st Level). Gain one point of determination when you fail an attack roll against an opponent in combat. You have a +1 bonus on attack rolls and a +2 bonus to weapon damage for each point of determination you have. When you hit an opponent with an attack in combat, you lose one point of determination if you have any. You lose all Determination points at the end of a long rest.

The maximum number of Determination points you can accumulate is equal to your level.

► **Example:** *In the first round of combat, Echo makes two attacks against an opponent. He misses the first attack and gains one Determination point. His second attack is now made with +1 to hit and +2 to damage. He misses this as well and now has two Determination points. In the next round, Echo again makes two attacks. His first attack has +2 to hit and +4 to damage. Echo scores a hit and loses one Determination point. His second attack is at +1 to hit and +2 to damage. He lands that one as well and loses his last point of determination.*

Rise Up (3rd Level). To use Rise Up, you must have one or more Determination points and at least one unspent hit die. When you succeed on a death saving throw, you can spend one or more Determination points and spend an equal number of hit dice to recover hit points. Add your Constitution modifier to the result of each hit dice you roll. You can then take your turn.

You'll Regret That (3rd Level). You gain one Determination point after failing a saving throw caused by an enemy's attack or hostile effect during combat.

Try It and Find Out (3rd Level). As a bonus action, you can attempt to intimidate an opponent within 100 feet who can see and hear you. Make a contested Strength (Intimidation) check against a Wisdom saving throw from the target. If you win the contest, before the start of your next turn the target's next attack roll has disadvantage against you.

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

Shrug It Off (7th Level). After failing a saving throw, you can use a reaction and spend one Determination point to re-roll the saving throw. You cannot use Shrug it Off and You'll Regret That on the same saving throw.

Ticked Off (7th Level). When you are hit for 15 or more points of damage from a single attack from an opponent, you gain one Determination point.

Just Die Already (9th Level). As an action, you can make a single attack by spending all of your Determination points. The bonus to attack and damage is determined by the number of points spent, up to the maximum shown on the table below. You cannot choose to spend fewer points than you have: even if it is more than 6, you must spend them all.

POINTS	ATTACK	DAMAGE
1	+1	+2
2	+3	+6
3	+6	+12
4	+10	+20
5	+15	+30
6+	+21	+42



STRATEGIST [SMART HERO]

You believe the ultimate weapon is the mind, and from that weapon stems every other strategy, tactic, and device used to overcome an enemy. While you may not be a perfect physical specimen, you are nonetheless a master of war. Those who underestimate your cunning are doomed to defeat.

The Strategist is one of few Smart Heroes with both weapon proficiencies and the Advanced Combat Training feature, giving them a solid combat foundation. Strategists have flexibility as to which ability scores you can choose to focus on, with Strength, Dexterity, and Intelligence all being good choices. Creative use of your plans is the key to success as a Strategist. These are versatile but complex heroes.

PROFICIENCIES

- ▶ Saving Throws: Constitution and Intelligence
- ▶ Skills: Choose five from Computers, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Social Sciences, and Stealth.
- ▶ Equipment: Basic, Advanced, Historical, and Military Equipment
- ▶ Strategic Expertise: Choose one from Deception, Insight, Investigation, Perception, or Social Sciences. You gain expertise in the chosen skill. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Military Officer Pack
- ▶ Weapons: Era-appropriate sword and/or pistol

LEVEL

TALENTS

- | | |
|---|---|
| 1 | Analyze Opponent, Flexible Defense |
| 3 | Plans Improve |
| 5 | Advanced Combat Training, Plans Improve |
| 7 | Plans Improve |
| 9 | Plans Improve |



STRATEGIST TALENTS

Analyze Opponent (Level 1). You can take a bonus action in combat to learn the highest and lowest ability scores of a single visible combatant within 100 feet.

Flexible Defense (Level 1). You can calculate your defense using either Strength, Dexterity, or Intelligence, whichever has the highest bonus.

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.

STRATEGIST PLANS

Actionable Intelligence

A well-prepared Strategist collects intelligence on potential enemies and calls upon their scouts and informants to warn them of dangers ahead. This plan can be enacted at any time without an action. Until you complete a long rest, you automatically succeed on the next available Wisdom (Perception) or Intelligence (Investigation) check to spot a trap, ambush, or hazard within your line of sight or hearing (if appropriate to the danger) without needing to roll. If there is such a danger in the area, even if a passive check isn't indicated, the GM should reveal it to you. Once such a check succeeds, the effect ends.

Plan Enhancements:

- ▶ 3rd: You can spot two dangers before the effect ends.
- ▶ 5th: You can spot three dangers before the effect ends.
- ▶ 7th: You can spot four dangers before the effect ends.
- ▶ 9th: You can spot five dangers before the effect ends.

I Arranged Transportation

Mobility allows the superior Strategist to get into an advantageous position or to extricate themselves from a bad one. You can enact this plan in combat as an action, or at any time outside of combat. A means of transportation with a professional driver or pilot, sufficient for the members of your team, arrives at the nearest feasible location based on instructions you gave in anticipation of this moment.

You can specify the type of transportation, though it must be available in the era and capable of arriving at the location. It arrives as close to you as is reasonable given its type and the situation. (The GM is the ultimate arbiter for what is reasonable.) The form of transportation is a civilian type of transport, not armed or designed for combat, available for rent to the public.

This does not necessarily guarantee you immediate access to said transportation. For example, if you call a taxi from a prison cell, it would arrive at the visitor parking lot; you must still figure out how to get to it.

You can use this transportation for up to 1 hour.

Plan Enhancements:

- ▶ 3rd: You can use the transportation for up to 4 hours.
- ▶ 5th: You can use the transportation for the rest of the day.
- ▶ 7th: Your driver or pilot has advantage on their Dexterity (Vehicle) checks.
- ▶ 9th: You can specify a military transport, though the pilot is only authorized to use their weapons in self-defense. Heroes manning the armaments have no such restrictions, however.

I Brought a Friend

An experienced Strategist knows that cultivating friends and allies to call upon in times of need can mean the difference between victory and defeat. You can enact this plan as an action in combat to announce the arrival of an ally, having made prior arrangements in anticipation of this combat. Your ally is under the Game Master's control, acting just after your initiative in the turn order. They remain until the end of the combat, at which time they leave—if they are still alive. You cannot enact this plan again during the same combat while the ally remains alive.

The ally is CR 1/4. You should choose this ally at the beginning of the adventure (with GM approval) and have their stats ready to avoid slowing down play.

Plan Enhancements:

- ▶ 3rd: The ally is CR 1/2.
- ▶ 5th: The ally is CR 2.
- ▶ 7th: The ally is CR 3.
- ▶ 9th: The ally is CR 4.

Perfect Timing

In warfare, timing is everything. The patient Strategist waits for the perfect moment to strike their opponent for maximum effect. You can enact this plan as a reaction to any action, by any combatant, to make an attack against any opponent that you can target. Even if you have multiple reactions, you can use this plan only once until the start of your next turn.

Plan Enhancements:

- ▶ 3rd: You can use your Intelligence modifier for attack and damage on this attack instead of the default ability score.

- ▶ 5th: You gain advantage on the attack roll.
- ▶ 7th: If you hit, the attack is treated as a critical hit.
- ▶ 9th: If you hit, you recover your reaction.

That Was a Mistake

The cunning Strategist takes advantage of their opponent's mistakes, and creates situations that turn their opponent's strengths against them. When an opponent misses you with an attack targeting you alone, you can enact this plan as a reaction to punish them in one of the following ways. Plan enhancements offer additional punishments to choose from.

- ▶ Their weapon jams (if they are using a firearm).
- ▶ They have disadvantage on their next attack.
- ▶ They fumble and drop their weapon (if that is possible).
- ▶ The opponent's weapon gets stuck in an object adjacent either to you or your opponent and requires an action or bonus action to make a Strength (Athletics) check against your plan DC to pull it out. This punishment applies to slashing and piercing melee weapons only.

Plan Enhancements:

- ▶ 3rd: New punishment: the attack automatically hits another enemy or object of your choice within 5 feet of you.
- ▶ 5th: You can punish your opponent in two ways.
- ▶ 7th: New punishment: you may make an opportunity attack against your opponent as part of the reaction used to enact this plan.
- ▶ 9th: You can punish your opponent in three ways.

The Perfect Storm

A wise Strategist always considers the effects of the weather on their plans. Accordingly, you have perfectly timed your actions to the most favorable conditions. You can enact this plan without an action at the beginning of combat, at the end of any short or long rest, or at any other time that the GM deems acceptable.

On enacting this plan, you may specify what the local weather conditions will be for the next 8 hours. Your choice must be within the reasonable bounds of weather for the location and season. You cannot change the weather after you have specified it, unless you enact this plan again. Narratively, you are not controlling the weather, only predicting or taking advantage of the natural changes already happening. The intent of this plan is to create weather conditions favorable to your team, or unfavorable to your foes.

- ▶ **Wind:** You can specify the direction of the wind and its speed, up to 20 miles per hour.
- ▶ **Temperature:** You can specify a temperature up to 20 degrees hotter or colder than normal for this location and season.
- ▶ **Precipitation:** You can specify the level of precipitation in rain or snow, as appropriate to the given season. You can also specify clear skies and no precipitation.
- ▶ **Humidity:** You can specify the humidity as high, low, or moderate.
- ▶ **Other:** You can specify that there is a fog bank or mist in the area, creating limited visibility.

Plan Enhancements:

- ▶ 3rd: Up to 30 mph maximum wind speed, up to 25 degrees temperature shift.
- ▶ 5th: Up to 40 mph maximum wind speed, up to 30 degrees temperature shift, up to 24 hours' duration.
- ▶ 7th: Up to 60 mph maximum wind speed, up to 35 degrees temperature shift. You can specify lightning or hail storm conditions, up to 3 days' duration.
- ▶ 9th: Up to 100 mph maximum wind speed, up to 40 degrees temperature shift. You can specify tornado, typhoon, or hurricane conditions.

You've Already Lost

An ethical Strategist always seeks to avoid unnecessary loss of life by offering their opponents a chance to surrender when they are at a disadvantage. You can enact this plan as an action to call for an opponent to surrender, explaining why they are going to lose. The opponent must be able to hear and understand you. If the target's CR or level is lower than your level, they must make a Wisdom saving throw against your plan DC. If they fail, they either flee or surrender, at the discretion of the GM. If attacked, they return to fighting. If the target's CR or level is equal to or higher than your level, they are instead Distracted by you until the beginning of your next turn.

Plan Enhancements:

- ▶ 3rd: You can activate this plan as a bonus action, but only once during a turn.
- ▶ 9th: The Distracted condition lasts until the end of the encounter.

SURVIVALIST [TOUGH HERO]

You have dedicated yourself to mastering the ancient arts of survival, woodlore, and using the natural world to your advantage. While your skills normally provide for your basic needs, they can be easily turned against your enemies. No matter the dangers, you are the one to survive.

The survivalist has unmatched skill in their natural environments of choice and can handle nearly any outdoor challenge. As a combatant, they are at their best when they can prepare the battlefield with traps and lay an ambush. Survivalists do well with balanced ability scores in Constitution, Dexterity, and Wisdom.

PROFICIENCIES

- ▶ Saving Throws: Constitution and Wisdom
- ▶ Skills: Survival, and choose three more from Arts and Crafts, Athletics, Endurance, Investigation, Medicine, Natural Sciences, Perception, and Stealth.
- ▶ Equipment: Basic and Advanced Equipment
- ▶ Wilderness Expertise: You gain expertise in Survival.

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Survivalist Pack
- ▶ Weapons: Modern bow, survival knife



LEVEL	TALENTS	TERRAINS	AMBUSH
1	Ambush, Know the Land	1	1d6
3	Hard to Kill, Survival Skills, Trapping Expert	2	2d6
5	Survival Training, Terrain Mastery	3	3d6
7	Natural Cures, Survival Skills	4	4d6
9	Impossible to Kill, Survival Training	5	5d6

SURVIVALIST TALENTS

Ambush (Level 1). When you hit with an attack as an unseen attacker, you deal an additional 1d6 bonus damage. In addition, if you successfully set a trap, the trap deals an additional 1d6 bonus damage.

The amount of bonus damage increases based on your level, as shown in the Ambush column.

Know The Land (Level 1). Knowledge is the key to survival, and the best way to gain it is first-hand experience. At first level, and at every odd level thereafter, you can select one type of natural terrain to study from the choices below.

Natural Terrains

- ▶ **Alpine:** Mountains and cold-weather environments
- ▶ **Desert:** Arid environments with minimal rainfall
- ▶ **Forest:** Environments with significant tree cover, including jungles
- ▶ **Grasslands:** Plains and hilly regions, such as savannas
- ▶ **Ocean:** On the ocean and along a coastline
- ▶ **Wetlands:** Inland freshwater lakes, rivers, or marshes

In any of the terrains that you have selected, you gain the following benefits:

- ▶ You gain advantage on Strength (Athletics), Dexterity (Acrobatics), and Wisdom (Survival) checks made to interact with the natural environment.
- ▶ You also gain advantage on Wisdom (Perception) checks to spot hidden things, and Dexterity (Stealth) checks to hide.
- ▶ You can Hide as a bonus action.
- ▶ You can automatically find food, water, and basic shelter in your terrains, allowing you to rest effectively, even without supplies.

Being “in a terrain” means that you are outdoors and in a (mostly) natural environment. At the Game Master’s discretion, you can use this talent when your environment is substantially similar to your selected terrain. Game Masters should allow generous latitude as to whether a terrain falls under a given category. For example, a wooded mountain stream could be considered Alpine, Forest, or Wetlands.

Hard to Kill (Level 3). When spending Hit Dice to recover hit points, treat any roll of 6 or less as 7. Modifiers are then added as normal.

Survival Skills (Level 3). Choose one skill from: Arts and Crafts, Athletics, Endurance, Investigation, Medicine, Natural Sciences, Perception, and Stealth. You gain proficiency in the chosen skill, or expertise in the chosen skill if you are already proficient.

Trapping Expert (Level 3). You have advantage on Wisdom (Survival) rolls to set traps in any outdoor environment. When in one of your selected terrains, you can always find the needed materials to build traps, within reason. The GM has final say on what traps can be made with natural materials.

Survival Training (Level 5). You gain a saving throw proficiency of your choice. (You cannot gain proficiency in special saving throws.)

Terrain Mastery (Level 5). When in any of the terrains that you have selected, you gain the following benefits:

- ▶ You can ignore the effect of difficult terrain.
- ▶ You cannot be tracked through the use of Wisdom (Survival) ability checks.
- ▶ When attacking with a ranged weapon while hidden, you do not automatically reveal your position. After making a ranged attack, make a Dexterity (Stealth) check. You remain unseen by any opponent with a passive Perception lower than your check result. Those who have an equal or higher passive Perception see you and your position.

Natural Cures (Level 7). When in any of the terrains that you have selected, you can spend 10 minutes collecting local resources and administering a cure which removes one of the following conditions from you or an ally: Blinded, Deafened, Exhaustion (remove 1 level), Intoxicated (remove 2 levels), Paralyzed, or Sickened. In addition, you can end the ongoing effects from a Poison.

Survival Skills (Level 7). Choose one skill from: Arts and Crafts, Athletics, Endurance, Investigation, Medicine, Natural Sciences, Perception, and Stealth. You gain proficiency in the chosen skill, or expertise in the chosen skill if you are already proficient.

Impossible to Kill (Level 9). You are no longer limited in how many times you can perform the Second Wind action. You can spend your reaction whenever you take damage to perform the Second Wind action.

Survival Training (Level 9). Gain a saving throw proficiency of your choice. (You cannot gain proficiency in special saving throws.)

EXTRAORDINARY CLASSES

These classes all lean heavily into themes and mechanics that assume advanced technology or some type of magical powers. When possible, we have left the source of these extraordinary abilities open to interpretation, so that you can fit them perfectly into worlds of your own creation.

ALIEN GADGETEER [SMART HERO]

You repair and operate alien technology. You might have stolen this technology, or discovered it as part of your research, but, whatever the case, it allows you to perform miraculous feats of technology beyond what humans are capable of. To the uninformed, you may even appear to wield mystical powers.

Thanks to the advanced technologies that they use, Alien Gadgeteers have access to a variety of plans with effects not otherwise possible. Far from helpless in a fight, thanks to their alien weaponry, Gadgeteers can solve all kinds of problems in strange and unexpected ways.

LEVEL

TALENTS

1

Gadgets, Alien Weapon

3

Plans Improve

5

Advanced Alien Weapon,
Plans Improve

7

Plans Improve

9

Mastered Alien Weapon,
Plans Improve

PROFICIENCIES

- ▶ Saves: Dexterity and Intelligence
- ▶ Skills: Choose three from Arts and Crafts, Computers, Investigation, Mechanics, Natural Sciences, Perception, Sleight of Hand, and Vehicles.
- ▶ Technical Expertise: You gain expertise in one skill, chosen from Arts and Crafts, Investigation, Mechanics, or Natural Sciences. You must be proficient in a skill to gain expertise in that skill.
- ▶ Equipment: Basic Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Mechanic Pack
- ▶ Weapons: None (but see Alien Weapon talent)



Shared Plan Gadgets

An Alien Gadgeteer's plans, including their shared plans, always entail the use of their gadgets. Their plans have the same effects as would be normal for any Smart Hero, but you can describe them with specific alien devices. Here are some ideas!

Coordinated Maneuvers.

Telepathic linker, temporal accelerator.

Dirty Little Secrets. Mind scanner, AI sniffer.

Expect The Unexpected. Temporal warner, reflex enhancer.

Know The Layout. Z-ray scanner, remote viewer.

The Right Tool. Matter fabricator, object teleporter.

Watch Your Step. Friction dampener, fluid discharger.

When A Plan Comes Together. Energy accumulator, shield generator.

ALIEN GADGETEER TALENTS

Gadgets (Level 1). You carry an array of alien technology, as well as tools to operate and repair that technology. These gadgets appear to be a normal electrician's kit to anyone not familiar with alien technology, and they can, in fact, be used as an electrician's kit, as well as a mechanic's kit, in addition to their other uses. Your gadgets have a combined Bulk of 2 when carried by anyone other than you, but you treat them as Bulk 0.

Your plans represent the technology you have managed to repair, charge, and stabilize enough to be used at least once before more work must be done. In order for you to enact any shared plan or Alien Gadgeteer plan you know, you must have your gadgets accessible to you.

If you lose your gadgets, you can assemble new ones out of salvaged alien technology. This takes you 8 hours of work, and you must have access to alien technology to salvage. The technology can be non-functioning scrap, but assembling new gadgets consumes the materials. The GM has discretion on exactly what you can make gadgets out of, but generally a single alien machine that is small size or larger, or a collection of smaller devices, should suffice.

Alien Weapon (Level 1). You have a special weapon reverse engineered from alien technology. Choose one of the following weapons listed below. You are proficient in this weapon and you can treat it as if it had a Bulk of 0. You can disguise this weapon as part of your gadgets, causing it to appear as a harmless tool, or some unknown form of alien technology to anyone who recognizes alien artifacts. It stops functioning if it is not on your person for longer than 1 hour.

- ▶ **Energy Blade.** This weapon has a small handle that projects a blade of pure plasma, which cuts through almost anything.
- ▶ **Corroder.** This weapon resembles a handheld radar dish. When activated, the device projects waves of particles that tear matter apart at a molecular level, stripping off layers like acid.
- ▶ **Lightning Projector.** This wand-like metal rod resembles a tiny lightning rod, but has quite the opposite use: it allows you to fire bolts of lightning at your foes.

ALIEN WEAPON TABLE

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	BULK
Energy Blade	1d10 fire	Melee	-	-	5	Finesse, Loud	1
Corroder	1d8 acid	100/200	-	-	4	Loud	1
Lightning Projector	1d6 electrical	1,000/2,000	-	-	3	Loud	1

You can build a new alien weapon whenever you finish a long rest. If you create a new alien weapon, any previously created weapon stops functioning. You must have your gadgets with you to do this.

Advanced Alien Weapon (Level 5). Deal an additional damage die when you hit with an attack using an alien weapon.

Mastered Alien Weapon (Level 9). Deal two additional damage dice when you hit with an attack using an alien weapon, replacing the bonus from Advanced Alien Weapon.

ALIEN GADGETEER PLANS

Biological Conditioner

When you enact this plan as an action, you subtly modify the biology of up to ten willing people within 10 feet of you, granting them one of the following special benefits for the next 10 minutes, or until you enact this plan again:

- ▶ They have damage reduction 5 against one of the following damage types: acid, cold, electrical, fire, poison, or psychic. If you select this option multiple times, you can increase the reduction against an already chosen damage type by 5 or choose a new damage type.
- ▶ They are treated as if wearing armor with the Sealed property. They have oxygen for the duration of the effect.
- ▶ They can breathe underwater and do not treat swimming as difficult movement. They can see normally underwater.
- ▶ They treat gravity above normal gravity as if it were one step lower. They ignore difficult movement imposed by low gravity and high gravity.
- ▶ Their maximum Bulk is increased by 5.
- ▶ They gain Nightvision, allowing them to treat poor visibility due to low light as normal visibility, and no visibility due to no light as poor visibility.
- ▶ They treat radiation as if it were one step lower (Deadly to Dangerous, Dangerous to Weak, and Weak to none).
- ▶ They have advantage on Dexterity (Acrobatics) checks, as well as on any saving throw made to avoid losing balance or falling Prone.

Plan Enhancements:

- ▶ 3rd: The benefits last for 1 hour.
- ▶ 5th: You can choose up to two benefits.
- ▶ 7th: The benefits last for 4 hours.
- ▶ 9th: You can choose up to three benefits.

Dimension Modifier

As an action, enact this plan to cause one object you touch to grow larger or smaller for the next 10 minutes, until you enact this plan again or spend an action to end the effect. If you cause the object to grow larger, its size doubles in all dimensions, and its Bulk is doubled. If there isn't enough room for the target to reach its full size, it attains the maximum possible size in the space available. If you make the object smaller, its size is halved in all dimensions, and its Bulk is halved.

Plan Enhancements:

- ▶ 3rd: You can choose a creature instead of an object. Everything it is wearing and carrying changes size with it. Any item dropped by it returns to normal size immediately. If the target is unwilling, it can make a Constitution saving throw against your plan DC. On a success, the plan has no effect. If you enlarge a creature, the target has advantage on Strength checks and Strength saving throws, its maximum Bulk is multiplied by four, and its enlarged weapons' deal an additional 1d4 damage. If you shrink a creature, the target has disadvantage on Strength checks and Strength saving throws, its maximum Bulk is divided by four, and any damage dealt by its shrunken weapons is reduced by 1d4.
- ▶ 5th: You can choose a target that you can see within 100 feet instead of one that you touch. The duration becomes 1 hour if you target an object.
- ▶ 7th: You can quadruple the size of an object (but not a combatant), or reduce it to one-quarter its normal size. If you quadruple the target's size, its Bulk is multiplied by four. If you reduce it to one-quarter size, its Bulk is divided by four.
- ▶ 9th: You can target up to six objects or combatants when you enact this plan.

Gravity Manipulator

As an action, you alter gravity in a 10-foot radius, 20-foot-tall cylinder that you can see within 100 feet. You can increase or decrease the gravity level in the area by up to two steps, to a maximum of high gravity and a minimum of low gravity. This alteration applies for 1 minute or until you enact this plan again or spend an action to end the effect. If you are in a location with zero gravity, you decide the direction of any new gravity that you create.

Plan Enhancements:

- ▶ 3rd: You can change your choice of gravity alteration as an action. The area remains the same.
- ▶ 5th: You can increase or decrease the gravity level in the area by up to three steps, to a maximum of immense gravity and a minimum of zero gravity. Alternatively, you can change the direction of gravity by 90 degrees, which has the following rules:

- **Sideways Gravity.** Gravity is altered so that it pulls at 90 degrees to normal gravity at the same gravity level. Anyone and anything in the area falls sideways, treating walls and other rigid objects as the ground. Combatants in the area can make a Dexterity saving throw against your plan DC to grab onto an anchored object and avoid falling. An object or combatant that falls past the edge of the area without striking anything is ejected from the area and is pushed an additional 10 feet in the direction that it falls, and falls Prone.
- ▶ 7th: You can choose to affect a 20-foot radius, 60-foot-tall cylinder instead, and you can choose a location that you can see within 500 feet.
 - ▶ 9th: You can increase or decrease the gravity level in the area by up to four steps, to a maximum of crushing gravity and a minimum of zero gravity. Alternatively, you can reverse the direction of gravity, which has the following rules:
- **Reversed Gravity.** Gravity is reversed so that it pulls at the same gravity level in the opposite direction to normal gravity. Anything and anyone not anchored to the floor or some other structure falls upward, treating ceilings and similar rigid objects as the ground. Combatants in the area can make a Dexterity saving throw against your plan DC to grab onto an anchored object to avoid falling. Anything that falls upward and does not strike a surface remains at the top of the area while the effect persists, oscillating between gravity. When the effect ends, gravity returns to normal and anything in the area falls as normal.

Hologram Projector

When you enact this plan as an action, you create a hologram so lifelike that it can fool others into thinking that it is real. You create a holographic image of an object, person, or some other visible phenomenon no larger than a medium-sized person or a 5-foot cube. The image appears at a spot within 60 feet and lasts for up to 1 minute, until you move more than 60 feet away from the image, or you enact this plan again. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects, but it blocks sight as if real.

Physical interaction with the image reveals it to be a hologram because matter can pass through it. A combatant that uses its action to examine the image can determine that it is a fake with a successful Intelligence (Investigation) check against your plan DC.

If a ranged attack is made against the hologram, the attack instead targets whatever is directly on the other side of the image, so long as the new target is in range.

Plan Enhancements:

- ▶ 3rd: You can use your action to cause the image to move to any spot within 60 feet of you. As the image changes location, you can alter its appearance so its movements appear natural for the image. For example, if you create an image of a person and move it, you can alter the image so it appears to be walking.
- ▶ 5th: The area becomes up to a 10-foot cube. The image seems real, including sounds, smells, and temperature appropriate to the depicted object or person. However, you can't create sufficient heat or cold to cause damage, a sound loud enough to deal damage or deafen a creature, or a smell powerful enough to sicken a creature. You can cause the image to make different sounds at different times, and even make it carry on a conversation.
- ▶ 7th: The area becomes up to a 20-foot cube and the range (both initial and distance you must move to end the effect) becomes 120 feet. The image lasts for up to 10 minutes.
- ▶ 9th: You can move the image as a free action once during each of your turns, rather than spending an action. When you do, you can also change the image to any other image that you could normally create. If you move far enough away from the image to end the effect, it is only suspended, and you can move it to a new location during your turn.



Matter Disintegrator

When you enact this plan as an action, you can disintegrate one non-living object that you touch. If you choose an object held or worn by an unwilling combatant, you must succeed on an opposed Strength (Athletics) or Dexterity (Sleight of Hand) check against that combatant's choice of either a Strength (Athletics) or Dexterity (Acrobatics) check. If you fail, the plan is wasted.

You destroy every part of the touched object within a 2-foot cube, spreading outward from where you touch it. Matter destroyed in this way is reduced to a tiny pile of dust. This is usually sufficient to effectively destroy any handheld object, even if it is larger than 2 feet in any dimension, but the GM has final discretion.

You can also target a non-living combatant, such as a robot, as if it were itself a handheld object. If you succeed, the target takes 3d6 acid damage (ignoring armor). A vehicle affected by this plan instead suffers 3d6 acid damage, ignoring armor.

Plan Enhancements:

- ▶ 3rd: You destroy every piece of the object within a 5-foot cube. The acid damage to a non-living combatant or vehicle becomes 4d6.
- ▶ 5th: You can target an object or non-living combatant within 60 feet of you. If you choose an object held or worn by a combatant, or you target a non-living combatant, instead of making an opposed check, the target must make a Dexterity saving throw against your plan DC. It is affected if it fails the save. A non-living combatant takes half damage on a successful save. The acid damage to a vehicle or non-living combatant becomes 5d6.
- ▶ 7th: You destroy every piece of the object within a 10-foot cube. The acid damage to a vehicle or non-living combatant becomes 6d6.
- ▶ 9th: You can target an object or non-living combatant within 120 feet of you. You can affect all objects, vehicles, and non-living combatants within a 10-foot cube. A combatant makes one save for all of its held and worn objects. The acid damage to a vehicle or non-living combatant becomes 7d6.

Mind Disorganizer

When you enact this plan as an action, you blast one combatant within 60 feet of you that you can see with mind-scrambling energy. The combatant must make an Intelligence saving throw against your plan DC, taking 2d8 psychic damage (ignoring armor) on a failed save, or half as much on a successful one. On a failed save, the target is also Sickened until the end of your next turn.

Plan Enhancements:

- ▶ 3rd: The damage becomes 3d8.
- ▶ 5th: The damage becomes 4d8. The target is also Stunned until the end of your next turn on a failed save.
- ▶ 7th: The damage becomes 5d8.
- ▶ 9th: The damage becomes 6d8. The target is also Paralyzed until the end of your next turn on a failed save.

Teleportation Initiator

When you enact this plan as an action, you teleport yourself up to 60 feet to a location you can see. During a chase, you instead immediately gain 1 chase point.

Plan Enhancements:

- ▶ 3rd: You can enact this plan as a bonus action. During a chase, you can instead enact this plan as a reaction when a complication is announced. When you do, you teleport past that complication and avoid making any check or save against it, and gain 1 chase point.
- ▶ 5th: You can teleport up to 120 feet. When you enact this plan during a chase, you gain 1 additional chase point.
- ▶ 7th: You can teleport a willing ally within 30 feet of you instead of yourself.
- ▶ 9th: You can teleport yourself and up to five other willing allies within 10 feet of you. Each ally appears in the location of your choice within 10 feet of your new location.



BONDED TWINS [WISE HERO]

Whether through intentional science, mutation, or accident, you are two people whose minds have been merged into a single consciousness. You are effectively one person living inside two bodies, which you control with perfect coordination.

The bonded twins are perfectly in sync, acting as a single character. They can take advantage of their two bodies to team up on their enemies, and their mental connection allows them to communicate information between themselves instantly and silently.

PROFICIENCIES

- ▶ Saves: Wisdom and Intelligence
- ▶ Skills: Choose two from Acrobatics, Athletics, Endurance, Insight, Intimidation, Investigation, Perception, Performance, Sleight of Hand, and Stealth.
- ▶ Equipment: Basic Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Two Everyday Packs or Fitness Packs, but sharing one vehicle
- ▶ Weapons: Two heavy revolver pistols, two large wooden clubs (such as baseball bats)

LEVEL

TALENTS

- | | |
|---|---|
| 1 | Bonded, Coordination, Discordant Separation |
| 3 | Improved Coordination |
| 5 | Advanced Twin Combat |
| 7 | Double Trouble |
| 9 | Supreme Twin Combat |

BONDED TWINS TALENTS

Bonded (Level 1). You are actually two people who share a mental connection so powerful that you function as a single individual in two bodies. Your bodies share their game statistics, their hit points, their turn, and their actions, in addition to their thoughts, knowledge, opinions, and personalities. Each twin can carry as much equipment as one person normally would be able to.

During combat or a chase, you roll initiative once for both of your bodies. During your turn, both of your bodies can move as normal, but they must share actions, bonus actions, and reactions, with the following exceptions:

- ▶ When you take the Dash, Disengage, or Dodge action, both of your bodies can take that action.
- ▶ When you take an action to break out of a Grapple or escape an effect, both of your bodies can take that action.
- ▶ When you take an action or bonus action to reload a weapon, both of your bodies can take that action.
- ▶ When you take the Dive for Cover reaction, both of your bodies can perform that reaction.
- ▶ You can make off-hand attacks with a weapon that your other body is holding instead of a weapon in your other hand. If you do, the weapons used need not be Light, but they cannot have the Heavy or Two-Handed properties.

If an effect deals damage to both of your bodies at the same time, you take that damage only once. If the effect allows for a saving throw to take less damage, you roll the save only once. If the effect is physical in nature, the saving throw is made at disadvantage.

If a non-damaging physical effect that calls for a saving throw affects both of your bodies, you make a separate saving throw for each body individually and each body uses its own result.

If a non-damaging mental effect that calls for a saving throw affects both of your bodies, you make only a single saving throw, and both of your bodies use the same result.

- ▶ **Example:** *Both of your bodies are in the area of a grenade explosion, which allows you to make a Dexterity saving throw to take half damage. You make the save at disadvantage because this is a physical effect and getting both bodies out of the way is hard, but you take damage from the explosion only once.*
- ▶ **Example:** *Both of your bodies are exposed to an experimental mind-shattering weapon that deals psychic damage, but allows an Intelligence saving throw to avoid the damage. You make only one saving throw, and take the damage only once on a failed save.*

- ▶ **Example:** *Both of your bodies can see an enemy, forcing you to make a Wisdom saving throw to avoid being Frightened. You make the save only once, and both bodies are Frightened on a failed save.*

- ▶ **Example:** *You activate a trap that coats both of your bodies in a sticky goo, and you must make a Strength saving throw to avoid being Restrained. You roll once for each body, and each body that fails is Restrained.*

Coordination (Level 1). By coordinating your movements, you can take advantage of your two-bodied nature in the following ways:

- ▶ When you make an attack, if both of your bodies are in range and capable of making that attack, you can spend 1 Focus to make that attack at advantage. You make the attack only once, but any ammunition must be spent by both bodies. If the attack is a special attack that calls for an ability check, such as a grapple or shove, you gain advantage on the ability check instead.
- ▶ When you make an ability check, if both of your bodies could participate, you can spend 1 Focus to gain advantage on that roll.
- ▶ When you make a saving throw against a mental effect or any effect that targets both of your bodies, you can spend 1 Focus to gain advantage on that roll.

Discordant Separation (Level 1). Too much distance disrupts the connection between your minds. While your bodies are farther than 100 feet from each other, you suffer disadvantage on all ability checks, attack rolls, and saving throws.

Improved Coordination (Level 3). When an opportunity attack is provoked from both of your bodies by the same source, you can spend 1 Focus to allow each of your bodies to make a separate opportunity attack.

Advanced Twin Combat (Level 5). Once during each of your turns, when you take the Attack action, each of your bodies can make an attack, instead of just one of them.

Double Trouble (Level 7). Whenever you take a bonus action, you can spend 1 Focus to allow both of your bodies to take that bonus action. If it is an off-hand attack, both of your bodies can use your Bonded talent to make an attack with a non-Light weapon, including one used in the initial attack(s).

Supreme Twin Combat (Level 9). You can add your ability modifier to damage when making an off-hand attack.

CHOSEN [WISE HERO]

You have been given a gift. A powerful entity, be it a god, angel, or devil, has granted you power in exchange for your service. Your body is empowered by this gift, and you have access to divine powers to aid you in your quest.

The Chosen is an extremely durable divine warrior. They reduce the damage they take and recover quickly from injuries, so long as they have the Focus to spend. They also have a variety of additional supernatural powers based on their divine gift. At early levels, they will have to carefully decide how to spend their Focus, while at higher levels they can wield their many powers much more freely.

PROFICIENCIES

- ▶ Saves: Strength and Wisdom
- ▶ Skills: None (note that your choice of divine gift will grant you skill proficiencies)
- ▶ Equipment: Basic, Advanced, and Historical Equipment

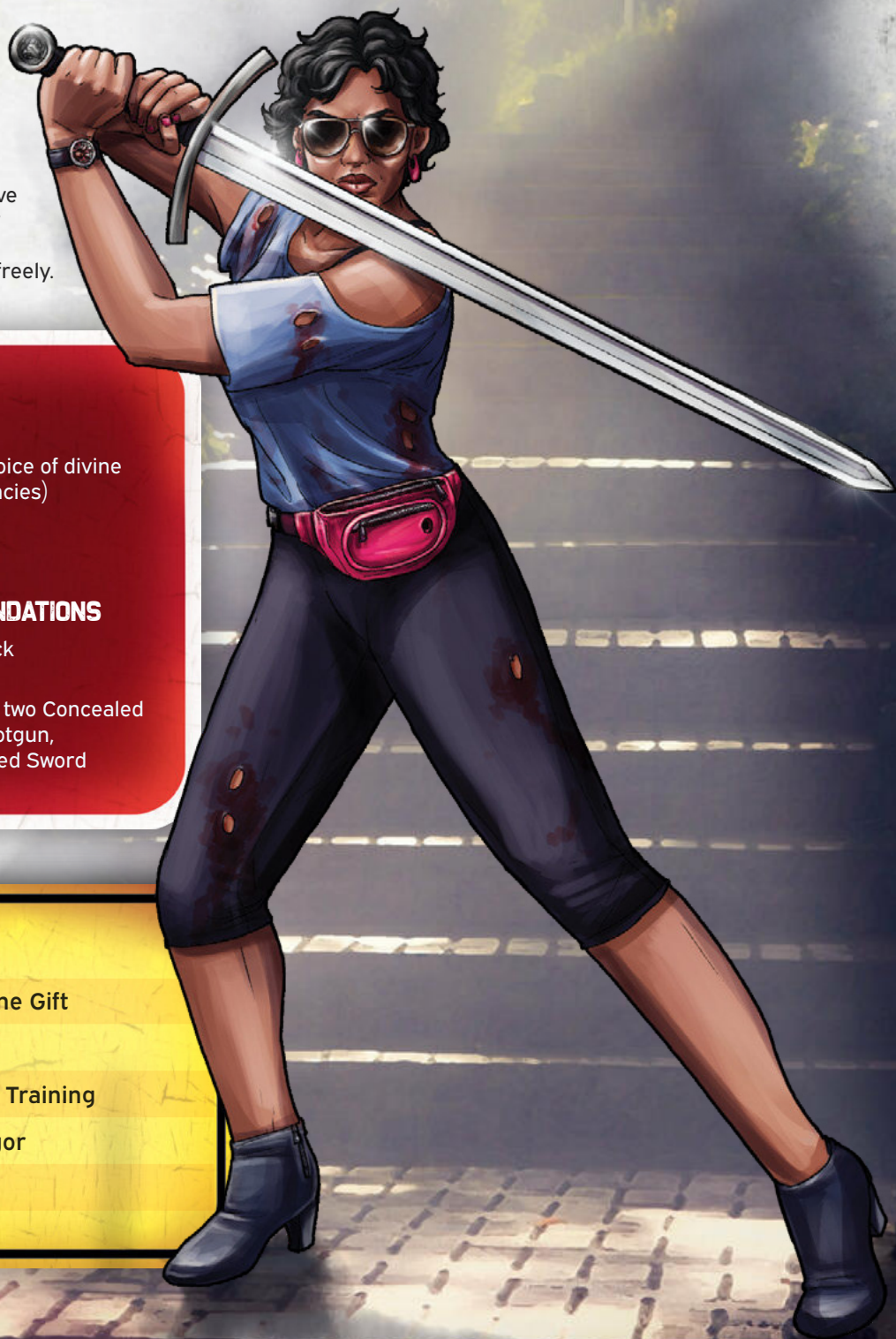
EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Everyday Pack or Weekend Warrior Pack
- ▶ Weapons: Two Brass Knuckles, two Concealed Carry Pistols, Pump-Action Shotgun, Sword-Cane, and/or Two-Handed Sword

LEVEL

TALENTS

- | | |
|---|--------------------------|
| 1 | Chosen Body, Divine Gift |
| 3 | Divine Vigor |
| 5 | Advanced Combat Training |
| 7 | Greater Divine Vigor |
| 9 | Improved Gift |



CHOSEN TALENTS

Chosen Body (Level 1). Your body has been consecrated by a greater power. You are immune to all illness and to poison damage. You cannot become Sickened and you cannot gain levels of Exhaustion or Intoxication except by the effects of your own talents, feats, or other special abilities.

Divine Gift (Level 1). You have been chosen by a higher power to receive a gift. Select one of the divine gifts for the Chosen (listed below). You gain the 1st Level benefits from that gift. You have the following powers, as well as all of the powers listed for your selected divinity.

- ▶ **Divine Healing.** Once during your turn, you can spend 1 Focus to spend one hit die to regain hit points. Roll your hit die and add your Constitution modifier to the result. This takes no action, and you can use this power even if you are unconscious, allowing you to take your turn as normal after regaining these hit points.
- ▶ **Divine Power.** As a bonus action, you can spend 1 Focus to use your Wisdom modifier in place of your choice of either your Strength modifier or your Dexterity modifier for the next hour. This applies to all uses of the modifier, including ability checks, attack rolls, damage rolls, and saving throws.
- ▶ **Divine Protection.** As a bonus action, you can spend 1 Focus to gain damage reduction 10 against all damage types until the beginning of your next turn.

Divine Vigor (Level 3). When taking a long rest, you recover all of your spent Hit dice instead of half of them.

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.

Greater Divine Vigor (Level 7). After you finish a short rest, you can recover up to two spent hit dice, whether you spent them during that rest or earlier.

Improved Gift (Level 9). You gain the 9th level improved benefits of your chosen gift.

GIFT OF FATE

You have been chosen to enforce the laws of fate. You aid other heroes in the pursuit of their destiny, and bring an end to those who are destined to die.

Gift of Fate Benefits (1st level)

Spin the Web. You gain proficiency in three of the following skills of your choice: Deception, Insight, Security, Sleight of Hand, or Stealth.



Gift of Fate Improved Benefits (9th level)

Inescapable Fate. When an enemy succeeds on a saving throw, you can spend your reaction to cause that saving throw to fail instead. You can only use this talent once on any given target before you finish a long rest.

Gift of Fate Powers

Deadly Fate. As a bonus action, you can spend 1 Focus to curse an enemy within 60 feet of you and that you can see with a deadly fate. The target must succeed on a DC 8 + your Wisdom modifier + your proficiency bonus Constitution saving throw or be Sickened for 1 minute. While Sickened 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.

Read The Strands. As an action, you can spend 1 Focus and touch a willing or helpless person's eyes to read the strands of fate that surround them. When you do, you can ask the GM one of the following questions, which they will answer truthfully.

- ▶ Who shares a strong bond with this person?
- ▶ Who has a strong enmity toward this person?
- ▶ Who does this person bear a strong enmity toward?
- ▶ What place is most important to this person?

As you follow the subtle strands of fate, you have advantage on the next ability check that you make to locate any person or place included in the answer, for up to 24 hours after using this power,

You can also use this power on an unwilling target. To do so, make an opposed Strength (Athletics) or Dexterity (Sleight of Hand) check against your target's choice of either a Strength (Athletics) or Dexterity (Acrobatics) check. If you win, you touch the target's eyes and can read their strands.

Spider Cling. As an action, you can spend 1 Focus to imbue yourself with the climbing ability of a spider. For the next hour, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Webs of Fate. As an action, you can spend 1 Focus to create a 5-foot square web of sticky spider silk centered on a point within 30 feet of you that you can see. The web must be anchored between two solid masses (such as walls or a doorway) or layered across a floor, wall, or ceiling. It lasts for up to 1 minute but disappears if you use this power again.

Each combatant that starts its turn in the web's area or that enters it during its turn must make a Dexterity saving throw with a DC of 8 + your Wisdom modifier + your proficiency bonus. On a failed save, that combatant is Restrained until they break free. A combatant restrained by the web can use their action to make a Strength check against the same DC. If it succeeds, the combatant is no longer Restrained.

GIFT OF FORESIGHT

You have been chosen to warn others of impending doom. You may prevent disasters, guide the innocent away from harm, or bring disaster on others.



Gift of Foresight Benefits (1st level)

Calamity's Blessing. You gain proficiency in two of the following skills of your choice: Insight, Intimidation, Perception. In addition, you cannot be surprised.

Gift of Foresight Improved Benefits (9th level)

Prediction. When you miss with an attack or fail a saving throw, you can reroll that attack or save. You can use this talent only once per round, resetting at the start of each of your turns.

Gift of Foresight Powers

Doom. As an action, you can spend 1 Focus to doom one enemy you can see and that can see you. When you do, choose one:

- ▶ Attacks against the target have advantage until the end of your next turn.
- ▶ The target has disadvantage on saving throws until the end of your next turn.
- ▶ The target has disadvantage on ability checks until the end of your next turn.

Forewarning. As a bonus action, you can spend 1 Focus to warn an ally that can hear you of any danger that they are in. Until the start of your next turn, that ally gains advantage on Dexterity saving throws and attacks against them have disadvantage.

Messenger's Flight. As an action, you can spend 1 Focus to sprout tiny wings on your feet, which mystically grant you a flying speed of 30 feet. The wings last for up to 10 minutes or until you end this power as an action.

Terrifying Portent. As an action, you can spend 1 Focus to become a beacon of warning. Each enemy that can see you must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus or be Frightened of you until the end of your next turn. Enemies Frightened in this way cannot willingly move closer to you.

GIFT OF GRACE

You have been chosen to influence the lives of others. You create and destroy bonds between important people, guiding them in accordance with the will of the divinity that chose you.



Gift of Grace Benefits (1st level)

Splendor. You gain proficiency in three of the following skills of your choice: Deception, Performance, Persuasion, or Intimidation.

Gift of Grace Improved Benefits (9th level)

Serene Radiance. When you use your Serenity power, you can affect any number of targets that can see or hear you.

Gift of Grace Powers

Charming Presence. When you fail a Charisma check, you can spend 1 Focus to reroll that check. This can only be done once per ability check.

Glamour. As an action, you can spend 1 Focus to alter your appearance, including that of your equipment, for the next 10 minutes. You can seem up to 1 foot shorter or taller and can appear thin, fat, or anywhere in between, but you must remain generally humanoid in shape. Otherwise, the extent of the disguise is up to you. However, this effect is merely an illusion, and does not hold up to physical inspection. For example, if you use this power to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this power to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

Serenity. As a bonus action, you can spend 1 Focus to attempt to calm the emotions of one person who can see you by looking into their eyes. The target must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. If the target fails the saving throw, its emotions are calmed for the next 10 minutes. While its emotions are calmed, the target does not act out of anger, fear, or other intense emotions. If the target is Frightened, that condition ends. This power

does not change the target's non-emotional motivations, and how the target now acts is up to the GM (or the player for a player character). This effect ends if the target is attacked or harmed, or if it witnesses any of its allies being attacked or harmed.

Healing Grace. As an action, you can spend 1 Focus to bestow life-giving energies upon one ally that you touch. That ally can spend 1 hit die to regain hit points, adding your Wisdom modifier to the result (instead of their Constitution). An affected ally cannot benefit from this power again until they finish a short or long rest. You cannot use this power on yourself.

GIFT OF HATRED

You have been chosen to bring destruction and incite anger. You deliver vengeance, or bring others into the unending cycle of violence.



Gift of Hatred Benefits (1st level)

Cold Blooded. You gain proficiency in two of the following skills of your choice: Athletics, Intimidation, Stealth. In addition, you cannot become Frightened.

Gift of Hatred Improved Benefits (9th level)

Limitless Vengeance. You recover 1 spent Focus whenever you kill an enemy.

Gift of Hatred Powers

Incite Rage. As an action, you can spend 1 Focus to bring forth the anger within one person whom you can see and who can see you. The target must make a Wisdom saving throw with a DC of 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the target is Distracted for 1 minute. While Distracted in this way, a target must spend its action to make at least one attack against a combatant during each of its turns and must move into range to do so if necessary. The target can choose whom to attack but they must attack an ally or bystander if they cannot move within range of an enemy. If there is no target available, the target must take the dash action, moving toward at least one combatant. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Seethe. When an enemy deals damage to you, even if that damage was prevented, you can spend 1 Focus to become enraged by that enemy. When you do, you gain advantage on your next attack roll against that enemy before the

end of your next turn. You lose this bonus if you use this power again before making an attack against that enemy.

Viper's Form. As an action, you can spend 1 Focus to transform yourself and any equipment that you are carrying into the form of a viper for up to 10 minutes. You retain your proficiencies, talents, current hit points, and hit dice, as well as your Intelligence, Wisdom, and Charisma scores. Otherwise, you use the stat block of a venomous snake (see the *Everyday Heroes Core Rulebook*) instead of your own. If you and your new form share a proficiency, use the higher bonus. You can choose to end the effect early as an action.

Wrathful Strike. As a bonus action, you can spend 1 Focus to make an attack.

GIFT OF THE HUNTER

You have been chosen as a hunter. Whatever the enemy, you can hunt down your adversaries and lead your allies to defeat them.



Gift of the Hunter Benefits (1st level)

Swiftness. You gain proficiency in Athletics and Endurance. In addition, your movement speed increases to 35 feet.

Gift of the Hunter Improved Benefits (9th level)

Pack Tactics. Allies gain advantage on attack rolls against enemies that are within 5 feet of you. You do not provide cover to enemies from your allies, and your allies do not provide cover to enemies from you.

Gift of the Hunter Powers

Bloodhound. As an action, you can spend 1 Focus to gain the tracking abilities of a hound. For the next hour, you have advantage on ability checks made to track, follow, locate, or notice anyone. This includes asking for information about a person's whereabouts.

Interpose. As a bonus action, you can spend 1 Focus to protect one ally within 5 feet of you. Until the start of your next turn, as long as you are within 5 feet of that ally, you can choose to make yourself the target of any attack made against them or any targeted effect that targets them and does not also target you.

Pack Bond. As an action, you can touch the eyes of a willing ally and spend 1 Focus to mystically bond with them. For the next 8 hours, you each always know where the other is in relation to you, and you each know the

general physical and emotional state of the other. You can end this effect early as an action. There is no limit to the number of allies that you can share a pack bond with.

Pack Hunting. As a bonus action, you can spend 1 Focus to move up to your speed. Then choose one ally that can see or hear you. That ally can spend their reaction to move up to their speed. Afterward, whether or not your ally moved, the movement speed of any enemy that is within 5 feet of both of you is reduced to 0 until the end of your next turn. During a foot chase, you and that ally instead gain advantage on Strength (Athletics) checks until the start of your next turn.

GIFT OF JUSTICE

You have been chosen to right what is wrong and to bring justice to the unjust.



Gift of Justice Benefits (1st level)

On Wings of Darkness. You gain proficiency in two of the following skills of your choice: Acrobatics, Perception, or Stealth. In addition, you gain damage reduction 15 against falling damage.

Gift of Justice Improved Benefits (9th level)

Until It's Set Right. As an action, you can steel yourself and focus on what must be done. You regain all of your spent Focus points. You cannot do this again until you finish

a long rest.

Gift of Justice Powers

Bird's Form. As an action, you can spend 1 Focus to transform yourself and any equipment that you are carrying into the form of a bird of prey for up to 10 minutes. You retain your proficiencies, talents, current hit points, and hit dice, as well as your Intelligence, Wisdom, and Charisma scores. Otherwise, you use the stat block of a bird of prey (see the *Everyday Heroes Core Rulebook*) instead of your own. If you and your new form share a proficiency, use the higher bonus. You can choose to end the effect early as an action.

Justice Be Done. As a bonus action, you can spend 1 Focus to swear to bring justice to one enemy that you can see. The next time that you hit the target with an attack, you deal an additional 2d6 damage. You cannot use this power again until you have successfully hit your target or 1 minute passes, whichever comes first.

Purify. As an action, you can touch a willing or helpless person, or one you have grappled, and spend 1 Focus to rid them of foreign substances. This removes any one poison or drug in their system, ending the Intoxicated and Sickened conditions, as well as any other effects of the substance.

Swift Punishment. When an enemy deals damage to one of your allies that is within 30 feet of you, even if that damage was prevented, you can spend 1 Focus as a reaction to gain advantage on your next attack roll against that enemy before the end of your next turn.

GIFT OF KNOWLEDGE

You have been chosen to uncover secrets. You unravel conspiracies, delve into lost places, and bring knowledge out into the world.



Gift of Knowledge Benefits (1st level)

Wisdom of the Ages. You gain proficiency in three of the following skills of your choice: Perception, Investigation, Social Sciences, Stealth, or Streetwise.

Gift of Knowledge Improved Benefits (9th level)

True Knowledge. You gain an additional 4 maximum Focus.

Gift of Knowledge Powers

Blessing of Knowledge. When you fail an Intelligence check, you can spend 1 Focus to reroll that check. This can only be done once per ability check.

Keen Sight. As a bonus action, you can spend 1 Focus to gain the keen sight of an owl. For the next hour, you have Nightvision, and you get advantage on all Wisdom (Perception) checks based on sight.

Overload. As an action, you can spend 1 Focus to let out a deafening burst of sound that only your enemies can hear. Each enemy within 120 feet that can hear you must make a Constitution saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus or be Deafened and Sickened until the end of your next turn.

Sage Advice. You can spend 1 Focus to take the Help action as a bonus action. If you do, you can help up to two different allies that are up to 120 feet away, so long as they can hear you.

GIFT OF SHADOW

You have been chosen to walk in the darkness and to spy, steal, or kill without anyone ever knowing of your deeds.



Gift of Shadow Benefits (1st level)

Burglar. You gain proficiency in two of the following skills of your choice: Acrobatics, Security, Stealth. In addition, you do not treat climbing as difficult movement.

Gift of Shadow Improved Benefits (9th level)

Thief in the Night. Once during each of your turns, you can use your Shadow Walk power by spending 5 feet of movement instead of an action. This does not cost you any Focus to do.

Gift of Shadow Powers

Claws of Darkness. As a bonus action, you can spend 1 Focus to grow claws made of solid darkness on your hands. For the next hour, you can use 1d8 instead of the normal damage die for your unarmed attacks. Your claws are retractable, allowing you to hide them and hold objects normally.

Dark Grace. When you fail a Dexterity check, you can spend 1 Focus to reroll that check. This can only be done once per ability check.

Hide in Plain Sight. You can spend 1 Focus to vanish from the eyes of those around you, allowing you to take the Hide action even if you have nowhere to hide. As long as you don't move, you can continue to treat your position as a hiding place for up to 1 hour. Once you move, you become unhidden at the end of your turn unless you end that turn somewhere that you could normally hide.

Shadow Walk. As an action, while you are in dim light or darkness, you can spend 1 Focus to move to any other location in dim light or darkness that you are aware of within 60 feet.

CYBERMODDER [TOUGH HERO]

The flesh is weak, but you've got upgrades. You constantly modify, tune, and upgrade your cybernetics, and you train yourself to handle ever more implants in order to build yourself into your ideal self. With the power of your mechanical upgrades, you are a force to be reckoned with.

Cybermodders vary greatly in their capabilities, as each is customized with their own suite of cybernetic enhancements. Their talents allow them to install more cybernetics, swap out their parts quickly and easily, and tune their bodies to peak performance. And as Tough Heroes, they are, of course, remarkably durable.

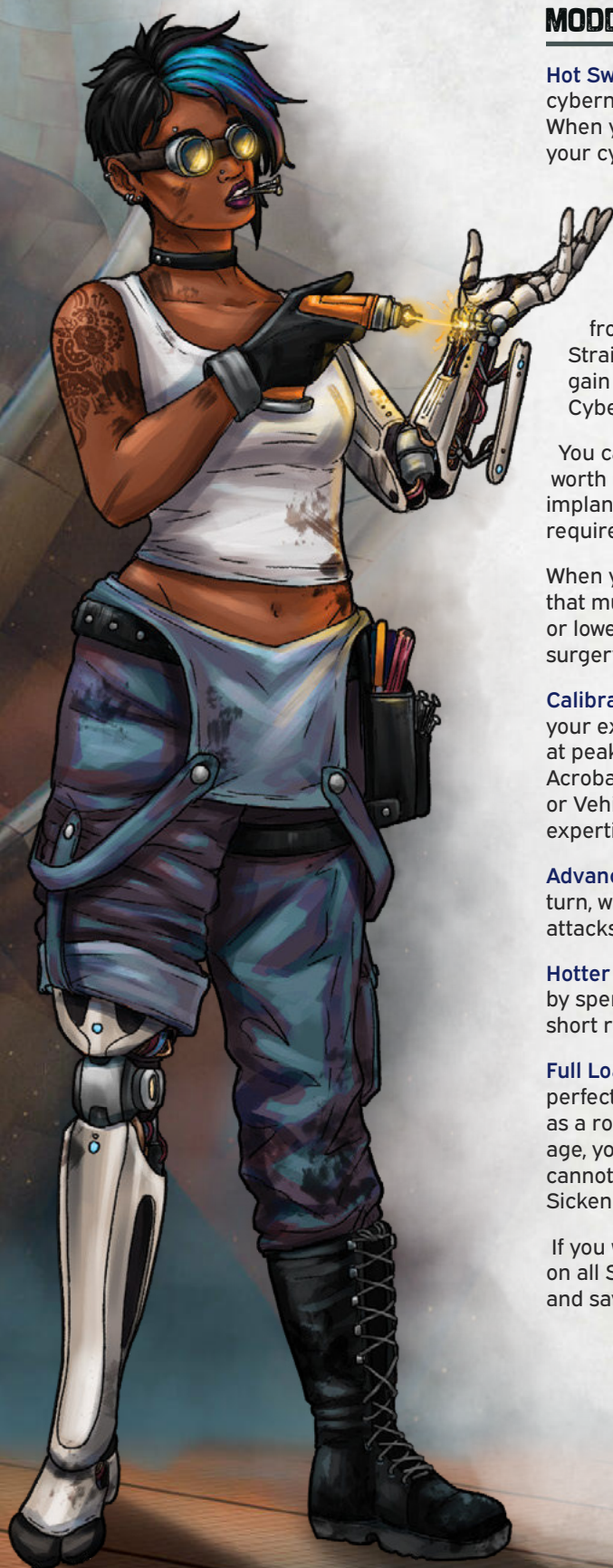
PROFICIENCIES:

- ▶ Saving Throws: Strength and Constitution
- ▶ Skills: Mechanics, and choose two from Acrobatics, Arts and Crafts, Athletics, Computers, Endurance, Intimidation, Medicine, Natural Sciences, Security, Sleight of Hand, Stealth, Streetwise, and Vehicles.
- ▶ Equipment: Basic and Advanced Equipment

EQUIPMENT RECOMMENDATIONS:

- ▶ Equipment Pack: Cybersmith Pack
- ▶ Weapons: Sledgehammer, two concealed carry pistols or one tactical rifle

LEVEL	TALENTS	KITTED STRAIN
1	Hot Swap, Kitted Out	2
3	Calibrated	3
5	Advanced Combat Training	4
7	Hotter Swap	6
9	Fully Loaded	8



MODDER TALENTS

Hot Swap (Level 1). You can change your implanted cybernetics quickly and without the need for surgery. When you finish a short rest, you can replace any one of your cybernetic implants with any other implant that you have available to you and that can be installed in the same system.

Kitted Out (Level 1). You spend a great deal of your time modifying your own body, and as such it can handle an immense amount of strain from cybernetic enhancements. Your Maximum Strain is increased by 2. This amount increases as you gain levels, as shown in the Kitted Strain column of the Cybermodder table.

You can begin the game with up to your Maximum Strain worth of cybernetics with a Price of 5 or lower already implanted, and be fully recovered from any surgery required to implant them.

When your Maximum Strain increases, you can have that much Strain worth of cybernetics with a Price of 5 or lower implanted for free, and the complexity of the surgery is reduced to Trivial.

Calibrated (Level 3). Your cybernetics are calibrated to your exact specifications, allowing your body to operate at peak efficiency. You gain expertise in your choice of Acrobatics, Athletics, Endurance, Sleight of Hand, Stealth, or Vehicles. You must be proficient in a skill to gain expertise in that skill.

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.

Hotter Swap (Level 7). You can use your Hot Swap talent by spending 1 minute instead of waiting until you finish a short rest.

Full Loaded (Level 9). You have built your body into a perfect machine. If you are not already a robot, you count as a robot (autonomous) instead of a person. You do not age, you are immune to all illnesses and poison, and you cannot gain levels of Intoxication. You cannot become Sickened except by effects that specifically target robots.

If you were already a robot, you instead have advantage on all Strength, Dexterity, and Constitution ability checks and saving throws.

MIND DOCTOR [CHARMING HERO]

Why play with an artificial intelligence when you have the real thing inside your own head? You have decided that the most powerful resource is the mind, and you are determined to master this resource by learning its inner workings and taking deliberate control of them. You have become a master of your own thoughts and, if your scruples allow it, the thoughts of others as well.

Mind Doctors are versatile heroes, capable of adjusting their own skills as the situation requires. They are experts in extracting information from people, and can just as easily cause them to forget or alter what they know. In a fight, they can tap into combat training that they never had to become deadly warriors. The exact nature of the technology behind the Mind Doctor has been left to your imagination so that they can be used in a variety of settings.

PROFICIENCIES

- ▶ **Saves:** Wisdom and Intelligence
- ▶ **Skills:** Choose three from Computers, Deception, Insight, Investigation, Mechanics, Medicine, Natural Sciences, Persuasion, and Social Sciences.
- ▶ **Social Expertise:** You gain expertise in one skill, chosen from Deception, Insight, Persuasion, or Social Sciences. You must be proficient in a skill to gain expertise in that skill.
- ▶ **Equipment:** Basic and Advanced Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ **Equipment Pack:** Scientist Pack
- ▶ **Weapons:** Tactical Rifle or Concealed Carry Pistol x2

LEVEL

TALENTS

- | | |
|---|--|
| 1 | Autohypnosis |
| 3 | Remap Experience |
| 5 | Advanced Autohypnosis |
| 7 | Memory Modification, Remap Additional Experience |
| 9 | Memory Master |



MIND DOCTOR TALENTS

Autohypnosis (Level 1). You can use Charisma instead of Dexterity when you make an attack or damage roll.

Remap Experience (Level 3). Whenever you finish a short or long rest, you can adjust your implanted memories. Choose any skill or equipment proficiency; you gain that proficiency until you use this talent again.

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

Memory Modification (Level 7). You can attempt to alter another person's memories. To do so, the target must be Incapacitated. The process takes 10 minutes and the target is unaware of its surroundings for that time. If the target takes any damage, the process is interrupted. If you complete the process, the victim must make a Wisdom saving throw. On a failed save, you can alter the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can remove all memory of the event, change the details of the event, or replace the memory with an entirely different one.

If a target succeeds on its saving throw, you cannot attempt to alter its memory again for 24 hours.

Remap Additional Experience (Level 7). When you use your Remap Experience talent, you can choose two skills and/or equipment proficiencies instead of one.

Memory Master (Level 9). You are a true master of memory. Whenever you roll an Influence die, if you roll a 7 or higher, the Influence die is not expended.

MIND DOCTOR TRICKS

Your Charming Hero level determines the number of Mind Doctor tricks you know, as shown in the Tricks column of the Charming Hero table.

Clarity. You can solidify a memory in yourself or an ally, making it perfectly vivid. As an action, you can spend an Influence die and choose one person within 30 feet of you. That person chooses one memory. Roll your Influence die. The memory, up to a number of minutes equal to the Influence die result, becomes clear in their mind, and they can remember it in perfect detail for 24 hours. They automatically pass all ability checks made to notice details or recall information from that memory. If the memory is false, having overwritten an existing memory, they can remember both the original and replacement memory in this way for the duration.

Forget Me. You can make your enemies forget that you exist. As an action, you can spend an Influence die and choose one person within 30 feet of you. The target must make a Wisdom saving throw against your trick DC. If this saving throw fails, roll the Influence die, and the

target cannot remember you for the number of rounds equal to the result of the Influence die. During this time, the target treats your past actions as if they had not happened, explaining away impossibilities in whatever way the target can—if they were chasing you, for example, they might rationalize that they were chasing something else, or that they were simply taking a jog. The target can still be actively aware of you—if you are in clear view, for example—but it forgets you again as soon as they lose sight of you. They cannot target you with attacks or other effects if there is another target available, though they need not exclude you from area effects that target others. You also have advantage on ability checks against them by which you would benefit if they paid no attention to you, such as sneaking past them.

Memory Lapse. You can temporarily keep people from forming new memories. As an action, you can spend an Influence die and choose one person within 30 feet of you. The target must make a Wisdom saving throw against your trick DC. If this saving throw fails, roll the Influence die, and the target cannot form long-term memories for a number of minutes equal to the result of the Influence die. The target acts normally until the duration expires or you spend another action to end the effect. Afterward, the target remembers nothing that happened during the effect.

Read Memory. You can access the memories of others in a limited fashion. As an action, you can spend an Influence die and choose one person within 30 feet of you. The target must make a Wisdom saving throw against your trick DC. If this saving throw fails, roll the Influence die and choose a number of facts equal to the result. These facts can be as general or as specific as you want, such as "the target's name" or "a password that they know." If the target knows the fact, you learn it. The GM decides exactly what information is granted, but generally the shortest, simplest answer is learned. If the target does not know the chosen fact, you learn only that they do not know.

Remember Me. You can make people think they know you. As an action, you can spend an Influence die and choose one person within 30 feet of you. The target must make a Wisdom saving throw against your trick DC. If this saving throw fails, roll the Influence die, and the target regards you as a friendly acquaintance they have met once before. The target knows as much about you as you would like them to, including false information. This effect lasts for a number of minutes equal to the result of the Influence die. When the effect ends, the target realizes its memory was altered.

You've Trained For This. You can give your allies memories of carrying out a specific task. Before an ally within 30 feet of you makes an ability check, attack roll, or saving throw, as a reaction, you can spend and roll an Influence die. Your ally is considered proficient in that roll and uses the result of your Influence die as their proficiency bonus during that check if it is higher than their own. If the roll is an ability check that uses a skill, they are considered to have expertise in that skill as well.

MONSTER HUNTER [TOUGH HERO]

You are one of the new breed of mercenary opportunists. Whether driven by courage, curiosity, or simply greed, you sell your services to those who wish to track, study, hunt, capture, or poach strange creatures. You might be strictly ethical, operating only within legal boundaries, or you may serve the black market which pays handsomely for samples, knowledge, and even live specimens from such creatures.

The Monster Hunter is the rare Tough Hero with a strong selection of skill Proficiencies. The Monster Hunter keeps a list of prey species that they have experience hunting. Their Talents are heavily focused on dealing with their prey, both in combat and when making skill checks. They can rely on their extensive weapon training and overall toughness when facing other opponents.

PROFICIENCIES

- ▶ Saving Throws: Constitution and Wisdom
- ▶ Skills: Choose four from Athletics, Endurance, Insight, Investigation, Medicine, Natural Sciences, Perception, Stealth, Survival, and Vehicles.
- ▶ Equipment: Basic, Advanced, Improvised, and Military Equipment
- ▶ Hunting Expertise: Choose one from Endurance, Perception, Stealth, or Survival. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Explorer's Pack or Survivalist Pack
- ▶ Weapons: Elephant gun, machete, wooden stakes

LEVEL	TALENTS	PREY DAMAGE
1	Cunning, Prey Species, Prey Damage, Prey Observation	1d6
3	Prey Survival, Wilderness Trapping	2d6
5	Advanced Combat Training, Hazard Pay	2d6
7	Prey Tactics	3d6
9	Prey Mastery	4d6



Cunning (Level 1). You can use Wisdom for ability checks that call for Intelligence so long as you are adding your proficiency bonus to the result. This includes situations when you are adding half your proficiency bonus, such as from the Jack of All Trades feat.

Prey Species (Level 1). By careful study of a species, both in and out of combat, you gain significant advantages when tracking, studying, or fighting them. At first level, you can list three species that you have studied: two mundane species and one type of monster. You cannot choose humans as a Prey Species. A mundane species is any that is commonly known to contemporary science.

If building your hero in preparation for a specific adventure, consult with the GM on appropriate monster types that may be relevant to the adventure. Optionally, you can leave the choice of monster blank until you find out what your first adventure will be or choose a third normal species.

If you are creating a hero starting at a higher level, choose a total number of Prey Species equal to 2 + hero level. There is no upper limit on the number of Prey Species you can acquire through experience.

You gain additional Prey Species through your adventures. You must have **four different experiences** with a particular species for it to become a prey species. You can:

- ▶ Suffer damage or a condition after being attacked by the creature.
- ▶ Observe the creature in its natural habitat.
- ▶ Read extensively about the creature from reliable sources.
- ▶ Track the creature in the wild successfully.
- ▶ Examine a captive or dead creature in detail.
- ▶ Defeat the creature by capturing or killing it.

Use the first letter of each of these experiences to keep track of the ones that you have had until you get the four you need. If you experience all six, you can claim to have the prey SORTED!

Prey Damage (Level 1). Once during your turn, when you hit your Prey Species with an attack, you can choose to deal an additional 1d6 damage. The amount of extra damage increases as you gain levels in this class, as shown in the Prey Damage column of the Monster Hunter table.

Prey Observation (Level 1). You gain advantage on Wisdom (Perception) checks to detect your Prey Species. You also gain advantage on Wisdom (Survival) checks to track your Prey Species. Finally, you gain advantage on Wisdom (Insight) checks to understand the behavior of your Prey Species.

Prey Survival (Level 3). You gain advantage on saving throws made to resist effects caused by the actions and abilities of your Prey Species.

Wilderness Trapping (Level 3). You gain advantage on Wisdom (Survival) checks made to set traps in a wilderness environment.

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.

Hazard Pay (Level 5). You gain advantage on saving throws made against hazardous complications that take place in a wilderness setting.

Prey Tactics (Level 7). Your Prey Species have disadvantage on their first attack roll against you during their turn. If multiple creatures are attacking you, each has disadvantage on their first attack.

Prey Mastery (Level 9). You have advantage on your first attack roll made against your Prey Species each round

[illegible]

MUTANT GIANT [STRONG HERO]

You are a gigantic mutant who towers over humans and other mutants alike. Thanks to your incredible size and bulging muscles, pushing your small, weak enemies around is a simple task. You are an immovable boulder, and no one gets past you.

Mutant giants are massive forces of melee power, and always happiest on the front lines. They use their size and strength to bully enemies, knocking them down, and throwing them about. Plus, they can deliver a serious pummeling. They aren't good at much else, but they rule the battlefield with their titanic size and power.

PROFICIENCIES

- ▶ Saves: Strength and Wisdom
- ▶ Skills: Choose two from Athletics, Endurance, Intimidation, Streetwise, and Survival.
- ▶ Equipment: Basic and Improvised Equipment
- ▶ Hulking Expertise: You gain expertise in either Athletics or Intimidation. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Badass Pack
- ▶ Weapons: None

LEVEL

TALENTS

- | | |
|---|--|
| 1 | Giant, Knock Heads, Meaty, Puny Humans, Titan Slam |
| 3 | Mountain of Meat, Titan Throw |
| 5 | Advanced Combat Training |
| 7 | Too Big To Fall |
| 9 | Titan Strength |



MUTANT GIANT TALENTS

Giant (Level 1). You're massive! You stand 8 to 12 feet tall, and are considered Large sized. You take up a 10-foot space in combat. You can squeeze into a 5-foot space, but, while doing so, you have disadvantage on attack rolls, Dexterity checks, and Dexterity saving throws; in addition, attack rolls against you have advantage.

Your maximum Bulk is multiplied by 2, you can ignore the two-handed property of weapons, and you can treat the stationary property as if it were the two-handed property instead. When you wield a weapon with the versatile property, you always treat it as if you were wielding it in two hands, even if you are not. You also have advantage on Strength checks made to lift or drag an object, as well as any ability check or saving throw made to avoid being moved.

Knock Heads (Level 1). You are large enough to smash enemies into each other. As a special attack, you can attempt to bash two enemies together. Those enemies must each be smaller than you and within 5 feet of you. Make an opposed Strength (Athletics) check against each opponent's Strength (Athletics) or Dexterity (Acrobatics) check. You roll once and compare it to both results. If you win against both enemies, you can damage both as if you had hit them with your Titan Slam weapon, including your ability modifier, and if they aren't within 5 feet of each other, you move them within 5 feet of each other.

You can use your Reckless Attack talent during this check as if it were an attack roll. Likewise, you can use your Power Attack talent when making this check, suffering the penalty to your ability check instead of an attack roll. You add the damage to your unarmed damage, but the damage must be split between targets. You deal only 5 additional damage to each target if you succeed.

Meaty (Level 1). Your Hit dice are increased by one die step, from d10 to d12, which also increases your 1st level hit points by 2 and your average hit points per level by 1.

Puny Humans (Level 1). You are adept at using your size and strength to shove enemies around. You have advantage on ability checks made as part of a shove or trip special attack against an enemy smaller than you. (This does not apply to your Knock Heads talent.)

Titan Slam (Level 1). Your fists are gigantic. You have these Titan Slam weapons available to you at all times. You are proficient in this weapon. Note that, while this is thematically similar to an unarmed strike, it does not count as an unarmed strike for the purpose of talents, feats, etc. You can still make unarmed strikes as normal using your feet, elbows, etc.

WEAPON	TITAN SLAM
Damage	1d12 bludgeoning
Range	Melee
PV	2
Properties	Heavy

Mountain of Meat (Level 3). When an ally uses you as cover, attacks against them have disadvantage.

Titan Throw (Level 3). Your incredible muscles allow you to literally throw people around. As a special attack, throw an enemy that you have Grappled, as long as they are smaller than you, at a target. Treat this as a Thrown Weapon attack with the following statistics, depending on the size of the enemy. You are proficient with this weapon.

If you hit, both the target and the enemy you throw take the full damage of the attack, and the target must make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier, falling Prone on a failed save. The thrown enemy automatically falls Prone.

If the attack misses, the thrown enemy must make a Dexterity saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier, taking damage as if you had hit with the attack on a failed save,

TITAN THROW

WEAPON	DAMAGE	RANGE	PV	PROPERTIES
Tiny Enemy	1d8 bludgeoning	20/40	1	Thrown
Small Enemy	1d10 bludgeoning	15/30	2	Thrown
Medium Enemy	1d12 bludgeoning	10/20	2	Thrown
Large Enemy	2d8 bludgeoning	10/20	3	Thrown
Huge Enemy	4d8 bludgeoning	10/20	3	Thrown

or half that damage on a successful one. The thrown enemy falls Prone in the space of the target.

You can also target a solid surface such as a wall or throw the enemy as far as you like. If you throw the enemy at a solid surface, make the attack against a Defense of 10. If you throw them into the air, bowl them across the ground, or otherwise throw them into an empty space, simply treat the attack as if it had missed.

MUTANT PSYCHIC [WISE HERO]

Your mutations grant you telepathic abilities, which allow you to tap into the minds of others. Your insight into the thoughts and memories of those around you makes you an uncanny, mystical figure, inspiring fear in your enemies and reverence in your allies.

Mutant Psychics are seers with the ability to access the minds of others. They are masters of social interaction, not because of their inherent charm, but because they can simply pull answers from those with whom they interact. In combat, they can use their enemies' fears against them, keeping foes at bay while their allies dish out punishment.



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.

Too Big to Fall (Level 7). Attacks tend to simply bounce off you. Increase your Defense by 2.

Titan Strength (Level 9). Enemies cannot withstand your incredible size and tremendous might. Your Strength score increases by 4. Your maximum Strength score also increases, allowing you to have up to 24 Strength.

PROFICIENCIES

- ▶ Saves: Wisdom and Charisma
- ▶ Skills: Choose two from Arts and Crafts, Deception, Endurance, Insight, Intimidation, Medicine, Perception, Persuasion, Performance, and Streetwise.
- ▶ Equipment: Basic Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Everyday Pack or Martial Artist Pack
- ▶ Weapons: None

LEVEL	TALENTS	DARK DEPTHS DAMAGE
1	Empathic Mutation, Dark Depths, Mind Sight	1d8 + Wis
3	Psychic Growth	1d8 + Wis
5	Deep Fright, Deep Sight	2d8 + Wis
7	Psychic Evolution	2d8 + Wis
9	True Understanding	3d8 + Wis

MUTANT PSYCHIC TALENTS

Empathic Mutation (Level 1). You gain the Empathic Reading major beneficial mutation. This mutation can be found in the Mutations section in this chapter, but it is repeated here for convenience:

- ▶ You can telepathically read another person's mind, though you can get only a general sense, and cannot directly read their thoughts. As an action, you can read one person within 30 feet of you. You learn that person's emotional state: angry, worried, sad, etc. You have advantage on Charisma checks if you play on that emotional state. You can also learn one other fact about them that they know, but do not consider a secret or privileged information. You can learn only one such fact per individual every 24 hours, even though you can read their emotions any number of times.

Dark Depths (Level 1). By looking into the depths of someone's psyche, you can force them to confront the darkest parts of themselves. As an action, choose a person within 60 feet that you can see. The target must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the target takes 1d8 + your Wisdom modifier psychic damage, ignoring armor. In addition, you can spend 1 Focus to choose one of the following options:

- ▶ You conjure a terrifying memory. The target is Frightened until the end of your next turn. While Frightened in this way, the target cannot willingly move closer to you.
- ▶ The target sees phantom enemies all around it. They are Distracted and attack rolls made against them have advantage until the end of your next turn.
- ▶ You make the target dizzy, causing them to fall Prone. Until the end of your next turn, they must spend all of their movement, rather than half, to stand up.

The damage that this talent deals increases as you gain levels in this class, as shown in the Dark Depths Damage column of the Mutant Psychic table.

Mind Sight (Level 1). When you use your Empathic Reading mutation, you can spend 1 Focus to do one of the following:

- ▶ You can read the target's surface thoughts for 1 minute or until you use this talent again, so long as the target is within 30 feet of you. While reading the target's thoughts, you hear the words it thinks, and you can see images it imagines.
- ▶ You can look deeply into the target's mind. The target is aware you are doing so, and if they resist, they must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. If the saving throw fails, you can ask one question, which the GM answers honestly based on what the target knows.
- ▶ You can unlock one memory that the target has repressed, or that has been erased by an advanced technological procedure or another telepathic ability. This memory can be general, spanning much of the target's life or a specific memory, up to 10 minutes long, which the target remembers with perfect clarity.

Psychic Growth (Level 3). The psychic abilities of your mutation have grown. You gain one of the following major beneficial mutations: Animal Communion, Blindsight, Hypnotizing Eyes, Multispectral Vision, Precognition, Telekinesis, Telepathy, or Twin Minds.

Deep Fright (Level 5). When you use your Dark Depths talent and spend Focus, you can choose an additional option.

Deep Sight (Level 5). When you use your Mind Sight talent, you can choose two of the options, or choose to look deeply into the target's mind twice.

Psychic Evolution (Level 7). Your psychic mutation has continued to evolve. You gain another of the following major beneficial mutations: Animal Communion, Blindsight, Hypnotizing Eyes, Multispectral Vision, Precognition, Telekinesis, Telepathy, or Twin Minds.

True Understanding (Level 9). You deeply understand those whose minds you touch, allowing you to combat them calculatedly. You can use your Empathic Reading mutation as a bonus action. Anyone who has failed a saving throw against your Mind Sight talent within the past hour has disadvantage on attack rolls and opposed ability checks made against you, as well as on Intelligence, Wisdom, and Charisma saving throws against your Mutant Psychic talents and your mutations. In addition, you have advantage on attack rolls against them.

MUTANT SHIFTER [TOUGH HERO]

You are a shapeshifter, capable of altering your body in almost any way. Your true face is a mystery, perhaps even to yourself. You are a being in constant flux, able to change who you are on a whim, or turn your body into a living weapon, terrifying to behold.

Mutant shifters are master mimics, but are highly physical in their nature. They can disappear in a crowd or wear the face of their enemy, but they are also hardy survivors thanks to their highly adaptive bodies. With their ability to manifest physical mutations, they are versatile fighters, able to grow their own weapons.

PROFICIENCIES:

- ▶ Saves: Constitution and Charisma
- ▶ Skills: Choose three from Acrobatics, Athletics, Deception, Endurance, Investigation, Medicine, Perception, Performance, Security, Sleight of Hand, and Stealth.
- ▶ Bodily Expertise: You gain expertise in one skill, chosen from Acrobatics, Athletics, Endurance, or Sleight of Hand. You must be proficient in a skill to gain expertise in that skill.
- ▶ Equipment: Basic and Advanced Equipment

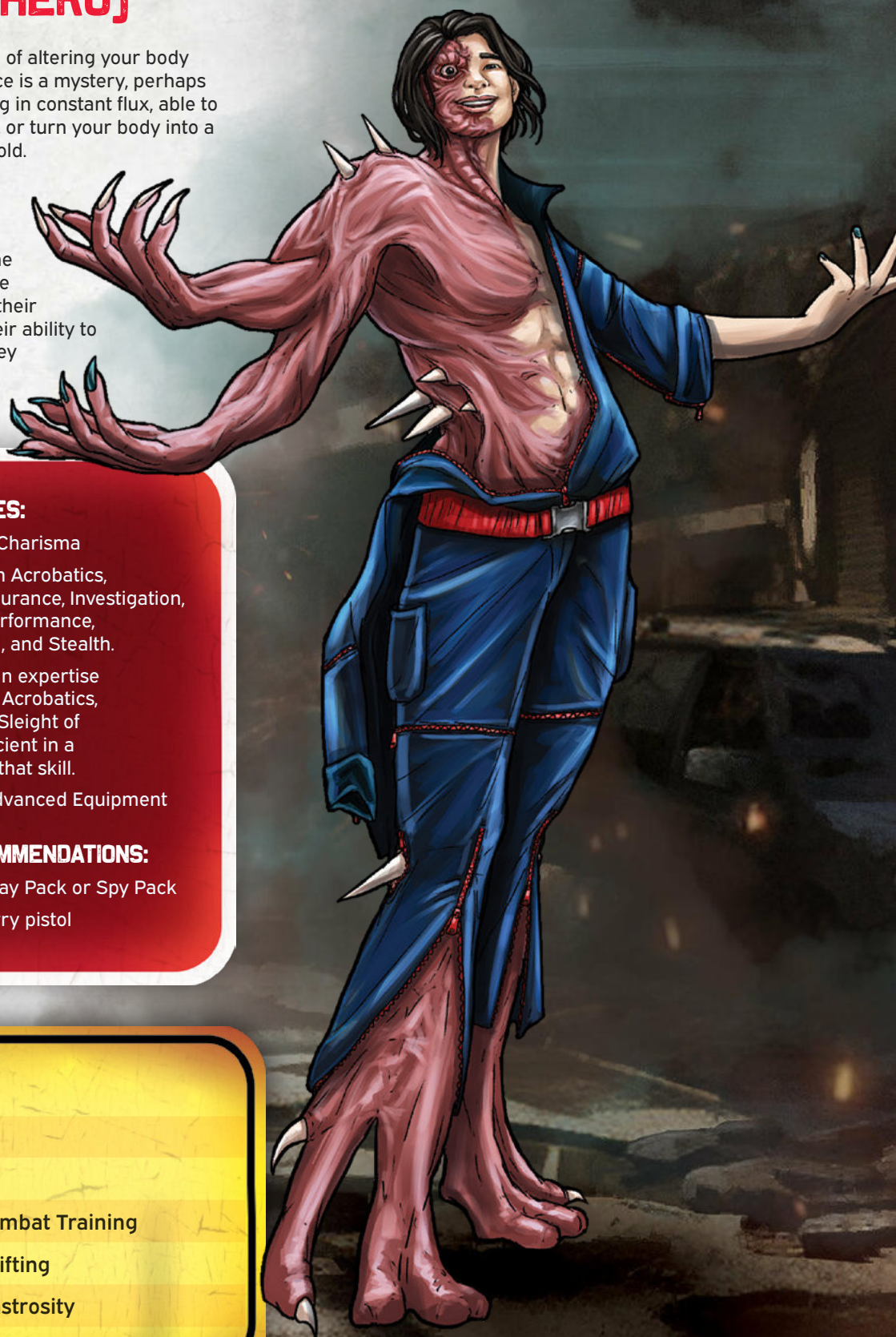
EQUIPMENT RECOMMENDATIONS:

- ▶ Equipment Pack: Everyday Pack or Spy Pack
- ▶ Weapons: Concealed carry pistol

LEVEL

TALENTS

1	Shapeshifter
3	Monstrous
5	Advanced Combat Training
7	Advanced Shifting
9	Ultimate Monstrosity



MUTANT SHIFTER TALENTS

Shapeshifter (Level 1). You can change your body at will. By spending 1 minute doing nothing else, you can do any number of the following:

- ▶ **Change your height.** You can choose any height within 1 foot of your original height.
- ▶ **Change your build.** You can appear stouter or thinner, altering your apparent weight by up to 50 percent above or below your actual weight. Likewise, you can alter your apparent muscle mass and body fat, your shoulder and hip width, and other similar details within the limits of your new apparent weight. Your physical weight does not change; you merely adjust your density, shorten or elongate your bones, and redistribute your fatty tissue.
- ▶ **Change your apparent age.** You can appear to be any age consistent with your height, weight, and origin.
- ▶ **Change your vocal pitch.** You can increase or lower your voice's pitch to any pitch within human limits. If you can hear someone's voice while doing this—or if you have perfect memory—you can accurately match their pitch. If you do, you have advantage on ability checks made to mimic their speech.
- ▶ **Change your face.** You can appear to be a new person, different from how you have looked before, or take on a unique appearance you have used before. To imitate a specific person, you must be able to see them—either in person, in an image, or in your mind if you know the person well—and you need a mirror or other way to see yourself to check your work. If your height, build, age, and vocal pitch match that person, you have advantage on ability checks made to convince people you are actually that person.
- ▶ **Change your primary and/or secondary sex characteristics.** You can adjust these to anything within human limits.

- ▶ **Change your mutation.** You can appear to be a normal human or a mutant. You can add or remove any cosmetic mutations, and you can manifest or suppress any beneficial mutation you have that is physical in nature. In addition, you can manifest one of the following minor beneficial mutations until you choose this option again, gaining its benefits: Burrowing Hands, Chameleon Skin, Extra Arm, Extra Eyes, Extra Legs, Hardened Skin, Leaping Legs, Lifting Adaptation, Long Arms, Mutant Weapon, Rubber Bones, or Tentacles. You cannot choose a mutation you already have.

Monstrous (Level 3). You gain the Mutant Weapon minor beneficial mutation. As a free action at the start of your turn, you can manifest or suppress this mutation as if using your Shapeshifter talent, or you can change the weapon to one of the other options for that mutation.

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.

Advanced Shifting (Level 7). You can use your Shapeshifter talent as an action, instead of spending 1 minute. In addition, you can manifest one of the following major beneficial mutations when you change your mutation using your Shapeshifting talent, instead of choosing a minor beneficial mutation: Acid Spit, Armored Shell, Elasticity, Four Arms, Grasping Appendage, Powerful Voice, or Spider Cling. Alternatively, you can manifest two of the minor beneficial mutations normally available to you.

Ultimate Monstrosity (Level 9). Your body is your greatest weapon. You add one damage die to your damage rolls when making an unarmed attack or an attack with a weapon that is part of your body.

SOOTHSAYER [SMART HERO]

You are a seer, gleaning what you want through psychic visions. You gaze into the future as easily as you look into the hearts of your enemies, guiding destiny to your benefit with a deft touch.

Soothsayers use their plans to gather information and influence fate. They can perform remote viewing or receive portents of danger. In combat, they mostly take on a supporting role, granting their allies bonuses, but with the right plan, they can also show their enemies terrifying visions, causing them psychic damage.

PROFICIENCIES

- ▶ Saves: Dexterity and Intelligence
- ▶ Skills: Choose two from Arts and Crafts, Insight, Investigation, Intimidation, Medicine, Perception, Performance, Persuasion, Social Sciences, Streetwise, and Survival.
- ▶ Equipment: Basic Equipment

EQUIPMENT RECOMMENDATIONS

- ▶ Equipment Pack: Mystic Pack or Everyday Pack
- ▶ Weapons: Pepper Spray or Stun Gun

LEVEL

TALENTS

1	As Foretold, Blessing of Fortune
3	Plan Enhancements
5	Plan Enhancements
7	Plan Enhancements
9	Plan Enhancements



SOOTHSAYER TALENTS

As Foretold. Granted at level 1. At the start of an adventure, and whenever you finish a long rest, roll 2d20 and record the result of each die individually. At any time before you finish another long rest, you can expend one of your recorded results to replace the roll of any d20 roll with that number, regardless of who rolled the d20. You don't need to be present, or even conscious, to do this. Expended results cannot be used again, and any that were not expended are lost when you finish a long rest.

Blessing of Fortune. Granted at level 1. As an action, you can choose one ally within 120 feet of you that you are aware of. That ally adds 1d4 to the result of the next attack roll or saving throw they make before the start of your next turn.

SOOTHSAYER PLANS

Bend Fate

When you or an ally that you are aware of within 120 feet of you makes an ability check, attack roll, or saving throw, you can enact this plan as a reaction to allow the target to roll an additional d20. After the roll, the target can choose to replace their original roll with this new roll. If the original roll was made at advantage or disadvantage, they replace both original dice with the new roll.

Plan Enhancements:

- ▶ 3rd: You can affect any ally that you are aware of, regardless of the range.
- ▶ 5th: The target rolls two additional dice and can choose either to replace their original roll.
- ▶ 7th: It takes no action to enact this plan, and you can enact it even if you are not present or aware of the target. You can enact it only once per roll.
- ▶ 9th: You can enact this plan up to three more times within the next hour without spending Genius points.

Clairvoyance

You can enact this plan by spending 1 minute concentrating. You first choose a point within 120 feet and in a location familiar to you (a place you have visited or seen before), or in an obvious location unfamiliar to you (such as behind a door, around a corner, or on the other side of a building). Then, you choose seeing or hearing as your sense.

When you enact this plan, you use the chosen sense for the next minute as if you were at the chosen point instead of your own location. While you do so, you can ignore the Blinded and Deafened conditions. You can switch between your own senses and the chosen point as a bonus action.

Plan Enhancements:

- ▶ 3rd: As an action, you can switch between seeing and hearing.
- ▶ 5th: The range becomes 1 mile. The duration becomes 10 minutes.
- ▶ 7th: You can choose to both see and hear from the chosen point.
- ▶ 9th: The range becomes anywhere in the world.

Not Today

As a reaction when you or an ally that you are aware of within 120 feet of you takes damage that would drop them to 0 hit points, you can enact this plan to cause them to drop to 1 hit point instead.

Plan Enhancements:

- ▶ 3rd: You can affect any you are aware of, regardless of the range.
- ▶ 5th: Instead of dropping to 1 hit point, the target takes none of the damage.
- ▶ 7th: It takes no action to enact this plan, and you can enact it even if you are not present or aware of the target.
- ▶ 9th: In addition, the target miraculously takes no damage from any source until the beginning of the current combatant's turn during the next round.

Read the Omens

You can enact this plan by spending 1 minute casting gem-inlaid sticks, rolling bones, laying out tarot cards, or employing some other divining tool that you have prepared earlier. When you do, you receive an omen about the results of a specific course of action that you plan to take within the next 30 minutes. The GM chooses from the following possible omens:

- ▶ **Good omen.** The course of action will have a positive outcome.
- ▶ **Bad omen.** The course of action will have a negative outcome.
- ▶ **Mixed omen.** The course of action will have both a positive and negative outcome.
- ▶ **No omen.** The course of action will have neither a positive nor negative outcome.

This plan doesn't consider any possible circumstances that might change the outcome, such as the use of additional plans or the loss or addition of a companion.

Plan Enhancements:

- ▶ 3rd: You can receive omens about a course of action that you plan to take within the next 4 hours.
- ▶ 5th: Instead of receiving a simple omen, you can ask any one question about your course of action, which the GM will answer truthfully, though the answer might come in a cryptic rhyme or other form of vague omen.
- ▶ 7th: You can enact this plan as a free action, having already performed the divination earlier.
- ▶ 9th: You can ask up to three questions, as above. They can be about the same course of action or different ones.

Sight Beyond Sight

When you enact this plan, which does not require any action, you suddenly know things about another person that you couldn't possibly know. You can ask the GM one of the following questions about any one person of your choice, which they must answer truthfully (the GM may allow other similar questions at their discretion):

- ▶ What do they cherish?
- ▶ What do they hate?
- ▶ What do they respect?
- ▶ What do they seek?
- ▶ What kind of being are they?
- ▶ What is their strength?
- ▶ What is their weakness?

Plan Enhancements:

- ▶ 3rd: You can ask two questions.
- ▶ 5th: You can ask three questions.
- ▶ 7th: You can ask four questions.
- ▶ 9th: You can ask five questions.

Your Time Has Come

When an enemy you are aware of within 120 feet of you takes damage, you can enact this plan as a reaction to cause them to take 2d6 additional damage of the same type.

Plan Enhancements:

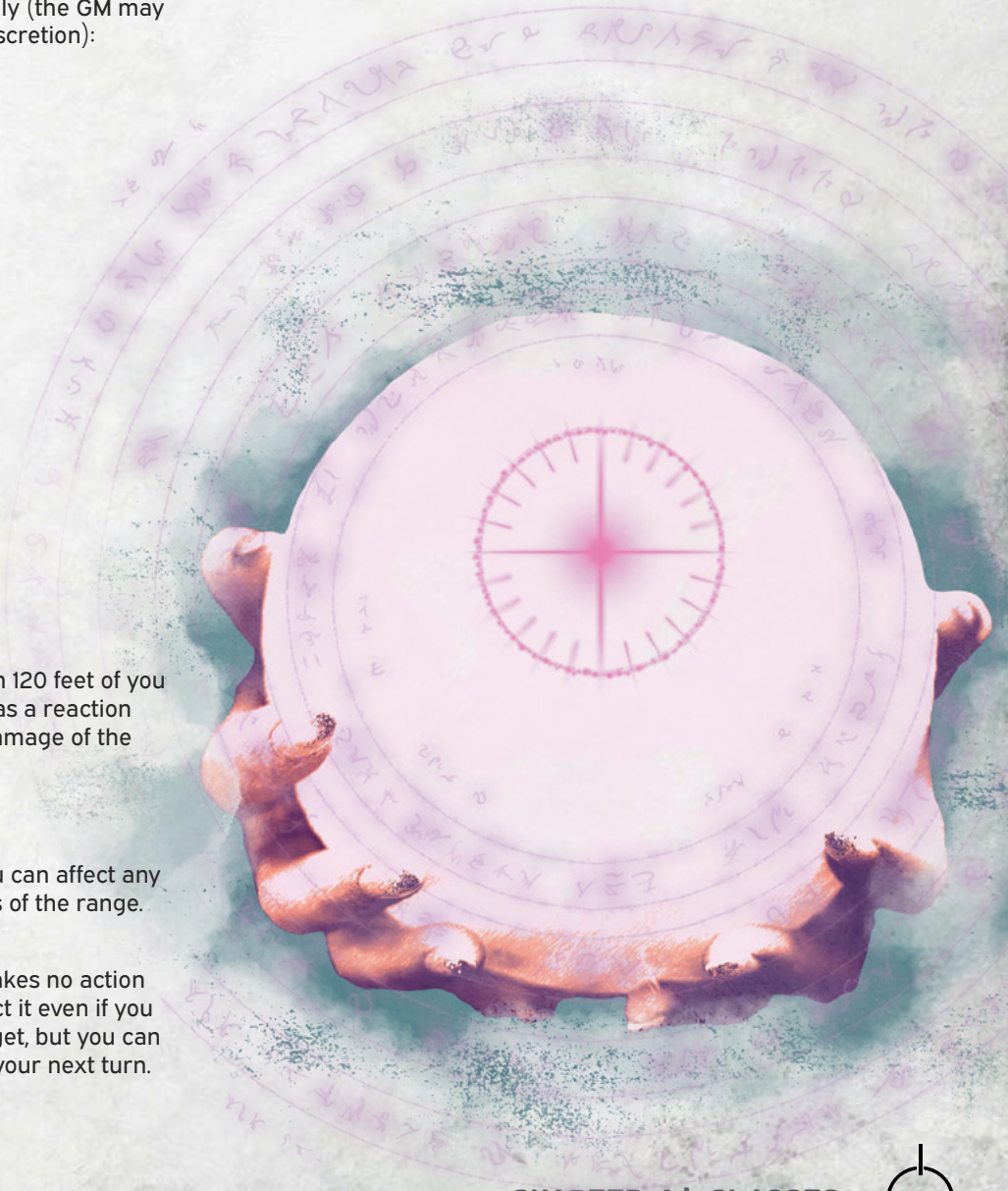
- ▶ 3rd: The damage becomes 3d6. You can affect any enemy you are aware of, regardless of the range.
- ▶ 5th: The damage becomes 5d6.
- ▶ 7th: The damage becomes 6d6. It takes no action to enact this plan, and you can enact it even if you are not present or aware of the target, but you can do so only once before the start of your next turn.
- ▶ 9th: The damage becomes 8d6.

Witness Your End

As an action, you can enact this plan to show one enemy you are aware of within 120 feet of you their death. This might be their true end, or simply one possible future, at the GM's discretion. The target must make a Wisdom saving throw, taking 2d8 psychic damage on a failed save, or half as much on a successful one. On a failed save, the target also drops what it is holding and is Frightened until the end of its next turn.

Plan Enhancements:

- ▶ 3rd: The damage becomes 3d8.
- ▶ 5th: You can target up to two enemies. On a failed save, a target is Frightened 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.
- ▶ 7th: The damage becomes 4d8.
- ▶ 9th: You can target up to three enemies. While Frightened by this plan, the target is also Paralyzed.



BONUS CLASS CONTENT

We have had some requests from fans to allow classes to use any archetype and also some requests to have a free-form way to build characters without a class. This Everyday Hero class does both of those things to some degree. While we have created it to be playable and balanced, the overall *Everyday Heroes* system was not designed explicitly for a class like this, so you should definitely discuss using this class with your GM.

EVERYDAY HERO [ANY HERO]

You are whatever you want to be. You chart your own path, fulfill your own destiny, and make of life whatever you will.

The Everyday Hero is intended to be a “build your own class” where you get a lot of feat picks to play around with. You can use it to build very simple heroes, or, if you take a lot of multiclass feats as you level up, a rather complex one. It also works well if you want to make a relatively non-descript hero by taking a lot of basic feats or feats that focus on mundane skills and talents.

PROFICIENCIES:

- ▶ Saving Throws: Choose any two saving throw proficiencies.
- ▶ Skills: Choose any three skill proficiencies.
- ▶ Equipment: Basic and Advanced Equipment
- ▶ General Expertise: You gain expertise in any single skill you are already proficient in.



LEVEL	TALENTS
1	Archetype, Versatility, Choose Two Minor Feats
3	Choose Two Minor Feats or One Major Feat
5	Advanced Combat Training or Choose One Major Advanced Feat
7	Choose Two Minor Feats or One Major Feat
9	Capstone

EVERYDAY HERO TALENTS

Archetype (Level 1). Choose any archetype. The following special rules apply.

- ▶ If you choose the Smart Hero, you must choose your plans from the shared smart hero plan list. Further plans must come from the shared list, or from the list of a class that you have multiclassed into.
- ▶ If you choose the Wise Hero archetype, you gain the following talent: **Wise Strategy**. Once during your turn, when you miss an attack roll, you can spend one focus to re-roll that attack.
- ▶ If you choose the Charming Hero archetype, you may choose two tricks from any one Charming Hero class and learn those tricks. When you acquire further tricks, they must come from a class that you have multiclassed into.

Versatile (Level 1). You can take Multiclass Feats one level earlier than their prerequisites normally allow.

Capstone (Level 9). Choose a single level 9 talent from any class for which you have taken a multiclass feat. If you have not taken any Multiclass feats, choose One Major Feat. If you are a Smart Hero and have taken a Smart Class multiclass feat, you can instead choose to use Plans from that class's list at their full enhancement level..

NEW SMART HERO SHARED PLAN

We wanted to introduce a new plan for Smart Heroes that would give them access to offensive combat abilities for one combat encounter. This is an especially useful plan for adventures in which the heroes will all be piloting military equipment, such as giant robots or tanks, and their usual plans might not normally be applicable to the situation.

Calculated Trajectory

Your late nights of detailed mathematical calculations and study of firing mechanisms have paid off. You can enact this plan, which takes no action, during your turn to use your Intelligence modifier in place of your Strength or Dexterity modifier for the attack and damage rolls of ranged attacks that you make with one type of weapon for the next minute. In addition, you become proficient in that weapon for the duration of the plan, and you can apply any one of the following effects of your choice to all such attacks:

- ▶ **Between the Cracks.** The attack ignores cover and armor.
- ▶ **Bounce It.** If the attack is an explosive, you can change the targeted space of the attack after combatants have chosen whether or not to dive for cover, but before the explosive detonates. You can change the target to any space up to 20 feet from the original target. Combatants now in the area that were not there before can choose to dive for cover after this change, but those that were in the original area cannot, even if they have a reaction available.
- ▶ **Liquid Dynamics.** The attack is resolved as if your weapon had the Aquatic property.
- ▶ **Not Even Looking.** The attack ignores any penalties due to vision quality or the Blinded condition.
- ▶ **Piercing Shot.** If the attack is not an explosive, you can make the attack against two targets within 10 feet of each other. You make a separate attack roll for each, but you spend ammunition for only one shot.
- ▶ **Ricochet.** The attack is resolved as if your weapon had the Indirect property. If it is a Thrown Weapon, it is also resolved as if it had the Returning property.
- ▶ **Wind Coefficient.** The attack ignores disadvantage from long range.

Plan Enhancements:

- ▶ **Level 3:** You can choose up to two additional effects.
- ▶ **Level 5:** The bonuses from this plan apply to ranged attacks that you make with any weapon for the duration of the plan.
- ▶ **Level 7:** You can choose up to three additional effects.
- ▶ **Level 9:** You have advantage on all affected attack rolls.

CHAPTER 5 FEATS

Feats are a key mechanic in *Everyday Heroes*, and through the Cinematic Adventures we have continued to use them in numerous ways to create fun ways to customize heroes. Every new class comes with multiclassing options that expand the scope of what every other class can be, as does every new advanced feat.

ADVANCED FEATS

As a reminder, advanced feats can only be taken once unless otherwise noted within the feat.

BLOODLETTER [MINOR FEAT]

You know just where to cut your enemies so they suffer from significant bleeding.

- ▶ When you score a critical hit with a melee weapon dealing slashing damage, the target also gains two levels of the Bleeding condition.

CAMPAIGNER [MINOR FEAT]

You are accustomed to wearing heavier armors and to moving in them effectively.

- ▶ You can ignore the awkward property of armor and shields.
- ▶ You treat armors and shields as having one less bulk (minimum 0).

COMBAT MECHANIC [MINOR FEAT]

You are an expert in taking down vehicles by hitting them in just the right spot. You gain the following benefit:

- ▶ Whenever you successfully damage a vehicle, but it is not totaled, instead of the driver of the vehicle making a roll, you can instead choose the Body, Control, or Power result on the Vehicle Damage Table.

CONNECTIONS [MINOR FEAT]

You have a useful contact who can help you out in your adventures. Choose one:

- ▶ Create a contact with level 3 in the category of your choice.
- ▶ Choose a contact you already have and give them level 3 in the category of your choice.
- ▶ Create two contacts, each with level 2 in one category, or one contact with level 2 in two different categories.
- ▶ Increase the level of one category of a contact you already have by 1, to a maximum of 4.
- ▶ Increase the level of one category of up to two contacts you already have by 1, to a maximum of 3.

You can select this feat multiple times, choosing the same or different options each time. See “Rules” in Part 3 for more on creating and calling in contacts.



CRYPTOZOOLOGIST [MINOR FEAT]

You have dedicated significant time to studying legendary creatures and the possibility that they are real creatures.

- ▶ When making an Intelligence, Wisdom, or Charisma ability check that is somehow related to a mythical or legendary creature, you may add your proficiency bonus to the check if you have no applicable proficiency.

DISTRACTING FLOURISH [MINOR FEAT]

You are practiced enough in the art of illusion and sleight of hand that you can use your skills in combat.

- ▶ You gain proficiency in Sleight of Hand. If you are already proficient, you gain expertise instead.
- ▶ As a bonus action, you can distract one enemy within 5 feet of you. Make an opposed Dexterity (Sleight of Hand) check against the target's Wisdom (Perception). If you win, you get advantage on your next attack against that target this turn.

EXTREME ENVIRONMENT TRAINING [MINOR FEAT]

You have trained to operate in the most intense environments the solar system has to offer.

- ▶ You have advantage on ability checks and saving throws made to endure decompression, high pressure, suffocation, and hot or cold environments, as well as those made to navigate zero gravity.
- ▶ You have advantage on saving throws against radiation.
- ▶ You treat gravity above normal gravity as if it were one step lower.

GO BEHIND [MINOR FEAT]

You have learned how to sucker your opponents into leaving themselves open to a reversal.

- ▶ When an opponent within 5 feet misses you with a melee attack, use your reaction to move directly behind them and make a melee opportunity attack with advantage on the attack roll. You can use this feat only once against a given opponent.

You cannot use **Go Behind** while you have 0 movement speed or there is no reasonable way to move behind an opponent. This movement does not provoke opportunity attacks.



GUARDIAN

[MINOR FEAT]

You are always looking out for your allies and trying to keep them out of harm's way.

- ▶ When an ally within 150 feet wishes to take a reaction to dive for cover or to use a talent that lets them react to an attack against them, spend your reaction on their behalf. You can do this even if they have used their reaction already, are distracted, or are surprised. You cannot do this if they are immobilized, incapacitated, or otherwise unable to react because they cannot move.

HEAVY KICKS

[MINOR FEAT]

You are an expert at landing exceptionally powerful kicks.

- ▶ When you make an unarmed strike with your feet, you can increase the damage by two die steps—from 1d4 to 1d8 normally—but the attack loses the finesse and light properties. On a hit, the target of such a kick must succeed on a Strength saving throw with a DC of 8 + your Strength modifier + your proficiency bonus or fall Prone.

HOSTAGE TAKER

[MINOR FEAT]

You are especially skilled at grabbing enemies—or passersby—and using them as human shields.

- ▶ When you successfully grapple an enemy, you can immediately attempt to turn them into a human shield as a free action. See the "Human Shields" section in Part 3: New Rules for more on human shields.

KNIFE FIGHTER

[MINOR FEAT]

You're an expert in the use of knives, both up close and at a distance.

- ▶ You can add your ability modifier to the damage rolls of any off-hand attack you make with a knife or dagger.
- ▶ You can draw a knife or dagger as part of the action you use to attack with it.
- ▶ You don't suffer disadvantage for attacking at long range when you throw a knife or dagger.

PYRO

[MINOR FEAT]

You love to light fires, and you know all the best ways to light 'em.

- ▶ You are considered proficient in any weapon or explosive that deals fire damage, even if you do not have the appropriate equipment proficiency.

- ▶ You can draw and light a Molotov cocktail as part of the action used to throw it.
- ▶ The DC to put out any fire you light increases by your proficiency bonus, including the Burning condition you inflict on any combatant.
- ▶ When you deal fire damage to a combatant with an attack that does not normally cause the target to become Burning, the target must make a Dexterity saving throw with a DC of 8 + your Dexterity modifier + your proficiency bonus. On a failed save, the target is Burning.



STRATEGIC DUELIST [MINOR FEAT]

You spent endless hours sparring with worthy opponents, and you learned how to gain an edge over nearly anyone.

- ▶ During a duel, you win ties when comparing ability scores. If both duelists have this feat, neither wins the edge.
- ▶ When a duel is declared and you are one of the participants, the GM reveals one of your opponent's ability scores. You choose which ability score is revealed.

VANGUARDIAN [MINOR FEAT]

You are practiced in using a hand-held shield as an offensive tool.

- ▶ When wielding a shield, you can make a shield bash attack as a bonus action.

WEAPONS EXPERTISE [MINOR FEAT]

You have spent extensive time training in the use of weapons, such that you have overcome any deficiency in your natural talent.

- ▶ Instead of using an Ability Score Modifier for attack rolls, you may double your proficiency bonus.
- ▶ Instead of using an Ability Score Modifier as a damage modifier on damage rolls with weapons, you can use your proficiency bonus.

You must be proficient in the weapon that you are using to make attacks in order to use the benefits of this feat.

EXTRAORDINARY ADVANCED FEATS

The following feats work best in settings in which specific classes or rules are in play that are outside the bounds of the one that we live in.

CYBERNETIC TOLERANCE [MINOR FEAT]

You are trained in the proper use of cybernetic implants.

- ▶ Your Maximum Strain is increased by 2, allowing you to operate additional cybernetic enhancements without penalty.
- ▶ Once after taking this feat, you can have 2 Strain worth of cybernetics with a Price of 5 or

lower implanted for free, and the complexity of the surgery is reduced to Trivial.

You can take this feat multiple times. If you take this feat during character creation, you can begin the game with 2 Strain worth of cybernetics with a Price of 5 or lower already implanted, fully recovered from any surgery required to implant them.



EXECUTIONER [MINOR FEAT]

You are especially talented at executing finishing moves to end an enemy's life.

- ▶ You have advantage as the attacker in Execution challenges.

For more on Execution challenges, see "Combat Rules" in Part 3: Rules.

HEAVY MECH TRAINING [MINOR FEAT]

You have trained to pilot mechs with a bulkier loadout.

- ▶ Your mech's maximum Bulk is increased by 2 while you pilot it.

MAJOR MUTATION [MAJOR FEAT]

You have developed an impressive and useful mutation.

- ▶ Select any major mutation found in the "Mutations" section of Part 3. You gain that mutation.
- ▶ You can take this feat multiple times, selecting a different mutation each time.

MINOR MUTATION

[MINOR FEAT]

You have developed a small but beneficial mutation.

- ▶ Select any minor mutation found in the “Mutations” section of Part 3. You gain that mutation.
- ▶ You can take this feat multiple times, selecting a different mutation each time.

RITUAL LORE

[MINOR FEAT]

You have practiced, or at least deeply studied, the art of ritual magic, which allows you to more easily perform rituals.

- ▶ You don't need to do any research to learn a ritual spell with a research difficulty of Easy or Standard. You already know it.
- ▶ You have advantage on any ability check made to track down a source for any ritual spell with a research difficulty of Difficult.
- ▶ You can add your proficiency bonus to Intelligence checks made to cast ritual magic spells.

IMMORTAL FEATS

Immortal feats are a special category for two reasons. First, you must be an Immortal to take them. Second, although they can be taken by Immortals anytime feats are normally acquired, they can also be acquired by spending 5 Spirit Points.

ACUTE SPIRIT SENSE

[MINOR FEAT]

Prerequisite: *Immortal Origin*

Your spirit sense allows you to judge the strength and true age of the Immortals you encounter.

- ▶ When encountering another Immortal, you have a sense of both their true age and their relative power to yourself. The GM reveals their CR or Level to you, and a sense of how old they are.
- ▶ You can identify Immortals you have met in the past through your senses, which makes it impossible for them to disguise themselves from you.



BREATHLESS ENDURANCE

[MINOR FEAT]

Prerequisite: *Immortal Origin*

You have learned to leverage your ability to survive without breathing to stave off exhaustion better than most athletes could ever hope to achieve.

- ▶ Whenever you are about to acquire one or more levels of Exhaustion, reduce the number of levels by one. This can reduce the Exhaustion you suffer to zero.
- ▶ You gain advantage on ability checks and saving throws made to avoid Exhaustion.

ENHANCED EMPATHY [MINOR FEAT]

Prerequisite: *Immortal Origin*

You are able to tap into the spiritual force of immortality that seems to involve a deep connection to other living things, feeling what they feel.

- ▶ Gain proficiency in Insight. If you are already proficient, gain expertise in Insight.
- ▶ You have advantage on Wisdom (Insight) checks made to determine the true emotional state of another person or animal.
- ▶ You have advantage on ability checks made to calm, approach, direct, or command animals.
- ▶ You gain advantage on Charisma (Performance) checks as part of a public performance in front of a live audience.

EXTENDED SPIRIT SENSE [MINOR FEAT]

Prerequisite: *Immortal Origin*

You can sense other Immortals at a much greater distance than normal.

- ▶ You can sense the presence of other Immortals up to one mile away.
- ▶ You can also get a sense of roughly how far away an Immortal is, though not their direction or location.

IMMORTAL HISTORIAN [MINOR FEAT]

Prerequisite: *Immortal Origin*

You have witnessed more history than most people could study in a lifetime, and you are especially knowledgeable about the lives and activities of other Immortals.

- ▶ Gain proficiency in Social Sciences. If you are already proficient, gain expertise in Social Sciences.

- ▶ You have advantage on any check made to recall information about a given Immortal you have met or whose name you have learned.

FLASHBACKS [MINOR FEAT]

Prerequisite: *Immortal Origin*

Whether it is an event from your own long life or a fragment of memory from a fallen foe, you can call on the experiences of many lifetimes to assist you in your current circumstances.

- ▶ You can apply your proficiency bonus on any one ability check calling for a skill you are not proficient in, or apply double your proficiency bonus for a skill you are proficient in. You gain advantage if the check is to recall historical trivia. You cannot use this feat again until you complete a short rest.

To get the most out of this feat, be sure to briefly describe the flashback in which you used or witnessed this skill.

PREVIOUS LIFE [MINOR FEAT]

Prerequisite: *Immortal Origin*

You draw inspiration from one of the prior eras of your long life.

- ▶ Choose an additional background. You gain all of its benefits except for the Ability Score Increase.

You can take this feat multiple times, choosing a different background each time it is taken.

MULTICLASS FEATS

These multiclass feats give everyone access to the modern classes included in this book. They should work well in nearly any modern setting.

BILLIONAIRE TRAINING [MAJOR FEAT]

Prerequisite: *Wealth 4+, Smart Hero archetype OR Smart Hero Training feat, not a Billionaire (class), Level 4+*

You have learned to spend your money in ways that benefit your action-packed lifestyle.

- ▶ Your Wealth Level increases by 1, to a maximum of 5.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn 1 additional plan from the Billionaire plan list.
- ▶ You can only use Billionaire 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.

▶ **Note:** The billionaire class is one that can be disruptive to storytelling, so you should only choose this multiclass feat if you have your GM's permission to become a billionaire hero.

BILLIONAIRE TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Billionaire Training feat, Level 8+*

You can throw your money around like the best of them.

- ▶ Your Wealth Level increases to 6.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn 2 additional plans from the Billionaire or shared plan list.
- ▶ You can use Billionaire plan enhancements only up to Level 5.
- ▶ If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to Level 5.

BRUTAL WARRIOR TRAINING

[MAJOR FEAT]

Prerequisite: *Strong Hero archetype OR Strong Hero Training, not a Brutal Warrior (class), Level 4+*

You spent many hard months beating objects into oblivion with large sticks while channeling your primal rage.

- ▶ You gain Historical Equipment Proficiency.
- ▶ When making a melee attack with a two-handed weapon or a versatile weapon with two hands, you add 1d4 to your weapon damage if you hit. If you are using Power Attack, add 2d4 instead. If you score a critical hit, double the number of dice rolled.
- ▶ When you miss a melee attack roll when wielding a two-handed weapon or when using a versatile weapon with two hands, but do not roll a critical miss, you still deal 1d4 damage to your opponent. This damage is the same type as your weapon.



BRUTAL WARRIOR TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Brutal Warrior Training feat, Level 8+*

You have been drenched in the blood of your enemies on the battlefield and found it to your liking. You will stop at nothing to lay low all those who stand before you.

- ▶ Increase the benefits of Brutal Warrior Training by two dice steps, from d4 to d8.
- ▶ You have advantage on all ability checks made to defend against special attacks such as Push, Trip, Disarm, and Grapple.

COMBAT ENGINEER TRAINING [MAJOR FEAT]

Prerequisite: *Smart Hero archetype OR Smart Hero Training feat, not a Combat Engineer (class), Level 4+*

You completed your initial training in battlefield engineering. You can create defensive positions, handle explosives, and clear enemy fortifications.

- ▶ You gain proficiency in Mechanics.
- ▶ You gain proficiency in Basic and Advanced Equipment.
- ▶ You learn 1 additional plan from the Combat Engineer plan list.
- ▶ You can use Combat Engineer plan enhancements only up to Level 3.
- ▶ If you are not a Smart Hero archetype, you can use shared plan enhancements only up to Level 3.

COMBAT ENGINEER TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Combat Engineer Training, feat Level 8+*

Your advanced knowledge of explosives and fortifications is essential for keeping your team safe.

- ▶ You gain expertise in Mechanics.
- ▶ You gain an additional Genius point.
- ▶ You learn 2 additional plans, either from the Combat Engineer or shared plan list.
- ▶ You can only use Combat Engineer plan enhancements up to Level 5.
- ▶ If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to Level 5.

COMBAT MEDIC TRAINING [MAJOR FEAT]

Prerequisite: *Smart Hero archetype OR Smart Hero Training feat, not a Combat Medic (class), Level 4+*

You have been trained in a range of emergency medicine practices while in battlefield situations.

- ▶ You gain proficiency in Medicine.
- ▶ You gain proficiency in Basic and Advanced Equipment.
- ▶ You learn 1 additional plan from the Combat Medic plan list.
- ▶ You can use Combat Medic plan enhancements only up to Level 3.
- ▶ If you are not a Smart Hero archetype, you can use shared plan enhancements only up to Level 3.

COMBAT MEDIC TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Combat Medic Training feat, Level 8+*

Your medical acumen is the stuff of legend among your team members, filling them with confidence.

- ▶ You gain expertise in Medicine.
- ▶ You gain an additional Genius point.
- ▶ You learn 2 additional plans, either from the Combat Medic or shared plan list.
- ▶ You can use Combat Medic plan enhancements only up to Level 5.
- ▶ If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to Level 5.

COMBAT SCOUT TRAINING [MAJOR FEAT]

Prerequisite: *Agile Hero archetype OR Agile Hero Training feat, not a Combat Scout (class), Level 4+*

You have been trained as a combat scout, giving you the skills to move behind enemy lines and observe their positions.

- ▶ You gain proficiency in Stealth.
- ▶ You gain proficiency in Basic and Advanced Equipment.
- ▶ You can search as a free action during your turn.
- ▶ You have advantage on Dexterity (Stealth) checks made to avoid making noise or alerting others with sounds you might make.
- ▶ You can Hide as a bonus action.
- ▶ You have advantage on ability checks made to detect traps and hidden enemies.

COMBAT SCOUT TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Combat Scout Training feat, Level 8+*

Your scout training and experience have made you a ghost, able to slip behind enemy lines and create serious problems for enemy forces.

- ▶ You gain expertise in Stealth.
- ▶ When using the Dash or Disengage actions, you gain 10 feet of movement and can ignore difficult terrain.
- ▶ You gain the Quiet Kill talent as described in the Combat Scout class, which lets you take out unaware enemies with a single melee attack.

COMMANDER TRAINING [MAJOR FEAT]

Prerequisite: *Wise Hero archetype OR Wise Hero Training feat, not a Commander (class), Level 4+*

You have trained in military leadership skills, making you a capable leader in combat.

- ▶ You gain proficiency in Basic and Advanced Equipment.
- ▶ You gain an additional Focus point.
- ▶ You and your allies have advantage on saving throws to avoid or remove the Frightened condition.
- ▶ You can substitute your Wisdom modifier for Charisma (Intimidation) and Charisma (Persuasion) checks.
- ▶ You can spend 1 Focus to allow you or an ally to re-roll a saving throw. You can only do this once for a given saving throw.
- ▶ When you hit an opponent with a ranged attack, you can spend 1 Focus to give advantage on the next ranged attack against that opponent made by an ally.

COMMANDER TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Commander Training feat, Level 8+*

Through hard-won experience and advanced training, you have become an exemplary leader able to keep your team from danger and grant them an edge in nearly any situation.

- ▶ You gain proficiency in Military Equipment.
- ▶ You gain an additional Focus point.
- ▶ Spend 1 Focus at the beginning of your turn to give you and all team members +10 speed until the beginning of your next turn.
- ▶ You can spend a reaction and 1 Focus when you or an ally is hit by an attack but before damage is rolled. Increase the target's Defense by your Wisdom modifier until the beginning of the target's next turn. If the target's modified defense is now higher than the attacker's attack roll result, the attack misses.

FIELD RESEARCHER TRAINING [MAJOR FEAT]

Prerequisite: *Smart Hero archetype OR Smart Hero Training feat, not a Field Researcher (class), Level 4+*

You are trained in the arts of scientific observation in the field.

- ▶ Choose one of the following skills: Natural Science or Social Science. You gain proficiency in the chosen skill.
- ▶ You can use your Intelligence modifier instead of your Dexterity Modifier for attack rolls and damage rolls with ranged weapons you are proficient with.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn one additional plan from the Field Researcher plan list.
- ▶ You can use Field Researcher plan enhancements only up to Level 3. If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to Level 3.

FIELD RESEARCHER TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Field Researcher Training feat, Level 8+*

- ▶ You have spent a lot of time out in nature making precise observations, and have gained keen insight into the natural world.
- ▶ Choose one of the following skills you are proficient in: Natural Science or Social Science. You gain expertise in the chosen skill.



- ▶ You gain an additional 1 Genius point.
- ▶ You learn two additional plans from the Field Researcher or shared plan list.
- ▶ You can use Field Researcher plan enhancements only up to Level 5. If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to Level 5.

GRACEFUL WARRIOR TRAINING [MAJOR FEAT]

Prerequisite: *Agile Hero archetype OR Agile Hero Training feat, not a Graceful Warrior (class), Level 4+*

You have practiced your combat techniques nonstop until you can perform them flawlessly without thinking.

- ▶ You gain Historical Equipment Proficiency.
- ▶ You treat all melee weapons that don't have the heavy property as if they had the finesse property.
- ▶ You gain +1 defense against melee attacks.
- ▶ When attacking with a weapon with the finesse property, you score a critical hit when you roll a 19 or 20 on your attack roll.
- ▶ You can make a feint as a bonus action. Make a melee attack roll against an opponent within reach. If you hit, you deal no damage but you gain advantage on attack rolls made against that opponent until the end of your turn.

GRACEFUL WARRIOR TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Graceful Warrior Training feat, Level 8+*

You are fluid in motion: a blur of attacks, feints, and counters that leave your opponents lying in the dust.

- ▶ When attacking with a weapon with the finesse property, you score a critical hit when you roll an 18, 19, or 20 on your attack roll.
- ▶ After you are hit by a ranged attack that deals piercing, slashing, or bludgeoning damage, but before you take damage, you can use your reaction to block the attack and take no damage.
- ▶ When an opponent attacks you with advantage, but before they roll their attack, you can use your reaction to cancel their advantage.
- ▶ When wielding a weapon with the finesse property, opponents within your reach who miss you with a melee attack provoke an opportunity attack from you.

GUTTER RAT TRAINING [MAJOR FEAT]

Prerequisite: *Charming Hero archetype OR Charming Hero Training feat, not a Gutter Rat (class), Level 4+*

You have learned how to fight dirty and generally behave like a conniving wretch. You gain the following benefits:

- ▶ You gain proficiency in Basic and Improvised Equipment.
- ▶ You gain 1 additional Influence die.
- ▶ (Play the Fool) You can take an action to distract an opponent who can see and hear you. Make a Charisma (Deception) check opposed by a Wisdom (Insight) check from the target. If you win the contest, the opponent is considered Distracted by your antics until the beginning of your next turn.
- ▶ You have advantage on Dexterity (Stealth) checks made while trying to move without making any noise.
- ▶ You can learn two Gutter Rat Tricks

GUTTER RAT TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Gutter Rat Training feat, Level 8+*

There aren't many depths to which you would not sink to get the upper hand over your enemies. You gain the following benefits:

- ▶ You gain 1 additional Influence die.
- ▶ Your influence dice are now d8 instead of d6. (Ignore this if your archetype is Charming Hero.)
- ▶ After using Play the Fool, whether or not you are successful, you can take the Dodge action as a bonus action.
- ▶ You learn one additional Gutter Rat Trick

MOTORHEAD TRAINING [MAJOR FEAT]

Prerequisite: *Agile Hero archetype OR Agile Hero Training feat, not a Motorhead (class), Level 4+*

You have a love affair with vehicles. You build them, tune them, and drive them with both passion and skill. You gain the following benefits:

- ▶ You gain proficiency in Mechanics and Vehicles if you don't already have these proficiencies. (You do not gain alternate picks if you have these proficiencies.)
- ▶ You do not have disadvantage when making ranged attacks due to being in a moving vehicle.
- ▶ You treat integrated vehicle weapons as Advanced Equipment instead of Military Equipment.
- ▶ You learn two Motor Pool Talents of your choice.

MOTORHEAD TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Motorhead Training feat, Level 8+*

You are a demon on the road and a genius in the garage. You gain the following benefits:

- ▶ You gain expertise in Mechanics and Vehicles if you don't already have expertise in these skills.
- ▶ If you use the Brace or Gain Ground action during your turn while driving/piloting a vehicle, you can use a bonus action to make an attack with an integrated vehicle weapon.
- ▶ You learn two additional Motor Pool talents of your choice

NETWORKER TRAINING [MAJOR FEAT]

Prerequisite: *Charming Hero archetype OR Charming Hero Training feat, not a Networker (class), Level 4+*

You have learned to make contacts quickly and easily, all around the world.

- ▶ You gain 1 additional Influence die.
- ▶ You learn two tricks, chosen from the list of Networker tricks.
- ▶ You can always call on assistance as if you had a contact with level 3 in any one category (see "Contacts" in Part 3), as long as what that contact provides is normally available in your current location or able to be done remotely. What is available is up to the GM's discretion. You can do this only once before you finish a long rest.

NETWORKER TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Networker Training feat, Level 8+*

Networking with important people is now like second nature to you.

- ▶ You gain proficiency in one skill, chosen from Deception, Performance, Persuasion, or Intimidation.
- ▶ 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 Networker tricks.
- ▶ When you use your Networker Training feat to call on a contact, the contact can have level 4 in any one category, and you can call on two contacts in this way before you finish a long rest.

SPY TRAINING [MAJOR FEAT]

Prerequisite: *Charming Hero archetype OR Charming Hero Training feat, not a Spy (class), Level 4+*

You have trained in espionage and the art of blending in.

- ▶ You gain proficiency in one skill, chosen from Deception, Perception, Performance, Persuasion, Security, Sleight of Hand, or Stealth.
- ▶ You gain one additional Influence die.
- ▶ You learn two tricks, chosen from the list of spy tricks.
- ▶ You have advantage on any ability check made to blend into a crowd, pretend to be a normal person, or conceal an item on your person.
- ▶ During a long rest, you can modify any weapon or tool so it appears to be a harmless object of a similar size and shape. A rifle might appear to be an umbrella, a surveillance camera might look like a bowtie, or an explosive might hide under the guise of a cigar. This camouflage is perfect to the naked eye and stands up to casual scrutiny, but close inspection reveals the truth, and this talent cannot fool advanced security systems such as X-rays. You can modify up to a number of objects during that rest equal to your proficiency bonus.

SPY TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Spy Training feat, Level 8+*

You have taken your espionage training to the next level, and are now an expert in spycraft.

- ▶ You gain expertise in one skill, chosen from Deception, Perception, Performance, Persuasion, Security, Sleight of Hand, or Stealth. You must be proficient in a skill to gain expertise in that skill.
- ▶ You gain one 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 spy tricks.
- ▶ You have advantage on ability checks made to set traps.

STRATEGIST TRAINING [MAJOR FEAT]

Prerequisite: *Smart Hero archetype OR Smart Hero Training feat, not a Strategist (class), Level 4+*

You have studied the works of Sun Tzu and other luminaries of the strategic arts, and put them into practice on the battlefield.

- ▶ You gain Basic Equipment proficiency, and your choice of Advanced, Historical, or Improvised Equipment proficiency.
- ▶ You can take a bonus action in combat to learn the highest and lowest ability scores of a combatant you can see within 100 feet.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn one additional plan from the Strategist plan list.
- ▶ You can use Strategist plan enhancements only up to Level 3. If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to Level 3.

STRATEGIST TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Strategist Training feat, Level 8+*

Your mastery of strategic planning and ruse has risen to the level where you can truly be called a master of the arts of warfare.

- ▶ You gain one equipment proficiency of your choice. You must already have Advanced Equipment to take Military Equipment.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn two additional plans from the Strategist or shared plan list.
- ▶ You can use Strategist plan enhancements only up to Level 5. If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to Level 5.

STREET WARRIOR TRAINING [MAJOR FEAT]

Prerequisite: *Strong Hero archetype OR Strong Hero Training feat, not a Street Warrior (class), Level 4+*

Through hard-fought experience, you have made yourself into a well-rounded warrior ready to fight anyone, anywhere, at any time. You gain the following benefits:

- ▶ You gain one equipment proficiency of your choice. You cannot choose Military Equipment unless you already have Advanced Equipment proficiency.
- ▶ You can use Strength instead of Charisma when making ability checks using Intimidation.
- ▶ When you fail an attack roll against an opponent in combat, you gain one Determination point. You have a +1 bonus on attack rolls and a +2 bonus to weapon damage for each Determination point that you have. You can accumulate a maximum of 3 Determination points. When you hit an opponent with an attack in combat, you lose one Determination point (if you have any). You lose all Determination points at the end of a long rest.



STREET WARRIOR TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Street Warrior Training feat, Level 8+*

You live for the thrill of the fight and won't back down from anyone. Your reputation alone is enough to scare away all but the toughest of foes. You gain the following benefits:

- ▶ You can accumulate a maximum of 6 Determination points.
- ▶ After failing a saving throw, you can use a reaction and spend one Determination point to re-roll the saving throw.
- ▶ As a bonus action, you can attempt to intimidate an opponent within 100 feet who can see and hear you. Make a contested Strength (Intimidation) check against a Wisdom saving throw from the target. If you win the contest, before the start of your next turn the target has disadvantage on their next attack roll against you.

SURVIVALIST TRAINING [MAJOR FEAT]

Prerequisite: *Tough Hero archetype OR Tough Hero Training feat, not a Survivalist (class), Level 4+*

You have trained in the arts of outdoor survival and enjoy extended trips into the wilderness.

- ▶ You gain proficiency in Survival.
- ▶ You gain proficiency in Basic Equipment.
- ▶ Choose one skill from: Arts and Crafts, Athletics, Endurance, Investigation, Medicine, Natural Sciences, Perception, and Stealth. You gain proficiency in the chosen skill.
- ▶ Traps you set that deal damage deal an additional 2d6 bonus damage.
- ▶ You have advantage on Wisdom (Survival) rolls to set traps in any outdoor environment.
- ▶ Choose one Terrain listed under the Know the Land talent from the Survivor class. You gain the benefits of the talent while in that terrain.

SURVIVALIST TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Survivalist Training feat, Level 8+*

You have greatly expanded your knowledge of survival to include multiple biomes, and you can easily sustain yourself through trapping and hunting.

- ▶ You gain expertise in Survival.
- ▶ You gain proficiency in Advanced Equipment.
- ▶ Choose one skill in which you are already proficient from Arts and Crafts, Athletics, Endurance,

Investigation, Medicine, Natural Sciences, Perception, or Stealth. You gain expertise in the chosen skill.

- ▶ Traps you set that deal damage deal an additional 2d6 bonus damage, for a total of 4d6 bonus damage.
- ▶ You may select two additional terrains from the Know The Land talent.
- ▶ You gain the benefits of the Terrain Mastery talent from the Survivor class when in your selected terrains.

EXTRAORDINARY MULTICLASS FEATS

Just like the classes themselves, you want to make sure that these multiclass feats are going to fit into the game that your GM has planned. (Of course, you can always make any hero you like just for the fun of creating cool heroes!)

ALIEN GADGETEER TRAINING [MAJOR FEAT]

Prerequisite: *Smart Hero archetype OR Smart Hero Training feat, not an Alien Gadgeteer (class), Level 4+; You must have access to enough alien technology to assemble gadgets, as described in the Alien Gadgeteer class.*

You have gathered several strange and powerful devices created by aliens, and you can deploy them to amazing effect.

- ▶ Choose either Mechanics or Natural Sciences. You gain proficiency in the chosen skill.
- ▶ You gain an additional 1 Genius point.
- ▶ You gain the Gadgets talent from the Alien Gadgeteer class.
- ▶ You learn one additional plan from the Alien Gadgeteer plan list. In order for you to enact any Alien Gadgeteer plan that you know, you must have your gadgets accessible to you.
- ▶ You can use Alien Gadgeteer plan enhancements only up to Level 3.
- ▶ If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to Level 3.

ALIEN GADGETEER TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Alien Gadgeteer Training feat, Level 8+*

You have repaired, assembled, and tested a variety of new and miraculous alien technologies.

- ▶ Choose either Mechanics or Natural Sciences. You gain expertise in the chosen skill.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn two additional plans from the Alien Gadgeteer or shared plan list.
- ▶ You can only use Alien Gadgeteer plan enhancements up to Level 5.
- ▶ If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to Level 5.

CHOSEN TRAINING [MAJOR FEAT]

Prerequisite: *Wise Hero archetype OR Wise Hero Training feat, not a Chosen (class), Level 4+*

You have been blessed by a divine entity, granting you a small portion of its power.

- ▶ You gain 1 additional Focus point.
- ▶ When taking a long rest, you recover all of your spent hit dice, instead of half.
- ▶ Choose a divine gift. You gain the powers granted by that gift. Note that powers are separate from benefits.

CHOSEN TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Chosen Training, Level 8+*

You have proven yourself a worthy champion, and your divine patron has granted you even greater power as a reward.

- ▶ You gain 1 additional Focus point.
- ▶ After you finish a short rest, you can recover up to two spent hit dice, whether you spent them during that rest or earlier.
- ▶ You are immune to all illness and to poison damage. You cannot become Sickened and you cannot gain levels of Exhaustion or Intoxication except by the effects of your own talents, feats, or other special abilities.
- ▶ You gain the following powers, as described in the Divine Gift Chosen talent: Divine Healing, Divine Power, Divine Protection.

CYBERMODDER TRAINING [MAJOR FEAT]

Prerequisite: *Tough Hero archetype OR Tough Hero Training feat, not a Cybermodder (class), Level 4+*

You spend a lot of time tweaking and adjusting your cybernetic enhancements.

- ▶ You can change your implanted cybernetics quickly and without the need for surgery. When you finish a short rest, you can replace any one of your cybernetic implants with any other implant you have available to you that can be installed in the same system.
- ▶ Your Maximum Strain is increased by 2.
- ▶ When your Maximum Strain increases, you can have that much Strain worth of cybernetics with a Price of 5 or lower implanted for free, and the complexity of the surgery is reduced to Trivial.

CYBERMODDER TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Cybermodder Training feat, Level 8+*

You have become a master of fine tuning your cybernetics, pushing them to their absolute limit.

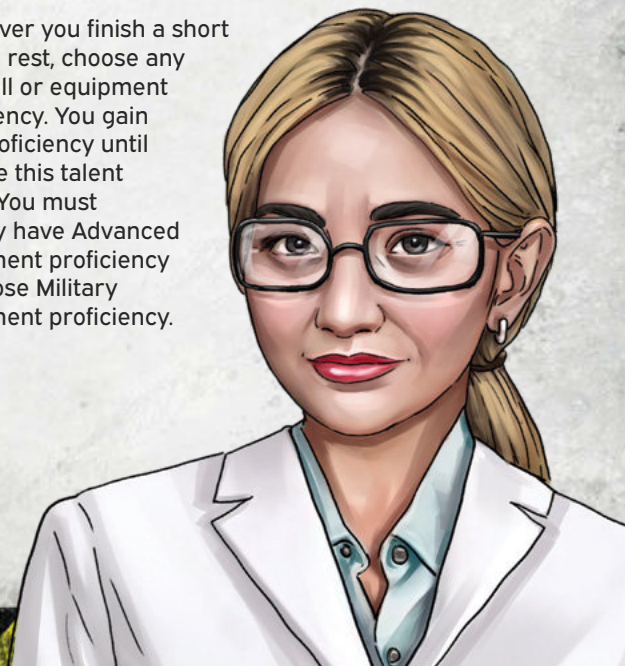
- ▶ Your cybernetics are tuned to your exact specifications, allowing your body to operate at peak efficiency. You gain expertise in your choice of Acrobatics, Athletics, Endurance, Sleight of Hand, or Vehicles. You must be proficient in a skill to gain expertise in that skill.
- ▶ Your Maximum Strain is increased by another 2.
- ▶ You can use your Modder Training feat to replace one of your cybernetic implants by spending 1 minute instead of when you finish a short rest.

MIND DOCTOR TRAINING [MAJOR FEAT]

Prerequisite: *Charming Hero archetype OR Charming Hero Training feat, not a Mind Doctor (class), Level 4+*

You have learned the art of memory alteration.

- ▶ Basic Equipment and your choice of Advanced or Improvised Equipment proficiency.
- ▶ You gain one additional Influence die.
- ▶ You learn two tricks, chosen from the list of Mind Doctor tricks.
- ▶ Whenever you finish a short or long rest, choose any one skill or equipment proficiency. You gain that proficiency until you use this talent again. You must already have Advanced Equipment proficiency to choose Military Equipment proficiency.



MIND DOCTOR

TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Mind Doctor Training feat, Level 8+*

You have now mastered the practice of memory modification technology, and you can now use it more effectively.

- ▶ You gain one 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 Mind Doctor tricks.
- ▶ You can attempt to alter another person's memories. To do so, the target must be Incapacitated. The process takes 10 minutes and the target is unaware of its surroundings for that time. If the target takes any damage, the process is interrupted. If you complete the process, the victim must make a Wisdom saving throw. On a failed save, you can alter the target's memory of an event it experienced within the last 24 hours and that lasted no more than 10 minutes. You can remove all memory of the event, change the details of the event, or replace the memory with an entirely different one. If a target succeeds on its saving throw, you cannot attempt to alter its memory again for 24 hours. You can do this only once before you finish a long rest.

MONSTER HUNTER

TRAINING [MAJOR FEAT]

Prerequisite: *Not a Monster Hunter (class), Tough Hero archetype OR Tough Hero Training feat, Level 4+*

You have begun to study the behavior of monsters and other dangerous creatures.

- ▶ You gain proficiency in Basic and Advanced Equipment.
- ▶ Choose one of the following skills: Insight, Perception, or Survival. You gain proficiency in the chosen skill.
- ▶ Choose one species of animal or monster to be your starting Prey Species when taking this feat. You can gain additional Prey Species through the same means as described in the Monster Hunter class. You cannot choose Human as a Prey Species.
- ▶ You gain advantage on Wisdom (Perception) checks to detect your Prey Species.
- ▶ You gain advantage on Wisdom (Survival) checks to track your Prey Species.
- ▶ You gain advantage on Wisdom (Insight) checks to understand the behavior of your Prey Species.
- ▶ Once during your turn, when you hit your Prey Species with an attack, you can choose to deal an additional 1d6 damage.

MONSTER HUNTER

TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Monster Hunter Training feat, Level 8+*

After extensive training you have learned how to exploit the weakness of your prey.

- ▶ You gain proficiency in Improvised and Military Equipment.
- ▶ Choose one of the following skills you are proficient in: Insight, Perception, or Survival. You gain expertise in the chosen skill.
- ▶ Once during your turn, when you hit your Prey Species with an attack, you can choose to deal an additional 3d6 damage. This replaces the 1d6 damage from Monster Hunter Training.
- ▶ You gain advantage on saving throws made to resist effects caused by the actions and abilities of your Prey Species.
- ▶ Your Prey Species has disadvantage on their first attack roll against you during their turn. If multiple creatures are attacking you, each has disadvantage on their first attack.

MUTANT GIANT

TRAINING [MAJOR FEAT]

Prerequisite: *You must have the Mutant Origin, and you must be medium size; Strong Hero archetype OR Strong Hero Training feat, not a Mutant Giant (class), Level 4+*

You have exhibited a new mutation; your size has increased, and with it your strength.

- ▶ You grow 1 foot in height.
- ▶ Your maximum Bulk is increased by 3.
- ▶ You have advantage on Strength checks made to lift or drag objects, as well as any ability check or saving throw made to avoid being moved.
- ▶ As a special attack, you can attempt to bash two enemies together. Those enemies must each be medium size or smaller and within 5 feet of you. When you do, make an opposed Strength (Athletics) check against each of your opponents' Strength (Athletics) or Dexterity (Acrobatics) checks. You roll once and compare it to both results. If you win against both enemies, you deal your unarmed damage—or damage them with your Titan Slam, if you have the Advanced Mutant Giant Training feat—to both, including your ability modifier. In addition, if they aren't within 5 feet of each other, move them within 5 feet of each other. You can use your Reckless Attack talent—or attack recklessly using your Strong Hero Training feat—during this check as if it were an attack roll.

MUTANT GIANT TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Mutant Giant Training feat, Level 8+*

Your mutation has continued to take effect, growing you into a veritable giant!

- ▶ You grow to 8 feet tall and are considered Large sized. You take up a 10-foot space in combat. You can squeeze into a 5-foot space, but while doing so, you have disadvantage on attack rolls, Dexterity checks, and Dexterity saving throws. In addition, attack rolls against you have advantage.
- ▶ Your maximum Bulk is multiplied by 2, replacing the bonus from Mutant Giant Training.
- ▶ You can ignore the two-handed property of weapons, and you can treat the stationary property as if it were two-handed instead. When you wield a weapon with the versatile property, you always treat it as if you were wielding it in two hands, even if you are not.
- ▶ You gain the Titan Slam weapon, which is always available to you, and you are proficient in it. This is a melee weapon that deals 1d12 bludgeoning damage, has a PV of 2, and has the heavy property.
- ▶ You have advantage on ability checks made to shove or trip an enemy smaller than you.
- ▶ When an ally uses you as cover, attacks against them have disadvantage.

MUTANT PSYCHIC TRAINING [MAJOR FEAT]

Prerequisite: *Empathic Reading major beneficial mutation, Wise Hero archetype OR Wise Hero Training feat, not a Mutant Psychic (class), Level 4+*

Your mind has been expanded, and you can more deeply read the thoughts and memories of others.

- ▶ You gain 1 additional Focus point.
- ▶ When you use your Empathic Reading mutation, you can spend 1 Focus point to do one of the following:
 - You can read the target's surface thoughts for 1 minute, so long as the target is within 30 feet of you. While reading the target's thoughts, you hear the words the target thinks, and you can see images the target imagines.
 - You can look deeply into the target's mind. The target is aware that you are doing so, and they must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. If they fail, you can ask one question, which the GM answers honestly based on what the target knows.

- You can unlock one memory that the target has repressed, or that has been erased by an effect like Recall technology or another telepathic ability. This memory can be general, spanning much of the target's life, or a specific memory, up to 10 minutes long, which the target remembers with perfect clarity.

MUTANT PSYCHIC TRAINING, ADVANCED [MAJOR FEAT]

Prerequisite: *Mutant Psychic Training feat, Level 8+*

You have mastered your ability to look into minds, allowing you to pull terrible memories to the surface.

- ▶ You gain 1 additional Focus point.
- ▶ When you spend Focus to use your Mutant Psychic Training feat, you can choose two of the options, or choose to look deeply into the target's mind twice.
- ▶ By looking into the depths of someone's mind, you can force them to confront the darkest parts of themselves. As an action, you can choose a person within 60 feet that you can see. The target must make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the target takes 2d8 + your Wisdom modifier psychic damage, ignoring armor. In addition, you can spend 1 Focus. If you do, choose one of the following options. The damage improves to 3d8 + your Wisdom modifier if you are 9th level or higher.
 - You conjure a terrifying memory. The target is Frightened until the end of your next turn. While Frightened in this way, the target cannot willingly move closer to you.
 - The target sees phantom enemies all around it. It is Distracted and attacks against it have advantage until the end of your next turn.



PART 1 | HERO OPTIONS

MUTANT SHIFTER

TRAINING

[MAJOR FEAT]

Prerequisite: *You must have the Mutant Origin; Tough Hero archetype OR Tough Hero Training feat, not a Mutant Shifter (class), Level 4+*

You have developed a rare mutation that allows you to change your shape.

- ▶ You can change your body at will. By spending 1 minute doing nothing else, you can do any of the following:
 - Change your height. You can choose any height within 1 foot of your original height.
 - Change your build. You can appear stouter or thinner, altering your apparent weight by up to 50 percent above or below your actual weight. Likewise, you can alter your apparent muscle mass and body fat, your shoulder and hip width, and other similar details within the limits of your new apparent weight. Your physical weight does not change; you merely adjust your density, shorten or elongate your bones, and redistribute your fatty tissue.
 - Change your apparent age. You can appear to be any age you like consistent with your height, weight, and origin.
 - Change your vocal pitch. You can increase or lower your voice's pitch to any pitch within human limits. If you can hear someone's voice while doing this—or if you have perfect memory—you can accurately match their pitch. If you do, you have advantage on ability checks made to mimic their speech.
 - Change your face. You can easily appear as a new person, different from how you have looked before, or take on a unique appearance you have used before. To imitate a specific person, you must be able to see them—either in person, in an image, or in your mind if you know the person well—and you need a mirror or other way to see yourself to check your work. If your height, build, age, and vocal pitch match that person, you have advantage on ability checks made to convince people you are actually that person, though your mutations might give you away.
 - Change your primary and/or secondary sex characteristics. You can adjust these to anything within human limits.

MUTANT SHIFTER

TRAINING, ADVANCED

[MAJOR FEAT]

Prerequisite: *Mutant Shifter Training feat, Level 8+*

You have mastered your shapeshifting ability, allowing you to transform rapidly and even to hide your mutations.

- ▶ You can use your Mutant Shifter Training feat as an action, instead of spending 1 minute.
- ▶ When you change your shape, you can also change the appearance of your mutations. You can appear to be a normal human or a mutant, you can add or remove any cosmetic mutations, and you can suppress any beneficial mutation you have that is physical in nature. In addition, you can manifest one of the following minor beneficial mutations until you change the appearance of your mutations again, gaining its benefits: Burrowing Hands, Chameleon Skin, Extra Arms, Extra Eyes, Extra Legs, Hardened Skin, Leaping Legs, Lifting Adaptation, Long Arms, Mutant Weapon, Rubber Bones, or Tentacles.

SOOTHSAYER TRAINING [MAJOR FEAT]

Prerequisite: *Smart Hero archetype OR Smart Hero Training feat, not a Soothsayer (class), Level 4+*

You have unlocked latent mystical abilities that allow you to know the unknowable.

- ▶ As an action, you can choose one ally that you are aware of within 120 feet. That ally adds 1d4 to the result of the next attack roll or saving throw they make before the start of your next turn.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn 1 additional plan from the Soothsayer plan list.
- ▶ You can use Soothsayer plan enhancements only up to Level 3.
- ▶ If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to Level 3.

SOOTHSAYER

TRAINING, ADVANCED

[MAJOR FEAT]

Prerequisite: *Soothsayer Training feat, Level 8+*

Your mystical ability to see the unseen has expanded.

- ▶ When you finish a long rest, roll 1d20 and record the result. At any time before you finish another long rest, you can expend your recorded result to replace the roll of any d20 roll with that number, regardless of who rolled the d20. You don't need to be present, or even conscious, to do this. Expended results cannot be used again.
- ▶ You gain an additional 1 Genius point.
- ▶ You learn 2 additional plans, either from the Soothsayer or shared plan list.
- ▶ You can use Soothsayer plan enhancements only up to Level 5.
- ▶ If you are not a Smart Hero (archetype), you can use shared plan enhancements only up to Level 5.

CHAPTER 6 MUTATIONS

Existing Material as Mutations

When making your hero, you decide where your talents, proficiencies, feats, and even ability scores come from. They are typically based on special training, knowledge, or inherent capabilities, but it's up to you—and the GM—to decide what these traits mean in your story. You could just as easily play as a Strong Hero with a high Strength score by virtue of cybernetic enhancements, a lifetime of weight training, or immense natural strength. It all works the same, mechanically.

And this can extend to mutations as well, if you have the Mutant Origin. You could explain your proficiency and expertise in Acrobatics as having mutated, agile limbs, or your Smart Hero's plans as originating in your huge, mutated brain. These are "cosmetic" mutations—they add no new rules to your character, but they allow your hero to feel more like a mutant with special powers, distinct from other characters.

You can acquire mutations from several sources. The Mutant Origin is the most common way, but they can also be gained via feats, talents, or other features. Mutations come in the following types, and the source of your mutation instructs you on which to choose from.

Cosmetic. Cosmetic mutations have no mechanical effects. You may have as many or as few cosmetic mutations as you like. You can even choose mutations that could be considered detrimental, but if you select them as cosmetic mutations, you suffer no penalties or limitations for having them if you do not want to.

Beneficial. Beneficial mutations have a mechanical benefit, granting you some kind of bonus or special ability. They come in two categories: minor and major. Minor beneficial mutations provide smaller bonuses, but don't drastically alter your body. Major beneficial mutations have larger mechanical benefits and often represent larger changes to your body.

Whenever you may select a minor mutation, you can instead replace a minor mutation that you already have with a major mutation.

Detrimental. Detrimental mutations cause you a mechanical penalty or limitation. Like beneficial mutations, detrimental mutations come in two categories: minor and major, with major causing significantly greater penalties.

Talent. The class talents of Mutant Giants, Mutant Psychics, and Mutant Shifters also come from mutations. Such talents work like any other talent, providing you with a unique special ability or bonus.

RANDOM MUTATIONS

While your character doesn't get to choose their mutations, you as a player do. But it might also be fun to let fate decide! When you gain a mutation, you can optionally roll for a random mutation. If you do, roll d20 and compare the result to the appropriate mutation on the following table, rerolling or choosing an entry above or below if you're unhappy with the result.

RANDOM MUTATIONS TABLE

D20 RESULT	COSMETIC	MINOR BENEFICIAL	MAJOR BENEFICIAL	MINOR DETRIMENTAL	MAJOR DETRIMENTAL
1	Arm Mutation	Burrowing Hands	Acid Spit	Poor Finesse	Broadcast Thoughts
2		Chameleon Skin	Adrenaline Boost		
3	Ear Mutation	Enhanced Stomach	Animal Communion	Dull Hearing	Confused
4		Enhanced Vision	Blindsense		
5	Face Mutation	Extra Arm	Elasticity	Dull Vision	Disturbing
6		Extra Eyes	Empathic Reading		
7	Foot Mutation	Extra Legs	Four Arms	Easily Winded	Forgetful
8		Hardened Skin	Grasping Appendage		
9	Hand Mutation	Improved Hearing	Hypnotizing Eyes	One Hand	Feeble
10		Improved Scent	Mind Crush		
11	Head Mutation	Leaping Legs	Multispectral Vision	One Leg	Frail
12		Lifting Adaptation	Powerful Voice		
13	Leg Mutation	Long Arms	Precognition	Poor Memory	No Hands
14		Mutant Feat	Pressure Tolerance		
15	Neck Mutation	Mutant Weapon	Radiation Expulsion	Psychic Vulnerability	No Legs
16		Radiation Resistance	Regenerative Tissue		
17	Skin Mutation	Rubber Bones	Spider Cling	Small	Rigid
18		Telepathic Speech	Telekinesis		
19	Torso Mutation	Temperature Resistant	Telepathy	Weak	Telepathic Noise
20		Tentacles	Twin Minds		

COSMETIC MUTATIONS

Cosmetic mutations come in all shapes and sizes. You can come up with your own, but here are some examples.

ARM MUTATION

One or both of your arms are shaped strangely. They could be extra-long or short, bend backward or in multiple places, be covered in bulges, or even grow from different parts of your body. Your shoulders might also be enlarged or different in shape, and you might have one or more extra vestigial arms.

EAR MUTATION

Your ears are abnormal. You might have especially large or small ears, simple holes where ears would normally be, lopsided or otherwise differently placed ears, or your ears might be a different shape, like those of an animal, or be covered in lumps.

FACE MUTATION

Your face is mutated. Your features might be asymmetrical, off-center, or upside down. You might have more or fewer eyes, no nose or an extra one, or a mouth that opens differently. Or your face might simply feature reddened bulges.

FOOT MUTATION

One or more of your feet are different than normal. They might be tiny or huge, shaped oddly, be covered in hair, or protrude from your legs at strange angles. You might have more or fewer toes, and your toes could be especially long, short, or asymmetrical.

HAND MUTATION

One or both of your hands are mutated. You might have more or fewer fingers, fingers fused together, fingers that bend in strange ways, or have thumbs on the opposite sides. Or your hands or fingers might be larger or smaller than normal.

HEAD MUTATION

Your head has a unique shape. You might have individual bulges or recessions, or your skull might be especially large or small in one or more dimensions. Your hair might also be a strange texture, grow in patches, or have an odd color—premature gray or white is the most common.

LEG MUTATION

Your legs are odd. They might be shorter or longer than normal, bend backward, feature multiple joints, or be placed strangely on your body. You might even have a third leg or multiple vestigial legs.

NECK MUTATION

Your neck is especially long, short, thick, or thin, or it features one or more benign tumors. It could also be off-center or growing from a different part of your body.

SKIN MUTATION

Your skin is noticeably different from a normal human's, either all over your body, in patches, or only on specific body parts. It could be a different color or texture—red and rough is the most common—or be covered in fur, scales, or chitin like an insect.

TORSO MUTATION

Your torso and/or spine are mutated. You might be hunched forward or leaning backward, have a body that twists upward, or have an especially large or small mid-section. Your torso might also be asymmetric or bulge in various places.

MINOR BENEFICIAL MUTATIONS

BURROWING HANDS

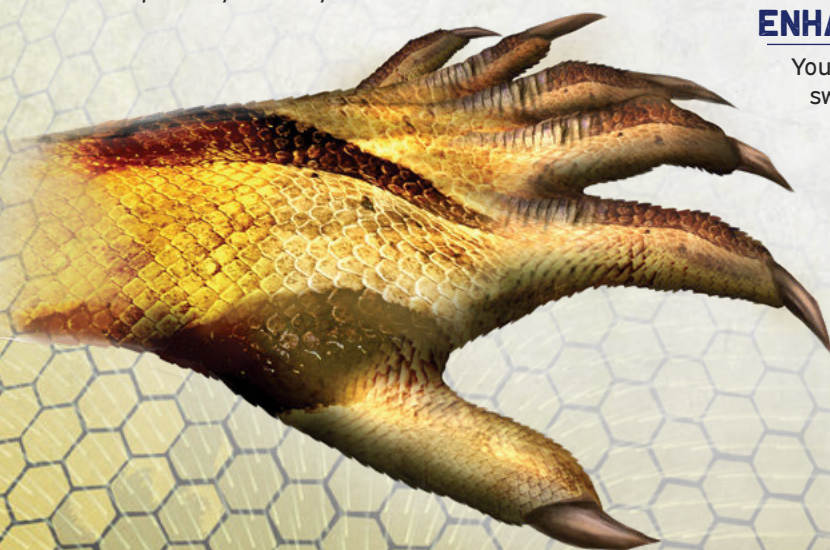
Your hands feature wide fingers or blunt claws that allow you to rapidly dig through soft earth. You have a burrowing speed of 10 feet. You can burrow only through soft material such as dirt or sand.

CHAMELEON SKIN

Your skin can change color, which allows you to blend into your environment. So long as most of your skin is not covered, you have advantage on Dexterity (Stealth) checks made to avoid being seen.

ENHANCED STOMACH

You can digest just about any food, and you can swallow much more than normal. You are immune to ingested poisons, you can subsist on spoiled or rotten food, and you need to eat only one meal each day. In addition, as an action, you can swallow any object of up to 1 Bulk and carry it in your stomach. You can regurgitate such an object as an object interaction. You can hold only one such object at a time.



ENHANCED VISION

Your eyes are adapted to the dark. You treat poor visibility due to light as normal visibility, and no visibility due to light as poor visibility. In addition, you treat poor visibility due to fog, smoke, rain, or other atmospheric conditions as normal visibility, and you can see normally underwater.

EXTRA ARM

You have a third, functional arm, or perhaps a prehensile tail. You can carry an additional object or weapon in that arm or tail, but it does not grant you the ability to make extra attacks.

EXTRA EYES

You have one or more additional eyes, which allows you a greater field of view. You can see in all directions simultaneously, and you have advantage on Intelligence (Investigation) and Wisdom (Perception) checks based on vision.

EXTRA LEGS

You have three or more functional legs, which allows you to remain especially stable. Your base movement speed is increased by 10 feet, and you have advantage on ability checks and saving throws made to avoid losing your balance or falling Prone.

HARDENED SKIN

Your skin is thick and hardened, which allows you to avoid fatal wounds. You are always treated as wearing armor with an AV of 3. You are proficient with this armor. If this armor becomes damaged, it is repaired when you finish a short or long rest.

IMPROVED HEARING

You have amazing hearing that allows you to hear sounds that normal humans cannot. You can hear subsonic and supersonic frequencies, and you have advantage on Wisdom (Perception) checks based on hearing.

IMPROVED SCENT

Your sense of smell is greatly enhanced. You can detect and track living creatures by scent, and you have advantage on Wisdom (Perception) and Wisdom (Survival) checks based on smell.

LEAPING LEGS

Your mutated legs grant you the leaping power of a frog. Your long jump is up to 30 feet and your high jump is up to 15 feet, with or without a running start.

LIFTING ADAPTATION

Your body is built for lifting, with strong legs and a tough spine. You have advantage on Strength checks made to lift or move objects, and you can add your Strength modifier to your maximum Bulk twice, instead of just once.

LONG ARMS

You have long arms. Your reach with melee weapons held in your hands and with special attacks is increased by 5 feet. Likewise, you can reach objects 5 feet farther away than normal.

MUTANT FEAT

Your mutation grants you an ability that a normal human might have, but usually only after special training. You can take any one minor feat, except for Ability Score Training, which represents a physical mutation that you have. You can select this mutation multiple times, choosing a different feat each time.

- ▶ The GM has discretion on what feats can be taken as part of this mutation, but you can choose one of the following options from the *Everyday Heroes Core Rulebook* or use them as inspiration. They are also presented as a numbered table if you would like to roll randomly—in which case, roll d12 and compare it to the table.

MUTANT WEAPON

Your mutation can be a weapon. Choose one of the following options. That weapon is always available to you and you are proficient with it. You can select this mutation multiple times, choosing a different weapon each time. Note that these weapons are separate from unarmed strike, even though they are part of your body.

- ▶ **Beastly Claws.** Your hands feature fingernails that have grown into hardened, sharp points. Each of your hands has this weapon.
- ▶ **Bone Spines.** Your body has one or more large, bone-like spikes that you can use to strike your enemies.
- ▶ **Ram Horns.** You have huge, heavy horns made for bashing. When you hit an enemy with these horns, if you moved at least 10 feet directly toward them immediately before the attack, that enemy must make a Strength saving throw

MUTANT FEAT TABLE

D12 RESULT	FEAT	MUTATION
1	Advanced Skill Training (Insight)	Minor psychic intuition
2	Advanced Skill Training (Sleight of Hand)	Extra fingers
3	Blind Fighting	Enhanced senses
4	Fast Feet	Extra-long legs
5	Grappler	Long, powerful limbs
6	Hardy	Fast-healing skin
7	Impersonator	Mutant vocal cords
8	Resilient	Super-efficient organs
9	Resistant	Expedited toxin metabolism
10	Seducer	Uncanny attractiveness
11	Sticky Fingers	Literal sticky fingers
12	Tumbling	Exceptional flexibility

with a DC of 8 + your proficiency bonus + your Strength modifier or be knocked Prone.

- **Razor Fangs.** You have a maw filled with massive, sharp teeth that allow you to tear into your enemies like a shark, wolf, or other beast. You can make an attack with this weapon only against a target you have Grappled or an Incapacitated target.

RADIATION RESISTANCE

Your body has become resistant to all forms of radiation. Further exposure could cause more mutations, but it is unlikely to kill you. You treat radiation as if it were one step lower (deadly to dangerous, dangerous to weak, and weak to none), and you have advantage on saving throws against radiation of any kind.

RUBBER BONES

Your bones are strangely flexible, which allows you to squeeze into tight spaces and bounce when you hit the ground. You can squeeze into spaces as small as 1 foot in diameter, as long as your equipment can also fit, and you have damage reduction 15 against falling damage.

TELEPATHIC SPEECH

You can communicate telepathically with any person within 30 feet of you. This communication is silent and comes in the form of words; targets understand you only if they speak that language. The recipient knows that the communication is coming from you if they are aware of you. They cannot speak back in this manner. You can communicate with any number of people at a time, choose specific targets that you are aware of, or broadcast to everyone within range.

MUTANT WEAPON TABLE

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	BULK
Beastly Claws	1d8 slashing	Melee	–	–	1	Light, Finesse	N/A
Bone Spines	1d12 piercing	Melee	–	–	2		N/A
Ram Horns	1d12 bludgeoning	Melee	–	–	1	Heavy, Special	N/A
Razor Fangs	2d6 piercing	Melee	–	–	2	Finesse, Special	N/A

TEMPERATURE RESISTANT

Your body retains and purges heat efficiently. You suffer no ill effects from a hot or cold environment unless the temperature is extreme enough to deal damage to you. You also have damage reduction 5 against cold and fire damage.

TENTACLES

You have one or more grasping tentacles. You have advantage on Strength (Athletics) checks made against someone attempting to break your grapple, and you can hold up to two additional objects as if these tentacles were hands, though you cannot use such objects.

MAJOR BENEFICIAL MUTATIONS

ACID SPIT

You have mutated glands that produce a corrosive liquid that you can spit at your enemies. You have the following weapon available to you at all times.

WEAPON	Acid Spit
DAMAGE	2d6 acid
RANGE	30/60
PV	3
PROPERTIES	Special

Acid Spit. You can use your Constitution modifier instead of your Dexterity modifier when making damage rolls with this weapon.

ADRENALINE BOOST

You have control of your body's production of adrenaline. As a bonus action, you can flood your system with adrenaline to temporarily increase your combat capabilities. For 1 minute, you gain the following benefits:

- ▶ Your base speed increases by 10 feet.
- ▶ You have advantage on Strength and Constitution ability checks and saving throws.
- ▶ You gain a +2 bonus to your Defense.
- ▶ If you drop to 0 hit points, you do not fall Unconscious, though you continue to make death saving throws and you can still die.

Once you use this mutation, you cannot use it again until you finish a short or long rest.

ANIMAL COMMUNION

You are telepathically attuned to animals. You can communicate with animals as if you shared a language, but the animals are limited to understanding and conveying concepts with which they are familiar. Animals are generally agreeable to you, answer your questions honestly, and do small favors if asked, as long as you do not pose an immediate threat to them, their friends or family, or their owners if they are trained animals. At the GM's discretion, you can attempt to influence them with an appropriate Charisma check.

ARMORED SHELL

Your skin is covered in a hard, armored shell. You have a +1 bonus to your Defense, and you are always treated as wearing armor with an AV of 4. You are proficient with this armor. If this armor becomes damaged, it becomes undamaged when you finish a short or long rest.

BLINDSENSE

Your incredible senses or psychic ability allows you to "see" without your eyes. You can see everything within 30 feet of you, including around corners, despite darkness, fog, or similar obstructions, and you ignore all penalties from the Blinded condition.

ELASTICITY

Your body is impossibly flexible and rubbery, allowing you to squeeze into spaces as small as 6 inches in diameter, equipment permitting. You also take no damage from falling, and you can stand up from Prone by spending only 5 feet of movement. Additionally, you have damage reduction 5 against bludgeoning damage.

EMPATHIC READING

You can telepathically read another person's mind, though you can get only a general sense, and cannot directly read their thoughts. As an action, you can read one person within 30 feet of you. You learn that person's emotional state: angry, worried, sad, etc. You have advantage on Charisma checks if you play on that emotional state. You can also learn one other fact about them that they know, but do not consider a secret or privileged information. You can learn only one such fact per individual every 24 hours, even though you can read their emotions any number of times.

FOUR ARMS

You have four functional arms or other similar appendages. You can carry two additional objects or weapons, and even wield two, two-handed weapons at a time, but this does not grant you the ability to make extra attacks. You also have advantage on ability checks made as part of a grapple, or made to initiate one, as long as all of your hands are free.

GRASPING APPENDAGE

You have a tongue, tail, or tentacle powerful enough to grab and restrain your enemies. You can make disarm, grapple, and trip special attacks with this appendage at a reach of up to 15 feet. You can make one of these special attacks as a bonus action. You can use Dexterity (Acrobatics) in place of Strength (Athletics) when you make a special attack with your appendage. If you grapple an enemy with your appendage, you can immediately pull that enemy up to 10 feet closer to you as a free action.

You can also pick up objects with the appendage as if it were a hand, but it cannot wield weapons or use tools.

HYPNOTIZING EYES

Your eyes are swirling pools of color, milky white, or deep and hollow pits of darkness. You can put people into a trance by locking eyes with them. As an action, choose one person within 30 feet that can see you. The target must make a Wisdom saving throw, with a DC equal to 8 + your proficiency bonus + the higher of your Intelligence, Wisdom, or Charisma modifier. If the target fails, they are put into a trance, appearing dazed. They are Incapacitated and have a speed of 0 while entranced in this way, and they perceive nothing but your eyes. This effect lasts until the end of your next turn, but you can use your action to extend the effect by another round. The effect ends if you are farther than 30 feet away from the target, if you become Distracted,

if you cannot both see each other, or if the target takes any damage.

A target that succeeds on its saving throw against this mutation is immune to further uses for 24 hours.

MIND CRUSH

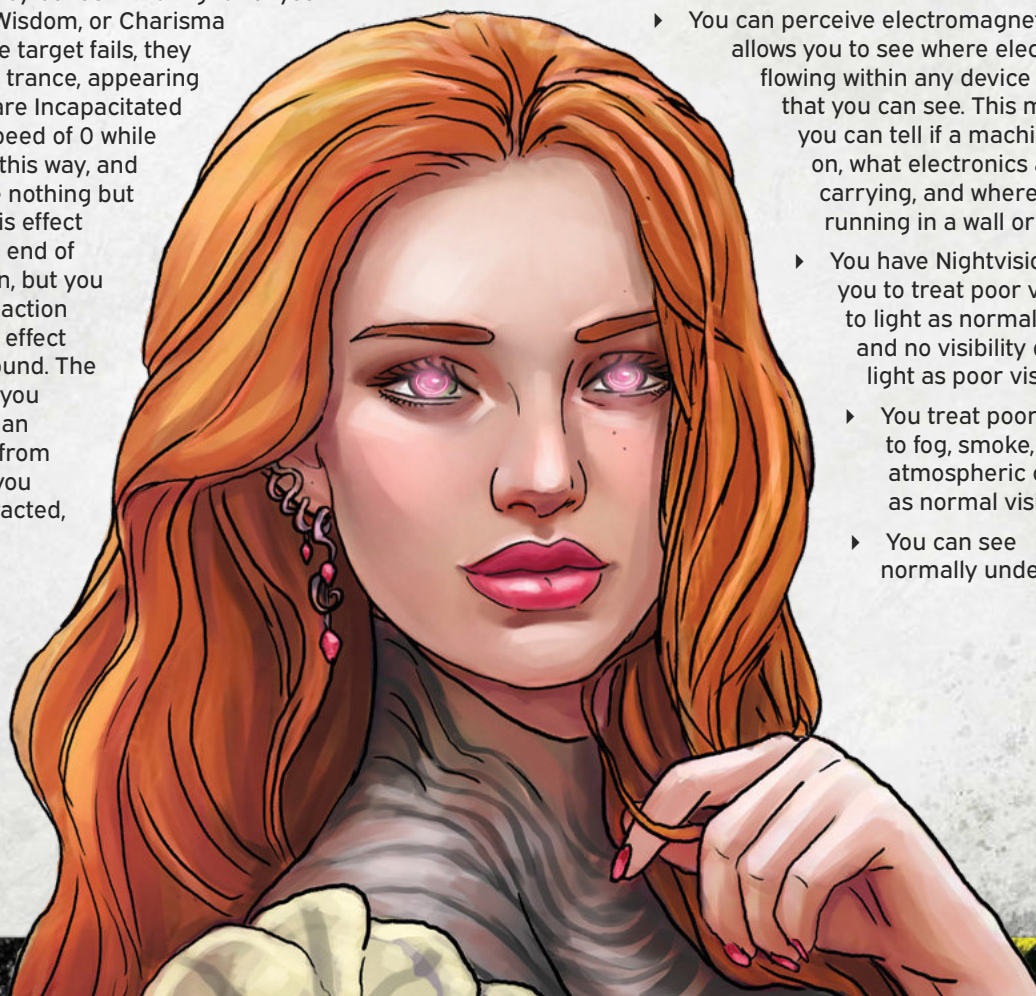
You can exert a powerful blast of psychic energy harmful to the minds of others. As an action, choose one enemy that you are aware of within 30 feet of you. The target must make an Intelligence saving throw with a DC of 8 + your proficiency bonus + the higher of your Intelligence, Wisdom, or Charisma modifier. If the target fails, they take 2d8 psychic damage, ignoring armor.

The damage of this mutation increases as you gain levels—to 3d8 at 5th level and to 4d8 at 9th level.

MULTISPECTRAL VISION

Your eyes can detect light beyond the normal visible spectrum. This has the following benefits:

- ▶ You can perceive infrared light, which allows you to see heat. Anything notably different in temperature from its environment, such as living things in most places, cannot be hidden from you if within your line of sight.
- ▶ You can perceive ultraviolet light. You can see things such as fingerprints and the residue left by blood even after it has been cleaned.
 - ▶ You can perceive electromagnetism, which allows you to see where electricity is flowing within any device or structure that you can see. This means that you can tell if a machine is powered on, what electronics a person is carrying, and where wires are running in a wall or floor.
- ▶ You have Nightvision, allowing you to treat poor visibility due to light as normal visibility, and no visibility due to light as poor visibility.
- ▶ You treat poor visibility due to fog, smoke, rain, or other atmospheric conditions as normal visibility.
- ▶ You can see normally underwater.



POWERFUL VOICE

Your mutated lungs and vocal cords allow you to speak at immense volume. When you speak, you can choose to speak loudly enough for everyone within 500 feet of you to hear you clearly.

In addition, you can project your voice as a deafening blast. As a bonus action, you can create a 15-foot cone of sound originating from yourself. Each combatant in the area must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + the higher of your Strength, Constitution, or Charisma modifier. On a failed save, a target takes 1d6 explosive damage, ignoring armor, and is Deafened until the end of your next turn. A target cannot dive for cover in response to this.

The damage of this mutation increases as you gain levels—to 2d6 at 5th level and to 3d6 at 9th level.

PRECOGNITION

You can sense things a fraction of a second before they happen. You cannot be surprised, and you have advantage on initiative checks. In addition, when an attack is made against you with advantage, you can spend your reaction to cancel that advantage.

PRESSURE TOLERANCE

Your body can adjust to even the most intense changes in atmospheric pressure. You suffer no harm from depressurization, you treat crushing pressure as intense pressure, and you treat all other pressure levels as normal pressure. This does not protect you from other environmental conditions such as lack of air or extreme temperature.

RADIATION EXPULSION

You store up radiation within your body, which you can release in waves. You are immune to the effects of radiation. In addition, as an action, you can expose every person within 10 feet of you to radiation. If you are below 5th level, this radiation is weak radiation. If you are 5th to 8th level, it is dangerous radiation. If you are 9th or higher level, it is deadly radiation. The save DC to resist this radiation is equal to 8 + your proficiency bonus + your Constitution modifier.

You cannot use this mutation again until you have finished a short or long rest, or until you are exposed to weak radiation for 10 minutes, dangerous radiation for 1 minute, or deadly radiation for 1 round.

See the table below as a reference for the effects of radiation. The *Everyday Heroes Core Rulebook* has full rules for poisons in Chapter 16 – Optional Rules.

NAME	EFFECT	SAVES
RADIATION, WEAK	1d6 damage, Sickened for 1 hour	Save to Avoid, Save Ends
RADIATION, DANGEROUS	4d6 damage, Sickened for 1 month	Save to Avoid, Save to end daily
RADIATION, DEADLY	6d6 damage, 6d6 damage per day, Sickened for 1 year	Save to Avoid, Save to end weekly

REGENERATIVE TISSUE

Your body heals at an exceptional rate. You have advantage on death saving throws. If you stabilize while at 0 hit points, you can immediately spend a hit die to recover hit points, adding your Constitution modifier to the amount recovered.

In addition, you recover all of your hit dice, instead of only half, when you finish a long rest, and you can regrow lost body parts. It requires a day to regrow something small like a finger or an eye, a week to regrow something the size of a hand or a foot, and a month to regrow something the size of an arm or a leg.

SPIDER CLING

You can cling to walls like a spider. Climbing is not difficult movement for you, and you can climb difficult surfaces, including upside down on ceilings, with no need to make an ability check.

TELEKINESIS

You can move objects with your mind. This telekinesis has a range of 120 feet, and you must be able to see the target. You can manipulate objects with your telekinesis as if you were holding or interacting with them with one hand. You can telekinetically lift objects if they have a Bulk of 2 or lower. You can move objects held with this telekinesis up to 30 feet as an action or a bonus action. You can manipulate or hold only one such object at a time.

You can also attempt to disarm, grapple, shove, or trip an enemy with your telekinesis, or attempt to pick someone's pocket.

Any time you would make a Strength check with your telekinesis, you use the higher of your Intelligence, Wisdom, or Charisma modifier instead of your Strength modifier. You cannot apply your proficiency bonus to such checks.



TELEPATHY

You can communicate telepathically with anything with a mind within 300 feet of you. This communication is silent and comes in the form of words or images. You can allow anyone you speak to in this way to speak back to you in a similar way. Anyone you telepathically speak with always understands your telepathic words, and you theirs, so long as they can speak a language.

You can communicate with any number of minds at a time, choose specific targets you are aware of, or broadcast to everyone within range. You can also relay messages that you receive to any or all targets, which allows you to create group conversations.

TWIN MINDS

You have two separate minds within your body. You might be conjoined twins, have an extra head, or have an additional brain somewhere inside your body. Whatever the case, your dual mind grants you advantage on saving throws against being Distracted, Frightened, Incapacitated, Stunned, or knocked Unconscious, as well as against effects that deal psychic damage or that influence your mind directly. You also have advantage on all Intelligence checks made to recall information.

Detrimental Mutations and Disability

Detrimental mutations give your hero mechanical penalties based on their physical form. While some people might foolishly look down on mutants, the penalties from detrimental mutations are not meant to suggest that a mutant is lesser or that their body is “wrong.” Detrimental mutations exist only to balance the bonuses granted to mutants by their beneficial mutations.

Remember that you can always play characters with similar disabilities at no mechanical penalty—mutation or not. And if detrimental mutations make you or your group uncomfortable, you need not use them. The Mutant Origin provides several balanced options that do not include detrimental mutations, and you can simply pick from those.

MINOR DETRIMENTAL MUTATIONS

POOR FINESSE

You struggle with fine motor control. Your fingers might be too short or bend strangely, or you might have a tremble or other lack of motor control. You have disadvantage on Dexterity ability checks that use your hands.

DULL HEARING

You might have a missing or blocked ear, or your ears might both be dysfunctional. A mutation in your inner ears also causes you issues with balance. You have disadvantage on Wisdom ability checks based on hearing, as well as on any check or saving throw made to keep your balance or avoid falling Prone.

DULL VISION

You have trouble with depth perception. You might have a missing or non-functional eye, or poor eyesight that glasses cannot correct. You have disadvantage on Wisdom ability checks based on vision, as well as on attack rolls against targets more than 50 feet away from you.

EASILY WINDED

You tire quickly, perhaps due to weak lungs or an especially large body. You have disadvantage on Constitution ability checks.

ONE HAND

You have only one functional hand. Your other hand—or your entire arm—might be missing, or have grown in a way that makes it functionally unusable. This means that you can hold only one object at a time, and that you cannot wield two-handed weapons. You also have disadvantage on tasks requiring two hands.

ONE LEG

You have only one functional leg. You must use a prosthetic or crutch to be fully mobile, in which case your movement speed is reduced by 5 feet. Without a prosthetic or crutch, your movement speed becomes 5 feet.

POOR MEMORY

You have trouble retaining information. Your brain struggles with forming connections. You have disadvantage on Intelligence ability checks made to recall information.

PSYCHIC VULNERABILITY

Your mind is especially open to the psychic abilities of others. You have disadvantage on saving throws against psychic abilities and technologies, effects that deal psychic damage, and anything else that directly influences your mind. The GM has discretion on what counts as psychic.

SMALL

You must be medium size to take this mutation. You are short. Your size is small instead of medium and your movement speed is reduced by 5 feet. You cannot make attacks with weapons that have the heavy property, and you have disadvantage on attack rolls with weapons that have the two-handed property.

WEAK

You have trouble applying physical force. You might have short or strangely bending arms, or a simple lack of muscle. You have disadvantage on Strength ability checks.

MAJOR DETRIMENTAL MUTATIONS

BROADCAST THOUGHTS

Your thoughts are subtly broadcast to those around you. Everyone within 5 feet of you always knows your current intentions and you cannot successfully lie to them. If you are speaking directly to someone—not through a telephone or other device—this range increases to 30 feet for that person.

CONFUSED

Due to alterations to your brain or nervous system, you have difficulty processing your senses, and you are easily startled and surprised. Reduce your Wisdom score by 2. You do not roll initiative, and instead your initiative is always treated as 0.

DISTURBING

You make people uncomfortable, perhaps due to your appearance, the sound of your voice, or the strange psychic aura you produce. Reduce your Charisma score by 2. Allies adjacent to you suffer disadvantage on all ability checks and saving throws.



FORGETFUL

Your mind has trouble forming long-term memories. Reduce your Intelligence score by 2. You can't remember anything that happened to you more than a week prior. You retain new abilities that you learn, but you can't remember where you learned them.

FEEBLE

You have difficulty building muscle, or your body is not suited to applying force. Reduce your Strength score by 2. Your maximum Bulk is treated as 1 instead of 5 + your Strength modifier.

FRAIL

While your organs work well enough to keep you alive, you are often plagued by illness, and injuries affect you more severely than they do others. Reduce your Constitution score by 2. You treat the result of all hit dice you roll as 1.

NO HANDS

You have no functional hands. You might have arms, but your hands do not work. This means that you cannot hold anything that requires hands, but you can carry one object that can be held in your arms if you have them, or in your mouth, or with your feet.

NO LEGS

You have no functional legs. They might never have grown, or they may not support your body weight. You cannot stand, and must crawl without a mobility aid such as a wheelchair. With a wheelchair, your movement speed is reduced by 10 feet, and you need a free hand to control your movement. Difficult movement besides crawling has double the normal effect for you in or out of a wheelchair; it costs you four times as much movement instead of double.

RIGID

Your mutation significantly reduces your mobility. Reduce your Dexterity score by 2. Your movement speed is reduced by 10 feet.

TELEPATHIC NOISE

The thoughts of others cause you great discomfort. You have disadvantage on all ability checks and attack rolls while two or more living beings with an Intelligence score of 5 or higher are within 5 feet of you.





PART 2 **EQUIPMENT**

CHAPTER 7 EQUIPMENT RULES

In our **Cinematic Adventures**, we try to use all the mechanics that we present to evoke a time and place that fits the film. For this reason, we have quite a variety of gear from various times and various genres, just as we have a similar variety in other portions of this book. But because, like all the *Everyday Heroes* systems, the equipment system is somewhat modular, you can choose what equipment should be used in your game and which properties you want to make use of.

EQUIPMENT PROFICIENCIES BY ERA

The equipment proficiency rules for *Everyday Heroes* were created from the perspective of the modern era, with two key criteria in mind. First, how common it is to have experience fighting with or using a given weapon and, second, how effective a weapon is in combat. Based on this criteria, in *Everyday Heroes*, weapons are categorized as follows: Basic weapons are those most commonly used by civilians in modern America. Advanced weapons are more powerful, and more focused on people who go out of their way to get weapons training. Military weapons are those generally reserved for trained military personnel and they are the most powerful. Historical weapons are the weapons of past eras that typically only hobbyists practice with today. Finally, Improvised weapons is a fun, catch-all category for anything that's not really designed to be a weapon.

The historical category can make things a bit tricky when trying to classify weapons for a campaign that is going to take place in the past or the future. After all, today's firearms might be considered "historical" in the future and, in the past, what we now call "historical weapons" would have had their own internal divisions as to what were considered basic, advanced, or military weapons. So, if you are running a time traveling game...well, things can get very complex, conceptually speaking.

HISTORICAL WEAPONS

If you are playing a strictly historical campaign, we recommend dividing up the weapons of the period into Basic, Advanced, and Military categories, and using the

Historical category for weapons of the era that come from a culture other than the one that the character belongs to. As *Everyday Heroes* is primarily a modern game, however, we are not presenting historical weapons in this way here. In this book, historical equipment is presented in the Historical category.

If you are playing a game in which the heroes are going to play in multiple eras (such as you might with Immortal heroes), then we recommend the following: treat the Advanced, Historical, and Military proficiencies as all granting access to the Historical weapons list while playing in a pre-gunpowder age. Then, treat them normally as you enter the modern age. Any hero that did not have Historical weapon proficiency, but was using Advanced or Military while playing in a historical era to use historical weapons, is granted the Historical weapons proficiency for free while playing in the modern era for the sake of continuity.

SCIENCE FICTION WEAPONS

We recommend that any future-tech weapons be categorized into the Basic, Advanced, and Military categories, and that the Historical category be used for pre-gunpowder age military equipment. This is how we have categorized science fiction weapons in this book. We are, however, presenting future weapons in separate lists from their modern counterparts in order to make it clear which weapons are reasonably available in a modern campaign and which ones generally are not. For weapon restrictions, we are presuming a world somewhat like ours in which especially dangerous technology is regulated for authorized users only.

ARMOR PROPERTIES

Note that most of the armor properties below are not applicable to modern armor. Ballistic vests are not handcrafted items, and the other traits give armor a bit more texture and detail for historical adventures than would generally be found on modern armor.

Hardened. This trait is found only with historical armors, and it represents the pinnacle of the armorer's craft in that it is able to stop nearly any personal weapon prior

CHAPTER 7 | EQUIPMENT RULES

to the invention of firearms. *Hardened armor cannot make armor saves against ballistic damage.*

Masterwork. Masterwork armor is made by true masters as one-of-a-kind creations for which no expense is spared, and it shows off the peak of the artisan's skill. Masterwork armor ignores the Awkward property. Add +1 to the price level of any Masterwork armor.

Panoply. A panoply is a full suit of armor that includes protection for the torso, arms, hands, legs, feet, and head. Essentially every part of the body is protected, but there are always small gaps at the seams of each segment to allow movement and vision. Having a panoply of armor gives advantage on armor saves when the armor is undamaged. If a hero chooses not to wear the full suit and wears only the body protection, they decrease the armor's bulk by 1, but it loses the Panoply trait and benefit.

Penetrable. Penetrable armors only protect against slashing and bludgeoning damage types. Such armors are usually made from natural materials, such as hides or plant fibers.

Propulsion. This armor is equipped with small air thrusters that allow for movement in zero gravity with a speed of 15 feet.

Sealed. While wearing this armor, you are protected from atmospheric conditions. You can breathe normally in any environment, and you ignore inhaled poisons and other dangerous inhaled substances. You also ignore ill effects from changes in pressure, such as lack of atmosphere or the depths of the ocean. Typically, a sealed suit has enough air for 8 hours of use without connection to an external air supply.

A suit of armor loses its sealed property if the wearer would be dropped to 0 hit points by, or suffer a critical hit from, an attack that deals acid, ballistic, bludgeoning, or slashing damage, whether or not the armor stops the damage.

WEAPON PROPERTIES

Artillery. Artillery weapons are simply too large to be used as personal weapons, and they must be mounted on either a vehicle or a stationary platform. They are used to fire very large projectiles at armored targets or to deliver explosives across a battlefield. They cannot be used to target moving targets unless the path of the target can be reliably predicted.

Integrated: A weapon with this quality is always mounted on a vehicle, cart, or fixed post. It cannot be operated and/or moved by a single person.

Lancing. A lancing weapon is intended for use from horseback as part of a charging attack. If used by a rider on a mount or vehicle, a successful hit adds one dice of damage as long as the mount or vehicle moves 10 feet or more during their turn.

Masterwork. Like Masterwork armor, Masterwork weapons are made by true masters as one-of-a-kind creations for which no expense is spared, and they show off the peak of the artisan's skill. Melee Masterwork weapons add +1 bonus damage, while ranged Masterwork weapons do not have disadvantage at long range. Add +1 to the price level of any Masterwork weapon.

WEAPON CONDITIONS

Weapon conditions are special properties not intrinsic to the weapon, but stemming from its current condition. Generally, weapon conditions represent a degradation of normal performance.

Blunted. This condition applies only to weapons and ammunition that deal slashing or piercing damage. Due to a lack of maintenance or malformation, blunted weapons deal half damage (the total damage dealt is halved) unless the wielder has Improvised Equipment proficiency. Remove this condition during a short rest by sharpening the weapon.

Dirty. This condition affects only mechanical firearms. Dropping a weapon into mud, sand, loose soil, or other similar substances can make a weapon dirty. A dirty weapon temporarily has the Unreliable property, causing it to jam on a critical miss. Cleaning the weapon during a short rest removes this condition.

Fragile. This condition can affect any weapon that has been mistreated or not maintained over a significant period of time, and it causes the weapon to break on a critical miss. Remove this condition during a short rest with a successful DC 15 Intelligence (Mechanics) check.

Sawed-Off. This condition represents a long-barrel firearm that has had its barrel cut down to a short length. Once done, the condition is permanent. Quarter both the range and the long range of the firearm, but reduce the Bulk of the weapon by 1 (to a minimum of 1).

Shoddy. A shoddy weapon is one with manufacturing defects, or one that has permanent damage from use and no longer works well. Bent blades, damaged sights, and warped wood are all potential sources of the shoddy condition. Shoddy weapons impose disadvantage on all attack rolls made with them. Shoddy weapons cannot be repaired.



WEAPONS WITH MULTIPLE DAMAGE TYPES

Some weapons are designed to hurt an opponent in a multitude of ways. For example, a spiked club can deliver both a crushing blow and a vicious puncture wound. If a weapon lists more than one damage type, use whichever type is more favorable to the attacker in the current situation.



AMMUNITION RULES

BOX AND DRUM MAGAZINES

Some firearms can be fitted with box or drum magazines that have extensive ammunition capacity. These reduce the need to reload, but increase the bulk of the weapon significantly. Ammunition options over 30 and up to 50 rounds add 1 Bulk to the weapon, and those with more than 50 rounds add 2 Bulk to the weapon.

MULTIPLE ACTION RELOADS

Weapons that are especially slow to reload have a number of actions listed as their reload time. This is the most common for hand-fed artillery, or pre-cartridge firearms. The actions can be taken over multiple turns. If the hero has a talent that reduces reload times to a bonus action, they can use both normal and bonus actions to satisfy the reload requirement.

UNIQUE ARMAMENTS

The equipment listings in *Everyday Heroes* are for typical weapons and armor of a given type. A unique weapon, usually the work of a master craftsman, or a very innovative piece can have varied or singular properties. Such arms are usually (but not always) Masterworks, in addition to any other property. The GM has complete discretion in the creation and use of such weapons.

CREWED VEHICLES

Military vehicles often require multiple crew positions to properly operate the vehicle in combat. These positions are indicated in the properties section after the “**Crew:**” indicator. Typically, any given crew member can operate just one of these positions at a time, but it is possible for crew in one position to move to another. The detailed description for a vehicle may contain specific information about its crew positions, though there are a few common types.

Captain/Commander. The captain of the vehicle gives orders to the other crew members, coordinating their efforts and otherwise making key decisions. They can use their action during combat to Help any of the other crew members with their actions. They can also replace missing crew.

Driver/Pilot. The driver or pilot always controls the vehicle’s movement and any system necessary for that movement. They make the *Dexterity (Vehicles)* checks, *Vehicle saving throws*, and other checks by default. Even if not listed, assume any manned vehicle has a driver or pilot position at a minimum. If no other position is indicated, the driver or pilot controls all operations of the vehicle.

Co-Pilot. Some aircraft and many ships have co-pilots. They assist the pilot in the operation of the vehicle and can take over piloting directly, if needed. The pilot can turn over control to the co-pilot at the beginning of their turn, but the co-pilot cannot act until their turn starts. In some situations, at the discretion of the GM, the co-pilot can use the Help action to give the pilot advantage on a check.

Gunner/Loader. Gunners control the vehicle’s weapon systems. They can make attacks with the vehicle’s weapon during their turn in combat. If the vehicle has multiple gunner stations, they are assigned a designation: Main Gunner, Tail Gunner, and the like. Without someone to man the position(s), the vehicle’s weapon(s) cannot be fired.

Engineer/Technician. Engineers and technicians are needed to operate and maintain essential systems in the vehicle, such as its engine, electronics, and other specialized systems. If the vehicle has multiple positions of this type, they are listed with specific designations. Depending on the nature of the system, the engineer may take specific actions to use the vehicle’s systems, such as using sensors to locate enemies or repairing damage to the vehicle. The engineer normally makes the Constitution saving throw when their vehicle takes damage. They can also use the Help action to support other positions, as appropriate.

EQUIPMENT PACKS

EVERYDAY PACKS

ARTIST PACK [PRICE LEVEL 2]

Clothes. Trendy bohemian clothing, paint-covered smock

Gear. Pocket stuff or bag stuff, art supplies

Vehicle. Common car, car stuff

Weapons. None

Armor. None

AUTHORITARIAN RIOT CONTROL PACK [PRICE LEVEL 3]

Clothes: Black uniform, heavy boots, riot helmet with face shield, fingerless gloves

Gear: Pocket stuff, handcuffs, regulations booklet

Weapons: Riot baton (a large wooden club), M-16 assault rifle, 2 tear gas grenades

Armor: Modern combat armor

BRUTAL WARRIOR PACK [PRICE LEVEL 3]

Clothes: Practical clothing, sturdy boots, leather gloves

Gear: Bag stuff

Weapons: Two-handed sword

Armor: Medium historical armor or armored clothing

COMBAT ENGINEER PACK [PRICE LEVEL 3]

Clothes: Combat boots, military fatigues, helmet

Gear: Soldier's kit, demolitions kit, pocket stuff

Weapons: Colt M1911, M79 Grenade launcher, 2 fragmentation grenades

Armor. Light ballistic vest



COMBAT MEDIC PACK [PRICE LEVEL 3]

Clothes: Combat boots, military fatigues, helmet

Gear: Soldier's kit, military first-aid kit, pocket stuff

Weapons: M-16A1 assault rifle, 2 smoke grenades

Armor: Light ballistic vest

COMBAT SCOUT PACK [PRICE LEVEL 3]

Clothes: Combat boots, military fatigues, helmet

Gear: Soldier's kit, night vision goggles, pocket stuff

Weapons: HK MP5A3 submachine gun, 2 smoke grenades

Armor: Light ballistic vest

DRIVER PACK [PRICE LEVEL 2]

Clothes: Sneakers, jeans, t-shirt

Vehicle: A rusted 4-door American sedan

Gear: Car stuff, gas canister

Weapons: Sawed-off shotgun

DOCTOR PACK [PRICE LEVEL 3]

Clothes: Scrubs, white lab coat

Gear: First aid kit, pocket stuff, stethoscope

Vehicle: Luxury car, car stuff

Weapons: Scalpel (small knife)

Armor: None

EXPLORER PACK [PRICE LEVEL 2]

Clothes: Jungle boots, cargo pants, tank top, light jacket, Stetson hat

Vehicle: 4-wheel drive off-road vehicle

Gear: Car stuff, survival kit, fishing pole, GPS or compass, bug repellent, walking stick

Weapons: Survival knife

GRACEFUL WARRIOR PACK [PRICE LEVEL 3]

Clothes: Fashionable clothing, light shoes

Gear: Pocket stuff

Weapons: Katana, rapier, or sword

Armor: Light historical armor or armored clothing

INFLUENCER PACK [PRICE LEVEL 2]

Clothes: Trendy outfit

Gear: The latest branded smartphone, selfie stick, backup battery, makeup, microphone

Vehicle: Common car or luxury car (+1 price level), car stuff

Weapons: Stun gun

Armor: None

MILITARY OFFICER PACK [PRICE LEVEL 3]

Clothes: Combat boots, military fatigues, helmet

Gear: Soldier's kit, binoculars, portable radio

Weapons: Colt M1911, M-16A1 assault rifle, 2 fragmentation grenades

Armor: Light ballistic vest

MYSTIC PACK [PRICE LEVEL 2]

Clothes: Mystical robes, mystical jewelry

Gear: Pocket stuff or bag stuff; tarot cards, crystal ball, or throwing bones

Vehicle: Common Car painted an odd color, car stuff

Weapons: Staff (large wooden club) or pepper spray

Armor: None

MINER PACK [PRICE LEVEL 1]

Clothes: Overalls, simple shirt, work boots

Gear: Helmet with headlamp, work gloves

Vehicle: None or forklift (Price +1)

Weapons: Mining pick (medium hurtful thing)

Armor: None

PUNK PACK [PRICE LEVEL 1]

Clothes: Leather pants, vest with an anarchy symbol, combat boots, studded bracelets, tons of piercings

Gear: Pocket stuff or bag stuff

Vehicle. Junker Car (or Motorcycle for +1 Price)

Weapons. Baseball bat, brass knuckles, or small knife

Armor. Heavy leather jacket (armored clothing)

REBEL PACK [PRICE LEVEL 1]

Clothes: Civilian clothes with camouflage jacket

Gear: Survival kit, zip ties

Vehicle. Junker

Weapons: Machete, two molotov cocktails

Armor. Armored clothing

REVOLUTIONARY SOLDIER PACK [PRICE LEVEL 3]

Clothes: Second-hand military fatigues, a set of civilian clothes, jump boots

Vehicle: Late-model compact import

Gear: Bag stuff, survival kit, secure shortwave handheld radio, revolutionary pamphlets

Weapons: Combat knife, AK-47 assault rifle

SURVIVALIST PACK [PRICE LEVEL 3]

Clothes: Hiking boots, cargo pants, t-shirt, hunting vest, rain jacket

Gear: Survival kit, canteen, food, flashlight, pocket stuff

Vehicle. 4WD pickup truck, personal ATV

Weapons: Hunting rifle, survival knife, hatchet

Armor. None

EXTRAORDINARY PACKS

CYBERSMITH PACK [PRICE LEVEL 2]

Clothes: Jumpsuit, work boots

Gear: Electrician's kit, mechanic's kit, pocket stuff

Vehicle. Pickup truck or van, car stuff

Weapons: None

Armor. None

HISTORICAL POCKET STUFF

While pockets have been around for millenia, they were not nearly as ubiquitous in the past as they are today. Bags and purses attached to belts were far more common than pockets until the 19th century. The specific items carried changed over the centuries as well, but some remained fairly consistent:

- ▶ Personal grooming tools (a comb or brush, soap, and a handkerchief)
- ▶ A small utility knife
- ▶ A small sewing kit (thread and needle)
- ▶ A flask or small cup
- ▶ Currency for the time and place commensurate to their wealth

HISTORICAL MILITARY OFFICER PACK [PRICE LEVEL 3]

Clothes: A military uniform for the side you serve, a collection of medals

Gear: Pocket stuff, battle maps, a collection of orders

Vehicle: A horse trained for battlefield conditions (if period appropriate)

Weapons: A pistol (if period appropriate), a sword (if period appropriate)

Armor: None

SPACE MARINE'S PACK [PRICE LEVEL 4]

Clothes. Military uniform

Gear. Soldier's kit

Weapons. Assault carbine

Armor. Armored spacesuit

SPACER'S PACK [PRICE LEVEL 3]

Clothes. Jumpsuit

Gear. Electrician's kit or mechanic's kit, dehydrated food packets

Vehicle. None, landing craft (Price level +1), or space shuttle (Price level +2)

Weapons. Welding torch

Armor. Spacesuit

PERIOD GEAR KITS

Depending on your own age, the 1980s may seem like only a short time ago or like the ancient history of your ancestors. We try not to assume exactly who our audience is, beyond that they want to play a great game. Those of you who were not around in the 1980s, but who want to create a period atmosphere for military campaigns in that era, should find these useful.

KITS 1980S	PRICE	BULK
Demolitions Kit	3	3
First-Aid Kit	1	2
Soldier's Kit	2	4
Survival Kit	1	2
Survival Knife	1	1

Demolition Kit (1980s). This kit contains tools and supplies to set off explosive charges in a safe and controlled manner. It includes detonators, tape, fuses, wire cutters, radio transmitters, and one or more control boxes.

A demolition kit is a required tool for rigging demolition explosives.

First-Aid Kit (1980s). 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.

Soldier's Kit (1980s). Soldiers carry a lot of equipment when deployed for combat. Exactly what equipment

depends on the mission, their role in their unit, and their immediate environment. This kit offers the essentials, including a frame backpack, combat fatigues, military ID, chemlight, ear and eye protection, trench tool, notebook and pen, a woobie (a versatile blanket), seven magazines of ammunition, batteries, rations for three days, water, basic first-aid kit, hygiene kit, snacks, and radio (unit leader only).

Survival Kit (1980s). 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 usually include a knife, hatchet, fire-starter kit, fishing line, fishing hooks, plastic sheeting, signaling device, emergency food, signal whistle, flashlight, fresh batteries, 50 feet of cord, first-aid kit, reusable water bottle, and a compass.

Having a survival kit gives you advantage on Wisdom (Survival) checks where these supplies are useful.

Survival Knife. A survival knife is both a weapon and a tool. It has both a straight and serrated edge, and ends with a sharp point. There is a magnetic compass built inside the screw-off pommel, and the outside of the pommel can be used to shatter glass. The guard has a Phillips-head screwdriver on one side and a flat screwdriver on the other. The handle is hollow and contains a small survival kit. The survival kit includes fishing line, fishing hooks, sewing needles, thread, and 6 waterproof matches in a plastic case. The sheath has a sharpening stone or cylinder in an external pouch. Knives like these are often part of camping and hiking kits, in addition to their use by military air crews that might need to survive after a crash. The downside of such knives is that the individual tools tend not to be especially effective at their job, but it is a compact and versatile package overall. *As a weapon, it is treated as a combat knife.*



PART 2 | EQUIPMENT

CHAPTER 8 COMBAT EQUIPMENT

Combat equipment in *Everyday Heroes* includes weapons, armor, explosives, and gear specifically used in conjunction with those other elements. Combat equipment can be used by anyone, but only those proficient in their use can apply their proficiency bonus when using them. In the *Everyday Heroes Core Rulebook*, all the weapons are presented as general categories of common armaments. This listing is a mix of similar weapon types, and a number of very specific weapons systems used primarily by modern military forces.



BASIC EQUIPMENT

BASIC MELEE WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Combat Knife	1d4 piercing or slashing	n/a	n/a	n/a	1	Light, Finesse, Thrown (20/40)	1	1

BASIC RANGED WEAPONS – HANDGUNS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Pistol, Pellet	1d4 ballistic	100/200	1	Action	1		2	1
Sawed-off shotgun	2d6 ballistic	30/60	2	Action	3	Burst 2, Loud, Restricted, Shot	2	2
S&W Model 10	1d6 ballistic	100/200	6	Action	2	Light, Loud, Versatile (1d8)	2	2

BASIC RANGED WEAPONS – RIFLES

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
SKS	1d10 ballistic	750/2200	5	Action	4	Loud, Semi-Auto, Two-Handed	2	2
SVD Dragunov	1d10 ballistic	750/2200	10	Bonus	4	Loud, Semi-Auto, Two-Handed	2	3
Winchester Model 88	1d10 ballistic	750/2200	3	Bonus	4	Loud, Semi-Auto, Two-Handed	2	2

CHAPTER 8 | COMBAT EQUIPMENT

Combat Knife. Soldiers rely on combat knives as weapons of last resort, to make “quiet kills,” or to survive crashes or harsh terrain. While most are fixed blade knives, their designs vary widely, and some are folding knives. Famous examples include the Mark I Trench Knife, with a double edge blade and heavy brass knuckle grip; the V-42 Stiletto with a 7-inch stiletto blade and a “skull crusher” pommel; the legendary KA-BAR, USMC, fixed blade, clip point knife; the Cold Steel Recon 1 folding knife with a tanto blade; the SOG folding knives; the Gerber multi-tools; and other combat/utility knives.

Pistol, Pellet. These are pistols that shoot a small, pointed lead pellet using compressed air. They are typically used for hunting tiny animals or for target practice. They have a short range and are not suitable as self-defense weapons. They are especially useful for hunting rats and pigeons. As they are often designed to look like a real gun, they can be used for intimidation, so long as no one calls your bluff.

Sawed-off Shotgun. The infamous sawed-off shotgun is usually a double barrel long gun cut down to a concealable length. Though it packs a powerful blast, it's very hard to land a direct hit beyond very close quarters.

SKS. This semi-automatic rifle fires a 7.62x39mm round, has a permanently attached folding bayonet, and a hinged fixed magazine. It served as the main Soviet battle rifle from 1945 until it was rendered obsolete in the Soviet

Armed Forces by the introduction of the AK-47. However, SKS carbines continued to be used by Soviet second-line and non-infantry troops, and the Soviet Air Defense Forces until at least the late 1980s. It was also exported to, and manufactured by, nations around the world, where it was popular with armed forces, insurgencies, and civilians (as sporting and hunting rifles).

Smith & Wesson Model 10. This .38 revolver was very popular with police departments for decades. It has a blued finish and, typically, a 4-inch barrel. Unlike a pocket pistol, it has a full barrel and cylinder, giving it a better effective range and an additional shot.

SVD Dragunov. This semi-automatic marksman's rifle was originally developed in the Soviet Union as a squad support weapon to give front-line units an opportunity to engage targets at longer ranges than their standard battle rifles normally allowed. Despite its appearance, it is not a variant of the AK-series of assault rifles. It fires the same ammunition as the Mosin-Nagant 1891/30, and is still in production.

Winchester Model 88. This is a lever-action rifle with a detachable box magazine originally chambered for the .308 Winchester round. It's a powerful hunting rifle, and also useful for defending property against humans and larger nuisances, like porcupines.

ADVANCED EQUIPMENT

ADVANCED RANGED WEAPONS – HANDGUNS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Browning Hi-Power / Colt M1911	1d10 ballistic	125/250	15	Bonus	2	Loud, Semi-Auto	2	1
S&W Hush Puppy	1d10 ballistic	100/200	14	Bonus	2	Slow-Firing	2	1

ADVANCED RANGED WEAPONS – RIFLES

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
M16/SP1	1d12 ballistic	900/1800	20	Bonus	3	Loud, Semi-Auto, Two-handed	2	3
Heckler & Koch HK93A2	1d12 ballistic	900/1800	5, 20, 25, 30, or 40	Bonus	3	Loud, Semi-Auto, Two-handed	2	3

ADVANCED RANGED WEAPONS – SHOTGUNS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Remington Model 870 Shotgun	2d6 ballistic	200/400	7	Action	3	Loud, Shot, Two- handed	2	2

Browning Hi-Power. Fabrique Nationale commissioned American firearms inventor John Browning to design a service pistol to the specifications of the French military. After Browning died in 1926, the design was completed by Dieudonné Saive at FN Herstal in 1935. One of the most widely used pistols in military history, it was used by the armed forces of over 50 nations, and it was in continuous production from 1935 until 2018, when production ended. In 2022, however, FN announced that production of a redesigned model with many entirely new features, the “FN High Power,” would begin. And, while the 2022 model resembles the original Hi-Power, it is an entirely different design.

Smith & Wesson Hush Puppy. The Smith & Wesson Model 39 was originally developed in the 1950s for the U.S. Army. When the Army lost interest in the pistol, it was sold commercially, beginning in 1955, as the first American designed, double action, semi-automatic pistol marketed in the U.S. Over a decade later, a modified version of the Model 39 found a home with the Navy SEALs during the Vietnam War.

In 1966, the Naval Ordnance Laboratory developed a modified version for the SEALs, who had requested a weapon that could silence both human and canine guards without revealing their position. This led to the name “Hush Puppies.” The pistol’s barrel was extended by an inch, and threaded to accept a suppressor. A simple slide lock was added, which allowed a single shot mode to minimize action noise. The magazine and magazine housing were adapted to use a 13-round, double stack magazine. The sights also had to be raised to account for the large size of the suppressor housing. The resulting

weapon, designated the “9mm Pistol Mark 22 Mod 0,” was paired with the Mark 3 suppressor, and specifically designed ammunition, designated the “Mark 144 round.” Between 110 and 120 modified pistols were made, and reports claim that only two may still exist today.

M16/SP1. This is a civilian, semi-automatic, version of the M16 assault rifle chambered for the .223 Remington (the basis for the 5.56x45mm NATO) round. The “SP” stands for “Sporting Purpose,” according to the manufacturer. Rifles like this are extremely useful for hunting small, fast-moving varmints that damage property and are a hazard to livestock.

Heckler & Koch HK93A2. Approximately 18,000 of this export variant of the HK43 semi-automatic, 5.56x45mm NATO rifle made it to the United States before a 1989 ban on assault weapons. Unlike the HK43, the HK93A2 could not convert to full auto and lacked a bayonet mount. Like the M16/SP1, this rifle is useful for hunting small critters. Hunters and other sharpshooters who believe in the quality of German manufacturing carry these.

Remington Model 870. This pump-action, 12-gauge shotgun is popular for shooting sports, home defense, and law enforcement use. It was introduced in 1950, and had sold over two million units by 1973. In 2009, the ten-millionth unit came off the production line. There have been many tactical versions used by military and police forces. The U.S. military used the 870M in jungle conflicts for rapidly removing underbrush in a firefight. The 870P (for police) often has a pistol grip and a barrel as short as 14 inches.

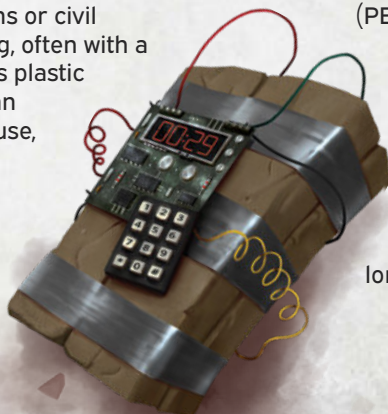
ADVANCED EXPLOSIVES

EXPLOSIVE	DAMAGE	PV	RADIUS	PROPERTIES	PRICE	BULK
Demolition Charge	4d6 explosive	3	10 ft.	Loud, Restricted, DC 15	2	1
Det Cord	3d6 explosive	2	0 ft.	Loud, Restricted, DC 10	2	2
Explosive Arrows (set of 4)	3d6 explosive	3	5 ft..	Loud, Restricted	3	1

Demolition charge. A demolition charge is a prepackaged explosive intended for use in demolitions or civil engineering. The charge comes in a bag, often with a shoulder sling. The bag usually contains plastic explosives (like C4, PETN, or Semtex), an ignition charge (like a blasting cap), a fuse, and a detonator. The user activates the detonator, places or tosses the charge away, and then sprints for hard cover.

Det cord. Short for “detonation cord,” the det cord is a thin, flexible, plastic

tube, usually filled with pentaerythritol tetranitrate (PETN or pentrite). It is a high-speed fuse which explodes rather than burns, and is suitable for detonating high explosives. It can also be used on its own for light demolition work. During the Vietnam war, combat engineers would often wrap coils of det cord around trees and then blow them to clear landing zones for helicopters. It is not possible to use det cord as a weapon, but it can be used to create traps, as long as the victim is adjacent when it goes off.



Explosive arrows. Explosive arrows not only exist in Rambo's world, but are also extremely effective weapons. The special heads are conical, and designed to detonate on impact, throwing shrapnel in a focused burst. When

using them, replace the normal damage dealt by the bow with the damage from the arrows. The arrows are considered direct fire weapons, so they use a normal attack roll.

HISTORICAL MELEE WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Arming Sword (one-handed sword)	1d8 piercing or slashing	-	-	-	1	-	3	2
Armored Gauntlet	1d6 bludgeoning	-	-	-	1		2	1
Bastard Sword	1d10 piercing or slashing	-	-	-	1	Heavy, Versatile (1d12)	3	3
Bayonet	1d6 piercing	-	-	-	1	Two-Handed	2	1
Glaive	1d10 piercing or slashing	-	-	-	1	Heavy, Reach (10), Two-Handed	2	1
Katana (longsword)	1d8 piercing or slashing	-	-	-	1	Versatile (1d10)	3	2
Lance	1d8 piercing	-	-	-	1	Lancing	2	3
Poleaxe	1d12 slashing	-	-	-	2	Heavy, Reach (10), Two-Handed	2	3
Rapier	1d8 piercing or slashing	-	-	-	1	Finesse	3	2
Shield Bash	1d4 bludgeoning	-	-	-	1	Special	-	-
Wakizashi (shortsword)	1d6 piercing or slashing	-	-	-	1	Finesse, Light	2	1
Warhammer	1d8 bludgeoning	-	-	-	2	Heavy	1	1

HISTORICAL RANGED WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Bolo	1d4 bludgeoning	30/60	-	-	1	Thrown, Special	2	1
Muzzleloader Pistol	1d8 ballistic	30/120	1	2 Actions	2	Loud	3	1
Muzzleloader Rifle	1d10 ballistic	120/360	1	2 Actions	2	Loud, Two-Handed	3	2
Shortbow	1d6 piercing	150/450	-	-	1	Two-Handed	1	1

Arming Sword. Arming swords are one-handed, double-edged blades tapering to a sharp point. They were the standard sidearms for men-at-arms throughout the Middle Ages. They are typical of all one-handed swords worn as sidearms, such as a cavalry saber.

Armored Gauntlet. While gauntlets are designed primarily to protect the wearer's hands during a fight, they can also deliver a weighted punch. Studs and spikes are sometimes added, though these are more intimidating than impactful.

Bastard Sword. Large swords normally wielded in two hands, bastard swords can also be wielded in one hand with sufficient strength. They are common in war, but not often used as a sidearm due to their larger size.

Bayonet. A bayonet is a stabbing blade attached to the end of a firearm, usually a rifle, used in close-quarters combat. Most allow the gun to fire while attached.

Bolo. A bolo consists of three weighted objects connected by lengths of cord. It is thrown so that the weights spread and spin around a central point. If the bolo hits a target's legs, there is a chance the ropes will wrap around them, tripping the target. When a bolo hits an opponent who has legs, they must make a Dexterity saving throw. The DC is equal to 8 plus your proficiency bonus with the bolo, plus your Dexterity modifier. If the target fails, they fall Prone.

Glaive. A glaive is essentially a blade mounted on a long pole, giving the wielder an extended reach while inflicting either slashing or piercing wounds. It is a style of weapon found in many cultures over the centuries, and shapes and styles vary significantly.

Katana. Katanas are single-edged swords of Japanese design, wielded with one or two hands. The distinctive design features a slightly curved blade, and a pointed tip. Traditional katana blades have a subtle layered pattern due to the steel-folding technique used to reduce impurities in the metal. It is the equivalent of well-balanced

swords that are wielded with one or two hands, such as the English longsword.

Lance. Lances are spears designed for use on horseback. They are sturdier than a footman's spear, and designed for use in charging attacks.

Muzzleloader Firearm. Muzzleloader firearms first came into use around the year 1400 in Europe. They grew increasingly ubiquitous, eventually dominating the battlefield, until the development of mass-manufactured cartridges in the late 1860s. They can penetrate any personal armor of their time period and are easy to aim, but loading and readying them to fire is very time-consuming, so they were typically fired only once during close engagements.

Poleaxe. Poleaxes have a cutting axe-head at the end of a long pole, offering both reach and the power to penetrate most armor. Variations on the design may be called great axes or halberds.

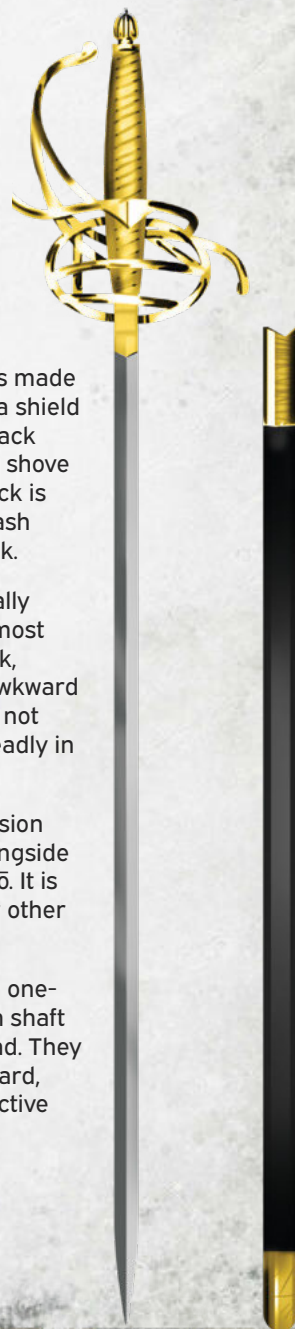
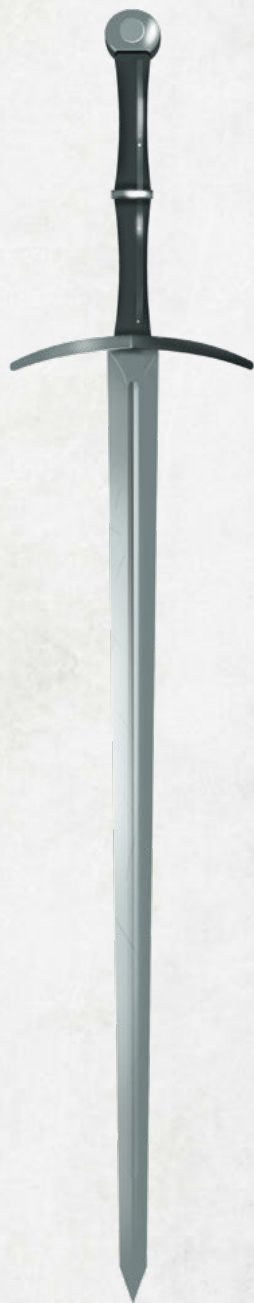
Rapier. Rapiers are long, thin, one-handed swords worn as sidearms for personal defense and dueling. They are well balanced and often feature an ornate hand guard. The statistics presented here represent sturdier rapiers that can deliver significant slashing blows.

Shield Bash. The shield is not a weapon per se, but this attack is made by a combatant proficient with a shield that they are wielding. If the attack hits, the attacker can attempt a shove special attack. This special attack is considered part of the shield bash attack and not a separate attack.

Shortbow. Shortbows are typically about three feet in length and most commonly used from horseback, where a longer bow would be awkward to draw and fire. While they are not especially powerful, they are deadly in the right hands.

Wakizashi. This is a shorter version of the katana and was worn alongside it as part of a set called a daishō. It is similar to the Roman gladius or other short swords.

Warhammer. Warhammers are one-handed weapons with a wooden shaft and a heavy stone or metal head. They are heavy and somewhat awkward, but both deadly and highly effective against armor.



HISTORICAL EXPLOSIVES

EXPLOSIVE	DAMAGE	PV	RADIUS	PROPERTIES	PRICE	BULK
Smoke Bomb	-	-	5 feet	Grenade, Special	1	1

Smoke Bomb. A smoke bomb is thrown forcefully at the ground and produces a flash of smoke that quickly dissipates. It is used as a distraction to allow for a fast escape. The smoke covers a 5-foot area, blocking line of

sight until the beginning of your next turn. Anyone other than you within 10 feet of the smoke bomb when it goes off must succeed on a DC 13 Wisdom saving throw or become Distracted until the beginning of your next turn.

HISTORICAL ARMOR

ARMOR	ARMOR VALUE	PRICE	BULK	PROPERTIES
Light Historical Armors	1	2	2	Awkward, Panoply, Penetrable
Medium Historical Armors	1	3	3	Awkward, Panoply
Heavy Historical Armors	2*	4	4	Awkward, Hardened, Panoply

Light Historical Armors. This category covers armors crafted from leather, hides, or padded and treated cloth. They provide good protection against cuts and bruising, but are not especially good against arrows and spears.

Medium Historical Armors. This category covers chainmail, scale armors, light armors reinforced with metal plates, and the like. It is bulkier than light armor, but offers a full range of protection against all but the heaviest historical weapons.

Heavy Historical Armor. The heavy plate armors of Europe were the pinnacle of historical armor design, offering protection against nearly any weapon of the age until the widespread use of firearms made armored warriors effectively obsolete.

Atlatl. An atlatl is a short stick with a notch at one end, used to launch spears with great speed and increased range. It represents a revolutionary advancement in Stone Age weaponry. Using an atlatl doubles the ranges of spears and javelins, but always requires two hands to use, even if the weapon does not normally have that property.

Buckler. Bucklers are very small shields used in fencing. They are too small to provide effective cover, so they don't use the normal shield mechanics. Bucklers can be held in your hand or strapped to an arm. Either way, to benefit from them, that hand may not be used to make attacks in the same round. When wielding a buckler, you can use your reaction to cancel one source of advantage on a single melee attack roll made against you before the attack is rolled.

HISTORICAL COMBAT GEAR

Combat gear is specialized equipment that is not a weapon, shield, armor, or explosive, and it requires special training to use effectively. You must have the appropriate equipment proficiency to get the benefit of using combat gear.

ITEM	PRICE LEVEL	BULK
Atlatl	1	1
Buckler	2	1

► **Example:** *Elenor Blanchet, wielding a rapier and buckler, is dueling with Hyeon Park, who is armed with a Korean poleaxe. Hyeon decides to use Reckless Attack against Elenor, giving him advantage on all his melee attacks this round. Elenor spends her reaction and cancels Hyeon's advantage. He rolls his attack normally and, fortunately for Elenor, he misses. If he could make a second attack, it would have advantage as Elenor's reaction only works against a single attack, while Reckless Attack modifies all attacks Hyeon makes.*

IMPROVISED EQUIPMENT

IMPROVISED WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Dambe Hand Wraps	1d6 bludgeoning/slashing	n/a	n/a	n/a	1	Improvised	1	0
Fun Gun	1 piercing	40/80	1	Action	1	Special	3	2
Heavy Chain	1d8	-	-	-	1	Improvised, Reach 10	1	1
M8 Flare Pistol	1d4 ballistic/fire	100/200	1	Action	1	Loud, Improvised, Special	2	1
Pipe Gun	Special	40/80	1	Action	1-3	Disguised, Loud, Special	1	2
Shiv	1d4 piercing	-	-	-	1	Improvised	1	0
Spiked Wooden Club	1d8 bludgeoning/piercing	10/20	-	-	1	Improvised, Versatile (1d8)	1	2
Torch	1d4 bludgeoning	-	-	-	1	Improvised, Special	1	1
Trenching Tool	1d6 slashing	n/a	n/a	n/a	1	Improvised, Fragile	1	1
Walking stick	1d4 bludgeoning	-	-	-	1	Improvised, Finesse, Versatile (1d6)	0	2

Dambe hand wraps. Dambe is a Nigerian combat sport in which the goal is to knock your opponent to the ground. Fighters sometimes use hand wraps made of rope, which are then coated in glue and broken glass. While not especially deadly, they are very intimidating.

Fun Gun. Tranquilizer pistols use darts filled with fast-acting designer drugs to induce a state of euphoria and confusion in their victim. If a victim is hit by a fun gun dart, they must make a DC 13 Constitution saving throw. If they succeed, they have one level of intoxication. If they fail, they have two levels of intoxication.

Heavy Chain. A sufficiently heavy chain makes an effective and versatile weapon. It can be swung at a good distance, wrapped around a fist, or wrapped around an opponent's neck to choke them out.

M8 Flare Pistol. This Army Air Corps flare pistol is intended for use as a signaling device to facilitate rescue. Fired into the air, the cartridge ignites, creating a bright light and/or colored smoke. While not intended as a weapon, it can injure or possibly even kill a target, though

its accuracy is very poor. A critical hit with a Flare Pistol will Blind the target until the start of your next turn.

Pipe Gun. A pipe gun is a homemade firearm typically constructed of pipes, one functioning as the barrel and the other as the breach. A cartridge is placed in the breach, which is then manually slammed forward to strike the cartridge, firing the gun. It's awkward to use and not very accurate, but it can be smuggled past security with ease and hidden in plain sight when disassembled. Damage is based on the ammunition it is designed for: Pistol 1d6, Rifle 1d8, Shotgun 1d10. It has the Shot property when using shotgun shot.

Shiv. A small, improvised stabbing weapon made from common materials. They are typically created by prisoners and by those in any other places where weapons are banned.

Spiked Wooden Club. Driving nails through a wooden club creates a weapon that, while somewhat inelegant, is far more intimidating than a simple baseball bat. Skilled combatants claim that there is little combat advantage

to such a weapon over a regular bat, but no one mocks it after taking a shot from one.

Torch. Torches are fairly easy to make, and they serve as a reasonable light source. As weapons, they are more threatening than deadly, but there is often one close at hand in emergencies. A torch can either be swung as a bludgeoning weapon or thrust against a target in an attempt to ignite their clothing. In the latter case, a successful attack does not deal damage. Instead, it gives the target the Burning condition.

Trenching tool. This is a collapsible shovel designed for digging trenches, but some have a small edge on one end of the shovel that can be used as an improvised weapon.

Walking stick. A handy walking stick is supposed to help you keep your balance in difficult circumstances, but it can also be used for self defense in a pinch. When carrying a walking stick, you have advantage on ability checks and saving throws made to avoid falling Prone.

MILITARY EQUIPMENT

MILITARY WEAPONS – SUBMACHINE GUNS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
H&K MP5A3	1d8 ballistic	100/200	15, 30, 40, 50 box; 100 drum	Bonus	3	Burst 3, Full Auto, Restricted, Two-Handed	3	2
MAC-10 SMG	1d8 ballistic	100/200	30	Bonus	2	Full Auto, Restricted, Versatile (1d10)	3	1

MILITARY WEAPONS – RIFLES

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
M16A1	1d12 ballistic	900/1800	20, 30, or 60 box; 100 drum	Bonus	3	Burst 3, Full Auto, Loud, Restricted, Two-handed	2	3
AK-47	2d6 ballistic	900/1800	20 or 30 box; 40 or 70 drum	Bonus	3	Full Auto, Loud, Restricted, Two-handed	2	3
AKS-74U	1d12 ballistic	600/1200	30 or 45 box	Bonus	3	Burst 3, Full Auto, Loud, Restricted, Two-handed	2	2

MILITARY WEAPONS – MACHINE GUNS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Browning M2 HMG	2d10 ballistic	1200/2400	Belt	Action	5	Belt, Full-Auto, Heavy, Loud, Restricted, Stationary, Two-Handed	4	8
FN MAG	2d6 ballistic	900/1800	Belt	Action	3	Belt, Full-Auto, Heavy, Loud, Restricted, Two-Handed	4	4
M60 MMG	2d8 ballistic	900/1800	Belt	Action	4	Belt, Full-Auto, Heavy, Loud, Restricted, Two-Handed	4	5
PKM	2d8 ballistic	900/1800	Belt	Action	4	Belt, Full-Auto, Heavy, Loud, Restricted, Stationary, Two-Handed	4	6

MILITARY WEAPONS – GRENADE LAUNCHERS AND ROCKET LAUNCHERS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
M72 LAW	Rocket	500/1500	1	-	-	Restricted, Two-Handed	4	3
M79 Grenade Launcher	Grenade	300/600	1	Bonus	-	Indirect, Restricted, Two-Handed	3	2
M203 Grenade Launcher	Grenade	250/500	1	Bonus	-	Indirect, Restricted, Two-Handed	3	1
RPG-7	Rocket	500/1500	1	Action	-	Restricted, Two-Handed	4	3

MILITARY WEAPONS – FLAME THROWER

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
M-9 Flamethrower	2d6 fire	80/160	8	Special	1	Two-Handed, Special	3	3

AK-47. This 7.62x39mm assault rifle remains one of the most widely produced weapons in the world. Over 75 million have been made, and it remains in production to this day. The Soviet army adopted it in 1949, and kept it in service until 1979, when the AK-74 replaced it. Not only are they found in Soviet- and Russian-allied states, but are also used by paramilitaries and insurgencies around the world. During the early adoption period of the M16, many American soldiers preferred the more reliable and heavier caliber AK-47. The Chinese version of the AK-47 is the Type 56.

AKS-74U. This AK-74 variant has a side-folding, triangular metal stock, and a severely shortened barrel. It was in use from 1979-1993. The Soviets developed this carbine as a submachine gun for special operations, airborne, and rear echelon troops, as well as for helicopter and armored vehicle crews. Urban police foot patrols still carry them.

Browning M2 heavy machine gun. The “Ma Deuce” is a .50-caliber machine gun that was adopted by U.S. forces in 1933, and is still in use today, mounted in aircraft, on armored vehicles, and on tripods for infantry use. It took many people to carry the weapon itself, its tripod, spare barrels, and ammunition. During the Korean and Vietnam wars, some snipers mounted scopes on Browning M2s and used them as sniper weapons

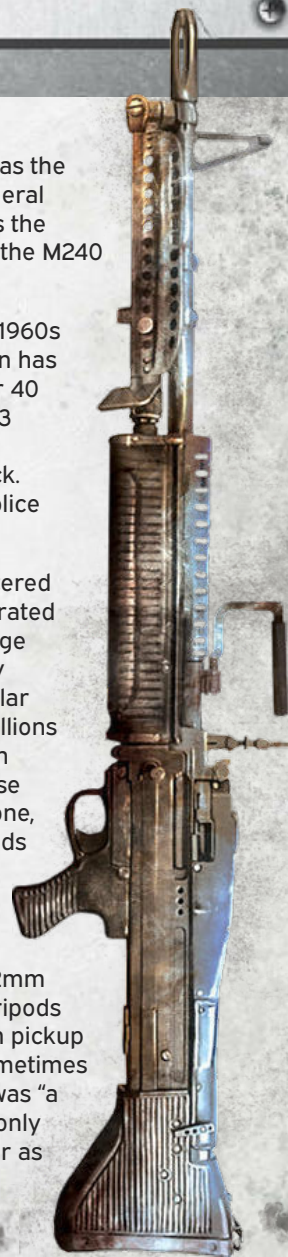
FN MAG. During WWII, the Wehrmacht’s MG-42 machine gun proved a formidable weapon, and many nations hungered for a similar design. Fabrique Nationale in Belgium designed the FN MAG, a 7.62mm NATO machine gun, from their research on the MG-42. It entered production in 1958, and is sometimes called the

MAG-58; in the British military, it is known as the L7 (colloquially, as the “Jeeper,” from “General Purpose” machine gun). The U.S. version is the M240 machine gun. Both the FN MAG and the M240 remain in production around the world.

Heckler & Koch MP5A3. Developed in the 1960s in Germany, the H&K MP5 submachine gun has over 100 variants and clones in use in over 40 countries. The 9x19mm Parabellum MP5A3 variant can fire single-shot, burst, or full-automatic, and has a collapsing metal stock. Absolutely any military, paramilitary, or police personnel could carry them.

M16A1. This 5.56mm NATO assault rifle entered U.S. service in 1967. The A1 variant incorporated numerous improvements based on its usage in Vietnam and other places, which greatly increased the rifle’s reliability. This particular variant left production in 1982, but, with millions produced by then, they can still be found in armories around the world. The Vietnamese captured over 900,000 of them in 1975 alone, so not all of the extant rifles are in the hands of US allies.

M60 medium machine gun. The United States military began issuing these guns to units in 1959, and they are the 7.62mm NATO weapons. The US mounts them on tripods on light vehicles, such as HMMWVs, and on pickup trucks. During the Vietnam war, troops sometimes referred to this gun as a “Pig,” because it was “a pig to carry” due to its weight. However, it only required a gunner and an assistant gunner as



crew. It was intended to fire from the hip in short bursts by advancing infantry, and even unsupported from the shoulder at short ranges. It has been largely replaced by the M240, which (oddly enough) is slightly heavier.

M72 LAW. This 66mm light anti-tank weapon entered service with the U.S. Army and Marine Corps in 1963. It is a portable, single-shot, disposable rocket launcher. It replaced both the HEAT (High Explosive Anti-Tank) rifle grenade and the bazooka in the U.S. arsenal. Designed to be simple and usable by non-English speakers, it has instructions written in pictographs on the side of the launcher tube. The two biggest dangers for an inexperienced user are that they will fire it backwards or in an enclosed space. The exhaust from the rocket is deadly, and no one should be in a 30-foot cone behind a user who is firing one (6d6 fire damage, DC 15).

M79 grenade launcher. This stand-alone, 40mm grenade launcher looks like a fat, stubby, shotgun. Known by its users as a "Thump Gun," "Thumper," or "Blooker" for the sound that it made when firing, the M79 gave infantry squads a single-shot weapon with more range than a rifle grenade. It had less range and firepower than a mortar, but was lighter, easier to move, and did not require a dedicated crew. Over 300,000 were made in the U.S. alone. The M79 can fire any of the grenades listed in the *Everyday Heroes Core Rulebook*.

M203 grenade launcher. This 40mm grenade launcher fires the same rounds as the M79, but mounts under the barrel of the M16 rifle. The advantage of this system is that the grenadier has a rifle for close-range encounters instead of relying on a sidearm. Later models of the M203 could be dismounted and used as stand-alone weapons. The M203 can fire any of the grenades listed in the *Everyday Heroes Core Rulebook*.

M9 flamethrower. Developed for the Vietnam war, but discontinued by 1978, the M-9 was the last U.S. military flamethrower used in combat. The welder wears a fuel tank backpack, and holds a wand connected by a hose to the tank. *The flamethrower ignores personal armor because the weapon envelops a target in flames. Targets damaged by the flamethrower have the Burning condition. The tanks cannot be re-loaded during combat. The M-9 flamethrower can be used to create covering fire as if it had the full-auto property, though it only requires 8 rounds to do so.*

MAC-10 SMG. This extremely compact .45 ACP submachine gun from the Military Armaments Corporation was used by American special operations during the Vietnam war, and remains in the armories of Delta Force and the 492nd Special Operations Wing. Sionics designed a two-stage suppressor for the MAC-10, which has the unique feature of making the weapon more accurate when used with the Nomex cover. The suppressor increases the Bulk to 2 and allows the use of the Versatile property.

.PKM. This general-purpose machine gun, which uses 7.62x54mm Russian rounds, replaced the PK machine gun in 1961. It is a belt-fed weapon, and roughly equivalent to an American M60 machine gun. It remains in use today in many armed forces around the world.

RPG-7. The RPG-7 entered Soviet service in 1961. It is a reusable, rocket-propelled grenade launcher that fires 85mm-diameter, unguided rockets, and was issued at the squad level. Over 9,000,000 RPG-7s have been produced, and they remain in use around the world. The Chinese version is the Type 69 RPG.



MILITARY EXPLOSIVES

EXPLOSIVE	DAMAGE	PV	RADIUS	PROPERTIES	PRICE	BULK
40mm Flechette Round	4d6 ballistic	2	40 foot, 30 degree cone	Loud, Restricted, DC 15	2	1
Claymore Mine	4d6 explosive	4	30 foot, 30 degree cone	Loud, Restricted, DC 15	2	1
M72 LAW Rocket	8d8 explosive	6	10 feet	Heavy, Loud, Restricted	5	-
RPG Rocket	8d8 explosive	6	10 feet	Heavy, Loud, Restricted	5	2

40mm flechette round. These rounds for the M79 and M203 grenade launchers fired bundles of 45 10-grain steel darts. Users referred to them as “Beehive” rounds because of the buzzing sound the darts made in flight. They proved relatively ineffective against enemy infantry because the darts would often tumble, hit sideways, and bounce off their targets. However, they remained in use because they were extremely effective at clearing away any concealing underbrush and revealing enemy positions.

Claymore mine. The M18A1 Claymore mine has a horizontally-convex, gray-green plastic case famously bearing the mark, “Front Toward Enemy.” It can be fired remotely or by trip-wire. It can be fired remotely or by

trip-wire. It is directional, and fires roughly 700 eighth-inch-diameter steel balls in a sixty-degree cone. The Claymore remains in U.S. arsenals, and similar mines are now produced by nations around the world.

M72 LAW rocket. The M72 rocket is integrated into the M72 light anti-tank weapon (LAW). The M72 LAW cannot be reloaded, making it and its rocket a “fire and forget” system.

RPG rocket. This rocket, which is the ammunition for the RPG-7, is designed to give infantry anti-armor capabilities. The rockets fire a shaped charge designed to penetrate heavy steel armor.

MILITARY ARMOR

ARMOR	ARMOR VALUE	PRICE	BULK	PROPERTIES
M69 Body Armor	3	3	2	Ballistic, Awkward

M69 body armor. Used by the US Army in Vietnam, the M69 weighed just under 8 pounds and was made of twelve layers of compressed ballistic nylon. The M-1955 vest used by US Marines at the same time weighed over 10

pounds and included fiberglass plates. It was moderately effective, uncomfortable in hot and humid environments, and generally disliked by troops who highly valued their mobility.

MILITARY EXPLOSIVES

NAME	DAMAGE	PV	RADIUS	PROPERTIES	PRICE	BULK
Napalm	Burning: 2d4 fire	N/A	N/A	Special	2	N/A
Seismic Charges	10d6 explosive	3	40	Special	5	10

Napalm. Napalm is a semi-gelatinized form of gasoline used by the military in various incendiary weapons, from flame throwers to incendiary bombs. It burns longer than pure gasoline, produces more CO₂, is easier to spray, and sticks readily to surfaces. Napalm poses little danger until it is lit.

Combatants who are hit with any form of ignited napalm begin Burning, but suffer 2d4 fire damage per turn instead of the usual 1d4 from the Burning condition. Because it is sticky and difficult to smother, ability checks and saving throws made to end the effect have disadvantage.

Seismic Charges. Seismic charges are explosive devices that create a focused but low-intensity explosion focused downward from the point of impact or detonation. The shock waves penetrate deep into the ground and are reflected at differing rates depending on the materials they encounter. These shockwaves are then read by special seismometers to create underground composition maps of structures up to 10 miles deep. They are not especially useful for warfare due to their low explosive speed and overall bulk. A single charge weighs nearly 70 pounds.

EXTRAORDINARY EQUIPMENT

The equipment in this section represents armaments that we don't have today, at least not in the forms that they are presented here. This doesn't always mean that they can't be used in a modern setting, however, but that they are not "real world" weapons generally available in modern arms markets.

EXTRAORDINARY ADVANCED WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Rocket Pistol	2d6 ballistic	50/100	6	Action	3	Loud, Semi-Auto	3	1
Sonic Cannon	1d6 explosive	25/50	5	Action	–	Deafening, Loud, Special, Stunning, Two-handed	3	2

EXTRAORDINARY HISTORICAL WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Nano Katana	1d8 slashing	–	–	–	3	Versatile (1d10)	4	2
Rail Crossbow	2d6 piercing	400/ 800	20	Action	2	Two-Handed	3	2

EXTRAORDINARY IMPROVISED WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Mining Drill	1d12 piercing	Melee	–	–	4	Heavy, Improvised, Two-handed	3	4
Welding Laser	1d6 fire	Melee	–	–	4	Improvised, Finesse	3	1

EXTRAORDINARY MILITARY WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
Cluster Launcher	Explosive	2,400	2	Action	–	Loud, Restricted, Two-handed, Special	4	2
Flechette Rifle	1d10 ballistic	200/ 400	25	Action	4	Semi-Auto, Restricted, Two-Handed	4	4
Modular Rifle	1d12 ballistic	1,800	30	Bonus	3	Burst 3, Full-Auto, Loud, Restricted, Two-handed	4	4
Modular Rifle, GL	Grenade	600	5	Bonus	–	Loud, Restricted, Slow-Firing, Two-handed	–	–



Cluster Launcher. These rocket launchers fire clusters of tiny self-guided rockets. While the exact effect depends on the rockets themselves, they are primarily used to deal anti-personnel damage in wide areas. Because the rockets are self-guided, attacks with the cluster launcher always hit the desired area with no attack roll required.

Flechette Rifle. Flechette rifles use magnetic acceleration to hurl tungsten carbide needles at targets. While the flechettes are not high-damage munitions, they are extremely useful against heavily armored targets. The stock of the weapons contain the power source, good for 25 rounds before it must be replaced.

Mining Drill. Used for heavy duty drilling, this machine bores through hard stone like butter. It makes for a terrifying weapon when safety guidelines are ignored.

Modular Rifle. This highly modified 5.56mm NATO assault rifle provides the wielder an entire weapon system. In addition to the assault rifle, it has a computer sighting unit mounted on top and a 25mm grenade launcher mounted beneath. The sighting unit has a ballistic calculator, a read-out screen, and a laser rangefinder. Attacks with this weapon do not suffer disadvantage due to long range. In addition, the sighting unit provides thermal and low-light resources. The user can see anything that is notably different in temperature than its environment, such as living things in most places, within their line of sight. The user also treats poor visibility due to light as normal visibility, and no visibility due to light as poor visibility.

When firing a grenade, the rangefinder and ballistic computer allow the user to determine when a fired grenade detonates. The user must have line of sight to the detonation point, but can cause the grenade to explode even mid-air.

Nano Katana. These blades have an impossibly sharp edge, achieved through advanced mechanical honing techniques. They are capable of cutting through most armor like butter.

Rail Crossbow. Fitted with a powerful electromagnet, this crossbow magnetically propels metal arrows rapidly and silently at deadly speed, and automatically loads new arrows from a large clip in a manner similar to a firearm. The weapon still has quite a kick to it, and relies on its wide limbs to produce a proper magnetic charge, evoking a historical crossbow.

Rocket Pistol. Rocket weapons fire tiny rockets rather than inert bullets. They stabilize themselves by angling the rocket ports rather than spinning through a rifled barrel. Whereas bullets reach their maximum velocity at the muzzle of the weapon, these rockets achieve their maximum velocity just before their fuel burns out. As a result, rocket weapons do not require heavy breeches or barrels, and can fire much larger caliber ammunition without discomfort to the user. The venting of the rocket exhaust gives these weapons a unique visual appearance. Because of the low pressure at firing, rocket weapons are useful in low or even zero gravity conditions.

Sonic Cannon. This weapon uses high-frequency sound to incapacitate targets. Looking like a fat, short, shotgun, the sonic cannon is an other-than-lethal option for dealing with opponents. Damage from this weapon ignores armor. The target makes a single saving throw against the Deafening and Stunning properties, using the result for both.

Welding Laser. Spacers and terrestrial construction workers alike use this futuristic welding tool. Welding lasers are extremely dangerous and cut through flesh at an alarming rate, which makes them excellent improvised weapons when used up close.

EXTRAORDINARY ADVANCED EXPLOSIVES

EXPLOSIVE	DAMAGE	PV	RADIUS	PROPERTIES	PRICE	BULK
Micro-Grenade Arrow	4d6 explosive	3	20 feet	Loud, Restricted, Special	2	1

EXTRAORDINARY MILITARY EXPLOSIVES

EXPLOSIVE	DAMAGE	PV	RADIUS	PROPERTIES	PRICE	BULK
Cluster Rockets	4d8 explosive	3	30 feet	Loud, Restricted	5	1
EMP Cluster Rockets	–	–	40 feet	Loud, Restricted, Special	5	1
EMP Grenade	–	–	30 feet	Grenade, Loud, Restricted, Special	3	1
Incendiary Cluster Rockets	4d6 fire	1	30 feet	Loud, Restricted	5	1

Micro-Grenade Arrow. This arrow, which can be fired from any bow or crossbow using that weapon's range is tipped with a tiny explosive charge, nearly as powerful as a fragmentation grenade. You can choose to instead purchase arrows that replace the effect of this explosive with that of a flare, flashbang, incendiary, or smoke grenade instead (see the *Everyday Heroes Core Rulebook* for more on these grenades).

Cluster Rockets. An array of tiny rockets with computerized guidance systems are fired from a cluster launcher and bombard an area in perfect unison.

EMP Cluster Rockets. These tiny, guided rockets release a number of localized electromagnetic pulses. These pulses disable all unshielded electronics in the area, and any

robot or cybernetically-enhanced individual in the area treats the attack as Stunning.

EMP Grenade. These grenades release a small, concentrated pulse of electromagnetic energy. This pulse disables all unshielded electronics in the area, and any robot or cybernetically-enhanced individual in the area treats the attack as Stunning.

Incendiary Cluster Rockets. This cluster of self-guided rockets is fired from a cluster launcher. Any flammable material in the area of effect gains the Burning condition, including combatants who failed their Dexterity saving throw against explosives and did not successfully Dive for Cover.

EXTRAORDINARY ARMOR

ARMOR	PROFICIENCY	AV	PROPERTIES	PRICE	BULK
Pressure Suit	Basic	0	Sealed	5	1
Spacesuit	Advanced	1	Awkward, Propulsion, Sealed	3	4
Armored Spacesuit	Military	3	Awkward, Propulsion, Restricted, Sealed	4	6

Pressure Suit. This suit provides protection against decompression without all the weight of a full spacesuit. It features form-fitting fabric across most of the body, with a light helmet and visor.

Space Suit. With safe space travel widely available, most people have no need for spacesuits. But suits are important for crew working in space, especially for external repairs. They are also helpful for colonists on planets without atmosphere, allowing them to leave their domed environments.

Armored Space Suit. As the military and police operated increasingly in no-atmosphere locations, they found the need to develop spacesuits that also functioned as body armor. Such suits are made of resistant fabrics and feature dense armor plating. They offer protection against attack, as well as against the rigors of space, but they are bulky and expensive.



EXTRAORDINARY WEAPON MODS

MODIFICATION	FITS	PROPERTIES	PRICE	BULK
Angleshot	Pistols	Restricted	2	2
Beanbag	Shotguns, grenade launchers	Stunning	1	–
Smart Lock	Any firearm	Requires Cybernetics	2	–
Weaponlink	Any firearm	Requires Cybernetics	2	–

Angleshot. The angleshot is a modification made for a specific handgun. Variations exist for a wide variety of handguns, but each modification is for a specific weapon. It allows a user to hold the handgun out from cover and gain line of sight to targets that would otherwise have full concealment. The original angleshot devices achieved this with angled mirrors. Newer versions replaced the mirrors with contact pads for weaponlinks.

Beanbag. This ammunition type gives a weapon an other-than-lethal alternative. The ammunition follows the rules for the weapon that fires it except that it deals bludgeoning damage, has PV 1, and gains the stunning property. When fired from a grenade launcher, you make

a normal attack with it rather than an explosives attack, and it deals 2d6 damage.

Smart Lock. This computerized system prevents the weapon from firing without proper authorization. The system scans a user's ID Chip implant, or connects to the user's cyberbrain remotely in order to verify authorization.

Weaponlink. This modification equips a weapon to function with a cybernetic weaponlink. It adds a tiny camera to the weapon that is wired to contact pads in the grip. A user with a cybernetic weaponlink or cyberbrain then sees what the camera sees in the user's cybereye.

CHAPTER 9 CYBERNETICS

Cybernetics are technological enhancements to a hero's body. They connect to the body's nervous system, which allows you to control them just like any other body part. Advanced sensors even allow cybernetics to provide some tactile feedback, making them at least as effective as their biological equivalent. Many also provide additional benefits that allow the cybernetically-enhanced individual to become stronger, faster, and even smarter!

Location. This column describes where the enhancement is implanted, and whether or not it replaces that body part. A body part can be replaced only once, but implants that do not replace a body part can coexist in the same part of the body.

An enhancement that is noted as "Combinable" can be included as part of another enhancement that replaces the same body part, even one that does not itself have the Combinable property. Use the higher price and most

difficult surgery between the combined enhancements. Combine their Strain values.

Note that while a cybernetic arm or leg comes with a hand or foot respectively by default, if it does not explicitly replace the hand or foot, a different enhancement still can.

Surgery Complexity. In order to implant a piece of cybernetics, a hero must undergo surgery. This column is the complexity of the surgery required to implant the enhancement. The complexity determines the time, difficulty, and recovery period of the surgery.

Price. This is the Price level of the enhancement, including the surgery required to implant it. If an enhancement has two numbers listed for its Price, the number on the left of the slash is the Price normally, while the number after the slash is the Price if the enhancement is replacing



a missing or damaged body part, curing an illness, or otherwise repairing the body.

Strain. Each enhancement has a Strain value that represents how difficult it is for your body to integrate it. Many simple cybernetics, such as replacement limbs or organs, have a Strain value of 0 and can be implanted with no drawbacks, but those with more potent effects take a toll on heroes that aren't specially trained to use them.

Each hero has a Maximum Strain value, which determines how much Strain their body can handle before taking penalties. The default Maximum Strain is 0, but it can

be increased by taking the Cybernetics Tolerance feat or the Cyborg origin, as well as by some profession or background features and some class talents.

If a hero exceeds their Maximum Strain, they suffer cumulative penalties based on the amount they exceed it:

- ▶ 1 to 2 over: Disadvantage on Dexterity and Constitution ability checks and saving throws.
- ▶ 3 to 4 over: Reduce movement speed by 10 feet; disadvantage on attack rolls.
- ▶ 5+ over: Can barely move; always considered Restrained.

ARM AND HAND ENHANCEMENTS

ARM AND HAND ENHANCEMENTS				
NAME	REPLACES	SURGERY COMPLEXITY	PRICE	STRAIN
Concealed Weapon Arm	Replaces Arm and Hand	Major	5	2
Concealed Weapon Hand	Replaces Hand	Major	5	1
Cybernetic Arm	Replaces Arm	Major	5/1	0
Cybernetic Finger	Replaces Finger	Minor	4/1	0
Cybernetic Hand	Replaces Hand	Major	5/1	0
Elastic Elbow	Replaces Elbow (Combinable)	Major	5	1
Extension Arm	Replaces Arm	Major	5	2
Extension Fingers	Replaces Fingers	Major	5	1
Extra Arm	Torso	Major	4	2
Manipulator Array	Torso	Major	5	4
Multitool Hand	Replaces Hand	Major	5	1
Power Arm	Replaces Arm (Combinable)	Major	5	2
Power Hand	Replaces Hand (Combinable)	Major	5	1
Stabilized Arm	Replaces Arm (Combinable)	Major	5	1
Weapon Arm	Replaces Arm and Hand	Major	5	1
Weapon Hand(s)	Replaces Hand(s)	Major	5	1
Weaponlink	Arm and Hand	Trivial	4	1

Concealed Weapon Arm. This cybernetic arm has the weapon of your choice built into it. That weapon cannot have the two-handed property. You can make attacks with the weapon as if you were holding it in this arm. When you are not attacking with the weapon, you can cause the arm to appear to be a normal cybernetic prosthetic with no visible weapon. A detailed security scan can determine that your arm conceals a weapon, but the weapon cannot otherwise be detected.

Concealed Weapon Hand. This cybernetic hand functions in the same manner as a concealed weapon arm, but can conceal only a weapon with the light property.

Cybernetic Arm. This mechanical arm—hand included—functions in the same manner as a biological arm.

Cybernetic Finger. Cybernetic fingers are prosthetics that allow for fine motor control in lost or missing fingers.

Cybernetic Hand. This mechanical hand functions as well as any human hand, including sensory feedback.

Elastic Elbow. This cybernetically-enhanced elbow allows you to throw objects further than would otherwise be possible. The range of any weapon you throw with this arm is doubled.

Extension Arm. This cybernetic arm uses telescoping components to lengthen and shorten. As a bonus action, you can change the length of your arm to any of the following:

- ▶ Normal: No effect.
- ▶ Long: Your melee reach increases by 5 feet.
- ▶ Very Long: Your melee reach increases by 10 feet, but you cannot wield weapons or make effective attacks with your arm. You can still grapple, shove, or trip opponents with your arm, and you can reach distant objects, pull yourself up to great heights, etc.

Extension Fingers. These cybernetic fingers can lengthen into a multitude of precise, tiny manipulators. After a week of practice—or a few minutes if you have a Cyberbrain enhancement—you can use these manipulators to gain advantage on Dexterity (Sleight of Hand) checks made

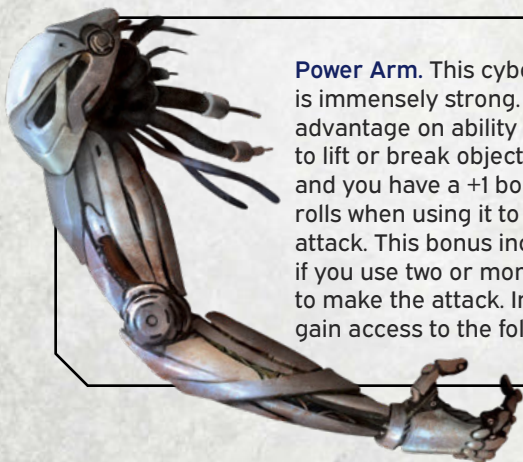
using the hand with your extension fingers, as well as on any other ability checks that require extremely fine motor control made using that hand at the GM's discretion.

Extra Arm. This cybernetic arm is attached to your torso in addition to your regular arms. After a week of practice—or a few minutes if you have a Cyberbrain enhancement—you can use it as if it were a natural limb. You can carry an additional object or weapon in the arm, but this does not grant you the ability to make extra attacks.

Manipulator Array. This back-mounted device contains four extendible cybernetic appendages in the form of tentacles, multi-jointed mechanical graspers, or other long, highly flexible limbs. After a month of practice—or a few hours if you have a Cyberbrain enhancement—you gain the following benefits:

- ▶ Each of these appendages can hold an object as if it were a hand, but they cannot be used to make attacks with any weapons they are holding.
- ▶ Climbing and crawling are not difficult movement for you.
- ▶ You can use your many appendages to brace yourself, granting you advantage on ability checks and saving throws made to keep your balance, avoid falling Prone, or cling to a surface.
- ▶ You can hold many tools, granting you advantage on Intelligence (Mechanics) and Wisdom (Arts and Crafts) checks made to build, repair, or take something apart quickly, as well as on Dexterity (Sleight of Hand) checks that require many tools, such as surgery.
- ▶ Each appendage can be used to grapple a different enemy. You have advantage on Strength (Athletics) checks made against someone who is attempting to break your grapple.

Multitool Hand. This cybernetic hand includes a variety of tools built into its fingers, granting you access to these tools any time you need them. These tools include electrician's tools, lock picks, and any tool one might find in a Swiss army knife. While not in use, the tools are hidden and the hand appears to be a normal cybernetic hand.



Power Arm. This cybernetic arm is immensely strong. You have advantage on ability checks made to lift or break objects with this arm, and you have a +1 bonus to damage rolls when using it to make a melee attack. This bonus increases to +2 if you use two or more power arms to make the attack. In addition, you gain access to the following weapon:

WEAPON	Power Arm
DAMAGE	1d10 bludgeoning
RANGE	Melee
PV	2
BULK	N/A

- Note that while this weapon is thematically similar to an unarmed strike, it does not count as an unarmed strike for the purpose of talents, feats, etc. You can still make unarmed strikes as normal using your arm if you like, including the power arm's normal damage bonus. If you have two or more power arms, you can make this attack with both arms to gain the higher damage bonus, but the attack is otherwise identical.

Power Hand. This cybernetic hand is incredibly strong. You have advantage on Strength checks made to break objects or hold onto something with this hand, including keeping an enemy from escaping your grapple, and unarmed attacks with this hand have their PV increased by 1.

Stabilized Arm. This cybernetic arm automatically stabilizes itself while in motion. You ignore disadvantage on attack rolls due to motion or position, such as being in a moving vehicle, being held upside down, or while tumbling down a steep hill.

Weapon Arm. This cybernetic arm has the weapon of your choice built into it. You can make attacks with the weapon as if you were holding it with this arm. If the weapon has the two-handed property, you must stabilize it with your other arm to use it properly.

Weapon Hand. This cybernetic hand has a built-in weapon, and functions like the weapon arm enhancement. This weapon must have the light property, however. You can replace both hands with weapon hands for the same Strain as replacing only one hand.

Weaponlink. This piece of cyberware requires that the user have at least one cybereye. The weaponlink runs fiber optic cable from contact patches in the fingers and thumb of one hand, up the arm, neck, and head to the eye. It allows a user to hold a properly equipped firearm out from cover and gain line of sight to targets that would otherwise have full concealment.



INTERNAL ENHANCEMENTS

INTERNAL ENHANCEMENTS TABLE

NAME	LOCATION	SURGERY COMPLEXITY	PRICE	STRAIN
Adrenal Booster	Adrenal Gland	Minor	4	4
Anesthetic Organ	Chest Cavity	Major	5	2
Blood Store	Chest Cavity	Minor	4	2
Cybernetic Organ	Replaces Specific Organ	Major	4/1	0
Detox Liver	Replaces Liver	Major	5	1
Enhanced Lungs	Replaces Lungs	Major	4	2
Enhanced Stomach	Replaces Stomach	Major	4	1
Extra Heart	Chest Cavity	Major	5	2
Protected Respiration	Replaces Lungs and Esophagus (Combinable)	Major	5	1

Adrenal Booster. This enhancement allows you to produce immense bursts of adrenaline when needed. As a bonus action, you can flood your system with adrenaline to temporarily increase your combat capabilities. For the next minute, you gain the following benefits:

- ▶ Your base speed increases by 10 feet.
- ▶ You have advantage on Strength and Constitution ability checks and saving throws.
- ▶ You gain a +2 bonus to your Defense.
- ▶ If you drop to 0 hit points, you do not fall unconscious, though you continue to make death saving throws and you can still die.

Once you use this enhancement, you cannot use it again until you finish a short or long rest.

Anesthetic Organ. This special cybernetic organ releases pain-reducing drugs into your system whenever you are injured. You have damage reduction 1 against all damage.

Blood Store. This cybernetic organ stores extra blood to be released into your body as needed. You have 2d12 additional hit dice. Note that this does not increase your maximum hit points, and is used only to regain hit points, but it does increase your maximum number of hit dice, and thus the number you recover when you finish a long

rest. You can choose to regain these hit dice before your other hit dice when you finish a long rest.

Cybernetic Organ. This mechanical organ replaces a damaged or missing organ in your body, providing all of the same functions as that organ.

Detox Liver. This enhanced liver detoxifies your bloodstream rapidly and efficiently. You have advantage on saving throws against the effects of poison.

Enhanced Lungs. These cybernetic lungs have incredible capacity. You can hold your breath for 10 minutes longer than normal.

Enhanced Stomach. This cybernetic stomach can digest a wide variety of organic materials. You are immune to ingested poisons, and you can subsist on spoiled or rotten food.

Extra Heart. This additional cybernetic heart improves your circulation and provides redundancy in case of injury. You have advantage on Constitution (Endurance) checks and on death saving throws.

Protected Respiration. These cybernetic lungs, connected to filters in the esophagus, are protected from breathable hazards. You have advantage on saving throws against any effect from inhalation.

LEG AND FOOT ENHANCEMENTS

LEG AND FOOT ENHANCEMENTS

NAME	LOCATION	SURGERY COMPLEXITY	PRICE	STRAIN
Anchored Feet	Replaces Feet	Major	4	1
Aquajet Feet	Replaces Feet	Major	4	1
Concealed Weapon Leg	Replaces Leg and Foot	Major	5	2
Cybernetic Foot	Replaces Foot	Major	4/1	0
Cybernetic Leg	Replaces Leg	Major	4/1	0
Extension Legs	Replaces Legs	Major	5	1
Jet Boost Feet	Replaces Feet	Major	4	2
Power Legs	Replaces Legs (Combinable)	Major	4	2
Quadruped Enhancement	Replaces Lower Torso	Extreme	5	2
Shock Knees	Replaces Knees (Combinable)	Major	5	1
Weapon Leg	Replaces Leg and Foot	Major	5	1
Wheeled Feed	Replaces Feet	Major	4	2

Anchored Feet. These cybernetic feet include reactive grips that keep you from losing your footing. You have advantage on ability checks and saving throws made to avoid being forcibly moved or being knocked Prone. Using this feature destroys any footwear you are wearing.

Aquajet Feet. These cybernetic feet feature special jets that push and pull water, which allow you to swim at high speeds. As long as you do not have shoes or other footwear on, swimming is not difficult movement for you, and you have a swimming speed of 60 feet.

Cybernetic Foot. This mechanical foot not only allows the user to walk on it, but it also provides limited sensory feedback like a biological foot.

Cybernetic Leg. This mechanical leg provides all of the benefits of a biological leg.

Extension Legs. These cybernetic legs utilize telescoping cylinders to change their length. As a bonus action, you can extend or retract your legs to any of the following lengths:

- ▶ **Short:** Your movement speed is reduced by 10 feet, but your stability grants you advantage on ability checks and saving throws made to keep your balance or avoid being forcibly moved or knocked Prone.
- ▶ **Normal:** No effect.
- ▶ **Long:** Your long legs improve your movement speed by 10 feet, but you have trouble balancing. You have disadvantage on ability checks and saving throws made to keep your balance or avoid falling Prone. During a foot chase, you have advantage on Strength (Athletics) checks.
- ▶ **Very Long:** You can extend your legs up to 15 feet, which allows you to reach high places. You can only walk slowly while doing this, reducing your movement speed by 20 feet, and your balance is poor. You have disadvantage on ability checks and saving throws made to keep your balance or to avoid falling Prone.

Jet Boost Feet. These cybernetic feet have built-in jet boosters, allowing you to leap incredible distances. Your long jump is up to 30 feet, and your high jump is up to 15 feet, with or without a running start. Using this feature destroys any footwear you are wearing.

Power Legs. These extremely strong legs grant you amazing sprinting speed. Your movement speed is increased by 10 feet, and your maximum Bulk increases by 2. During a foot chase, you have advantage on Strength (Athletics) checks. In addition, you gain access to the following weapon:

WEAPON	Power Leg
DAMAGE	1d12 bludgeoning
RANGE	Melee
PV	2
BULK	N/A

- ▶ Note that while this weapon is thematically similar to an unarmed strike, it does not count as an unarmed strike for the purpose of talents, feats, etc. You can still make unarmed strikes as normal using your legs if you like.

Quadruped Enhancement. Your lower torso is replaced with a set of four heavy, spider-like legs that radiate from your body, making you extremely fast and stable. Your movement speed is increased by 10 feet, and you have advantage on ability checks and saving throws made to keep your balance, avoid being forcibly moved, or avoid being knocked Prone. During a foot chase, you have advantage on Strength (Athletics) checks.

Shock Knees. These cybernetic knee replacements absorb impact remarkably well. If you are not incapacitated, you have damage reduction 15 against falling damage.

Weapon Leg. This cybernetic leg has a weapon of your choice built into it. You can make attacks with the weapon as if you were wielding it, but if it is a ranged weapon, you cannot move during the same turn you make an attack with it. At the GM's discretion, using this weapon destroys any footwear you are wearing.

Wheeled Feet. These cybernetic feet include retractable wheels, allowing you to travel at high speed. While you are not on difficult terrain and not wearing any footwear, your movement speed is increased by 20 feet. During a foot chase over smooth terrain, you have advantage on Strength (Athletics) and Constitution (Endurance) checks.



MENTAL ENHANCEMENTS

MENTAL ENHANCEMENTS

NAME	LOCATION	SURGERY COMPLEXITY	PRICE	STRAIN
Auto Balance	Software	None	5	2
Auto Targeting	Software	None	5	2
Cyberbrain	Brain	Major	5	1
Dopamine Gland	Brain	Major	5	2
Emotional Regulator	Software	None	5	2
Memory Booster	Software	None	4	2
Mind Port	Skull	Minor	4	0
Muscle Automator	Software	None	5	2
Reflex Enhancer	Software	None	4	2

Auto Balance. You must have a cyberbrain and cybernetic legs to use this implant. This software allows your cyberbrain to automate some of your body's movements, allowing you to keep your balance effortlessly. Moving over difficult terrain is not difficult movement for you, you automatically pass any ability check or saving throw made to keep your balance on precarious or uneven terrain, and you have advantage on ability checks and saving throws made to avoid being forcibly moved or knocked Prone.

Auto Targeting. You must have a cyberbrain and at least one cybernetic eye to use this implant. This advanced targeting software assists you in combat by allowing you to keep steady aim in adverse conditions. You ignore disadvantage on attack rolls due to long range, poor visibility, or being in a moving vehicle. In addition, 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.

Cyberbrain. This miniature computer is implanted inside your brain and functions as an extension of it, which allows you to communicate with it via thought alone, and allows it to automate both cybernetic and biological portions of your body.

The computer is capable of performing any function that a typical smartphone can perform—with the exception of those that require an additional device, such as a light

or a camera—but it is operated mentally, rather than by touch. However, if you have similar enhancements, or can remotely connect to devices, your cyberbrain can operate them.

Optionally, your cyberbrain can be fitted with a wireless internet adapter, Bluetooth, radio, or any other standard form of wireless connection. This allows you to connect to the Internet, make phone calls (if you have a connected microphone), or operate wireless devices, but it also makes you vulnerable to hacking while these features are in use.

If anyone attempts to hack your cyberbrain, you make an Intelligence saving throw in place of an Intelligence (Computers) check to resist. You have advantage on this saving throw, and you can attempt it again at the end of each of your turns. Anyone that gains access to your cyberbrain can control your physical actions.

Euphoria Gland. This special cybernetic gland produces euphoric chemicals in emergencies, allowing you to shrug off fear and doubt. You have advantage on Wisdom saving throws. In addition, should it ever come up, you have advantage on any Charisma (Deception or Performance) check you make to pretend to be happy.

Emotional Regulator. You must have a cyberbrain to use this implant. This software allows your cyberbrain to keep your emotions in check. You can activate or deactivate this software as a bonus action. While the regulator

software is active, you cannot be Distracted or Frightened, and you are immune to any effect that affects your emotions, including beneficial ones.

Memory Booster. You must have a cyberbrain to use this implant. This software allows you to backup your memories in your cyberbrain. You can perfectly recall anything that you have experienced, including all sensory information. You have advantage on Intelligence checks made to recall information that you did not learn during the course of an adventure.

Mind Port. You must have a cyberbrain to use this implant. This external port is connected to your cyberbrain, which allows for wired connection between your cyberbrain and external devices. This is much safer than wireless connection under most circumstances,

but you cannot turn the port off. Anyone with access to the port and a compatible device can attempt to hack your cyberbrain.

Muscle Stabilizer. You must have a cyberbrain to use this implant. This software allows your cyberbrain to keep your muscles stable in case of intense disruption. For example, cutting through electrical interference with more powerful signals and maintaining muscle control through head trauma. You cannot be Stunned.

Reflex Enhancer. You must have a cyberbrain to use this implant. This software allows your cyberbrain to take control of your reflexes, keeping you alert and ready at all times. You cannot be surprised and you have advantage on Dexterity saving throws.

NANITE ENHANCEMENTS

NANITE ENHANCEMENTS				
NAME	LOCATION	SURGERY COMPLEXITY	PRICE	STRAIN
Clotting Nanites	Blood	Trivial	5	1
Immuno Nanites	Blood	Trivial	5/1	0
Resto Nanites	Blood	Trivial	5	2

Clotting Nanites. These nanites provide a rapid clot response to bleeding. You have advantage on death saving throws, and you are immune to any effect that causes you to bleed.

Immuno Nanites. These nanites replace weakened or missing white blood cells, providing all the benefits of a healthy immune system.

Resto Nanites. These advanced nanites provide an improved immune response and help in rebuilding damaged tissue. You have advantage on saving throws against illness, you have advantage on death saving throws, and you are immune to any effect that causes you to bleed. In addition, you recover all of your hit dice, rather than half, whenever you finish a long rest.

SENSORY ENHANCEMENTS

Aural Enhancement. These ultra-sensitive ears allow you to pick up quiet sounds, as well as infrasound and ultrasound: lower and higher frequencies that humans cannot normally hear. You have advantage on Wisdom (Perception) checks based on sound, and you can hear things such as dog whistles and whale calls. Your hearing also adjusts automatically to loud noise, granting you immunity to being Deafened.

Cybernetic Ear. This sensitive device can replace a human ear, allowing the user to hear normally.

Cybernetic Eye. This miniaturized camera can send visual data to the user, replacing an eyeball and allowing for normal vision—even without the need for glasses!

Multispectral Eyes. These cybernetic eyes allow you to see normal light as well as a wide range of other wavelengths. You have the following benefits:

SENSORY ENHANCEMENTS

NAME	LOCATION	SURGERY COMPLEXITY	PRICE	STRAIN
Aural Enhancement	Replaces Ears	Major	4	1
Cybernetic Ear	Replaces Ear	Major	4/1	0
Cybernetic Eye	Replaces Eye	Major	4/1	0
Multispectral Eyes	Replaces Eyes	Major	5	4
Optical Enhancement	Replaces Eyes	Major	4	2
Protected Eyes	Replaces Eyes (Combinable)	Major	4	1
Radar Suite	Brain, Ears	Major	4	2
Radio Implant	Ear, Mouth	Minor	3	0
Reverse Optics	Skull	Major	4	1
Scanner Eye	Replaces Eye (Combinable)	Major	4	2
Targeting Eye	Replaces Eye (Combinable)	Major	5	1

- ▶ You can see infrared light, which allows you to perceive heat. Anything notably different in temperature than its environment, such as living things in most places, cannot be hidden from you if within your line of sight.
- ▶ You can see ultraviolet light. You can see things such as fingerprints and the residue left by blood, even after it has been cleaned.
- ▶ You can see electromagnetism, which allows you to see where electricity is flowing within any device or structure that you can see. This means that you can tell if a machine is powered on, what electronics a person is carrying, what parts of their body are cybernetic, and where wires are running in a wall, floor, or ceiling.



- ▶ You have Nightvision, which allows you to treat poor visibility due to light as normal visibility, and no visibility due to light as poor visibility.
- ▶ You treat poor visibility due to fog, smoke, rain, or other atmospheric conditions as normal visibility.
- ▶ You can see normally underwater.

Optical Enhancement. These cybernetic eyes provide all the functions of normal vision in addition to various improvements:

- ▶ You have Nightvision, which allows you to treat poor visibility due to light as normal visibility, and no visibility due to light as poor visibility.
- ▶ You treat poor visibility due to fog, smoke, rain, or other atmospheric conditions as normal visibility.
- ▶ You can see normally underwater.

Protected Eyes. These cybernetic eyes protect your vision from flashes of bright light and chemical attacks. You cannot be Blinded.

Radar Suite. This discrete radar scanner suite is installed in your ears and connected to your brain, allowing you to “see” using radar pulses. You know the location of every surface, obstruction, moving object, and creature within 30 feet of you, including those around corners. You automatically detect any hidden creature if it moves, and you have advantage on Wisdom (Perception) checks to detect a hidden creature that is holding still. This vision is not perfectly accurate on its own, and it cannot perceive

color or detail. You still have disadvantage on attack rolls against any target that you can’t otherwise see. Without a cyberbrain, it takes a week of practice to get used to this new sense enough to benefit from it.

Radio Implant. Implanted in the ear, this tiny radio can be tuned to AM or FM radio signals, and it can be used to communicate with other radios through a micro-receiver in the mouth. It can be controlled via a connected device, a cyberbrain, or tiny controls built into the ear.

Reverse Optics. These small, hidden cameras are installed in the back of your head and connected to your optic nerves, allowing you to see in all directions simultaneously. No one can sneak up behind you.

Scanner Eye. Software built into this cybernetic eye allows it to scan your environment. You have advantage on Intelligence (Investigation) checks based on sight, and you can see ultraviolet light, which allows you to see things such as fingerprints and the residue left by blood, even after it has been cleaned.

Targeting Eye. This cybernetic eye functions as a normal eye, plus it includes a built-in laser sight that can automatically adjust to focus wherever you are pointing your weapon. This gives you the benefits of a laser sight at all times:

- ▶ 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.



SKELETAL ENHANCEMENTS

SKELETAL ENHANCEMENTS

NAME	LOCATION	SURGERY COMPLEXITY	PRICE	STRAIN
Cyber Marrow	Skeleton	Major	5/1	0
Cybernetic Spine	Replaces Spine	Extreme	5/1	0
Duraplate Bones	Replaces Skeleton	Extreme	5	2
Lift System	Skeleton and Tendons	Major	4	2

Cyber Marrow. This cybernetic material can be infused into bones, providing the same benefits as normal bone marrow.

Cybernetic Spine. This mechanical spine can be used to replace a damaged spine, providing all of the normal functions of a healthy biological spine.

Duraplate Bones. These durable metal bones replace your entire skeleton. You have damage reduction 5 against bludgeoning damage, and your bones cannot be broken or severed by any damage with a PV of 4 or lower.

Lift System. A series of high-tensile cables in place of tendons, along with a set of reinforced bones, allow you to lift significantly more than usual. You have advantage on Strength checks made to lift or move objects, and you can add your Strength modifier to your maximum Bulk twice, instead of just once.



SKIN ENHANCEMENTS

SKIN ENHANCEMENTS

NAME	LOCATION	SURGERY COMPLEXITY	PRICE	STRAIN
Camo Skin	Replaces Skin (Combinable)	Major	5	2
Cyberskin	Replaces Skin	Major	4/1	0
Dermal Grounding	Skin	Major	4	1
Dermal Heating	Skin	Extreme	4	1
Dermal Plating	Replaces Skin	Major	4	2
Fireproof Skin	Replaces Skin (Combinable)	Major	4	1
Reactive Dermal Plating	Replaces Skin	Major	5	4
Subdermal Plating	Replaces Skin	Extreme	5	2



Camo Skin. This cybernetic skin can change color and form patterns. The primary purpose of this skin is blending into your surroundings. So long as most of your skin is exposed, you have advantage on Dexterity (Stealth) checks made to avoid being seen.

Cyberskin. This sensitive and flexible material can be used as a skin graft. When bonded to the body, this skin provides touch feedback, and it can even sweat! This skin can be made to appear as regular skin, or obviously synthetic, at your option.

Dermal Grounding. These electronics are grafted across your skin, providing an easy path for electricity to follow to the ground. You have damage reduction 10 against electrical damage.

Dermal Heating. These advanced heating elements are implanted under the skin and provide heat when your body needs it. You can exist in cold climates as if you were wearing warm clothing, and you have damage reduction 5 against cold damage.

Dermal Plating. This extremely durable cybernetic skin features numerous tiny, dense plates that function as armor. You are always treated as wearing armor with an AV of 3. You are proficient with this armor. If this armor becomes damaged, it is repaired when you finish a short or long rest.

Fireproof Skin. This cybernetic skin is made to be fireproof. You have damage reduction 10 against fire damage, and you have advantage on ability checks and saving throws made to avoid or end the Burning condition.

Reactive Dermal Plating. This cybernetic skin rapidly reacts to damage, hardening the point of impact. You have a +1 bonus to your Defense, and you are always treated as wearing armor with an AV of 4. You are proficient with this armor. If this armor becomes damaged, it becomes undamaged when you finish a short or long rest.

Subdermal Plating. This cybernetic skin provides all the benefits of dermal plating while appearing to be normal skin. You are always treated as wearing armor with an AV of 3. You are proficient with this armor. If this armor becomes damaged, it is repaired when you finish a short or long rest.

OTHER ENHANCEMENTS

OTHER ENHANCEMENTS				
NAME	LOCATION	SURGERY COMPLEXITY	PRICE	STRAIN
Battery Backup	Varies	Minor	3	1
Bio Charger	Varies	Minor	3	0
Cyberbody	Replaces Everything except Brain (Combinable)	Extreme	5/1	0
Cyberlight	Varies	Minor	3	0
Exosuit	External	None	4	1
ID Chip	Varies	Trivial	1	0
Intravenous Port	Varies	Minor	2	0
Pressure Support	Eyes, Lungs, Skin	Extreme	4	1
Screamer	Replaces Vocal Chords	Major	4	4
Storage Compartment	Torso	Major	3	1
Thrusters	Torso	Major	4	4
Vocoder Chords	Replaces Vocal Chords	Major	3	2
Weapon Mount	Varies	Major	4	1

Battery Backup. This tiny but powerful implanted battery can be used to power even energy-hungry devices, providing as much power as a car battery through a port on the skin. After 8 hours of use, however, it must be recharged, which takes an hour plugged into a normal wall socket or wired to a running vehicle. If you have the Synthetic Origin, you can use this battery in order to benefit from a long rest without plugging into another power source. Using the backup battery in this way, however, drains half of its power.

Bio Charger. This small battery implanted under the skin is charged passively by bioelectric current, and it connects to a charging port on the surface of the skin. Devices such as cellphones can be charged using this port as if plugged into any other portable battery.

Cyberbody. This enhancement replaces your entire body with cybernetic prosthetics, leaving only your brain and blood stream as organic components. You are immune to all illnesses except those that affect the brain, and you cannot gain levels of Intoxication. You have advantage on saving throws against the effects of poison.

In addition, your body is now mostly electronic. Whenever you take at least five times your proficiency bonus electrical damage from one source, you suffer disadvantage on attack rolls and ability checks until the end of your next turn.

Cyberlight. This small LED light is typically implanted on the end of a finger or on the forehead, but it can be placed anywhere. It functions like any other flashlight, except that it does not need to be charged and it cannot be either dropped or stolen.

Exosuit. Exosuits are mechanical frames that extend across the wearer's body and allow for mobility with weakened, injured, or paralyzed limbs. Connected to a mind port, an exosuit can even be used to enable fine motor control in the wearer's hands. An exosuit supports its own weight when worn, causing its Bulk to become 0.

Exosuits can also be useful for those not reliant on them. While wearing an exosuit, a user's Strength modifier is always considered at least +2 for the purpose of maximum Bulk. In addition, the wearer has advantage on Constitution (Endurance) checks made to travel long distances on foot.

In addition, other cybernetics can be integrated into an exosuit. These cybernetics provide the same benefits that they would if implanted in the wearer, but only while the person is wearing the exosuit. These cybernetics cannot be Internal, Mental, or Nanite enhancements, and their normal Strain applies.

ID Chip. This tiny chip, usually implanted in the hand, can wirelessly communicate with devices that it is placed near, allowing these devices to verify the user's identity.

Intravenous Port. This external port connects to your circulatory system, allowing intravenous drips and shots to be given without the need to find a vein.

Pressure Support. This suite of enhancements prevents compression and decompression, which allows you to operate in the deep ocean, in a vacuum, or in any other hazardous pressure conditions without penalty.

Screamer. These cybernetic vocal chords allow you to produce sound at incredible volume. When you speak, you can choose to speak loudly enough for everyone within 500 feet of you to hear clearly.

In addition, you can project your voice as a deafening blast. As a bonus action, you can create a 15-foot cone of sound originating from yourself. Each combatant in the area must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + the higher of your Strength, Constitution, or Charisma modifier. On a failed save, a target takes 1d6 explosive damage, ignoring armor, and is Deafened until the end of your next turn. A target cannot Dive for Cover in response to this.

This damage increases as you gain levels—to 2d6 at 5th level and to 3d6 at 9th level.



Storage Compartment. This storage compartment blends into your body and can hold 1 Bulk worth of objects.

Thrusters. This cybernetic jetpack is built into your back. As a bonus action, you can activate these thrusters to gain a flying speed of 60 feet for the next minute. You cannot do so again until you finish a short rest.

Vocoder Chords. These cybernetic vocal chords can produce a variety of sounds, turning your voice into a digital speaker system. You have advantage on Charisma

(Performance) checks made while singing or mimicking another person's voice. If you have a cyberbrain, or wirelessly connect a device to your vocoder chords, you can produce any sound that a cell phone can produce.

Weapon Mount. This enhancement is a hard point built into your body, often on the shoulder or arm, that allows a weapon to be affixed. You can operate this weapon as if you were holding it.

CYBERNETIC SURGERY

Most roleplaying games don't deal much with surgery, but in a game featuring cybernetic enhancements, surgery is an important part of getting, replacing, or repairing enhancements.

Complexity. Surgery comes in four levels of complexity, which account for the time, difficulty, and recovery time of each level of surgery.



SURGERY COMPLEXITY

SURGERY COMPLEXITY

COMPLEXITY	SURGERY TIME	SURGERY DC	EXHAUSTION	RECOVERY TIME
Trivial	1 hour	10	1 level	Normal
Minor	4 hours	15	2 levels	1/Week
Major	8 hours	20	4 levels	1/Week
Extreme	24 hours	25	4 levels	1/Month

Trivial surgeries are typically outpatient procedures performed on external portions of the body or done through a series of transfusions. Cybernetic nanite implantation, for example, is a trivial surgery.

Minor surgeries might be somewhat invasive, but the recovery is quick. For example, small incisions that allow cameras and tools to be brought to internal organs with little risk to the patient are minor. Small internal cybernetics can be implanted with minor surgery.

Major surgeries are invasive and often involve repairing, replacing, or removing organs or limbs. Cybernetic organs and limbs are implanted with major surgery.

Extreme surgeries are massive undertakings that affect large portions of the body, or that require incredible precision. Operating on the brain or spine, implanting cybernetic spines, installing quadruped enhancements, and other full-body modifications are typically extreme surgeries.

Surgery Time. This is the time that it takes to complete the surgery without rushing. This time can be cut in half by rushing, but it makes the surgery both more difficult and more risky to perform. If the surgery is interrupted before it is finished, it automatically fails.

Surgery DC. To perform the surgery, a surgeon must make both a Dexterity (Sleight of Hand) check and an Intelligence (Medicine) check against this DC. The DC is reduced by 5 if the surgery is performed in a well-stocked, well-maintained hospital. However, the DC increases by 5 if the surgery is rushed.

If both checks succeed, the surgery is a success. On a failure, something has gone wrong: the cybernetics are not implanted, the injury is not treated, or the illness is not cured. The GM has discretion to determine the state that the patient ends up in, but they are stable.

If a natural 1 is rolled on either check, the surgery not only fails, but the patient is also immediately reduced to 0 hit points.

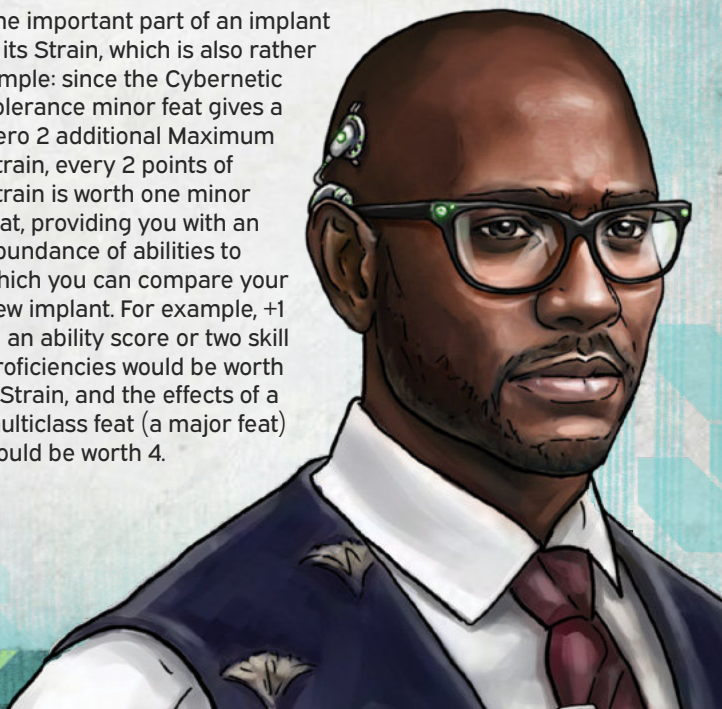
Exhaustion. The patient suffers exhaustion after the surgery, whether it was successful or not.

Recovery Time. Levels of exhaustion caused by undergoing surgery (except trivial surgery) take longer to remove than normal, as described in this column. The patient can recover from only one level of this exhaustion for each week or month that passes after the surgery.

CREATING NEW CYBERNETICS

You or your players might want to introduce cybernetics not found in this book to the game, and doing so is relatively easy. The Price level, surgery complexity, and location of a cybernetic implant are mostly aesthetic, so freely change these without worrying about game balance. A new implant has whatever values you feel is narratively appropriate.

The important part of an implant is its Strain, which is also rather simple: since the Cybernetic Tolerance minor feat gives a hero 2 additional Maximum Strain, every 2 points of Strain is worth one minor feat, providing you with an abundance of abilities to which you can compare your new implant. For example, +1 to an ability score or two skill proficiencies would be worth 2 Strain, and the effects of a multiclass feat (a major feat) would be worth 4.



CHAPTER 10 GEAR

Everyday Heroes uses the word “gear” to generally describe any personal property that doesn’t fall under the category of Combat Equipment or Vehicles.

GEAR

GEAR			
ITEM	PRICE	BULK	PROPERTIES
Combat Pharmaceuticals	2	0	restricted
Emergency Radio Beacon	2	0	
Glow Sticks	1	0	
Nuclear Batteries	4	Varies	
Trenching Tool	1	1	
VHF Tracking Device	3	1	



Combat Pharmaceuticals. Militaries around the world have historically used a wide range of drugs to enhance performance, blunt the pain of injuries, and boost morale. During the 1970s and 1980s, the US military experimented with a number of combat drugs, including painkillers for injuries, stimulants for long missions, and depressants to fight combat stress. The use of these drugs was discontinued or more tightly regulated after studies showed significant rates of addiction and other health issues from their use. Refer to the optional Drug Rules from the *Everyday Heroes Core Rulebook* when using combat pharmaceuticals outside the context of the combat medic's "Just Take This" plan.

Emergency Radio Beacon. Using a very high frequency (VHF) radio signal, an Emergency Radio Beacon can both send out a signal to alert anyone close enough to monitor the frequency and also allow your position to be triangulated with a VHF tracking device. These devices can be small enough to be discrete, although the smaller the device, the faster the power runs out. Most devices will broadcast for a minimum of 24 hours before they stop signaling.

Glow Sticks. These chemical-based lights encased in plastic tubes were first invented in the 1960s, but didn't become popular until the 1980s, when the latest versions allowed the user to activate them by bending the durable plastic tube. While they don't cast a great deal of light, they are easily portable, waterproof, and great for

emergency situations. Glow sticks provide dim light up to 20 feet from the source and last for about six hours.

Nuclear Batteries. These batteries convert radiant energy into electricity. They provide power for quite a long time and generally emit low levels of radioactivity, posing minimal risk. They were commonly found in satellites and other devices where changing the battery would be either impossible or prohibitively expensive. Heavy reliance on nuclear power sparked by sustained international oil shortages dramatically increased the supply of material used for these batteries, and so they became much more commonplace starting in the late 1980s.

Trenching Tool. Trenching tools are collapsible shovel/pick combinations designed for digging trenches, latrines, foxholes, and other simple earthworks. This tool or any like it grants advantage on Strength (Athletics) checks made to construct earthworks.

VHF Tracking Device. These tracking devices emit a very high frequency signal. By using multiple directional antennas, the device's exact location, as well as its direction of movement, can be tracked at a distance.

A portable directional antenna may be used to pursue a target with a tracking device. The unit provides the user with a distance and direction to the target. The unit must maintain contact with the other receivers in the network to function.

EXTRAORDINARY GEAR

EXTRAORDINARY GEAR

ITEM	PRICE LEVEL	BULK	PROPERTIES
Antiviral Injection (Go-Shot)	3	0	Restricted
Command connect helmet	2	0	
Cyber Display	3	1	
Cyber Headset	3	0	
Designer Virus	6	0	Restricted
Holographic Coating	3-4	0	
Hologram Projector	3	4	
Hologram Projector, Advanced	4	1	
Life-Guard Ballistic Vest	2	3	
Scanalyzer	3	1	
Survival Pod	4	NA	
Vascular Explosive Shot	4	0	Restricted

Antiviral Injection (Go-shot). The Go-shot is a cocktail of drugs that renders most people largely immune to viral, bacterial, and fungal infection for 24 hours. The potent drugs do have significant long-term side effects, however, including kidney failure, lymphoma, and heart disease. As a result, it tends to be used only by the military as a pre-mission injection or by medical personnel working in high-exposure environments in which personal protection gear isn't sufficient or feasible.

Coms Helmet. These ballistic armor helmets have integrated secure cellular communication and video-recording features. They allow any level of military command to communicate securely with personnel, as well as to let teams communicate with each other. Soldiers and commanders can view the battlefield from anyone's perspective, which allows for advanced coordination.

Cyber Display. This tablet display, when connected to a mind port, allows a user with a cyberbrain to display their thoughts directly on the screen. Various apps are available for users to show text, images, or mood, and some displays are designed to be worn over the user's face.

Cyber Headset. This headset features a Nightvision camera, earpiece, and radio, as well as a display over one eye of the wearer. The headset provides real-time audio and video to the wearer's allies or command center, and it can be plugged into a mind port to allow the wearer's commanding officers to access a wearer's cyberbrain remotely.

Designer Virus. A bioweapon that only infects targets with specific sequences in their DNA. In theory, such a virus could be created to target a specific individual, members of a specific family, or anyone with a specific genetic trait or marker. Such weapons are highly regulated, and typically forbidden both by local laws and international treaties.

Life-Guard Ballistic Vest. The Life-Guard hostile encounter vest is a medium ballistic vest with integrated health monitoring and first aid features. It is always worn with a coms helmet that transmits the soldier's health data in real time. In case of critical injury, the vest can administer a small range of pharmaceuticals, done manually by the soldier, by remote command, or automatically based on the emergency AI diagnosis.

If the wearer drops to 0 hit points while wearing the life-guard vest, the vest automatically stabilizes them. It must be re-supplied during a short rest before it can be used again.

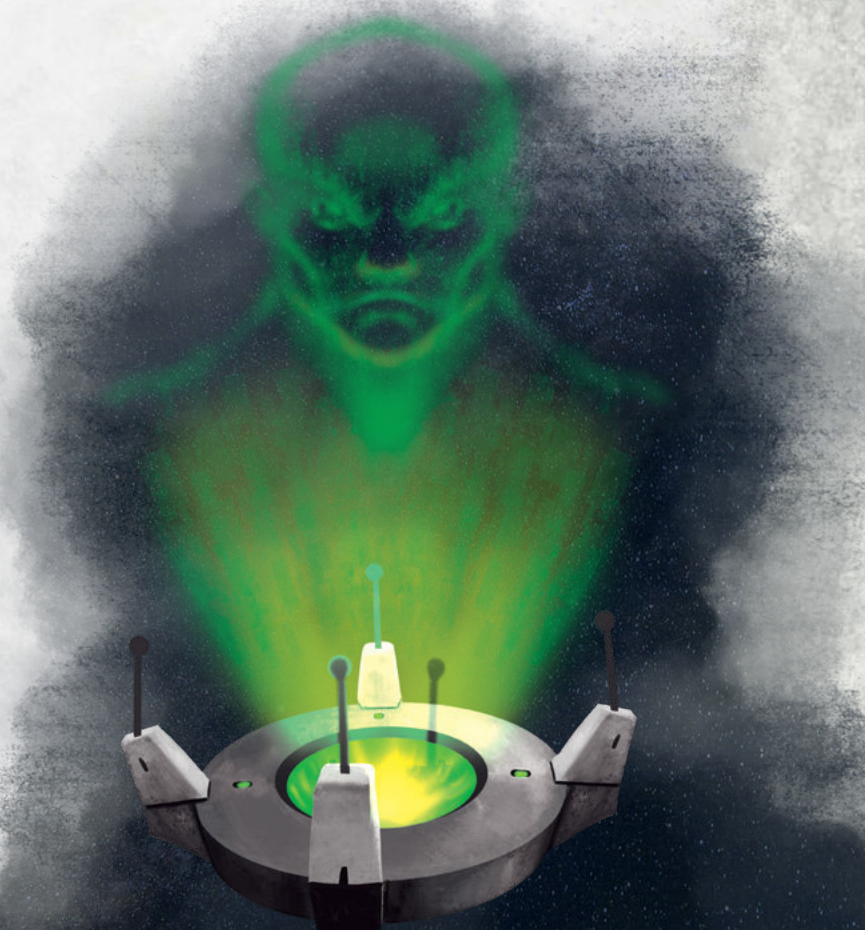
Holographic Coating. This material can coat surfaces such as clothing, jewelry, or even acrylic nails. With the use of a small, wirelessly connected device, the color of the coating can be changed to any the user desires. At a Price level of 4, it can create patterns. If this coating is applied to the majority of a hero's clothing, it grants them

advantage on Dexterity (Stealth) checks to blend in with any environment while not moving.

Hologram Projector. Holographic projectors can create a three dimensional image in open air spaces. The projections work best in low light conditions in which they appear almost entirely lifelike. This bulky but technically portable device can project three-dimensional images in the air above it, up to 2 feet tall and 1 foot wide. These images are a single color, usually blue or green, and transparent, so they don't make for convincing illusions.

Hologram Projector, Advanced. Early Holographic Projectors (like the one above) were fairly bulky, about the size of a briefcase, but newer advanced projectors can be the size of a fountain pen. Projections have a range of up to 10 feet from the projector.

Scanalyzer. The Scanalyzer is a portable device useful in analyzing organic and inorganic discoveries in the field. It is part tablet computer, part scanner that detects and emits a wide range of sonic, electromagnetic, optic, and radiometric signals. It analyzes both the visible surface and the interior of objects, providing information about their composition and structure, which is then compared to extensive databases of known samples. It can also be used to capture and analyze a vast array of transmission frequencies, and also to broadcast similar signals. While anyone trained in the device can operate it, most of the information it provides is of little use to anyone without the scientific knowledge to put the data to practical use.



Survival Pod. This egg-shaped apparatus is large enough to hold a single person and sturdy enough to protect them from crash forces up to terminal velocity. It also offers protection against extreme temperatures and a wide range of ordnance, including small explosives. Survival Pods typically include tracking devices, parachutes, emergency food and water supplies, and 24 hours of emergency oxygen.

These pods are designed to survive airplane crashes, natural disasters, and other catastrophic events. They float in water when sealed and deploy a parachute in the event of a free fall greater than 300 feet. They were initially created through DARPA for use in the military, but quickly became approved for commercial use. They are most often purchased by the ultra-wealthy for use on their private aircraft and yachts.

Vascular Explosive Shot. This micro-explosive is implanted on the inside walls of vascular tissue. When detonated, they cause severe internal bleeding. They are small enough that they can be introduced to a victim through injection.

Once injected, the explosives are either triggered or disarmed by certain frequencies of x-ray radiation. Unfortunately, the devices also decay naturally over time,

resulting in the device detonating. This flaw in the device made them useless for their intended purpose: as a means of effectively controlling prisoners with a minimal cost and almost no direct contact.

The flawed devices are now more commonly used with spies or when using prisoners as short-term soldiers and saboteurs. Carriers either complete their mission and then return home for deactivation, or they die. When injected directly into heart tissue, the explosives are always fatal. When used in a major artery, the victim can survive with sufficient and immediate medical aid. In most other locations, the bleeding is significant but rarely life-threatening.

Vascular Explosive Shots cannot be administered in combat. They can be given only to a willing recipient, or an unconscious victim. A DC 13 Intelligence (Medicine) check is needed to place them in the desired location. Placed in the heart tissue, they cause instant death when detonated. Placed in an artery, the victim is dropped to 0 hit points immediately. In any other location, they cause 1 explosive damage. They cannot be detected except with specialized medical equipment that is sensitive enough to identify microscopic metal devices in the body.

TRAPS

Traps are both something to watch out for as well as tools that heroes can use to get the better of their enemies. The *Everyday Heroes Core Rulebook* has most of the basics covered, but here are four more traps commonly used in conventional and unconventional warfare.

GRENADE TRAP

Grenade traps combine some kind of triggering mechanism, usually a trip wire attached to a grenade with its safety feature disengaged, so that the trip wire will activate the grenade. The tripwire can be strung across a gap, attached to a door, or placed with another device such that when the device is moved the grenade is activated. Because hand grenades have a four- to five-second fuse, a victim who identifies the trap in time can often evade the blast even after it is activated.

Materials: Grenade, wire

Setup Time: 5 minutes

Effect: Anyone activating the tripwire sets off the grenade. The victim can make a DC 15 Perception check to detect the grenade, allowing them to Dive for Cover. If they fail, they suffer the full effects of the grenade.

Difficulty: DC 10 to set, DC 15 to detect, DC 5 to disable



PART 2 | EQUIPMENT

MINEFIELD

Minefields are areas used to manipulate or hinder enemy movement through the deployment (or concealment) of mines. Most often, they are used to funnel enemy forces onto a desired path, but they also prevent enemy forces from advancing through the field (or delay and damage those that make the attempt). Some minefields involve hidden mines, while others are made simply by scattering visible mines over an area. Minefields can be relatively small, or they can stretch for miles of territory. The types of mines can also vary, with anti-personnel and anti-vehicle mines the two most common types. Deploying both anti-personnel and anti-vehicle mines together makes it especially difficult to clear a minefield. The statistics here assume that you are creating a hidden minefield with carefully concealed mines. The effect depends on the type of mines used.

Material: 10 mines per 50-foot-square area

Setup time: 1 hour for a 50x50-foot area

Effect: Anyone or any vehicle activating the minefield suffers the effects of the mines while traversing the field.

Difficulty: DC 10 to set, DC 20 to detect, DC 15 to disable

- ▶ Note that specialized tools like a metal detector or ground-penetrating radar can greatly decrease the difficulty for detecting a minefield, or even grant automatic success when used methodically and outside of combat.

ROCKFALL TRAP

A rockfall trap involves a tripwire or other trigger mechanism connected to a platform, plate, or net that is holding heavy objects—such as a collection of large rocks—and keeping them from falling. When the trigger is activated, the plate is released and the rocks fall on the victim. These are not the most reliable traps, since it is difficult to ensure that the rocks will hit the target.

Materials: Wire, stones or other heavy objects, a platform, plate, or net to hold the objects

Setup Time: 20 minutes

Effect: Anyone activating the tripwire takes 1d12 damage.

Difficulty: DC 20 to set, DC 15 to detect, DC 5 to disable

SPRING SPIKE TRAP

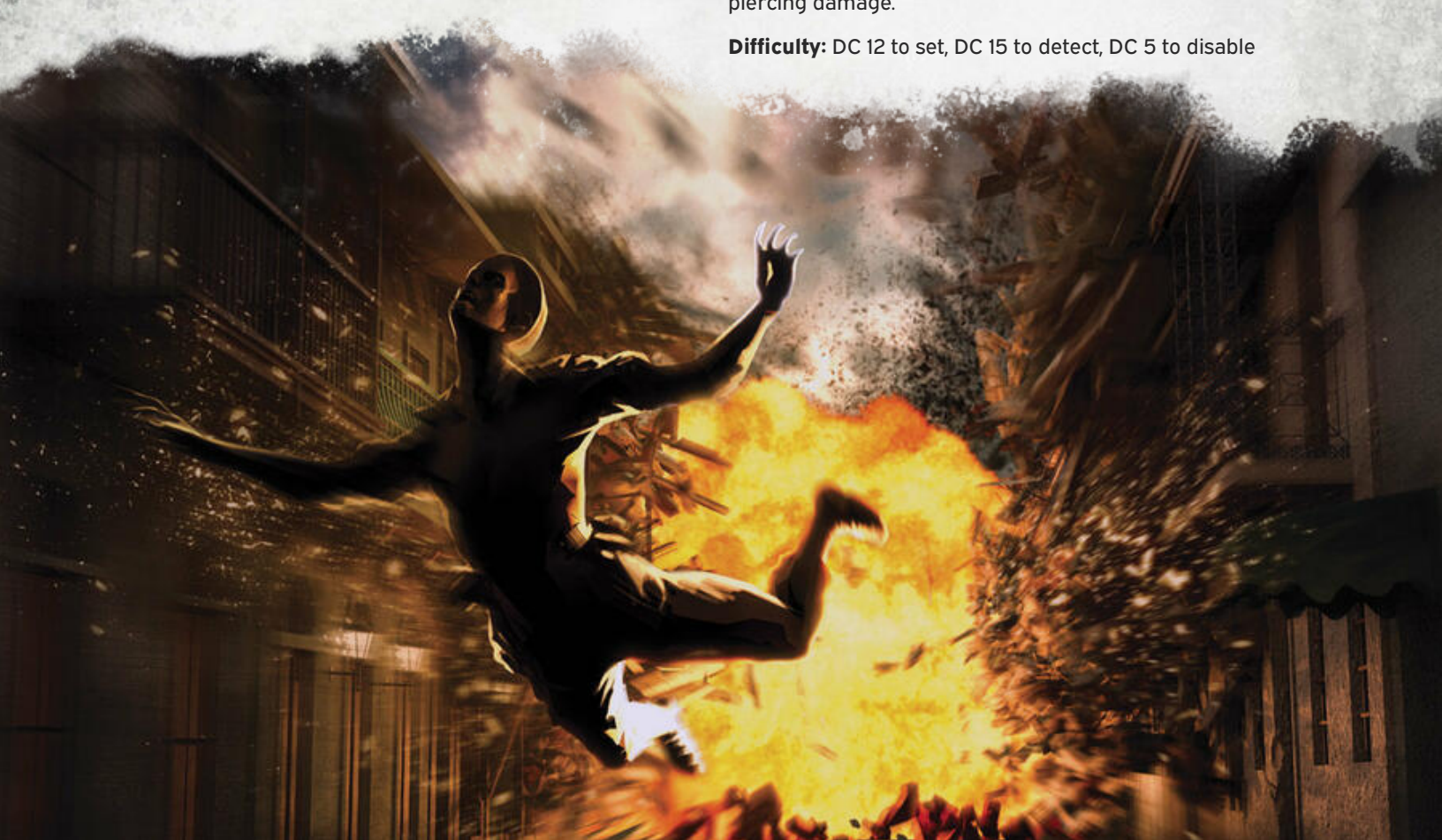
A supple branch is positioned under high tension with a series of wooden spikes attached to it with twine. A tripwire leads to a trigger that releases the branch to swing violently into anyone standing over the tripwire, impaling them with the spikes.

Materials: Fresh wood, a knife, twine or vine

Setup Time: 20 minutes

Effect: Anyone activating the tripwire takes 1d10 piercing damage.

Difficulty: DC 12 to set, DC 15 to detect, DC 5 to disable



CHAPTER 11

VEHICLES

Everyday Heroes was largely designed to use vehicles for chase scenes or for personal combat that takes place from inside or on vehicles. This said, quite a few of the **Cinematic Adventures** featured real-world combat vehicles and weapon systems made for them. Unlike in the *Everyday Heroes Core Rulebook*, these vehicles are very specific rather than general classes of vehicles. Nonetheless, the ones listed below make good models for similar vehicles and vehicular weapons.

CIVILIAN VEHICLES

CIVILIAN LAND VEHICLES

VEHICLE	PAX	STR	DEX	CON	AV	PRICE	TOP SPEED	PROPERTIES
Bullet Train	40 per car	+8	-	+8	2	6	200 mph	Enclosed, Gargantuan, Stable, Rails
Police SUV	5	+3	+2	+3	2	2	150 MPH	All-Terrain, Huge

CIVILIAN AIR VEHICLES

VEHICLE	PAX	STR	DEX	CON	AV	PRICE	TOP SPEED	PROPERTIES
Aérospatiale SA341G Gazelle	6	+8	+2	+1	2	4	190 MPH	Enclosed, Large
Glider	1	+0	+4	+0	1	4	300 mph	Airspeed

Bullet Train. So-called bullet trains are streamlined trains designed to travel at high speeds over long distances. They make infrequent stops and typically link major metropolitan centers together. Traveling at up to 200 mph, they are an efficient alternative to air travel, and considerably more comfortable in most cases.

Aérospatiale SA341G Gazelle. The Gazelle helicopter is in service in multiple countries, and often doubles for enemy helicopters in films and television. It is a lightweight aircraft intended for observation roles, but large enough to also act as an air ambulance.

Glider. Gliders are lightweight planes with no propulsion system. They are pulled into the air by another plane and use gravity to generate the speed needed to give lift to the wings. They are highly maneuverable by skilled pilots and have the advantage of moving nearly silently.

Police SUV. Essentially, this is a bigger police car with improved off-road capability and more power to use in situations such as ramming vehicles or demolishing barricades.



MILITARY AIR VEHICLES

MILITARY AIR VEHICLES								
VEHICLE	PAX	STR	DEX	CON	AV	PRICE	TOP SPEED	PROPERTIES
CH-47 Chinook	38	+3	+0	+6	2	5	185 mph	Enclosed, Huge
CH-53 Sea Stallion	40	+2	+2	+8	3	5	165 mph	Enclosed, Huge
Mi-24D Hind	10	+8	+2	+1	2	4	208 MPH	Bulletproof, Crew (Pilot, Co-Pilot)
UH-1 Iroquois (Huey)	15	+0	+4	+4	2	4	125 mph	Crew (Pilot, Co-Pilot, Engineer), Enclosed, Huge

CH-47 Chinook. The Chinook is a transport helicopter used to move troops and equipment from point A to point B. It can airlift up to 24,000 lb safely—nearly the weight of the aircraft itself! When configured for paratroopers, the Chinook comfortably carries a team of 36. The Chinook is lightly armored to maximize its carrying capacity, and is therefore usually deployed in secure airspace.

CH-53 Sea Stallion. The CH-35 is a workhorse transport helicopter, primarily used for heavy lifting in combat zones. At only 8,000 lb, its carry weight is significantly lower than the Chinook’s, but it can carry a slightly larger contingent of soldiers: 38 in most circumstances. Its biggest advantage over the Chinook is that it is more heavily armored and is designed to fly into combat zones. It was often used to recover other downed aircraft during the Vietnam War.

Mi-24D Hind. This armored bathtub of a helicopter was a Soviet cross between a gunship and a utility helicopter. Its typical weapon load-out included a YakB 12.7mm Gatling gun and one UB-16 or UB-32 rocket pod under each wing. It can carry eight soldiers.

UH-1 Iroquois (Huey). The Huey was the all-purpose combat helicopter for the US Army during its time in Vietnam, and it became an iconic symbol of the war. It is used for reconnaissance, transport, and assault, and can be fitted with a wide range of integrated weapons. Its crews often include a door gunner, especially when used as a troop transport.

MILITARY LAND VEHICLES

MILITARY LAND VEHICLES								
VEHICLE	PAX	STR	DEX	CON	AV	PRICE	TOP SPEED	PROPERTIES
T-62 Tank	4	-4	-2	+10	5		25 MPH	All-Terrain, Bulletproof, Crew (Commander, Driver, Gunner, Loader), Enclosed, Huge, Restricted
T-72 Tank	3	-2	-1	+10	5		45 MPH	All-Terrain, Bulletproof, Crew (Commander, Driver, Gunner, Loader), Enclosed, Huge, Restricted
ZSU-23-4 Shilka SP AA Gun	4	-5	-4	+10	5		19 MPH	All-Terrain, Bulletproof, Crew (Commander, Driver, Gunner, Radar Technician), Enclosed, Huge, Restricted



INTEGRATED VEHICLE WEAPONS

WEAPON	DAMAGE	RANGE	ROUNDS	RELOAD	PV	PROPERTIES	PRICE	BULK
23mm 2A7 Autocannon	2d8 explosive	1200 /2400	Belt	Action	3	Belt, Full-Auto, Heavy, Loud, Integrated, Restricted	4	n/a
115mm U-5TS Tank Main Gun	8d6 explosive	4000 /8000	1	Action	6	Artillery, Loud, Integrated, Restricted, Slow-Firing	5	n/a
125mm 2A46M Tank Main Gun	9d6 explosive	4000 /8000	1	Action	6	Artillery, Loud, Integrated, Restricted, Slow-Firing	5	n/a
B-17 ball turret	3d10 ballistic	1,200 /2,400	400	5	-	Belt, Full-Auto, Heavy, Loud, Stationary, Restricted	4	n/a
Browning M3 Dual AA Guns	4d6 explosive	1200 /2400	Belt	Action	3	Belt, Full-Auto, Heavy, Loud, Integrated, Restricted, Stationary, Two-Handed	4	8
Door Gun (M60)	2d10 ballistic	900 /1,800	100	4	-	Belt, Full-Auto, Heavy, Loud, Stationary, Restricted	3	6
DSHK Machine Gun	2d10 ballistic	1200 /2400	Belt	Action	5	Belt, Full-Auto, Heavy, Loud, Restricted, Stationary, Two-Handed	4	8
GE M134 Minigun	2d8 ballistic	1200 /2400	Belt	Action	5	Belt, Full-Auto, Heavy, Loud, Integrated, Restricted, Stationary, Two-Handed	4	8
Harpoon Cannon	4d6 explosive or piercing	90/180	1	Action	3	Heavy, Loud, Slow-Firing, Stationary	4	8
M19 60mm Mortar	4d8 explosive	220 /660	1	Action	3	Artillery, Heavy, Loud, Restricted, Stationary, Two-Handed	4	8
M-40 Recoilless Rifle	10d6 ballistic	2,200 /4,400	1	Special	6	Artillery, Loud	4	n/a
M61 Vulcan Autocannon	6d8 ballistic	1,000 /2,000	500	5	-	Belt, Full-Auto, Heavy, Loud, Stationary, Restricted	5	n/a
PKT Coaxial Machine Gun	2d8 ballistic	1200 /2400	Belt	Action	4	Belt, Full-Auto, Heavy, Loud, Restricted, Integrated	4	n/a
YakB 12.7mm Gatling Gun	2d10 ballistic	1200 /2400	Belt	Action	5	Belt, Full-Auto, Heavy, Loud, Integrated, Restricted, Stationary, Two-Handed	4	8
UB-S-5 Rocket Pod	10d6 explosive	2 miles	16 or 32	-	5	Loud, Integrated, Restricted	5	n/a

VEHICLE DESCRIPTIONS

T-62 tank. The Soviets introduced this medium tank in 1961. It was the first production tank with a smoothbore gun. More than 22,000 were built before production ceased in 1975. This was the granddaddy of all modern Soviet and Russian tanks, introducing many features that are now standard. It was exported around the globe, and made under license in many places.

T-72 tank. This Soviet main battle tank was an evolution of the T-64, intended to improve reliability and to reduce costs. It is in service in over 40 countries around the world, and although both Russia and China have both replaced it, modernized T-72s remain in production today.

ZSU-23-4. The “Shilka” self-propelled anti-aircraft system had its own radar dish to identify and track enemy aircraft, and four 23mm 2A7 autocannons, two mounted on each side of the vehicle turret, to shoot them down. Afghan soldiers called Shilkas “sewing machines” for the sound that the cannons made when firing. Americans often referred to it as “Zeus” or “the Zeus monster” from “ZSU.” Although it hasn’t been produced since 1980, thousands remain in service around the world.

INTEGRATED VEHICLE WEAPON DESCRIPTIONS

23mm 2A7 autocannon. Four of these cannons provided the main armament of the ZSU-23-4 anti-aircraft vehicle. Anti-aircraft guns fire explosive rounds with special fuses set to detonate in proximity to their targets in order to increase the chance of a hit. They are rarely situated such that they can fire at ground targets.

115mm U-5TS tank main gun. This smoothbore tank gun was the primary armament on T-62 tanks. Main guns of tanks are most commonly used as mobile artillery and for fighting other armored vehicles.

125mm 2A46M tank main gun. This smoothbore tank gun was the primary armament of several Soviet tanks, including the T-72. It fires somewhat larger munitions than its U-5TS counterpart.

B-17 ball turret. Ball turrets were mounted on World War II bombers like the B-17 to provide anti-aircraft support for the slow-flying planes. The turret’s weaponry consists of twin Browning .50 caliber machine guns, powerful enough to knock any plane of the era out of the sky with a good hit.

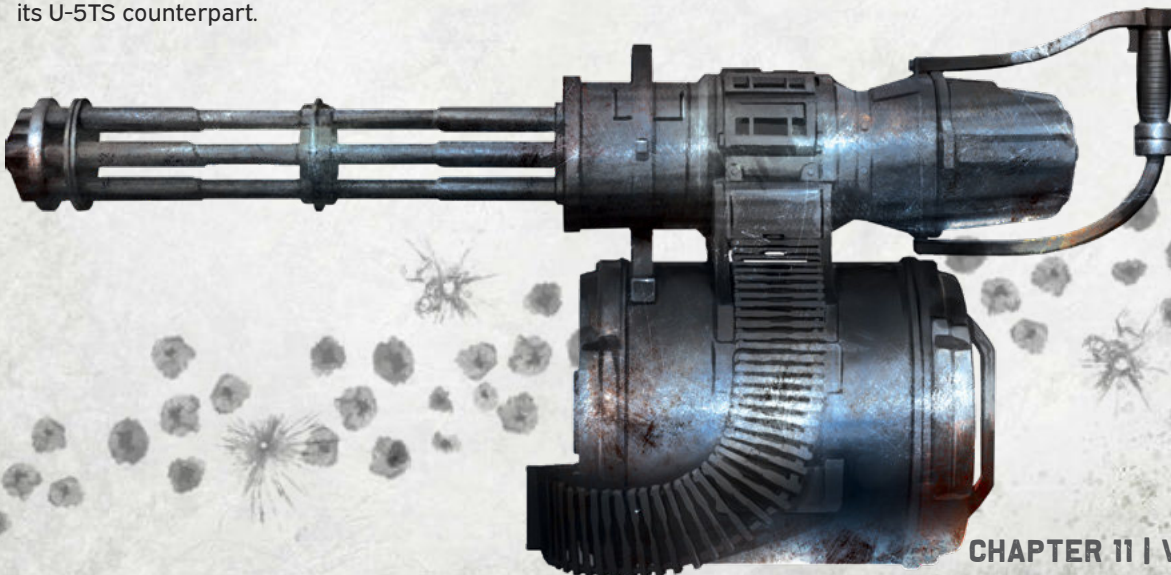
Browning M3 dual AA guns. This is a variant of the Browning M2 machine gun made for use in aircraft and anti-aircraft mounts. Unlike the M2, the M3 had massive pneumatic buffers to reduce the impact of recoil. Dual mounts might appear as emplaced anti-aircraft weapons or door guns on helicopters.

Door gun. Door guns are manned medium machine guns designed to be fired from the open side doors of a helicopter. They are intended primarily to suppress ground forces when embarking or disembarking troops, but are sometimes used against other vehicles. Originally, these were mounted on a spindle, but gunners found that they were more maneuverable if suspended from a cable instead.

DSHK machine gun. The DShK is a mounted heavy machine gun, the Soviet equivalent of the American M2. Like the M2, it is a pre-WWII design still in use today. For infantry use, it came mounted on a low, wheeled cart so that no one had to carry the weapon. It is typically crew served and used in the anti-aircraft role.

GE M134 minigun. Despite the name, this 7.62mm NATO rotary machine gun is not “mini.” And, due to both its weight and its need for an external power source (and despite what you may have seen in movies), it is not portable. Its six-barrel design allows extremely high rates of fire without overheating any one of the barrels. The US military initially mounted them in dedicated gun pods on aircraft. Eventually, turreted versions were added to aircraft like the AH-1 Cobra.

Harpoon Cannon. Mounted on a swivel, this massive gun fires a huge, barbed, explosive-tipped harpoon attached to a steel cable. It’s designed to both kill the target whale and hook them with a steel line, so that they can be secured. The other end of the cable is generally attached to a winch.



M19 60mm mortar. Calling for artillery support can take time, both to receive priority and to get the support accurately on-target. Infantry commanders preferred having mortars directly under their control, and the M19 was one of the lighter versions in the US military. But it still required a crew to carry the weapon, baseplate, bipod, and ammunition. The M19 began development in 1942, and saw use in both Korea and Vietnam. Many were sold off after the new 60mm mortars entered US service.

M40 Recoilless Rifle. A recoilless rifle is a lightweight artillery piece weighing only 500 lb, making it easy to transport by a jeep or other light vehicle. Unlike other cannons, it vents ignition gasses through the back of the gun. The benefit of rear venting is that the gun is lighter and has minimal recoil, but it also makes the gun incredibly loud and easy to spot when it fires its 20 lb artillery shells. It takes 5 actions by an operator to load, but was typically used only to fire a single shot, after which it would be moved to avoid return fire.

PKT coaxial machine gun. This variant of the 7.62mm PK machine gun was mounted coaxially (parallel) with the main guns on Soviet tanks. Coaxial machine guns allow tank gunners to engage infantry targets without having to waste main gun ammunition.

UB S-5 rocket pod. These rocket pods, with their distinctive conical heads, were mounted on Soviet aircraft for ground-attack missions. They vary in the number of rockets they contain (16 or 32). The rockets are unguided, so they are generally used against stationary or slow-moving targets.

YakB 12.7mm Gatling gun. Depending on what source you use, you may see this listed as a rotary cannon or a machine gun. In the 1970s, many weapon designers tried to find ways to increase firepower without increasing recoil force. One solution was to reach back to the 19th-century Gatling gun, a weapon with multiple barrels. This is one such weapon. It was mounted in the under-nose turret of Hind gunships.

IMPROVISED VEHICLE MODIFICATIONS

For as long as there have been vehicles, people have been modifying them. The following list includes vehicle modifications of the sort that you might find at a demolition derby, street race, or in a vehicle-obsessed post-apocalyptic world.



IMPROVISED VEHICLE MODIFICATIONS TABLE

ADJUSTMENTS

NAME	STR	DEX	CON	AV	PRICE	PROPERTIES
Armor Plating	-4	-2	+2	3	2	Special
Body Spikes	-1	-1	-	-	1	Special
Booster System	-	-	-	-	3	Special
Decorations	-	-	-	-	2	Special
Flood Lights	-	-	-	-	2	Special
Hot Rodded	+3	-	-1	-	3	Special
Oil Slick Device	-	-	-	-	2	Special
Ram	-2	-2	-	3	2	Special
Roll Cage	-1	-	+2	-	2	Special
Smoke Cloud Device	-	-	-	-	2	Special
Spike Dropper	-	-	-	-	2	Special
Spotlight	-	-	-	-	3	Special
Steam Engine	-2	-	-2	-	2	
Sunroof	-	-	-	-	2	
Suspension Tuning	-	+2	-	-	2	
Technical	-1	-	-	-	2	
Tire Spikes	-	-1	-	-	1	Special

Armor Plating. By welding metal plates onto a vehicle, you can give the vehicle additional protection against attacks, collisions, and crashes, but you also take a reduction in its speed and maneuverability due to the added weight. Without the ability to make bulletproof glass, the only way to secure windows is to cover them with steel plates or slats. *Armor plates give a vehicle an Armor Rating of 3.*

Body Spikes. Body spikes are anti-personnel defenses that deter grappling and make the vehicle more dangerous to board and to pedestrians. Body spikes can be literally spikes, but they can also be razor wire or anything that makes it dangerous to leap onto the vehicle. *Body Spikes deal 2d6 damage to anyone who tries to jump onto or is struck by the vehicle. Note that this damage is in addition to normal crash damage that a victim would take for being struck.*

Booster System. A booster system gives a vehicle a short, sudden boost of speed. This could be a nitrous-oxide booster, a rocket, a jet engine, or some other contraption.

The system can be engaged using a Reaction any time the driver makes an ability check that uses the vehicle's Strength modifier. The Booster System gives advantage on the check and increases the vehicle's speed by one category. The Booster System can't be used again until after the driver has a short rest (during which they service the system).

Decorations. What could be cooler than fitting out your sweet ride with a set of crystal chandeliers that light up the night as you cruise the mean streets? Nothing, that's what! *A hero who arrives in a vehicle sporting elaborate decorations or other fantastic aesthetic embellishments gains advantage on the first Charisma check they make with anyone who witnessed their arrival.*

Flood Lights. Designed to light up the area around a vehicle, flood lights grant visibility to the occupants or those near the vehicle. *Flood lights provide bright illumination up to 20 feet from the vehicle and dim light up to 40 feet from the vehicle. Directing a floodlight at a target requires an action in combat.*

Hot Rodded. A hot-rod car is tuned for street racing by upgrading to a larger custom engine, and stripping the car of luxury components that add unnecessary weight. This weakens the vehicle's integrity somewhat, but it sure looks cool and goes fast! A Hot-Rodded car increases its maximum speed by 20%. Generally, in the real world, sports cars and race cars cannot be hot-rodged as they are already designed for high performance.

Oil Slick Device. Using a pressurized tank and spray nozzle, an oil slick is created behind a moving vehicle, which creates a hazard for any pursuer. *A driver can deploy the oil slick as an action when a target vehicle is close behind. The target vehicle risks a crash. This device cannot be used again until after the driver has had a short rest (during which they can refill the system).*

Ram. Many vehicle rams are modified plows, but they can also be built from scratch. They are designed to protect the front of the vehicle when ramming other vehicles, and to inflict greater damage. The front frame of most vehicles needs reinforcement to distribute the force of impact. Like adding armor, a ram both increases the weight of the vehicle and reduces maneuverability. *The Ram gives a vehicle +1 Penetration Value for the damage it deals during a crash. The Ram also counts as Armor Value 3, but only for the front end of the vehicle.*

Roll Cage. A roll cage is a metal frame that surrounds the cabin of a vehicle and can withstand the vehicle rolling over to protect its driver and passengers during a violent crash. *If a vehicle has a Roll Cage, and a passenger has safety equipment, when making their saving throw to reduce their damage from the crash they take half damage on a failed saving throw and no damage on a successful saving throw.*

Smoke Cloud Device. A chemical smoke agent, such as a set of smoke grenades, can be mounted on the back of a vehicle to create a thick cloud of smoke when activated. This device can only be activated once, after which it must be replaced. *The Smoke Cloud Device heavily obscures vision for any person or vehicle behind and within 30' of the vehicle creating the smoke cloud. The effect lasts until the start of the driver's next turn.*

Spike Dropper. A spike dropper deploys many caltrop-like devices behind a vehicle, with the intent of puncturing the tires of a pursuing vehicle. *The driver must take an action to deploy spikes against another vehicle within 100 feet directly behind it as an action. This creates a Dexterity (Vehicles)*

contest between the two drivers. If the attacking driver rolls higher, the defender's tires (enough to risk a crash) are blown.

Spotlight. A spotlight provides a powerful and focused light to illuminate a distant area. It needs to be mounted on a swivel up high on a vehicle so that it can be aimed in multiple directions. A spotlight can also temporarily blind a target that looks into the light. *The spotlight provides bright illumination to an area of 20 feet up to 200 feet and dim light up to 400 feet away. Anyone in an area targeted by the spotlight within 200 feet is blinded while looking in the vehicle's direction.*

Steam Engine. Among the more elaborate modifications that have been devised to circumvent a fuel shortage are engines converted to steam power. Only very skilled mechanics have the know-how to build these engines, since they require a complete rebuilding of the engine and powertrain. The biggest problem with these engines is safety: they can explode or scald occupants with steam if they malfunction. Steam engines also require coal or charcoal to run.

Sunroof. A sunroof is a window or hatch in the roof of a vehicle that opens up to let air or light inside. It also allows a passenger to stand up with their head and torso sticking out of the vehicle. Bad for safety, great for shooting at your enemies in a death race.

Suspension Tuning. The suspension of any given vehicle can be tuned and upgraded, either for a specific kind of driving or to improve the vehicle's overall handling. It makes for a bumpy ride, but it can be well worth it for performance driving.

Technical. A "technical" is a civilian vehicle converted into a fighting vehicle. A common technical is a pickup truck with a pintle-mounted machine gun installed on a pedestal in the bed. Light artillery and rocket launchers are also popular installations. Such vehicles are often used by insurgency forces.

Tire Spikes. These are spikes or blades mounted on the side of a vehicle, approximately at the same height as its tires, used to try and slash the tires of other vehicles during a pushing maneuver. *When using Tire Spikes, a successful pushing maneuver contest results in one or more of the defender's tires being blown instead of risking a crash. (Note that having a blown tire may risk a crash for the defending vehicle anyway.)*

EXTRAORDINARY VEHICLES

The vehicles in this section were inspired by those in futuristic **Cinematic Adventures**. Some of them could easily be used in a modern setting without seeming wildly out of place, especially the terrestrial vehicles. While mechs could well be considered vehicles, they have their own special rules and are presented in *Part 3: Rules* of this book in their own section.

NEW VEHICLE PROPERTIES

Spaceflight. This vehicle can travel between planets unaided. Its top speed represents only its speed during non-space travel.

Larger Ships

Larger spaceships such as cruise ships and gigantic yachts exist, but as with other large vehicles—waterborne cruise ships, for example—these craft are locations more so than vehicles, and their price is far beyond what most heroes could ever hope to afford.

TERRESTRIAL VEHICLES

TERRESTRIAL LAND VEHICLES

NAME	PAX	STR	DEX	CON	AV	TOP SPEED	PRICE	PROPERTIES
Auto Cab	5	+2	+3	+0	2	150 mph	2	Accident-Prone, Huge
Mining Mole	2	−4	−3	+9	4	20 mph	4	Enclosed, Gargantuan, Special
Tactical Transport Vehicle	6	+3	+2	+6	3	110 mph	4	All-Terrain, Bulletproof, Huge, Restricted

TERRESTRIAL AIR VEHICLES

NAME	PAX	STR	DEX	CON	AV	TOP SPEED	PRICE	PROPERTIES
Hawk Carrier	7	+8	+4	+4	3	200 mph	6	Enclosed, Gargantuan
Heavy Hauler	1	−3	−2	+3	2	30 mph	3	Exposed, Huge
MA-31 VTOL	34	+5	+2	+8	2	400 mph	5	Gargantuan, Restricted

TERRESTRIAL AQUATIC VEHICLES

NAME	PAX	STR	DEX	CON	AV	TOP SPEED	PRICE	PROPERTIES
Repair Sub	4	+0	+6	+2	2	80 mph	6	Enclosed, Huge

Auto Cab. These small taxi cars drive much like any standard sedan, though they are completely AI controlled and cannot be driven manually. They are quick, maneuverable, and mass-produced using the cheapest material available. They are also accident-prone.

Hawk Carrier. These large, two-bladed helicopters are used in groups to carry Mechs into position, allowing Mechs to be deployed quickly to remote locations.

Heavy Hauler. Designed to move Mech equipment, the heavy hauler resembles a small truck combined with a forklift.

MA-31 VTOL. The MA-31 is still considered an experimental design. It is a twin tiltrotor turboprop aircraft that can perform vertical takeoff and landing, as well as long-range fixed-wing flight. The MA-31 can be configured for multiple roles, but is generally used as a cargo transport or for ground force deployment. It can carry up to 20,000 lb. of cargo or a complement of up to 28 soldiers. While not generally used in combat, the MA-31 can be equipped with a door gun or a minigun turret.

Tactical Transport Vehicle (TTV). The TTV was designed to be a street-legal armored vehicle, with off-road capabilities, for use by private security or rescue teams in both urban and wilderness environments. The TTV

resembles an off-road SUV with high ground clearance and large all-condition tires. The body styling is sleek titanium monocoque construction. The modular design allows for multiple door configurations, including sliding side panels, rear gates, and even six-door designs.

TTVs always include secure channel cellular data systems and configurable touchscreen control panels, as well as analog backup gauges. They feature four-wheel drive and have a powerful drive system tuned for high torque rather than high speed. They can be configured for as many as eight or as few as two passengers depending on their specific mission use. All TTVs are armored and capable of running a secure, airtight cabin. They are also all equipped with a powered winch, emergency tool kit, and first aid kit.

Mining Mole. This gigantic piece of mining hardware is used to break through especially tough rock. The front of the vehicle is covered in sharp, grinding blades and drills. When the mining mole rams a target directly in front of it, the target takes an additional 6d6 slashing damage (PV 5) from the crash.

Repair Sub. These small, four-person submarines are equipped with dexterous grasping claws, which are used to both harvest bio samples from the ocean floor and maintain underwater equipment

SPACECRAFT

SPACECRAFT								
NAME	PAX	STR	DEX	CON	AV	TOP SPEED	PRICE	PROPERTIES
Landing Craft	12	+9	-4	+4	2	400 mph	4	Enclosed, Huge
Personal Spacecraft	2-9	+7	-1	+5	3	Mach 1	5	Airspeed, Enclosed, Gargantuan, Space Travel
Spaceliner, Small	10-100	+8	-3	+7	3	Mach 1-2	6	Airspeed, Enclosed, Gargantuan, Space Travel
Spaceliner, Large	100-850	+8	-5	+11	4	Mach 1-2	6	Airspeed, Enclosed, Gargantuan, Space Travel
Space Yacht	12	+2	-6	+7	3	Mach 1	6	Airspeed, Enclosed, Gargantuan, Stable

Landing Craft. This van-sized craft is used to travel between the surface of a planet and larger spaceships, space stations, or satellites in orbit. It cannot make the long journey between planets.

Personal Spacecraft. This bus-sized spacecraft carries only a small crew, but it is still capable of interplanetary travel. They have mostly fallen out of style in favor of larger vessels, but they remain popular with spacers, for delivering goods across the solar system, and for private use by the wealthy.

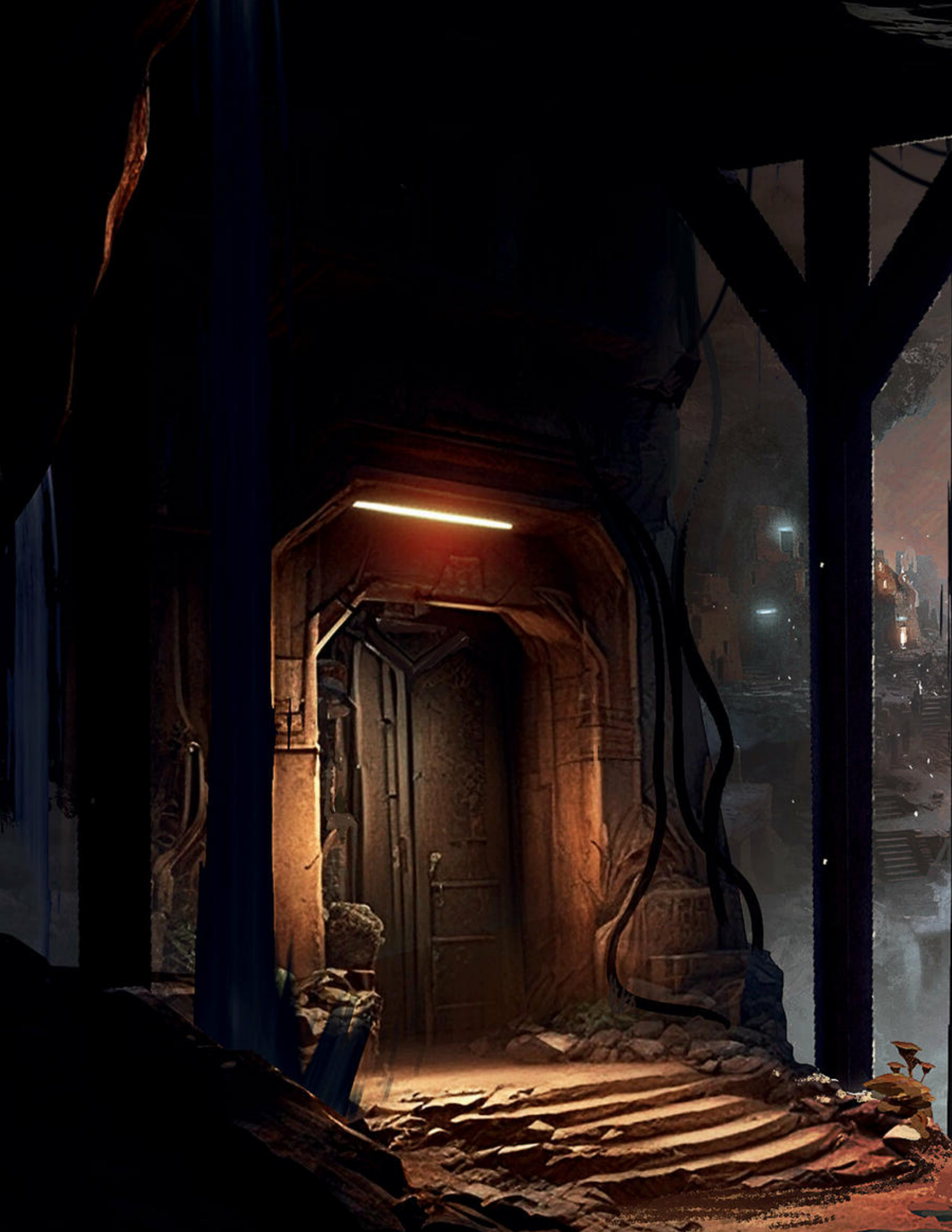
Spaceliner, Small. This commercial vessel—a little larger than a regional aircraft—is used to ferry small numbers of

passengers across the vastness of space. Ships like this arrive and depart from Earth constantly, allowing for easy access to other planets.

Spaceliner, Large. This larger vessel—around the size of an airliner—transports large numbers of passengers, usually only to the most popular destinations, like the moons of Neptune.

Space Yacht. This pleasure craft can sail the stars in luxurious style. This stat block represents the smallest space yacht available, but without the limits of gravity, they can become as lavishly huge as money can buy.







PART 3 **RULES**

CHAPTER 12

CORE RULES ERRATA & CHANGES

We want *Everyday Heroes* to be the best game that it can be within the bounds of being a 5e compatible game system. No matter how much care we put into designing and editing our games, though, we know that little mistakes can remain in the rule books that, once discovered, we will want to correct. We also know that there will be some rules that won't quite feel the way that we intended them to, or rules that players won't end up enjoying the way that we first envisioned. The Rules Compendiums are a chance for us to make small corrections, and to introduce suggested changes to the *Core Rules* for the game.

Just because *Everyday Heroes* is meant to be a toolbox-like game—in which you can use the rules you like, make your own variations, and tweak the game how you like—please don't consider these changes to be somehow “mandatory.” They only bind *Evil Genius Games*, as a publisher, to stick to our own best practices of good game design. That said, we do think that these changes are strictly improvements to the game, ones that will make it more fun, and we will include them in future versions of the *Core Rules* in whatever form we publish them.

ACQUIRING DUPLICATE EQUIPMENT PROFICIENCIES

When you would gain Advanced, Historical, or Improvised equipment proficiency, if you already have that proficiency, you can instead choose a different equipment proficiency from among Advanced, Historical, or Improvised or you can choose to gain any single skill proficiency.

If you would gain Military equipment proficiency and you already have it, you can instead choose to gain proficiency in Historical or Improvised equipment, or you can gain expertise in any one skill that you are already proficient in.

- **Explanation.** Since equipment proficiencies do have a cost in backgrounds and professions, we felt that, on balance, this rule should be added to make sure that the thematic combat characters don't lose out.

This rule does slightly complicate character building, but, after talking with fans, we feel that it is worth the trade-off.

NIGHTVISION

Nightvision. A creature with Nightvision, or using equipment that grants Nightvision, is allowed to ignore visibility penalties due to a lack of adequate light.

- **Explanation.** While the *Everyday Heroes Core Rulebook* references Nightvision, it is not formally defined anywhere. Nightvision is classified as a Talent in *Everyday Heroes*, and could be granted to a creature by their Origin, by a Feat, by a Plan, or by equipment.

PERSONAL ARMOR AND CRITICAL HITS

When a critical hit is rolled, the target cannot make an armor saving throw.

- **Explanation.** We've found that it doesn't feel very fun when someone gets a critical hit, and the damage is stopped by armor. Critical hits should feel fun, exciting, and dangerous. This rule helps keep critical hits feeling this way in the situation in which they are the most exciting: when they defeat an opponent!

SUCCESS ROLLS

A Success Roll is defined as rolling a d20 and comparing it to a target number to determine the success or failure of some action or event in the game. But this is not a new mechanic. Instead, it is just a new official name for the mechanic that includes Attack Rolls, Ability Checks, Saving Throws, and any similar roll.

CORE RULES ADDITIONS

A few of the rules that we introduced in *Cinematic Adventures* this year are ones that we plan to include when we publish our *Core Rules* going forward. These are not changes, though, so much as they are universally useful tools that can benefit nearly any adventure or gaming group. Of course, you don't have to use them, but we think they are good enough that they will be included in many future products and used by our adventure designers as common core mechanics.

GRADED CHALLENGES

Graded challenges are ability checks whereby the degree of success is determined by how close the result is to the DC value. This mechanic appears in the *Everyday Heroes* chase rules as a way to award chase points in some circumstances. It's a useful system for ability checks when the degree of success is relevant. With the exception of a Close Success, graded challenges measure success and failure in five-point increments. Unless specifically called for, it is up to the GM to decide when a graded challenge is appropriate for an ability check, but they are useful in nearly any circumstance.

Graded challenges are especially good for situations in which a hero is trying to recall useful information, such as, "What do I know about the president of Friendly Corp?" Another good use is when using the Perform skill for a wide audience to gauge just how successful the performance was. In these kinds of situations, "difficulty" is relative, and a DC 10 graded challenge is a great way to let chance give you an outcome to the effort.

GRADED CHALLENGE TABLE

DESCRIPTION	RANGE	RESULT VS. DC 10
Epic Success	+10 or better	20 or higher
Success	+5 to +9	15-19
Close Success	+0 to +4	10-14
Partial Failure	-1 to -4	9 - 6
Failure	-5 to -9	5 - 1
Epic Failure	-10 or worse	0 or lower

Epic Success (+10). The result is far better than anyone could have expected in that it is basically perfect and possibly with unanticipated benefits.

Success (+5). Everything went smoothly and it worked out exactly as you wished.

Close Success (+0). You accomplished what you needed to, but only just barely. There may be some unanticipated complications or issues.

Partial Failure (-1). You didn't get the result you wanted, but it wasn't a complete failure. The result may be advantageous even if it wasn't quite a success.

Failure (-5). It just didn't work and there isn't anything useful to show for the effort you made.

Epic Failure (-10). Wow, you really messed this up. Not only did you fail, but things went horribly wrong as well, and now you may have even more problems than you had before.



CHAPTER 13 NEW HERO BUILDING RULES

These options for building heroes are all optional systems that GMs can use in their game for special situations or to achieve a game that is somewhat different from the standard for *Everyday Heroes*.

CERTIFICATIONS

Skills in *Everyday Heroes* are very broad in what they can apply to. This is great for games in a genre in which heroes pretty much always have the answer to the problem at hand and at least one of them has useful knowledge and skills in any situation. The Certifications rule is a strictly optional change to the core skill mechanics for a game in which you want a more realistic feel, and specialized knowledge is an important asset for the hero that has it.

Certifications represent a specialty within a general area of knowledge for a given skill. For example, "Military Fighter Aircraft" could be a Certification under the Vehicle skill. Another might be "Banjo" as a Certification for the Performance skill. There is no specific list of Certifications due to the vast number of possibilities. This is a rule that requires some agreement between the GM and the players as to what Certifications are reasonable and useful in their game.

When using Certifications, a player can only use their proficiency bonus if one of the following two conditions is true.

1. The GM rules that the task falls under common knowledge or use of a skill in which they are proficient.
2. The hero has a Certification that matches the specialized task being attempted.

► *Example 1: A modern hero wants to jump into their car and make a quick escape. The GM decides that this is a common knowledge task and that they can apply their proficiency if they are proficient in Vehicles.*

► *Example 2: A modern hero wants to pilot an F-15 fighter jet. The GM decides that this is a specialized task and that they can apply their proficiency only if they are*

proficient in Vehicles and have a Certification for military fighter aircraft.

If the GM feels that the situation calls for Certification, and the hero does not have it, then the hero also has disadvantage on any checks they make in addition to not getting their proficiency bonus.

ACQUIRING CERTIFICATIONS

There are a number of ways that heroes can acquire Certifications.

1. Heroes can choose a Certification relevant to a given skill when they acquire proficiency in that skill.
2. Heroes can choose a Certification when they gain expertise in a given skill.
3. When a Hero gets a skill proficiency or skill expertise for a skill that they already have, they can gain another Certification instead of choosing a different skill to become proficient in.
4. Any time that a Hero gains a skill proficiency of their choice, such as when taking the Skill Training feat, they can instead gain a Certification for a skill they are proficient in.
5. Any time a hero has a Background, Profession, or Class that suggests they would necessarily have a specific focus of specialized knowledge for a skill they are proficient in and they haven't yet chosen it. (This last situation shouldn't happen often if the other rules are followed.)

CONTACTS

Contacts represent the allies that heroes can call on for support during their adventures. They might provide information, supplies, a place to hide, their talents, or anything else that the heroes might need.

Calling On Contacts. A hero can call on each of their contacts once for free during each adventure, so long as they can communicate with that contact and the contact can provide what is asked for wherever the heroes are.



The GM has discretion on how far a contact's influence spreads. For instance, a New York City cop probably can't help a hero in France, but an art appraiser might be able to assess a painting from anywhere with proper video equipment and a solid internet connection.

If your request cannot be done remotely, you either must go to the contact, or provide a safe location for them to meet you. Either way, a contact may not be immediately available. When you call on a contact, roll 1d10 and multiply the result by 10. The contact is available in that many minutes.

You can also ask a contact for additional assistance, beyond the one free call per adventure, but you must do something for them in exchange. The GM has discretion on this. They may ask for something in advance, or a favor in the future before they will aid you again. The higher the level of the contact, the more they will ask of you.

Contact Levels. Each contact has a level from 0 to 5 in one or more of the following categories, which describes how effective they are at aiding the heroes in that area when called upon. A contact that has level 1 or higher in more than one category can be called upon multiple times in an adventure, providing assistance once in each category.

CONTACT LEVELS

LEVEL	INFLUENCE	POSITION EXAMPLES
1	Minor and local	Minor criminal, town government official, beat cop, local celebrity
2	Moderate and local or minor and wide	Antique dealer, police officer, military recruit, city government official, minor celebrity, news reporter
3	Major and local, moderate and wide, or minor and global	Police detective, ranking soldier, local black-market dealer, socialite, manager at a large company, news anchor
4	Major and global	CIA agent, high ranking military official, global black-market dealer, high society socialite, CEO of a large company, world-famous celebrity
5	Incredible and global	Top government official or someone with their ear, universally beloved media personality

EQUIPMENT

The contact has access to equipment that you can borrow. You can borrow one piece of equipment with a Price equal to the contact's equipment level for up to 24 hours. Alternatively, you can borrow a major purchase, such as a vehicle or useful place—or a piece of equipment in a quantity sufficient for you and each of your teammates—with a Price of up to 1 lower than the contact's Equipment level. This equipment can be restricted.

POSITION

The contact does favors based on their position. The contact's importance, and thus the power of the favors that they can do for you, is determined by their position level. The favor might take up to an hour to complete, at the GM's discretion, or longer if it involves something time-consuming. The GM ultimately decides what the contact can do for you. It should always be useful, though, and if the contact can't help, they do not count as having been called upon.

SKILL

The contact has proficiency in a useful skill. Choose one skill proficiency. The contact makes one ability check with that proficiency on your behalf, with a bonus determined by their skill level, so long as that check doesn't take longer than 8 hours.

A contact can have separate levels in multiple skills. When called upon, a contact can make a single check with each of their skills.

Skill Bonus by Contact Level

LEVEL	BONUS
1	+4
2	+6
3	+8
4	+10
5	+12

STARTING CONTACTS

If the GM wishes, and the adventure includes these contact rules, each hero can begin the game with a single contact with one category at a level equal to the hero's proficiency bonus, or two contacts with category levels one lower than their proficiency bonus. Players should describe how they know these people and why the contacts are willing to do them favors. The GM might also grant additional contacts appropriate to the story.

GMS ADVICE FOR USING CONTACTS

The contact rules presented in Part 3 allow players to come up with allies that they can call on for help during their adventures. While the players themselves get to decide what sort of contact they want when selecting contacts at the start of the game or as the result of a feat, talent, or other feature, you have the final say on who these contacts are and exactly what they can provide. Work with your players to come up with contacts that fit the story, setting, and feel of your game, and try to steer them away from contacts that are not useful during a campaign. And, ultimately, you can decide whether you want to use these rules at all in your game.

As often as possible, let your players use their contacts to genuinely help. An adventure might take place somewhere remote or otherwise distant from contacts, but try not to take away contacts for too long. Also, if the primary location of the campaign changes, let players exchange any of their contacts that have no influence in the new location for ones that do.

Remember also that contacts are not meant to be allies in combat, and that they should avoid getting into fights as much as possible. However, if a contact ends up in harm's way, you can always select an appropriate NPC stat block.

Adding Contacts

At any point during an adventure, including right at the start, you can give additional contacts to your players. You might do this to provide them with needed assistance, to make the heroes feel more like they're part of your world, or as a reward for completing an adventure or for helping out specific NPCs that then become contacts.

You can give your players contacts of any type and level, so long as you keep in mind that more contacts means more options that the heroes can use to solve problems. If you give out lots of contacts, consider increasing the difficulty of your adventures as well.

- **Note** also that level 5 contacts are not attainable via hero advancement, and are purely within your discretion to give out as major rewards or to provide your team with support from one or more extremely influential people.

Extra Favors

Each contact provides the heroes with assistance once during each adventure for free, but they might do more for the heroes if properly motivated. Exactly what it takes to get more help from them can vary as widely as there are motivations in the world, but generally the contact should ask for something that actually costs the heroes something or that requires them to go above and beyond their mission, either now or at a later date.

Contact Favors

CONTACT LEVEL	FAVORS
1	An incidental task that players must keep in mind, but that probably won't cost them much: leaving a note for someone, making sure that an existing enemy dies, or bringing back an object with sentimental value.
2	An easy side-quest that requires doing a little extra or making an existing challenge a little harder: taking someone alive that it would be easier to kill, avoiding taking an easy route, lighting the place on fire as you leave, etc.
3	A side-quest that costs moderate resources: an extra fight or a challenging task that is a scene unto itself.
4	A difficult side-quest that costs significant resources: an additional difficult fight or a series of extra combats, or a complex and dangerous task.
5	An entire side adventure for them, or giving up the primary reward for completing their current mission.

Of course, you can always decide that the contact is busy, or doesn't want anything else right now, or isn't available for additional favors. This is a good option when the adventure is already complicated enough and you don't want to add extra goals or distractions, as well as when continued aid might spoil the challenge. You should design your adventures and guide the creation of contacts in a way that won't let calling on contacts once take away all of the challenge, but it is reasonable to keep them from intervening more than that.

HISTORICAL SKILL PROFICIENCIES

The skills listed in the *Everyday Heroes Core Rulebook* are focused on our modern world, but they can be extrapolated to different eras and different worlds in which they have different uses. Here are some suggestions for their use in historical periods:

Computers. Computers can be reconceived in a general sense as information technology, and those with this skill as being well-versed in libraries, documents, or memorization.

Mechanics. The mechanics skill is very much about the current state of engineering and technology in the time period. It allows you to work only on equipment either known at the time or soon to be discovered.



Medicine. Medicine has been practiced throughout history, but modern medicine is very different from ancient medicine. Actions like first aid still have the same practical uses in all eras, but the cures for some diseases and the antidotes for some poisons may be beyond the knowledge of physicians of prior eras.

Natural and Social Sciences. These areas, too, depend on the knowledge available at any given time. So, doing a little advance research on the time period in which you will be playing is always a good idea.

Vehicles. This skill is intended to cover the transportation methods available at the time in which the adventure is set. In a preindustrial era, for example, this would include equestrian skills, sailing, wagons, and the like.

For heroes created in a historical setting who advance into a new era, it's reasonable to assume that they have modernized their understanding of a given field. The German knight of old may well both remember how to ride a horse in battle and enjoy zipping down the Autobahn in their BMW now.

LEVEL 0 PLAY

You might imagine that a game called *Everyday Heroes* would be all about playing ordinary people who rise to meet the challenges of extraordinary circumstances. In truth, however, it is a game designed more with the idea of replicating Hollywood action films with characters that are typically somewhat larger than life. We chose "Everyday" more as a nod to the game being set in a world without fantastical elements, or in our own, everyday world. We also just liked the way that it sounded.

That said, we have been asked from time to time for rules on playing truly everyday characters, or ones that don't feel like action heroes, but that may still have some wild adventures on occasion. These rules are designed for that kind of a game.

- ▶ Choose your Origin (Ability scores), Background, and Profession as normal for making a hero.
- ▶ All Heroes use the Mundane Hero Archetype.
- ▶ No Class is selected.

GOING TO LEVEL 1

When a level 0 hero reaches a milestone, they become a level 1 hero and choose a new Archetype and a Class, gaining all the normal first level benefits and replacing their Hit Dice, Hit Points, Defense Formula, and Talent from Mundane Hero.

MUNDANE HERO

You are a fairly typical person, living a fairly typical life for someone of your profession. You haven't really faced much in the way of life and death struggles.

Hit Dice: 1d6

Starting Hit Points: 6 + Constitution modifier

Defense (Typical): 10 + Dexterity modifier

Proficiency Bonus: +2

Mundane Hero Talents

A Little Lucky (Level 1). After you fail a Success Roll, you can re-roll. You cannot do this again until you complete a long rest.

LEVELS 11+

The decision not to include levels 11 to 20 in *Everyday Heroes* was a deliberate one, and it was made early in the design of the game. It was made both to preserve the feel of modern action films and to allow us to favor more choices for levels 1 through 10, for which we feel the 5e game rules work best.

That said, some fans of the 5e system really love high level play, and have a tradition among their group of playing heroes from level 1 all the way to level 20. To honor the spirit of trying to give fans tools to play the game their way, we are presenting a set of simple options that allow heroes to continue advancing past level 10. We have designed this system to be modular, so that GMs can decide in what ways they want the game mechanics to advance. It is also designed so that the growth of power in heroes is somewhat slower at higher levels.

One day, we may well publish a product for *Everyday Heroes* that is designed from the ground up for level progression into higher levels. When we do, it will be because we really believe that the heroes in that genre can best be expressed by progression to superhuman levels of personal power.

UNIVERSAL LEVEL ADVANCEMENT

Past level 10, all heroes of all classes advance in a similar fashion by acquiring feats and gaining access to a special list of Leveling Feats that have level-based prerequisites. Each milestone increases the hero's level by one, which is needed to track access to the Leveling Feats. Heroes no longer advance in their Class or Archetype.

Each time that a hero gains a level past level 10, they can choose one Major Feat or two Minor Feats of any type for which they meet the prerequisites.



PART 3 | RULES

LEVELING FEATS

By default, Leveling Feats can be taken only once. That said, many of them specify that the feat can be taken again at various levels. For example, if a feat says that it can be taken again at levels 15 and 20, then the feat can be taken three times in total. The first time at or above its listed prerequisite level, the second time at level 15 or above, and the third and final time at level 20.

ADVANCED PLANS [MINOR FEAT]

Level 11+, Class Training, Advanced (any Smart Hero), Smart Hero Training

You can now use the level 7 enhancement bonuses for your plans.

EXTRA GENIUS [MINOR FEAT]

Level 11+, Smart Hero or Smart Hero Training

You gain one additional Genius, and may switch one plan you know for another when you take this feat. This feat may be taken again at levels 13, 15, 17, and 19.

EXTRA HEALTH [MINOR FEAT]

Level 11+

You gain one additional hit dice. This will increase your maximum hit points. You can take this feat a number of times equal to your Hero Level - 10.

EXTRA TRICKS [MINOR FEAT]

Level 11+, Charming Hero or Charming Hero Training

You learn one additional trick. This feat may be taken again at levels 13, 15, 17, and 19.

EXTRA BONUS DAMAGE [MINOR FEAT]

Level 12+, A class talent granting bonus damage

You can increase the amount of bonus damage dealt from one class talent by an additional 1d6. This feat may be taken again at levels 14, 16, 18, and 20.

EXTRA INFLUENCE [MINOR FEAT]

Level 12+, Charming Hero or Charming Hero Training

You gain one additional influence dice. This feat may be taken again at levels 14, 16, 18, and 20.

EXTRA PLANS [MINOR FEAT]

Level 12+, Smart Hero or Smart Hero Training

You gain one additional plan, and may switch one plan you know for another when you take this feat. This feat may be taken again at levels 14, 16, 18, and 20.

CAPSTONE TRAINING [MAJOR FEAT]

Level 13+, Class Training, Advanced (any)

You gain access to one level 9 class talent from a class for which you have taken the Advanced Class Training feat. This feat can be taken again at level 18. You cannot gain the same capstone talent more than once.

DEFENSE TRAINING INFLUENCE [MINOR FEAT]

Level 13+

Your defense bonus is increased by one. This feat may be taken again at level 17.

EXTRA FOCUS [MINOR FEAT]

Level 13+, Wise Hero or Wise Hero Training

You gain two additional Focus. This feat may be taken again at levels 16, and 19.

INFLUENCE MASTERY [MINOR FEAT]

Level 13+, Charming Hero or Charming Hero Training

Your influence dice are increased by one dice step, to a maximum of d12. This feat may be taken again at levels 16, and 19.

PROFICIENCY ADVANCEMENT [MINOR FEAT]

Level 13+

Increase your proficiency bonus by one. This feat may be taken again at level 17.

SUPERIOR COMBAT TRAINING [MAJOR FEAT]

Level 15+

You gain one additional attack when taking the Attack action. This stacks with the effects of Advanced Combat Training and Supreme Combat Training.

SUPERIOR PLANS [MINOR FEAT]

Level 15+, Class Training, Advanced (any Smart Hero), Smart Hero Training, Advanced Plans

You can now use the level 9 enhancement bonuses for your plans.

CHAPTER 14

PLAYING KIDS

There are a few ways that you can approach playing young heroes. The mechanics you use should depend a bit on what kind of feel you want and the type of adventures you will be playing.

OPTION 1: EXCEPTIONAL KIDS

You can use the standard rules for *Everyday Heroes* if you want to have younger heroes going on adventures alongside adults, essentially acting as adults themselves. Two of the *Everyday Heroes* iconic heroes are described as being minors, and they participate in the same adventures as the others. They are both described as being exceptional prodigies.

Since younger kids don't usually have jobs, the following Profession can be used to fill the mechanical void. If you plan on having the hero "grow up" during the adventure, you may want to record what choices you make, so that you can replace this Profession with their adult career when the time comes.

KID

You don't have a job because you're a kid! Or maybe you have something like a paper route, but it doesn't pay well. If you go to school, it's grade school, so you probably aren't learning all that much.

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

Skill Proficiencies: Acrobatics and Endurance

Iconic Equipment: Skateboard or bicycle, superhero lunchbox

Wealth Level: 1

Innocent. You're just a kid! You have advantage on Charisma checks made to convince an adult not to punish you, or to do something to help you.

Small. Your size is Small. You can fit into small places and have advantage on Dexterity (Stealth) checks made to hide. You have disadvantage on Strength (Athletics) contests against opponents larger than you. You have disadvantage on attack rolls made with heavy weapons.



OPTION 2: NORMAL KIDS

Playing a game with normal kid protagonists probably means that you are toning down the violence and focusing on role playing and problem solving. These kids use the level 0 rules, but have some additional changes to hero generation. Kids don't level up, but you can award them basic feats for completing adventures until they grow up and re-roll as adult characters.

- ▶ Step 1: Choose one of the two kid origins below
- ▶ Step 2: Choose a background that feels appropriate for a kid of the age you are playing.
- ▶ Step 3: Choose one of the six special kid professions below
- ▶ Step 4: Apply the Mundane Hero Archetype from the Level 0 rules

ADOLESCENT ORIGIN

Adolescent Ability Scores

Starting Array: 13,12,11,10,8, 8

Point Buy: 14 points (13 maximum score)

Rolling: 2d6+3 on 6 rolls

Ability Score Limits: 16 Dexterity and Charisma, 14 Constitution, 12 Strength, Intelligence, Wisdom

Adolescent Talents

Innocent. You're just a kid! You have advantage on Charisma checks made to convince an adult not to punish you, or to do something to help you.

Small. Your size is Small. You can fit into small places and have advantage on Dexterity (Stealth) checks made to hide. You have disadvantage on Strength (Athletics) contests against opponents larger than you. You have disadvantage on attack rolls made with heavy weapons.

TEENAGER ORIGIN

Teenager Ability Scores

Starting Array: 14,13,12,11,10, 8

Point Buy: 21 points (14 maximum score)

Rolling: 2d6+4 on 6 rolls

Ability Score Limits: 20 Dexterity and Charisma, 18 Constitution, 16 Strength and Intelligence, 14 Wisdom

Teenager Talents

Youthful Vigor. Teenagers can ignore the effects of the first level of Exhaustion, but suffer them at level 2.

KID PROFESSIONS

STRONG KID

You like sports, playing outside, and roughhousing with the other kids.

Ability Score Increase: Increase your Strength and three other ability scores of your choice by 1, to your Origin ability score limits.

Skill Proficiencies: Athletics and Endurance

Equipment Proficiencies: Basic Equipment

Iconic Equipment: Sports jersey, sporting equipment

Allowance Level: 1

Big Kid: You have advantage on Charisma (Intimidation) checks made against other kids in your age group. If you are an adolescent, you do not have disadvantage on Strength (Athletics) checks made against adults.

AGILE KID

You are the fastest kid on the block whether that be on foot or on a bike.

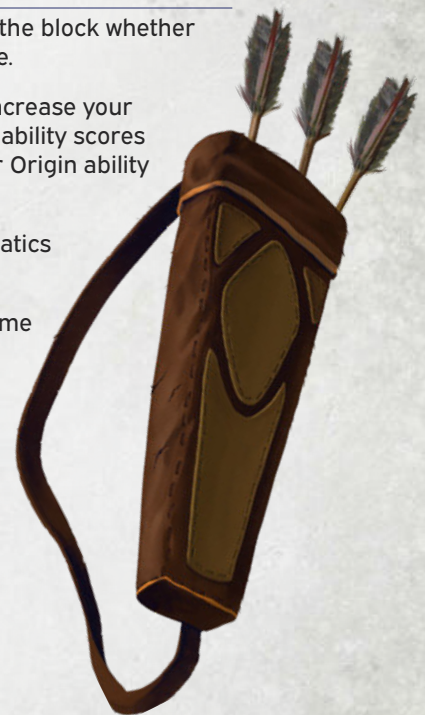
Ability Score Increase: Increase your Dexterity and three other ability scores of your choice by 1, to your Origin ability score limits.

Skill Proficiencies: Acrobatics and Vehicles

Iconic Equipment: Awesome bike or skateboard

Allowance Level: 1

Can't Catch Me: You have advantage when making Strength or Dexterity checks for chase complications.



TOUGH KID

You have fallen down more times than you can count, but you always get back up.

Ability Score Increase: Increase your Constitution and three other ability scores of your choice by 1, to your Origin ability score limits.

Skill Proficiencies: Endurance and Survival

Iconic Equipment: Leather jacket

Allowance Level: 1

Sticks and Stones: You have an additional 3 hit points and recover an additional 3 hit points when using the Second Wind action.

SMART KID

You are one of the smartest kids in your class, and are better read than most of your peers.

Ability Score Increase: Increase your Intelligence and three other ability scores of your choice by 1, to your Origin ability score limits.



Skill Proficiencies: Choose two Intelligence-based skills and gain proficiency in them.

Iconic Equipment: Tablet computer

Allowance Level: 1

Hobby: Choose one hobby and gain advantage on checks directly related to that hobby.

WISE KID

You are pretty quiet compared to your peers, but you are less self absorbed than a typical kid.

Ability Score Increase: Increase your Wisdom and three other ability scores of your choice by 1, to your Origin ability score limits.

Skill Proficiencies: Arts and Crafts, Insight, and Perception

Iconic Equipment: A good book

Allowance Level: 1

CHARMING KID

You have impressive social skills for a kid, and have managed to wring a bit more allowance from your parents.

Ability Score Increase: Increase your Charisma and three other ability scores of your choice by 1, to your Origin ability score limits.

Skill Proficiencies: Deception and Persuasion

Iconic Equipment: Stylish clothing

Allowance Level: 2

GROWING UP

The best approach to growing up a kid hero is simply to make a new adult hero that represents who you think this kid will grow up to be. It's a much simpler approach than trying to do conversions and modifications.



CHAPTER 15 NEW COMBAT RULES

None of these rules change the essentials of *Everyday Heroes* combat. They are more like a toolbox of options to help a Game Master represent a range of circumstances as game mechanics or to add some extra spice to a particular type of encounter.

COMBAT COMPLICATIONS

Conceptually, a combat complication is an environmental situation that impacts anyone or anything in the area, but doesn't outright end the fight. Falling debris from a ruined skyscraper, a sudden flood of water, random artillery strikes, a ship cresting a giant wave, and combatants free falling in a lightning storm are all reasonable examples. What sets combat complications apart from persistent combat conditions is that the environment is active and changing, forcing heroes to adapt to it or suffer consequences.

TIMING

Combat conditions are announced at the beginning of a combat round. The GM describes what is happening and what danger it poses to combatants. If the condition is a hazard, then the heroes must make saving throws at this time. Any temporary conditions listed for the hazard are in effect during every combatant's turn this round.

HAZARDS

Most combat complications are hazards, with a saving throw that heroes must attempt. The DC for hazards should correspond to something appropriate for the level of the encounter. Damage-dealing hazards can also be scaled to create a more or less severe hazard.

Heroes make their saving throw at the beginning of a combat round when the hazard is announced. If they



fail, they suffer any consequences detailed by the complication. Some hazards may allow a Dive For Cover reaction instead of a saving throw. Failing some hazards might cost heroes their turns. If this happens, they keep their current initiative in the next round.

The GM should generally allow for Dive For Cover in situations where a Dexterity saving throw is called for and the hazard could be reasonably blocked or avoided by available cover. Keep in mind that Dive For Cover requires a reaction and that it can't be used by surprised heroes or those who used a reaction since their last turn. Dexterity saving throws do not have these requirements but do carry the risk of failure.

OPPORTUNITIES

Opportunities for combat conditions are actions that combatants can take on their turn in order to use the complication to their advantage in combat. Typically these are skill contests used to force enemies to suffer the consequences of the complication.

NPCS IN COMBAT COMPLICATIONS

GMs have broad discretion in deciding how combat complications impact their NPCs. The default is to simply have them impacted in the same way as the heroes, but this is not required by the rules. In a combat with many NPCs, it may be much faster to simply decide some reasonable percentage of NPCs that are affected. It's also quite possible that some combatants aren't affected at all. For example, Titans are almost never going to be affected by the complications that they generate.

FALLING OR FLYING DEBRIS

Large objects are raining out of the sky threatening to crush you!

Hazard. Dexterity saving throw

Effect. A failed saving throw results in being struck by debris for 10 (3d6) bludgeoning damage (PV 4).

Opportunities

- A. Push a foe into falling debris. Melee special attack: Strength (Athletics) vs Strength (Athletics) or Dexterity (Acrobatics). If successful, the victim is pushed 5 feet and takes damage from the hazard.

Scaling. The GM can scale the damage for this hazard to 1d6 bludgeoning damage per encounter level.

FISSURES OPENING

The ground beneath you begins to crack and fissure, threatening to send you into the abyss!

Hazard. Dexterity saving throw

Effect. A failed saving throw results in falling prone into a crack in the ground. The victim takes 9 (2d8) bludgeoning damage, ignoring armor, from the fall.

Opportunities

- A. Push a foe into a fissure. Melee special attack: Strength (Athletics) vs Strength (Athletics) or Dexterity (Acrobatics). If successful, the victim is pushed into a fissure and takes damage from the hazard.

Scaling. The GM can scale the damage for this hazard to 1d8 per 10 feet fallen or introduce lava 21 (6d6) fire damage (PV 4 and begin Burning) at the bottom of the fissures.

LANDSLIDE OR AVALANCHE

The sound of a thunderous roar precedes the arrival of a wall of material coming down the mountainside.

Hazard. Strength saving throw

Effect. On a successful saving throw, combatants take 5 (2d4) bludgeoning damage (PV 2) from debris. On a failed saving throw, combatants take 14 (4d6) bludgeoning damage, ignoring armor, and are pushed 100 feet down the slope. They must then make a Dexterity saving throw. If they fail, they are buried under the debris and Restrained. Escaping from the debris without help requires taking an action and making a DC 20 Strength (Athletics) check. If the saving throw is successful, they are Prone.

Opportunities

- A. Distract foes. As an action, make a Charisma (Deception) contest against an opponent's Wisdom saving throw. If you win the contest, they suffer disadvantage on saving throws against this hazard on their turn. (This can only be used on opponents who have not taken a turn yet in this combat round.)

Scaling. The GM can scale the damage for a failed saving throw against this hazard to 1d6 bludgeoning damage per encounter level.

TIDAL SURGE

A wall of water rushes towards you from the nearby body of water.

Hazard. Strength saving throw



Effect. All combatants are engulfed by the massive rush of incoming water. Those who succeed on their saving throw manage to avoid being swept away. Those who fail are overtaken by the wave, pulled up to 50 feet into the open water, and lose their opportunity to take actions on their turn.

Opportunities

- A. A combatant who made their saving throw can choose to go with the surge and move up to 50 feet towards open water, while suffering no other effects and without using any movement for their turn.

WIND GUST

An incredible gust of wind threatens to lift you off your feet and send you flying.

Hazard. Strength saving throw

Effect. On a failed saving throw, the victim is lifted into the air and flung up to 60 feet in the direction that the wind is blowing. They fall Prone and take 13 (3d8) bludgeoning damage, ignoring armor.

Vehicle Hazard. Pilots of flying vehicles must make a crash check.

Opportunities

- A. Send a foe flying. Melee special attack: Strength (Athletics) vs Strength (Athletics). If successful, the victim is knocked loose into the winds and suffers the hazard effect.

Scaling. The GM can scale the damage for this hazard to 1d8 bludgeoning damage and pushed 20 feet per encounter level.

WILDFIRE OR BUILDING FIRE

You are caught in the midst of a raging wildfire.

Hazard. Wisdom saving throw

Effect. On a failed saving throw, the victim takes 7 (2d6) fire damage and is Burning. All combatants have disadvantage on Constitution (Endurance) checks due to the smoke.

Visibility. Smoke creates low visibility. Ranged attacks and Wisdom (Perception) checks have disadvantage.

Opportunities

- A. Flaming Improvised Weapons. Melee attacks made with improvised weapons deal an additional 1d6 fire damage.

COMBAT CONDITIONS

Combat conditions are not a formally-defined mechanic. They are instead the persistent conditions in place during combat that affect combatants in some way. Dim light, difficult terrain, strong winds, and available cover are all examples of combat conditions. Generally, combat conditions apply some kind of limitation, difficulty, or specific disadvantage to actions performed by combatants.

The GM may ignore these conditions if they feel the complications are only going to slow things down and not add anything interesting to the encounter. For example, low-light conditions are common in some adventures, but giving everyone disadvantage on all ranged attacks in every combat can become more of an annoyance than anything else.

If a combat condition deals damage or has a save DC value, apply a CR based on the level of damage and the DC. Game Masters can adjust these to fit the game that they are running using the Typical NPC Stats by CR table in the NPC section of the *Everyday Heroes Core Rulebook* as a general guideline.

TERRAIN

BAMBOO FOREST

Graceful bamboo stalks sway gently in the breeze, littering the ground with yellow bamboo leaves, as beams of light filter down from above.

Movement: Medium and smaller creatures treat the forest as difficult terrain unless native to the forest.

Cover: Targets more than 40 feet away automatically have one-half cover (AV 2).

Visibility: Line of sight is limited to 150 feet in the forest.

FLOODED SWAMP

Waist-deep murky water is choked with aquatic vegetation interspersed with mangroves, and the air is buzzing with biting insects.

Movement: Movement is difficult for creatures that are not native to the swamp.

Cover: Mangrove stands provide one-half cover (AV 2) against ranged attacks.

Visibility: There is no visibility in the water. Combatants submerged in the water have advantage on Dexterity (Stealth) checks.

LAVA FLOW

CR 3

Streams of red-hot lava flow through a hellscape of basalt rock and falling ash.

Movement: The lava itself is considered difficult terrain, but the surrounding area is not.

Lava. Any combatant moving into the lava, or beginning their turn in the lava, takes 10 (3d6) fire damage (PV 4), and begins Burning. If the combatant is Prone, they instead take 21 (6d6) fire damage (PV 4) and begin Burning.

METHANE FUMARoles

CR 3

A wasteland of sulfurous fumes dotted with open vents spewing noxious gasses into the air.

Fumes. The atmosphere makes breathing difficult, giving disadvantage to Constitution (Endurance) checks.

Explosive Vents. Any open flame or spark within 5 feet of a vent triggers an explosion. All creatures within 10 feet of the vent take 21 (6d6) explosive damage (PV 3). Victims can make a DC 14 Dexterity saving throw to take half damage (rounded down).

OLD-GROWTH FOREST

Massive trees tower above into a vast green canopy that blocks out the sky. Great and ancient fallen giants litter the ground, providing habitat for smaller plants and animals.

Movement: Gargantuan creatures treat the forest as difficult terrain.

Cover: Trees provide any level of cover to large or smaller combatants (AV 4).

Visibility: Line of sight is limited to 300 feet in the forest.

WEATHER

Extreme weather creates conditions that make combat difficult and, in some cases, poses a physical danger to combatants.

HURRICANE WINDS

Intensely powerful winds toss large objects around like they were children's toys.

Movement: Movement is considered difficult.

Visibility: Disadvantage on Wisdom (Perception) checks. Line of sight is limited to 200 feet.

Difficulty Aiming. Conventional ranged attacks are impossible. Ranged attacks with ballistic weapons have disadvantage on attack rolls.



Dangerous Debris. Combatants must make a DC 10 Dexterity saving throw at the beginning of their turn. If they fail, they are hit for 6 (2d6) bludgeoning damage.

LIGHTNING STORM

A combination of intense rain, powerful winds, and blasts of deadly lightning send the wise looking for shelter.

Movement: Movement against the direction of the wind is considered difficult.

Visibility: Visibility is low due to the rain and wind. Ranged attacks and Wisdom (Perception) checks have disadvantage.

Lightning Strikes. Combatants must make a DC 2 Luck saving throw (no modifiers) at the beginning of their turn if they are standing in an open area. If they fail, they are struck by a bolt of lightning for 35 (10d6) electrical damage. Victims make a DC 13 Constitution saving throw. If they succeed, they take half damage.

STRONG WINDS

Constant strong winds roar through the area making many activities more difficult.

Movement: Movement against the direction of the wind is considered difficult.

Visibility: Wisdom (Perception) checks have disadvantage beyond 10 feet.

Difficult Aiming. Ranged attacks, excluding ballistic damage, have disadvantage on attack rolls.

COMBAT EXECUTIONS

Combat executions are any violent action that has the potential to instantly kill an opponent. Normally, combat executions are an optional rule, but if you are playing a game with the Immortal Origin, you will need to include combat executions, so that Immortals can be defeated in combat. There are two situations that allow for a combat execution.

Executing a fallen opponent. Use this against foes who are at 0 hit points and Incapacitated. Execution requires an attack with an appropriate weapon. No attack roll is made, however. Instead, the attacker makes an Execution Challenge with advantage.

Delivering a final blow. If an attacker, armed with an appropriate weapon, drops an opponent to 0 hit points, the attacker can make an Execution Challenge.

EXECUTION CHALLENGE

Attacker: 1d20 + attacker's total attack bonus with their weapon **vs. Defender:** Constitution saving throw

If the attacker wins, the defender is executed and instantly killed. Otherwise, the defender takes damage from the original attack, but keeps their head.

- ▶ *Example 1: On his turn, Eric Donovan stands above Imani Carver who is Incapacitated and reduced to 0 hit points. Eric Donovan attempts to execute Imani with an attack from his sword. The attack automatically hits. Eric Donovan then makes his Execution Challenge. He rolls 15 and adds +9 (his attack bonus with his bastard sword), for a total of 24. Imani Carver rolls her Constitution saving throw, with a result of 14. The immortal Imani Carver is no more.*
- ▶ *Example 2: Hyeon Park has worn down his opponent and, on his turn, he hits a telling blow dealing 25 slashing damage, taking his opponent to 0 hit points. Hyeon makes an Execution Challenge. He rolls 1d20 and adds his attack bonus for a result of 14. His opponent makes a Constitution saving throw and also gets 14. The execution attempt fails. Hyeon's Immortal opponent is still at 0 hit points and falls to the ground, but is not dead.*

INCIDENTAL EXECUTION

If an Immortal hero takes damage equal to or greater than their hit point maximum from a single effect with a damage type that could conceivably create their fatal circumstances, then they will die from an accidental execution. Otherwise, they are reduced to 0 hit points.

CONDITIONS

BLEEDING

Bleeding is an optional condition for use in a grittier campaign or when using injury rules. Bleeding has different levels of severity. Unlike Exhaustion and Intoxication, these are not cumulative; only the most severe level of bleeding applies.

The First Aid action can stop bleeding. In the case of heavy or massive bleeding, the victim must remain still, with pressure applied to the wound, or the bleeding resumes. Victims of heavy bleeding (level 2) must complete a short rest to permanently stop the bleeding, while victims of massive bleeding (level 3) must complete a long rest to permanently stop the bleeding.

BLEEDING TABLE

LEVEL	DESCRIPTION	EFFECT	FIRST AID DC
0	Superficial bleeding, like small cuts, scrapes, and bruises	None	0
1	Light bleeding from a three-inch or greater cut	Victim cannot recover hit points	5
2	Heavy bleeding from a serious internal or external wound	As level 1, and the victim takes 1d6 damage at the start of their turn.	10
3	Massive bleeding from an arterial wound that can quickly cause death	As level 2, and the victim gains a level of Exhaustion at the start of their turn.	15

DUELING

Dueling is an optional mechanic intended for one-on-one confrontations between two combatants engaged in melee combat. Use this system when there are only two combatants, or when two combatants face off in the midst of a larger fracas. Dueling adds an extra layer of strategy to these fights, lending them the feel of epic

confrontations. These rules supplement the existing combat system, rather than replacing it. Also, these rules are not exclusive to Immortals, but are suitable for other game settings as well.

You can approach dueling as a strategic game of skill, or roll dice to choose strategies, turning the encounter into a game of chance that enhances the narrative of the duel.



Evil Genius Games offers a free downloadable PDF called the Dueling Sheet, intended as a reference for players engaging in a duel.

STARTING A DUEL

A duel must be declared at the beginning of a combat round. It may be initiated by a GM or a player, but both participants have to agree in order for there to be a formal duel.

From a roleplaying perspective, duels break out when two opponents lock eyes and set out to fight one another to the exclusion of anything else going on around them. If this happens in the middle of a combat round, start using the duel mechanics at the beginning of the next round.

► **Example:** *Imani Carver walks through the garage below Madison Square Garden, sensing the presence of another Immortal. Eric Donovan steps out, calling Imani's name. Imani turns and responds, and Eric attacks. At this point, the GM decides that combat has begun, and that this will*

be a duel. Imani's player agrees. Both combatants then choose their strategy and determine who has the edge (see below).

ENDING A DUEL

Duels most often end when one of the participants dies. If the duel is a formal affair, it could end due to a pre-arranged trigger. It can also end when one of the participants flees, surrenders, or otherwise stops fighting their opponent. The end of a duel does not necessarily end combat.

Players can stop using the dueling rules during combat at any time by having their hero take an appropriate action. Duels end at the beginning of a round, before determining who has the edge. Once the edge is awarded, dueling rules remain in effect until the start of the next combat round.

EDGE

Edge is the key to dueling. Combatants maneuver to gain edge, and then use their edge to prevail in combat. You gain edge at the beginning of the combat round, and spend it during the round. It is lost if not used by the end of the round.

Getting An Edge

At the beginning of the combat round, both duelists select one of six strategies and reveal them at the same time. Alternatively, the player and/or GM can select a strategy by rolling 1d6 if they don't wish to choose. Each strategy is associated with one of the six ability scores and has a number from 1 to 6 assigned to it. Even if you don't roll, you can use a six-sided die to indicate your strategy number and simply cover it with your hand until both duelists are ready to reveal.

Dueling Strategies Table

NUMBER	ABILITY	SUGGESTED DESCRIPTIONS
1	Strength	Powerful blows
2	Dexterity	Quick strikes
3	Constitution	Relentless pressure
4	Intelligence	Deceptive moves
5	Wisdom	Careful observation
6	Charisma	Distracting banter

After choosing their strategy, the duelists consult the Dueling Result Table. Find your strategy column (Top), and your opponent's strategy row (Left). Follow where the row and column meet to find a Comparison Ability Score, one of the six ability scores.

DUELING RESULT TABLE

		YOUR STRATEGY					
OPONENT STRATEGY		1 - Str	2 - Dex	3 - Con	4 - Int	5 - Wis	6 - Cha
	1 - Str	STR	CHA	DEX	INT	WIS	STR
	2 - Dex	CHA	DEX	STR	DEX	CHA	WIS
	3 - Con	DEX	STR	CON	DEX	CON	INT
	4 - Int	INT	DEX	DEX	INT	STR	CON
	5 - Wis	WIS	CHA	CON	STR	WIS	CHA
	6 - Cha	STR	WIS	INT	CON	CHA	CHA

The colors on the Dueling Result Table show when a duelist succeeded in getting the ability score that matches their strategy. So, if you are grey and choose Strength, the grey boxes quickly show you the matchups where Strength is compared, while the yellow boxes show where your opponent's Ability score choice is compared. The table is symmetrical, so it doesn't really matter which side you use, the result will be the same. The boxes with both colors are where both duelists chose the same ability score; this always results in that ability score being compared. We have bolded the colored squares in case the colors are difficult to distinguish.

Compare the indicated ability score between the two duelists. The duelist with the highest ability score wins the edge. If there is a tie, neither gain the edge.

► **Example:** *Eric Donovan and Imani Carver are engaged in a duel. At the beginning of the round Eric Donovan decides Powerful blows (Str) is his strategy, while Imani Carver decides to use Quick strikes (Dex). That's Column 1 and Row 2, which indicates CHA (Charisma) as the Comparison Ability Score. Since Imani's Charisma of 14 is greater than The Eric Donovan of 8, she gets an edge this round.*

Using Your Edge

You use your edge once during the combat round to gain one of six benefits. The first two benefits must be chosen

immediately after winning the edge. The others can be used in the same manner as reactions during the combat round, but do not require a reaction to use.

1. Increase your defense by +2 until the beginning of the next round.
2. Lower your opponent's defense by -2 until the beginning of the next round.
3. Gain advantage on any d20 roll you make.
4. Give your opponent disadvantage on any d20 roll they make.
5. Take half damage from your opponent's attack.
6. Change one of your attacks that hit your opponent into a critical hit.

In these instances, "your opponent" is specifically the opponent you are dueling with.

► **Example:** *Imani Carver has the edge this round but Eric Donovan has the initiative. Imani decides to hold onto the edge and doesn't do anything with it at the beginning of the round. On Eric's turn, he rolls a critical hit and deals some truly scary damage. Imani decides that this would be a good time to use the edge, and takes half damage from the attack.*

In the next round of combat, Eric Donovan wins the edge and decides to press his advantage at the beginning of the round to lower Imani's defense by -2.

DUELING LIKE A MASTER

Choosing a dueling strategy can seem daunting at first, but with a little thinking you can outsmart your opponent. Your goal is to land on an ability score that you think is higher than your opponent's. It helps if you know your opponent's ability scores, of course, but you should typically start by going with your highest score. As the duel goes on, you then learn which ability comparisons you can win and which you can't.

Each strategy favors its own ability score, giving two possible winning outcomes. The natural default strategy is to choose one associated with your highest attributes. Of course, your opponent may count on you doing this, and choose a strategy that forces a comparison they think you are bad at. You will almost never have complete certainty when making a choice, so don't overthink it—go with your gut.

Another approach is to think about your opponent's first choice and choose a counter strategy yourself. So, if they are obviously strong and are likely to choose Strength, and you think that you are more Dexterous, then choosing the Constitution strategy yields a Dexterity comparison. It's risky to choose a strategy for an ability score that you know you are weak in, but it can prove the ultimate unexpected move with the right timing.

When it comes to using your edge, think about what gives your hero the biggest benefit or what hurts your opponent the most. This comes down to how each of you fights.



Manipulating defense scores is always a good choice if you aren't sure what to pick, as this guarantees your use of the edge for that turn.

HUMAN SHIELDS

As a special attack, a hero—or NPC—can attempt to use a Grappled combatant as a human shield—even if the target isn't a human. The grappler makes an ability contest against the target, using Strength (Athletics) against the target's choice of Strength (Athletics) or Dexterity (Acrobatics). If they win, the target provides cover for the grappler as if it were a carried shield until the grapple ends or the grappler makes a different special attack against the human shield.

The cover provided by a human shield is three-quarters if the target is the same size as, or larger than, the grappler, or half if it is one size category smaller. A target two or more categories smaller provides no cover.

A human shield has an AV of 2 or the AV that any armor it is wearing would provide, whichever is higher. An attack with a higher PV ignores the cover provided by the human shield as normal, but any such attack that hits the grappler that would have missed if the cover applied also hits the human shield automatically.

While acting as a human shield, a Grappled combatant might be hit by some attacks made against the grappler. First, any critical miss against the grappler automatically hits the human shield. In addition, when any attack misses the grappler, the human shield becomes the new target of that attack, using the same attack roll result and comparing to its Defense as normal.

- **Example:** Mack grapples a soldier, then uses a special attack to use the soldier as a human shield. He makes a Strength (Athletics) check against the soldier's Strength (Athletics), as it is higher than the soldier's Dexterity (Acrobatics). Mack gets a result of 17 and the soldier gets a 9. The soldier is now a human shield. Since Mack and the soldier are both medium, the soldier provides three-quarters cover, giving Mack a Defense of 20. The soldier is wearing a medium ballistic vest with an AV of 3 and the ballistic property, so this shield has an AV of 3 against ranged attacks, and an AV of 2 against anything else.

Another soldier fires on Mack with an assault carbine. The weapon has a PV of 3 and is a ranged attack, so the human shield provides cover. The attacker gets a 12 to hit, which is a miss, so they compare the attack roll to the shield's Defense. Luckily for the Grappled soldier, a 12 also misses their Defense, so no one is hit. A third soldier also fires, rolling a natural 1—a critical miss! This attack automatically hits the human shield for its normal damage. Finally, a fourth soldier armed with a PV 4 sniper rifle fires at Mack. This weapon has a PV higher than the

human shield's armor, so Mack gets no cover. The sniper gets an 18 to hit Mack, enough to hit him. But since the attack wouldn't have hit had the cover applied, the sniper also hits the human shield—the round went right through the soldier!

MORALE

In warfare, force morale is very important. Most battles end when one force chooses to leave the battlefield, either in a controlled retreat or a complete rout. Despite the fact that soldiers willingly risk their lives, they are not eager to die—fear is something everyone experiences in war. The following morale rules are optional tools to create both more realistic encounters and, often, more enjoyable ones as well.

WHEN TO USE MORALE

By default, the morale and behavior of NPCs is yours to control, and the morale and behavior of heroes is the domain of their players. These rules can apply to either NPCs or heroes, or to both. We recommend limiting morale to NPCs most of the time, and excluding NPCs critical to the plot, such as a primary antagonist.

Using morale with your NPCs makes fights feel more realistic and helps wrap up combat sooner. Again, you don't have to use these mechanics to force your NPCs to run away, but they do add an element of chance. And, even when you choose to use the morale rules, they need not apply to every combat.

Using morale rules for the heroes should be reserved for adventures in which you want to capture the feel of combat stress among “green” soldiers, which means that they are inexperienced in combat. You could also use the rules in situations in which the enemy is employing especially terrifying tactics against the heroes.

MORALE SAVING THROWS

The core mechanic for morale is the saving throw. Morale saving throws are made when an event occurs that either seriously threatens an individual's life or indicates that their team is in real danger of losing the battle.

Morale saving throws are made either by individuals or groups of combatants. When made by an individual hero, the hero uses their Archetype's ability score saving throw. Thus, an Agile hero makes a Dexterity saving throw, a Tough hero makes a Constitution saving throw, and so forth. Individual NPCs use their highest saving throw bonus. Any bonus or penalty to the ability saving throws possessed by the hero applies to the morale saving throw as well.



Group morale saving throws are made by the NPC with the best saving throw bonus in the group, or by their designated leader.

The DC of the saving throw varies, depending on the severity of the event that triggered it. The more dire the situation, the more difficult the saving throw should be.

High and Low Morale

Favorable or unfavorable circumstances offer advantage or disadvantage to a morale saving throw. A group of NPCs with generally low morale always has disadvantage, and a group with generally high morale always has advantage. It's up to you to decide if either applies, or what specific circumstances might grant advantage or disadvantage beyond those specified by the rules or scenario.

Any talent or effect that modifies saving throws against the Frightened condition also modifies morale saving throws in the same fashion.

Success and Failure

Combatants who succeed at their morale saving throws act normally.

Combatants who fail are Frightened of the battle and of all their opponents. Furthermore, if they roll a 1 on their saving throw, they are Stunned until the end of their next turn in addition to being Frightened. Combatants who are Frightened due to failing a morale saving throw can take an Action during their turn to overcome their fear, granting them a DC 10 morale saving throw. If they succeed, they recover from the Frightened condition.

If a combatant fails a morale saving throw while they have the Frightened condition, they must flee the battlefield, surrender, or find a hiding place to remain until the end of the battle.

MORALE EVENTS

Morale events trigger morale saving throws. Different events have different DC values. This list is not intended to be exhaustive. The GM is invited to create additional Morale events that feel appropriate, and assign an appropriate DC.

EVENT	DC
Opponent uses their action to make a Charisma (Intimidation) check against them in combat	Intimidation Result
An adjacent ally is killed	10
The combatant takes damage equal to half their maximum hit points in one enemy turn or suffers a critical hit	10
Half of their allies have been killed	15
Their leader is killed	15
All their allies have been killed	20

CHAPTER 16 ENVIRONMENTAL RULES

These rules cover a range of special situations that may come up in play, both as obstacles for heroes to overcome and as elements that you can use to bring a world to life through rules. None of these rules really change the feel of play, as they are all about simulating a specific situation.

ATMOSPHERE

Presented here are rules for handling a variety of atmospheres, such as the vacuum of space, extremely hot or cold environments, or the crushing depths of the ocean.

PRESSURE TABLE

PRESSURE STEPS	EXAMPLE	EFFECTS
No Pressure	Space	Must make checks to avoid exhaustion
Low Pressure	Extreme altitude	None
Normal Pressure	Earth's atmosphere	None
High Pressure	50–200 feet underwater	None
Intense Pressure	Deep water	Disadvantage on Constitution (Endurance) checks
Crushing Pressure	Ocean Depths	Must make checks to avoid exhaustion

PRESSURE

Decompression is one of the most common hazards when heroes travel in space, and it is a danger shared by deep sea divers, even on Earth. The following table describes levels of pressure in steps, which determine the mechanical effects of that pressure level. Following the table is a full description of each pressure level's mechanics.

No Pressure. An environment completely—or nearly—without pressure is hazardous to life, even if a hero can enter it gradually. For every round that a character spends in a no pressure environment, they must make a DC 15 Constitution saving throw, suffering one level of exhaustion on a failure. The DC of this saving throw increases by 1 for each round beyond the first.

Low Pressure. A low pressure environment is generally safe as long as it is entered gradually, but see low oxygen later in this section.

Normal Pressure. At normal pressure, everything functions normally.

High Pressure. A high pressure environment, such as a normal safe diving distance, causes no penalties on its own.

Intense Pressure. An intense pressure environment compresses the lungs. Heroes at this pressure level suffer disadvantage on Constitution (Endurance) checks, even if they have air to breathe. A hero who can breathe underwater or that does not need to breathe does not suffer this penalty.

Crushing Pressure. Eventually, pressure becomes so severe that it is directly harmful. In addition to disadvantage on Constitution (Endurance) checks, for



each minute that a character spends in a crushing pressure environment, they must make a DC 10 Constitution saving throw, suffering one level of exhaustion on a failure. The DC of this saving throw increases by 1 for each minute beyond the first. The GM may call for checks more frequently and/or increase the DC for even more extreme pressure.

DECOMPRESSION

Rapid changes in pressure can result in serious consequences, even beyond what penalties existing in the new environment might entail. When a character moves into a lower pressure level location, or their location loses enough pressure to lower its pressure level, they risk decompression. The severity of this decompression depends on the speed of the pressure change.

Gradual Decompression. A character who spends a minute or more slowly decompressing—rising slowly in the water, using an airlock, etc.—suffers no penalties, as long as they change only one pressure level at a time. Ideally, a hero should spend more time than this, but the long-term health ramifications are generally beyond the scope of an adventure.

Rapid Decompression. A character who changes to a pressure level one step lower over the course of a single

round suffers from rapid decompression, as does any character who changes two pressure levels over the course of less than 1 minute. A character must make a DC 20 Constitution saving throw, suffering one level of exhaustion on a failure, or two levels instead if they fail by 10 or more.

Explosive Decompression. A character who changes to a pressure level one step lower nearly instantaneously—such as being sucked out by a hull breach—suffers from explosive decompression, as does a character who changes two pressure levels within a single round, or who changes three or more pressure levels within 1 minute. The character immediately suffers one level of exhaustion, then must make a DC 20 Constitution saving throw, suffering one additional level of exhaustion on a failure, or two additional levels instead if they fail by 10 or more.

HULL BREACHES

While in a sealed, pressurized environment, such as a spaceship, any puncture that exposes the interior to the outside results in a rush of wind as air is pulled out into the lower pressure environment. When much of the barrier between a pressurized location and the vacuum outside is suddenly removed, heroes might find themselves sucked out into a more hazardous environment.

A hole must be substantial—more than 1 foot in diameter—to cause enough suction to move a hero. For small punctures—bullet holes, for example—the rush of wind is slow. It could take hours for enough air to drain from a chamber through a tiny puncture to be a concern, and even a larger hole—up to about 1 foot in diameter—won't cause enough wind to move objects of any significant weight, even though the air soon depletes.

When there is a hole of sufficient size, each character with nothing to grab onto is automatically pulled 30 feet toward the hole each round, and is flung any remaining distance beyond the hole once they reach it. A character who can grab onto something affixed to a rigid surface makes a DC 15 Strength saving throw to avoid being pulled immediately. They must repeat this save each round, but the DC becomes 10 while holding onto the same object.

LOW OXYGEN

Some environments have breathable air, but not enough for normal activity. Examples include high in the mountains, a spaceship suffering an air leak, or a space station whose life support systems are failing. In a low oxygen environment, heroes suffer disadvantage on Constitution (Endurance) checks.

If lack of oxygen becomes dire, but not enough to cause immediate suffocation, heroes must make a DC 15 Constitution saving throw every 10 minutes, suffering one level of exhaustion on a failure. Heroes performing strenuous activity during that time have disadvantage on this saving throw.

EXTREME COLD

When exposed to an especially cold environment without proper clothing, heroes must make periodic Constitution (Endurance) checks. If the check fails, a hero suffers one level of exhaustion. The frequency of the checks and the DC depend on the severity of the cold. Any colder and characters suffer cold damage every round in addition to the effects of deadly cold.

SEVERITY	TEMPERATURE	CHECK FREQUENCY	CHECK DC
Very Cold	40° F (~4.5° C)	Every 1 hour	10
Severe Cold	0° F (~-18° C)	Every 10 minutes	15
Extreme Cold	-20° F (~-29° C)	Every 1 minute	20
Deadly Cold	-40° F (-40° C)	Every 1 round	25

EXTREME HEAT

While in an especially hot environment, heroes must make periodic Constitution (Endurance) checks. If the check fails, a hero suffers one level of exhaustion. The frequency of the checks and the DC depend on the severity of the heat. Any hotter and characters suffer fire damage each round in addition to the effects of deadly heat.

SEVERITY	TEMPERATURE	CHECK FREQUENCY	CHECK DC
High Heat	90° F (~32° C)	Every 1 hour	10
Severe Heat	110° F (~43° C)	Every 10 minutes	15
Extreme Heat	130° F (~54° C)	Every 1 minute	20
Deadly Heat	150° F (~65° C)	Every 1 round	25

SOLAR RADIATION

When exposed to an environment with no atmosphere, typically depressurization, suffocation, or deadly cold kills a hero long before solar radiation becomes an issue. But when a hero is inside the relative safety of a sealed environment with no radiation protection, they are exposed to radiation from the sun. Heroes are exposed to weak radiation every 30 days that they spend in such conditions. See Optional Rules in the *Everyday Heroes Core Rulebook* for more on how poisons such as radiation function.

The Cold Void of Space

While most of space is much, much colder than even deadly cold, and a similar temperature in a location with an atmosphere would cause immense cold damage to a hero, heat in space is lost only via radiation, as there is no air—or water, or any other material—to absorb the heat. Space is considered extreme cold for all mechanical purposes.

GRAVITY

On Earth, gravity is generally about the same everywhere a hero goes. The differences by altitude are minor, and have no mechanical effect. But when traveling in space, gravity can vary wildly.

The following table describes levels of gravity in steps, which determine the mechanical effects of that gravity level. Following the table is a full description of each gravity level's mechanics.

Gs. In the real world, gravity can be measured against Earth, where 1G is Earth's gravity.

GRAVITY STEPS AND EFFECTS TABLE

GRAVITY STEPS	GS	EFFECTS
Zero Gravity	0	Must push off of objects to move. No falling damage. Double normal range of thrown weapons. No maximum range on ranged attacks. No maximum Bulk.
Low Gravity	0.1–0.3	Walking movement is difficult, climbing is not. Jumping multiplied by five. Maximum Bulk and thrown range is doubled. No falling damage.
Mild Gravity	0.3–0.7	Jumping multiplied by two. Maximum Bulk +2. Lower falling damage.
Normal Gravity	0.7–1.3	Normal.
Heavy Gravity	1.3–1.7	Jumping divided by two. Maximum Bulk –2. Higher falling damage.
High Gravity	1.7–2	All movement is difficult. Maximum Bulk and thrown range are halved. High falling damage.
Intense Gravity	2.0–3.0	Movement is difficult. Maximum Bulk and thrown range are divided by five. Attacks are made at disadvantage. Extreme falling damage.
Crushing Gravity	3.0+	DC 15 Strength checks to move. Maximum Bulk is divided by five. Cannot throw weapons. Attacks are made at disadvantage. Extreme falling damage.



Effect. This column gives you a basic description of a gravity level's effect.

Zero Gravity. In zero gravity, nothing is pulled in any particular direction, and nothing stops moving unless it collides with something else. There is no damage from falling in zero gravity. Thrown weapons have their normal range doubled. Ranged attacks have no maximum range. Maximum Bulk is multiplied by three in zero gravity; heroes can't be weighed down by their equipment, but being covered in gear can still hinder them.

Movement in zero gravity can be achieved in the following ways:

- ▶ A combatant with propulsion designed for zero gravity can move as normally as that propulsion allows.
- ▶ A combatant with a flying speed can move normally. If that movement requires air to function—wings for example—they lose this flying speed in a vacuum.
- ▶ A combatant with magnetic boots or some other way to affix their feet to a surface can move as if walking, but this movement is difficult.
- ▶ A combatant can crawl along a surface with handholds. This counts as climbing movement and is thus difficult movement.
- ▶ A combatant can push off of an object affixed to a solid surface, or off of a combatant at least two size categories larger, propelling themselves in the opposite direction.
- ▶ A combatant can push off of another combatant within one size category of them, or off of a similar-sized free-floating object, propelling themselves in the opposite direction, and propelling the other combatant or object directly away.

When a combatant or object is propelled, it moves at half the speed of the combatant initiating the push. It moves that distance immediately, and again at the start of each of its turns, or at the end of the round for unattended objects.

While there is no such thing as Prone in zero gravity, combatants can still suffer the Prone condition. In zero gravity, this represents the combatant spinning out of control or otherwise unable to stabilize their movement, but has the same mechanical effects. A character can only “stand up” from this Prone condition if they have a stable object or ally within reach.

Low Gravity. At low gravity, everything is extremely light, making it difficult to move due to a lack of traction. Walking movement is difficult movement, but climbing movement is not. Jumping height and distances are multiplied by five, and falling damage is eliminated. Heroes' maximum Bulk is doubled at this gravity level, as is the range of thrown weapons.

Mild Gravity. At mild gravity, everything is much lighter. Normal movement is not significantly impacted, but the

height and distance of jumping is doubled. Falling damage is reduced to 1d8 for every 20 feet fallen to a maximum of 10d8. Heroes' maximum Bulk is increased by 2 at this gravity level.

Normal Gravity. At normal gravity, everything functions as usual. This is the baseline, default level of gravity, which can be found on Earth and similar-sized planets.

Heavy Gravity. At heavy gravity, things are rough, but mostly normal. Regular movement is not affected, but jumping height and distance are halved. Falling damage is 1d8 for every 5 feet fallen to a maximum of 30d8. Heroes' maximum Bulk is reduced by 2, to a minimum of 1, at this gravity level.

High Gravity. At high gravity, movement becomes hard. All movement is difficult movement, and jumping distance and height are divided by five. Climbing is especially difficult, costing four times as much movement instead of double. Falling damage is 1d8 for every 5 feet fallen, to a maximum of 40d8. Heroes' maximum Bulk is halved at this gravity level, as is the range of thrown weapons, except when thrown directly downward, in which case the attack is made at advantage.

Intense Gravity. At intense gravity, even existing is a challenge. All movement is difficult and costs four times as much movement instead of double. Climbing is impossible without passing a DC 15 Strength check in addition to any check made to climb a difficult surface. Falling damage is 1d8 for every 2 feet fallen to a maximum of 60d8. Heroes' maximum Bulk is divided by five at this gravity level, as is the range of thrown weapons, except for those thrown directly downward. All attacks are made at disadvantage, except when throwing a weapon directly downward, in which case the attack is made at advantage. Even falling Prone is dangerous; a combatant that falls Prone suffers 1d8 falling damage. Standing up from Prone requires a successful DC 10 Strength check.

While at intense gravity, any human or animal from a 1G environment like Earth must make a DC 10 Constitution (Endurance) check each hour, suffering one level of exhaustion on a failed check.

Crushing Gravity. At crushing gravity, the gravitational pull is actively deadly. All movement is difficult and costs four times as much movement instead of double, and in order to move at all during a turn, a combatant must pass a DC 15 Strength check. Climbing instead requires a successful DC 25 Strength check. Falling damage is 1d8 for every 1 foot fallen to a maximum of 100d8. Anyone who falls Prone also suffers 2d8 falling damage. Maximum Bulk is divided by ten. Thrown weapon attacks cannot be made except directly downward, and all other attacks are made at disadvantage. Thrown weapon attacks made directly downward are made at advantage and deal an additional die of damage. Standing up from Prone requires a successful DC 15 Strength check.

DEMOLITION

Graded challenges are an excellent way to determine the success of the complex task of using explosives to blow up buildings, bridges, or other complex inanimate objects. Demolition requires three elements: something that you want to blow up, sufficient explosives, and sufficient time to set the explosives.

Demolitions are typically set to go off by way of a timer, with a fuse or wired connection, or a wireless signal. The hero chooses how they want to set off the explosives, provided that the technology is available. This choice shouldn't make any difference to the difficulty, but it may be important to the action.

The number of charges needed can be determined using the Necessary Charges Table, but the GM is always free to specify a number based on their judgment of the situation. A typical demolition takes at least 10 minutes per charge planted. Again, the GM can make special allowances, or the planting of explosives can be handled directly through roleplay or as actions during combat.

NECESSARY CHARGES TABLE

CHARGES	SIZE
1	A single object or civilian vehicle.
2	Tiny buildings such as a shack, a foot bridge, or a truck.
4	Small to medium sized homes or businesses, single lane bridges.
8	Large buildings such as mansions or factories, double lane bridges.
16	Huge office buildings, warehouses, sizable factories, large bridges.
32	Titanic buildings like skyscrapers, stadiums, or massive bridges.



WHAT TO ROLL

Intelligence (Mechanics) is the go-to skill for demolitions, but Intelligence (Natural Science) is a reasonable alternative. The best time to make the roll is when the explosives are supposed to go off. The GM may simply declare the demolition a success. If the hero is a professional demolitions expert, and they have all the time and materials that they need, then success is likely. That said, adventure scenarios don't often present these ideal conditions, and the suspense of rolling lends a sense of fun to something so inherently dramatic.

DIFFICULTY CLASS

This is totally left to the Game Master's discretion based on their assessment of the situation. Factors to consider are the durability of the object being demolished, the quality of the explosives, and the time that was available to lay them. DC 15 is a good default, as it is a challenging value for someone not very skilled, but very achievable for someone with the right skills or rolling with advantage.

DEMOLITION GRADED RESULTS

RESULT	OUTCOME
Epic Success (+10)	Demolition resulting in complete destruction. The blast is either perfectly clean and precise or cascades into other structures or targets at the hero's discretion.
Success (+5)	An effective demolition, completely destroying the target.
Close Success (+0)	The target is functionally destroyed, but the demolition is incomplete and somewhat messy, with some unintended consequences.
Partial Failure (-1)	The target is badly damaged, but remains at least partly intact and functional.
Failure (-5)	Something went wrong and the explosives either didn't go off or only caused superficial damage to the target.
Epic Failure (-10)	Things went very wrong. Perhaps your spare detonators exploded, setting you on fire or dealing damage to you and your allies. Perhaps an enemy stole all the explosives. Whatever it is, you really messed up and the target is unharmed.

BURNING BUILDINGS

Being inside of a building on fire is dangerous. This rule also applies when caught in a wildfire or similar situation. There are two chief hazards: suffocation from smoke and heat from the fire. Eventually there is also a danger of the building (or surrounding foliage) collapsing completely. These rules are for structures or areas truly engulfed in flames.

Anyone in a burning area who lacks a respirator is subject to the standard suffocation rules. A moistened cloth mask offers advantage on any saving throws made to avoid suffocating.

Each round spent in the midst of the fire requires a DC 15 Dexterity saving throw. On a roll of 1, the victim gains the Burning condition. If the victim succeeds, they take 1d4-2 fire damage from the heat. If they fail, they take 1d6 fire damage.

COLLAPSING BUILDINGS

Being inside a building when it collapses is extremely dangerous. Potential victims make two saving throws in this situation:

- ▶ A Dexterity saving throw to avoid taking damage from falling debris
- ▶ A Strength saving throw to avoid being trapped by the debris

The DC and damage vary by the overall size of the collapsing building.

If the Dexterity saving throw fails, the victim takes the damage indicated. If they succeed, they manage to avoid taking any damage.

BUILDING COLLAPSE

BUILDING TYPE	SAVE DC	DAMAGE
Small one-story building (home, small office, shack)	10	2d6
Medium 2-4 story building (mansion, small apartment, mall, small bridge)	15	4d6
Large 5-20 story building (apartment complex, large bridge, office tower)	20	6d8
Massive building (skyscraper, sports stadium, concrete dam, power plant)	25	8d12

If the Strength saving throw fails, the victim is trapped in the debris, unable to free themselves. If they succeed, they are able to free themselves from the debris.

Victims trapped in a collapsed building require someone to rescue them, unless they have some means of digging out other than their own Strength. The time needed to rescue victims is left to the discretion of the GM, based on the type of building and the equipment available.

Diving For Cover

Victims in a collapsing building can also attempt to Dive for Cover. Generally speaking, there usually isn't any cover sufficient to stand up to a collapsing building. But if the GM decides there is, and it is close enough for a hero inside the building to dive under or into it, the GM should give the hero the opportunity to try. Likewise, if the hero could feasibly dive out of a collapsing building (through a window or doorway sufficiently close), the GM should allow the hero to make the attempt.

FORTIFICATIONS

Fortifications include a range of defensive emplacements, deterrents, and obstacles that shield a defensive fighting position in anticipation of an enemy attack. Fortifications are used in both traditional and guerilla warfare. Mechanically, they are very similar to traps, except that the effect of a fortification is to protect rather than to attack.

Unlike Traps, make the ability check when the Fortification is built to determine the success of the construction effort. If it fails, additional time is required equal to half the normal setup time, and another check is made. This continues until the check is successful or the builder gives up. If no difficulty is given, and success is automatic.

BREASTWORKS

Breastworks are temporary walls or barriers, erected to provide cover to troops and equipment. They are most commonly made with sandbags, but nearly any material

may suffice. Typically, they stand two to four feet tall and provide three-quarters cover for troops. The AV of the cover varies by material, but most are constructed with the AV at least at 3, and preferably 4 or even 5.

Materials: Natural or salvaged materials

Setup time: 1 hour per 10 feet of cover

Difficulty: none

DECoy

Decoy soldiers have featured in warfare for a very long time. It is a cheap and simple battlefield deception, deployed for numerous purposes: you can try to intimidate the enemy by over-representing your forces, or you can draw out the enemy as they attack the decoys.

Decoys only work at distances of 60 feet or more, or in low-visibility conditions at any distance. An active Wisdom (Perception) check detects a decoy. If the decoy is made by a hero, roll a contest against the creator's Charisma (Deception) or Wisdom (Arts and Crafts)—player's choice.

Materials: Extra clothing or cloth, sticks

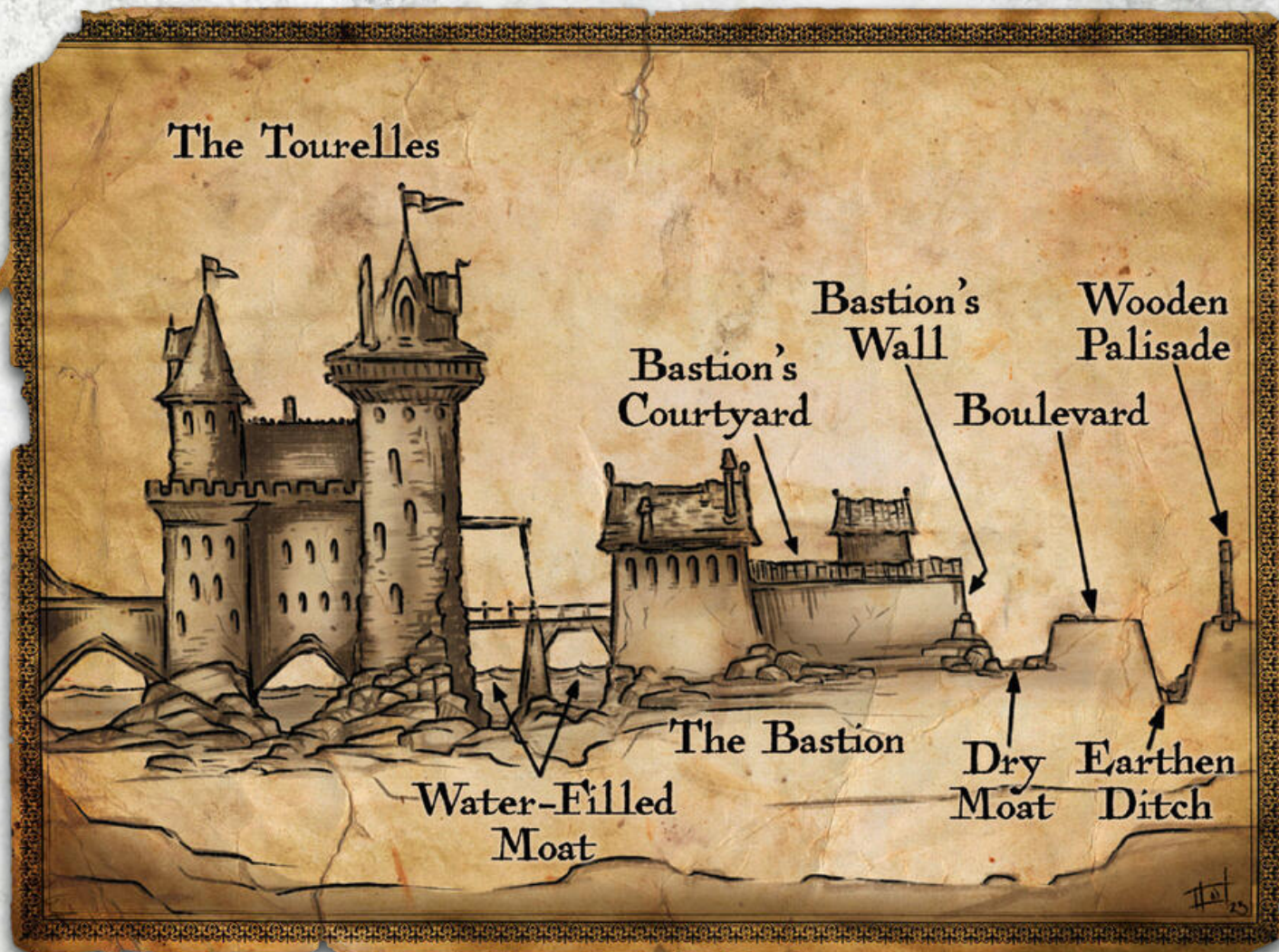
Setup time: 10 minutes per decoy

Difficulty: none

FOXHOLE/SPIDERHOLE

Foxholes are vertical holes dug deep enough for a soldier or soldiers to crouch in and hide completely. They provide excellent cover as firing positions, but are difficult to leave, since the soldier must first climb out of the foxhole to advance or retreat. The US Army specifies that foxholes should accommodate two soldiers. Spiderholes are foxholes with a camouflage lid pulled over the hole to hide it from casual inspection.

Foxholes provide three-quarters or full cover to any soldier in them, with AV 5. It takes the soldier 10 feet of movement to leave a foxhole. To make a spiderhole, make an Intelligence (Security) check to contest anyone searching for it.



Materials: Shovel or trench tool

Setup time: 2 hours

Difficulty: none

PILLBOX

A pillbox is a small, fortified building used as a firing position. The lower section is especially well-fortified to provide cover for soldiers, but the building also includes strong walls and roof to reduce the risk from artillery and grenade attacks. Pillboxes have very small windows that serve as firing ports. Pillboxes provide their occupants three-quarters cover from their firing angle and full cover from any other direction. The Armor Value of the pillbox depends on the materials used, but AV 4 is the standard for stone and mortar pillboxes.

Materials: Stone, mortar, timbers, sandbags, mechanics tools

Setup time: 2 days for a 10x10 foot pillbox

Difficulty: DC 12 Wisdom (Arts and Crafts) or Intelligence (Mechanics)

TANK TRAPS

Tank traps are like giant caltrops designed to block vehicles. Any vehicle impacting a tank trap risks a crash, and its forward movement is automatically halted. Tank traps are fairly easy to remove by hand, so they are generally only deployed in locations that are under active guard.

Materials: Steel beams, welding kit (or prefab tank traps)

Setup time: 30 minutes per trap (5 minutes for prefab traps)

Difficulty: none

TRENCH

Trenches provide cover for soldiers and also grant safer mobility, at least along the trench line. A trench is preferable to a foxhole, since the trench allows for easier escape and the ability for defenders to reposition themselves while still retaining cover. The AV for a typical trench is 5.

Materials: Shovel or trench tool

Setup time: 6 hours per 10 feet (per person digging)

Difficulty: none

TUNNELS

Tunnel fortifications are used for a number of purposes. They are good for sheltering against artillery or other heavy fire, they provide a hiding place, and present an escape route from an entrenched position. The only problem is that they may also become a death trap if your exit is blocked. A tunnel entrance can be concealed if desired—make an Intelligence (Security) check to contest anyone searching for it.

Materials: Shovels, picks, and/or explosive charges

Setup time: 10 feet of tunnel per day

Difficulty: DC 14 Intelligence (Mechanics) or Intelligence (Natural Sciences)

WATCHTOWER

Watchtowers give soldiers a better view of the battlefield, allowing them to spot the enemy earlier and, in some cases, giving them a better angle of fire. Watchtowers may be constructed entirely from building materials, or can make use of natural features, such as a hill or sturdy tree. If natural features are available, this halves the construction time.

A watchtower provides advantage on Wisdom (Perception) checks. Watchtowers typically include cover of some kind for the guards, though typically this is only AV 2. A tower can be concealed from observers more than 60 feet away: make an Intelligence (Security) check to contest anyone trying to spot it. This effect is lost if anyone in the watchtower fires a loud weapon.

Material: Lumber, nails, carpentry tools

Setup time: 6 hours

Difficulty: DC 12 Wisdom (Arts and Crafts) or Intelligence (Mechanics)

WIREWOKS

Wireworks include a range of obstacles created out of barbed wire, used both to slow enemy progress and to funnel the enemy toward vulnerable positions. Wireworks can be set up as fences, free-standing obstacles, or just wire strung between trees. Generally, these fortifications are placed where they are covered by friendly observation; otherwise it's simply a matter of time for the enemy to dismantle or cut through them unopposed.

Cutting your way through wireworks safely takes 10 minutes per 5 feet. Once done, anyone may pass freely. Vehicles usually knock wireworks down or push them aside.

Traversing wireworks without disabling them is difficult movement, and deals 1d6 piercing damage (PV 2) to the person traversing it. Every 5 feet of movement also requires a successful DC 15 Dexterity (Acrobatics) check. If they fail, their movement is reduced to 0 until the end of their turn. On their next turn they must attempt to traverse the wireworks again to leave the space.

Material: Lumber, nails, wire, carpentry tools

Setup time: 6 hours

Difficulty: DC 12 Wisdom (Arts and Crafts) or Intelligence (Mechanics)

NATURAL TRAPS

Natural traps are very much like man-made traps in terms of the mechanics and requiring the GMs guidance for including them. They are handled by making appropriate ability checks, but can also be discovered, avoided, or disarmed purely through role-play.

Detecting natural traps requires either Wisdom (Perception) or Wisdom (Survival). Generally, natural traps cannot be disabled, but they can be avoided and sometimes effectively destroyed.

QUICKSAND

Solid-appearing patches of liquified sand or silt can swallow unwary explorers and drown them.

Effect. Victims sink shoulder-deep into the quicksand after entering it. They must take an action to make a DC 15 Strength (Athletics) check to pull themselves out. If they succeed, they can move out of the quicksand. If they fail, they sink deeper and have disadvantage on their next check to escape. If a victim fails on their second check to escape, they are fully submerged, begin suffocating, and cannot escape unaided.

Help. If allies can get a rope around the victim, the allies can make a DC 13 Strength (Athletics) check, which, if successful, pulls the victim free. Failure does not endanger the victim further.

Difficulty: DC 15 Wisdom to detect



SINKHOLE

Unstable earth covers an underground chamber. Victims walking on it can trigger its collapse, falling into the chamber.

Effect. Anyone size medium or larger walking over the sinkhole triggers its collapse. The victim can make a DC 13 Strength saving throw. If they succeed they leap to safe ground. If they fail, they fall Prone into the abyss, taking 1d8 bludgeoning damage per 10 feet they fall.

Difficulty: DC 13 to detect

NUCLEAR EXPLOSIONS

A nuclear explosion is a devastating blast that causes the following effects, including radiation poisoning (for more on radiation poisoning, see “Poison” in the Optional Rules of the *Everyday Heroes Core Rulebook*):

- ▶ Anything of non-titanic scale within the blast's severe area is completely destroyed.
- ▶ Anything of titanic scale within the blast's severe area must make a DC 20 Constitution saving throw, taking titanic-scale explosive damage as determined by the kilotons (KT) of the explosion on a failed save (ignoring armor), or half as much on a successful one. Anything that survives this damage is knocked Prone and exposed to deadly radiation.
- ▶ Anything within the blast's moderate area must make a DC 15 Constitution saving throw, taking explosive damage of its own scale as determined by the KT of the explosion on a failed save (ignoring armor), or half as much on a successful one. It also falls Prone if its saving throw fails. Anything that survives this damage is exposed to dangerous radiation.
- ▶ Anything within the blast's light area must make a DC 12 Constitution saving throw, taking 7 (2d6) explosive damage of its scale on a failed save (ignoring armor), or half as much on a successful one. Glass is shattered, and anyone of non-titanic scale near a window or similar glass must also make a DC 15 Dexterity saving throw, taking 7 (2d6) slashing damage (PV 2) on a failed save. Anything that survives this damage is exposed to weak radiation.

The size of each blast area is determined by the power of the reaction, measured in kilotons (KT). Distance is measured in titanic-scale spaces, where each space is 100 feet.

NUCLEAR EXPLOSIONS

KILOTONS (KT)	SEVERE DAMAGE	SEVERE AREA	MODERATE DAMAGE	MODERATE AREA	LIGHT AREA
10 KT	3d6	10 spaces	2d6	20 spaces	60 spaces
20 KT	5d6	12 spaces	4d6	25 spaces	75 spaces
50 KT	10d6	15 spaces	8d8	30 spaces	90 spaces
100 KT	20d6	25 spaces	10d6	50 spaces	150 spaces
1,000 KT	20d6 + 100	50 spaces	20d6	100 spaces	300 spaces
5,000 KT	20d6 + 150	75 spaces	2d6 + 25	150 spaces	450 spaces
10,000 KT	20d6 + 300	100 spaces	20d6 + 50	200 spaces	600 spaces
50,000 KT	20d6 + 500	150 spaces	20d6 + 100	300 spaces	900 spaces

STREET CRED

In environments where traditional currencies are either unavailable or have little value, personal credibility and reputation become very important tender. In the criminal world, and in places with highly restrictive or non-functional markets, "street cred" can be far more valuable than cash.

In mechanical terms, Street Cred is a substitute for Wealth Level. Heroes that have Street Cred can effectively

bargain for goods and services based on their reputation. People know the hero is "good for it," and can pay someone back in goods or favors when called on to do so. Street Cred is a combination of trustworthiness and perceived power. At the upper end of the scale, both are required, but at the lower level one or the other is usually enough.

Street Cred only works within the bounds of a given community. Someone with significant Street Cred in the New York criminal gangs won't have the same pull in

STREET CRED LEVELS

LEVEL	MEANING	DC
0	You are a despised outsider in the community who will be excluded from trade in most situations.	20
1	You are new to a community. Some give you the benefit of the doubt, but you have a long way to go to prove yourself worthy of trust and respect. You may also be someone known to the community, but who is considered untrustworthy.	10
2	You are familiar to most people in the community, but don't have a lot of pull or strong relationships with people who do. Getting the basics is no problem, but big favors are probably out of reach.	15
3	You are well known in the community, have some strong relationships, or are seen as potentially dangerous. You are generally trusted and can pull your weight in community affairs.	20
4	You are a big name in the community. Others willingly follow your lead and go the extra mile to gain your favor and support. If you aren't powerful yourself, you have friends who very much are. It's likely that you have a few enemies as well.	25
5	You are a major player in your world, able to muster widespread support when needed, and to call in significant favors based on what you have done for others. You set trends and have both many admirers and enemies.	30
6	You are pretty much royalty in your community. Some people would gladly die for you; others would rather die than cross you. Your enemies are likely legion, but you have legions of your own allies to keep them at bay.	NA

STREET CRED CHECKS

TYPE OF ACT	RESULT	OUTCOME
Favorable	Success	Street cred increases by one (Maximum 5)
Favorable	Failure	Street cred is unchanged
Unfavorable	Success	Street cred is unchanged
Unfavorable	Failure	Street cred decreases by one (Minimum 0)

the Shanghai Underground. Street Cred exists within a specific organization, a community, or a location. Note what context the Street Cred applies to when recording Street Cred on a character sheet. Different contexts may create different levels of Street Cred. The GM is the ultimate arbiter for when and how to apply Street Cred.

Starting Street Cred: A hero brand new to a given community starts with Street Cred 1. If the hero's background states that they are already a member of a given community, their Street Cred starts at 2. Some backgrounds, professions, or classes may elevate a hero's Street Cred in one or more communities.

EARNING AND LOSING STREET CRED

Street Cred changes when heroes perform acts that either build credibility or erode it. Pulling off a big bank heist could raise someone's Street Cred in the criminal community, for example, whereas testifying in a public trial against a fellow criminal could decrease it. In either case, these acts need to be things that people in the community are likely to learn about, care about, and discuss.

Heroes make a Charisma (Streetwise) check whenever they perform an act that might change their Street Cred. The DC is determined by the hero's current Street Cred level. The result depends on the type of action that led to the check.

Maximum Street Cred

Normally, heroes do not reach a Street Cred of 6 unless the GM has made attaining it part of the story for a campaign.

TRAP LURES

Lures are used to draw enemies into a trap and distract them, so that they don't anticipate or see it. The rules for traps assume that the players take care to set up the trap in a good location and in a way that is difficult to detect. The key to a good lure lies in its effectiveness in short-circuiting the enemy's critical thinking skills in some way. A bad lure only raises the target's suspicion and causes them to think twice about what to do next.

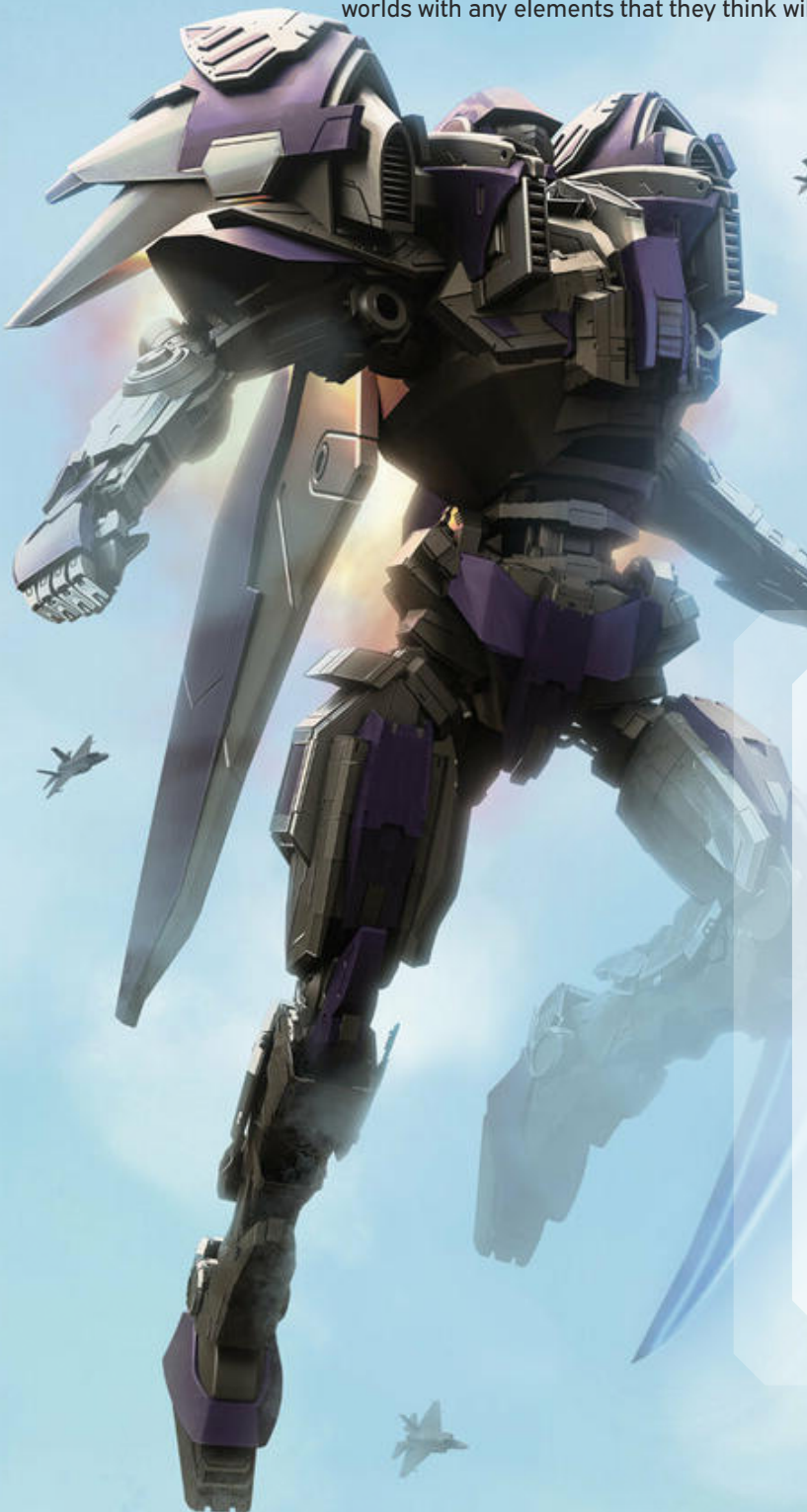
When a hero sets a lure for their trap and the GM determines that an enemy will encounter it, roll a contest between the hero's Charisma (Deception) versus the target's Intelligence saving throw. If the hero wins, the lure is good and the hero has advantage on their check to set the trap. If the defender wins, it's a bad lure and the hero has disadvantage on their check to set the trap. Alternatively, the GM may simply decide that the lure is good or bad, based on their understanding of the target's psychology.



CHAPTER 17

EXTRAORDINARY RULES

The following rules all pertain to aspects of play that are most likely to happen outside the genre of an action film based on our real world. However, this doesn't mean that you can't bring them into a contemporary setting! In fact, doing this can be a whole lot of fun, so we encourage GMs to spice up their worlds with any elements that they think will be fun for players.



CONDITION

PETRIFIED

A petrified combatant is transformed, along with any non-magical object that they are wearing or carrying, into a solid inanimate substance (usually stone). The combatant's weight increases by a factor of ten, and they cease aging. This has the following effects:

- ▶ They are Incapacitated, can't move or speak, and are unaware of their surroundings.
- ▶ Attack rolls against them have advantage.
- ▶ They automatically fail Strength and Dexterity Saving Throws.
- ▶ They have damage reduction (10) against all damage.
- ▶ They are immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

MECHS

Mechs are enormous combat machines operated by specially trained pilots in order to combat massive threats or to engage in warfare. Mechs require highly advanced technology that is well beyond what we have in the present day. For a well-trained pilot, operating a mech feels like having a second skin, one covered in armor and bristling with high-powered weapons. The best pilots combine the instincts of a masterful warrior with the mental ability to transcend their own physical form and merge their awareness with the mech's systems.

Overall, mechs in this system employ a variation on the standard *Everyday Heroes* combat system. The basics are the same, but the overall feel is due to the particulars of the mech rules, such as the weapons that they use, how they take damage, and the way that they move. This system describes both how to design mechs and how to use them in combat. The role mechs play in the world of the game is left to the Game Master and the setting in which you are playing. We created the "Apocalyptic Nightmares" in Part 4 of this book as foes for titanic mechs to battle.

MECH PILOTS

Mech pilots are talented pilots who have natural qualities that make them particularly suited for the job.

If you are playing a game featuring mech combat, it is assumed that the heroes are trained mech pilots, even if their original profession was something different. There is no specific skill or proficiency required by default. A GM looking to run a game in which heroes start as untrained, and must work to become mech pilots, should make this training an in-play reward rather than a mechanical one.

MECH SCALE

The mech rules are technically scale-agnostic, but it is expected that these rules will be used at the Giant and Titanic scales. The way that we describe mechs and the art that we have included of them both reflect this expectation. Accordingly, distances are measured in spaces as per the Scale rules included in this book.

CHASSIS

Mechs are each unique in their design, but they can be categorized based on their height, build, and the heaviness of their armor. A mech's chassis determines a mech's size category, the maximum Bulk of the equipment that it can have installed, its Defense, the Armor Value of its armor plating, and its movement speed. Each chassis type may also have additional special rules.

MECH TYPES

CHASSIS TYPE	HEIGHT [GIANT]	HEIGHT [TITANIC]	SIZE	MAX BULK	DEFENSE	ARMOR	SPEED
Superlight	15-25 ft.	80-120 ft.	Tiny	2 + your proficiency bonus	14	AV 1	4 spaces
Light	25-40 ft.	120-200 ft.	Small	4 + your proficiency bonus	13	AV 2	5 spaces
Medium	40-50 ft.	200-250 ft.	Medium	6 + your proficiency bonus	14	AV 3	4 spaces
Heavy	50-60 ft.	250-300 ft.	Medium	8 + your proficiency bonus	15	AV 4	3 spaces

Superlight Mech

Especially small and maneuverable, superlight mechs can operate in tighter spaces than can a larger mech. They can also be produced more cheaply than their larger counterparts.

Light Mech

Lightweight mechs are designed for speed and agility. They have lighter armor and are more vulnerable to attack than their larger counterparts, but they make up for this vulnerability in their ability to out-maneuver opponents.

Medium Mech

With standard and reliable builds, medium mechs combine reasonably heavy armor with decent speed, allowing them maximum flexibility in facing opponents.

Momentum. When a medium mech takes the Dash action, it must move in a straight line.

Topple. A medium mech can move only up to 1 space when it dives for cover.

Heavy Mech

Heavy mechs are slow, bulky, and well-defended. They stand their ground and rely on brute force to defeat their enemies.

Awkward. A heavy mech has disadvantage on Dexterity ability checks and Dexterity saving throws.

Bulky. A heavy mech cannot dive for cover.

Momentum. When a heavy mech takes the Dash action, it must move in a straight line.

STANDARD EQUIPMENT

The following equipment is standard for all Mechs, and is present unless specifically removed or replaced:

Computer Systems. State-of-the-art digital systems allow the mech's many systems to function. These computers can also perform any function of which a normal supercomputer is capable.

Escape Pods. Each mech is equipped with an escape pod for the crew. Anyone in the cockpit can enter and launch an escape pod as an action. The pods have rocket thrusters that allow them to travel upward of a mile from the mech, but have no steering mechanism: they are simply launched in a set direction. They are durable (AV 5 at normal scale), float, and protect anyone inside from impact.

Flood Lights. A mech's lights, typically mounted on the head and shoulders, are bright enough to light up a battlefield. So long as its pilots aren't worried about being seen themselves, a mech never has to operate in the dark.

Heads-Up Display. A mech's cockpit has displays that provide information to the pilots without distracting them from the battle. This display includes systems diagnostics, targeting data, and a clearer view of the mech's surroundings than its visor could otherwise provide.

Loudspeaker. The pilot can communicate with anyone outside the mech via their loudspeaker.

Radio Comms. If digital communication to allies is lost, or communication with less advanced allies is required,

a mech has a powerful radio, capable of broadcasting upward of 25 miles.

BULK AND COMPLEXITY

Bulk. A mech can carry equipment and objects up to its maximum Bulk value, as determined by its chassis and its pilot's proficiency bonus. As with human characters, if a mech's maximum Bulk is exceeded, it is Encumbered, and if it carries twice its Bulk, it becomes Restrained.

Complexity (Com). The more complex systems a mech has, the greater the skill required of the pilot. Each piece of equipment has an associated Complexity, which represents its difficulty to operate.

Pilots can only operate equipment with a Complexity equal to or lower than their proficiency bonus. If a mech has any piece of equipment with a Complexity value higher than the proficiency bonus of the pilot, that equipment cannot be used and any benefits it provides are ignored, though it still counts toward the Bulk of the Mech.

Ejecting Equipment

To reduce Bulk, a mech's equipment, and even its limbs, can be ejected. An ejected limb or piece of equipment falls to the ground. It will need to be recovered, and requires repairs, to re-attach.

As an action, a mech can eject any piece of installed equipment so long as the equipment does not have the Integrated property. Alternatively, an entire limb can be ejected, removing that limb as well as any equipment installed in it, including any integrated equipment.

WEAPONS

Mechs can be equipped with a variety of weapons, each with its own strengths and weaknesses.

Proficiency. Mech weapons have no equipment category; pilots are instead always proficient in their mech's weapons.

Mech Weapon Properties

By default, mech weapons need not track ammunition, though some weapons have the Limited property, limiting the number of times that they can be fired.

Mech weapon ranges are measured in spaces.

Freezing. The Armor Value of the target's armor is reduced by 2 until the end of the attacker's next turn. This effect does not stack.

Integrated. The weapon is integrated with the component on which it is mounted. It cannot be ejected.

Limited. Unlike other Mech weapons, this weapon can be used only a limited number of times before restocking at a facility that combines a Level 5 Armory with a Level 5 Workshop.

Mount. Mech weapons can be mounted on a body part, rather than held. Such a weapon cannot be dropped. If that body part is destroyed, the weapon cannot be used.

Paired. This weapon comes in a pair, with one installed in each arm. The listed complexity and Bulk are the combined total.



MELEE MECH WEAPONS

WEAPON	DAMAGE	RANGE	PV	COM	BULK	PROPERTIES
Blade Whip	1d6 slashing	-	2	1	1	Mount (Arm), Reach (2 spaces)
Bolt Fists	1d4 electrical	-	1	2	2	Integrated, Mount (Arm), Light, Paired, Stunning
Buzz Saws	1d6 slashing	-	3	2	2	Finesse, Light, Mount (Arm), Paired
Claw Blades	1d6 piercing	-	2	1	2	Finesse, Light, Mount (Arm), Paired
Giant Axe	2d8 slashing	-	5	4	4	Heavy, Loud, Two-Handed
Giant Flail	1d12 bludgeoning	-	3	3	4	Heavy, Mount (Arm), Reach (3 spaces), Slow-Firing
Hammer Fist	1d10 bludgeoning	-	1	1	1	Heavy, Integrated, Mount (Arm)
Heat Torch	1d6 fire	-	3	1	1	Finesse, Mounted (Arm)
Lightning Blades	1d6 electrical	-	2	3	2	Finesse, Light, Loud, Paired
Lightning Whip	1d6 electrical	-	3	2	1	Finesse, Loud, Reach (3 Spaces)
Mace Fist	1d12 bludgeoning	-	2	3	2	Heavy, Integrated, Mount (Arm)
Plasma Blades	1d8 fire	-	5	4	2	Finesse, Light, Loud, Paired
Plasma Spike	1d8 piercing	-	4	3	1	Finesse, Mount (Arm)
Plasma Whip	1d8 slashing	-	4	3	1	Mount (Arm), Reach (2 spaces)
Pneumatic Fists	1d8 bludgeoning	-	2	2	2	Integrated, Light, Mount (Arm), Paired
Strike Blades	1d8 piercing	-	3	3	1	Finesse, Light, Mount (Arm), Paired
Taser Cables	1d4 electrical	-	1	2	1	Finesse, Mount (Arm or Core), Reach (3 Spaces), Stunning
Unarmed Strike	1d4 bludgeoning	-	1	N/A	N/A	Light, Finesse, Special

Blade Whip. This massive cable is covered in incredibly sharp razor blades, slicing apart anything it strikes.

Bolt Fists. These modified fists produce pulses of electricity meant to disable opponents.

Buzz Saws. These sawblades, built into the mech's hands, cut through armor exceptionally well without the added power requirements of plasma weaponry.

Claw Blades. These long and thin, arm-mounted blades are simple, but effective, allowing for rapid strikes to vulnerable areas.

Giant Axe. This gigantic, two-handed axe's blade is toothed with massive superdense blades that function like chainsaws, chewing through enemies like firewood.

Giant Flail. This massive wrecking ball can be swung with immense force, smashing enemies to pieces.

Hammer Fist. Note that this does not count as an unarmed strike, even though it uses a mech's fist.

Heat Torch. This close-range, heated beam can be used as a welding tool, but also functions as a deadly weapon.

Lightning Blades. These handheld weapons project blades charged with electricity.

Lightning Whip. This massive, electrified whip pulses with power, shocking anything it hits with lethal jolts.

Mace Fist. Note that using this weapon does not count as an unarmed strike, even though it uses a mech's fist.

Plasma Blades. These weapons produce beams of superheated plasma.

Plasma Spike. This huge metal spike is propelled out of a mech's wrist with powerful pneumatics, plunging the spike deep into an enemy. A sheath of superheated plasma energy around the spike allows it to cauterize wounds.

Plasma Whip. This thin cable is lined with conduits that coat the length of the whip in superheated plasma.

Pneumatic Fists. The Mech packs a pneumatically powered punch. Note that this does not count as an unarmed strike, even though it uses a mech's fist.

Strike Blades. These small, superheated blades can be used for quick, precise strikes that cauterize any wounds that they cause.

Taser Cables. Launched from the mech's wrist, these hooked cables can stun machines and monsters alike with rapid pulses of electricity.

Unarmed Strike. A Mech can always make an unarmed attack, and the pilot decides which limb to use to make that attack.

RANGED MECH WEAPONS

WEAPON	DAMAGE	RANGE	PV	COM	BULK	PROPERTIES
Anti-Matter Cannon	2d6 special	4/8	N/A	4	4	Integrated, Loud, Mount (Arm), Slow-Firing, Special
Auto-Cannons	1d6 ballistic	8/16	3	3	2	Light, Loud, Mount (Arm), Paired
Beam Cannon	1d6 fire	8/16	3	2	2	Integrated, Loud, Mount (Arm or Core)
Blasters	1d4 ballistic	4/8	2	1	1	Integrated, Light, Loud, Mount (Arm), Paired
Cryo Cannon	1d8 cold	4/8	1	2	2	Loud, Mount (Arm or Core), Freezing
Flame Cannon	1d4 fire	4/8	1	1	1	Light, Loud, Mount (Arm or Core), Special
Flash Bulbs	None	2/4	0	2	1	Blinding, Finesse, Mount (Head)
Gatling Cannon	1d8 ballistic	8/16	3	2	2	Integrated, Loud, Mount (Arm or Core)
Heavy Cannon	1d8 ballistic	4/8	2	1	1	Integrated, Loud, Mount (Arm or Core)
Lightning Gauntlets	1d8 electrical	4/8	2	3	2	Integrated, Light, Loud, Mount (Arm), Paired
Plasma Cannon	1d8 fire	4/8	4	2	2	Integrated, Loud, Mount (Arm)
Superheated Plasma Cannon	1d10 fire	4/8	4	3	1	Integrated, Loud, Mount (Arm)



Anti-Matter Cannon. The anti-matter blast produced by this weapon rips apart matter at a molecular level. This weapon has no damage type and ignores all armor and damage reduction.

Auto-Cannons. These large machine guns output massive firepower.

Beam Cannon. This chest-mounted weapon fires a beam of plasma at a range greater than other weapons of its type, but with reduced energy output.

Blasters. These weapons are relatively small, but easy to use, and often serve as backup if a mech's main weapons go off-line. They fire multiple, super-sized ballistics per second, tearing into enemies at even long range.

Cryo Cannon. This weapon fires a stream of sub-zero liquid that can freeze a target, weakening its armor.

Flame Cannon. This weapon blasts whirlwinds of flame into enemies at close range. If a target is hit twice during

the same turn by attacks with these weapons, that target is Burning.

Flash Bulbs. These exceptionally bright floodlights can be flashed in an enemy's eyes, temporarily blinding them.

Gatling Cannon. This giant machine gun is capable of firing powerful salvos at even distant targets.

Heavy Cannon. This simple but powerful cannon gets the job done when a mech must blast enemies at range.

Lightning Gauntlets. Capable of projecting electrical shocks like bolts of lightning, these lightweight weapons can fry opponents in an instant.

Plasma Cannon. This weapon, built into the arm of a Mech, fires concentrated blasts of superheated plasma via a charged carrier rail.

Superheated Plasma Cannon. A more powerful version of the plasma cannon that outputs more heat, but requires more power.

EXPLOSIVE MECH WEAPONS

WEAPON	DAMAGE	RANGE	PV	COM	BULK	PROPERTIES
Blast Grenades	2d8 explosive	6/12 (radius 3)	2	1	1	Grenade, Indirect, Limited (2), Loud
Missile Launcher	2d12 explosive	8/16 (radius 2)	4	3	4	Heavy, Indirect, Limited (2), Loud, Mount (Core or Legs), Special
Mortar Launcher	2d10 explosive	16/32 (radius 3)	4	3	4	Heavy, Indirect, Limited (2), Loud, Mount (Core), Slow-Firing
Scatter Missiles	2d6 explosive	8/16 (radius 4)	2	1	1	Indirect, Light, Limited (2), Loud, Mount (Arm)
Smoke Grenades	None	6/12 (radius 3)	1	1	1	Grenade, Indirect, Limited (4), Loud, Special
Thunderstorm Grenades	None	6/12 (radius 2)	1	2	1	Grenade, Indirect, Limited (2), Loud, Special

Blast Grenades. These high-explosive blast charges function for mechs in the same way that fragmentation grenades function for soldiers.

Missile Launcher. This array fires multiple gigantic, high explosive missiles that detonate over a wide area. While it lacks precision, the missile launcher's effectiveness cannot be discounted.

Mortar Launcher. One of the weapons with the longest range available to a mech, these mortars are fired in an arc, raining hellfire on any enemy caught in their blast.

Scatter Missiles. Small missiles that are fired from the wrist, their explosives cover a large area, making them ideal for low-visibility combat or similar situations.

Smoke Grenades. This thrown explosive creates a 3-space radius cloud of smoke, causing the area within the cloud to have no visibility and blocking visibility from one side of the area to the other. The smoke lasts for 1 minute.

Thunderstorm Grenade. This thrown explosive creates a 2-space radius cloud of electrically charged mist. The area

within the mist has no visibility, and visibility from one side of the mist to the other is blocked. Any combatant that ends its turn within the area or that enters it for the first time during its turn must make a DC 14 Constitution saving throw or be Stunned until the start of its next turn. Non-combatant electronics stop functioning while within the mist. The mist lasts for 1 minute.

UPGRADES

In addition to weapons, a mech can be equipped with any number of upgrades. Each provides some benefit, at the cost of increased Bulk. Like weapons, upgrades have a complexity rating that limits which pilots can benefit from them.

Accelerator Enhancement. These lightning-fast limbs increase your movement speed by 2 spaces. This increase does not stack with any other gear that improves your movement speed.

Advanced Durability. An incredible alloy increases your Defense by 2. This increase does not stack with any other gear that improves your Defense.

Agility Enhancement. (Medium or Heavy Mech Only)
A medium mech with this upgrade can dive for cover normally. A heavy mech with this upgrade can dive for cover, but can move only up to 1 space when doing so.

Balance Enhancement. The mech's feet feature an array of complex pressure sensors and balance plates that can be adjusted dynamically to adjust to any terrain. With this enhancement, you ignore difficult terrain when you are not taking the Dash action.

UPGRADES

EQUIPMENT	COM	BULK	MOUNT	INTEGRATED?
Accelerator Enhancement	3	4	Legs	Yes
Advanced Durability	3	4	Full Body	Yes
Agility Enhancement	1	2	Full Body	Yes
Balance Enhancement	2	1	Legs	Yes
Burst Engines	2	2	Core	No
Core-Integrated Cockpit	0	0	Core	Yes
Cryo-Resistance Enhancement	1	2	Full Body	Yes
Drone Control Hub	1	2	Head	Yes
Durability Enhancement	2	4	Full Body	Yes
Gravity Grapser	1	1	Arm	No
Lightweight Accelerator Enhancement	4	2	Legs	Yes
Lightweight Advanced Durability	4	2	Full Body	Yes
Lightweight Durability Enhancement	3	2	Full Body	Yes
Lightweight Speed Enhancement	3	2	Legs	Yes
Maneuverability Enhancement	1	1	Core	No
Passenger Compartment	1	4	Core	Yes
Rocket Thrusters	1	2	Legs	No
Speed Enhancement	2	4	Legs	Yes
Stability Enhancement	1	1	Legs	No
Superdense Armor Plating	2	4	Full Body	Yes

Burst Engines. With these engines installed, you can take the Dash action as a bonus action.

Core-Integrated Cockpit. The mech's cockpit is located in the machine's torso rather than in a separate head. The mech cannot suffer head system trauma, but it also cannot be equipped with escape pods, which makes this modification a risky choice.

Cryo-Resistance Enhancement. You have damage reduction (10) against cold damage. In addition, if you have a ranged weapon that deals cold damage, you can fire it at your fists as part of an unarmed attack, dealing no damage to yourself, but causing your unarmed attacks to gain the Freezing property.

Drone Control Hub. Your mech is equipped with a support drone that is controlled remotely from the cockpit. The support drone's statistics are presented below, and it follows the normal rules for companions (see the *Everyday Heroes Core Rulebook* for details on how companions can be commanded in combat).

Your support drone benefits from all of your talents, feats, and special features that can affect any companion. If a talent provides you with a companion with the Multiattack action, your support drone companion gains that action as well.

If at least one pilot has a talent that provides them with a companion, you can treat this equipment as if its Bulk were 0. If multiple pilots have a talent that provides them with a companion, you still can have only one support drone companion, but its maximum hit points are multiplied by the number of pilots with such a talent.

When making an ability check, attack roll, or saving throw for your support drone, each pilot rolls as if it were a roll for their mech.

This equipment can be designated as third-pilot equipment, in which case it is controlled only by a pilot in Third Pilot Mode.

Durability Enhancement. This enhancement gives your mech a more durable structure. Your Defense is increased by 1. This does not stack with any other gear that improves your Defense.

Gravity Grasper. This weapon allows you to pick things up from up to 4 spaces away and throw them as improvised weapons with your gravity sling. It takes no action to pick them up, they take up no Bulk, and their thrown range is doubled.

With this weapon, you can also topple buildings or other massive objects onto enemies, allowing you to make attacks with the objects as improvised weapons at a range of up to 6 spaces. Your use of the object destroys it, even if it is an "unbreakable" object.

Passenger Compartment. This enhancement gives your mech a compartment in which to safely transport a number of passengers. The compartment can hold up to 10 passengers at giant scale, or up to 150 passengers at titanic scale.

Lightweight Accelerator Enhancement. This enhancement makes your mech super lightweight, which increases its movement speed by 2 spaces, but the enhancement requires a high degree of skill to use. It does not stack with any other gear that improves your movement speed.

Lightweight Advanced Durability. Using advanced construction materials that are lighter, but just as durable as those otherwise used in mechs, this enhancement increases your Defense by 2. However, it also places a much greater strain on the pilots. This enhancement does not stack with any other gear that improves your Defense.

Lightweight Durability Enhancement. Due to its construction with high-tensile and lightweight materials, your mech's Defense is increased by 1. This enhancement does not stack with any other gear that improves your Defense.

Lightweight Speed Enhancement. Lighter in weight, but with a higher skill requirement, these enhanced limbs increase your movement speed by 1 space. This enhancement does not stack with any other gear that improves your movement speed.

Maneuverability Enhancement. (Medium or Heavy Mechs Only) With this enhancement, you do not have the Momentum feature of your chassis, allowing you to Dash without having to move in a straight line.

Rocket Thrusters. These foot-mounted rockets allow your mech to jump distances up to its movement speed, and up to half that distance in height. While underwater, the rockets also allow the mech to swim in three dimensions for one round. The rockets can be used three times before they must be reloaded, in the same way that mech weapons are reloaded.

Speed Enhancement. Due to faster moving limbs, your movement speed is increased by 1 space. This does not stack with any other gear that improves your movement speed.

Stability Enhancement. This enhancement gives you advantage on saving throws against being forcibly moved or knocked Prone.

Superdense Armor Plating. Your mech's Armor Value is increased by 1. This enhancement does not stack with any other gear that improves your Armor Value.



SUPPORT DRONE

Tiny robot (autonomous)

Defense 12 + pilot's proficiency bonus (treat that bonus as its Defense bonus)

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

Speed 0 spaces, fly 6 spaces

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 support 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 Exhaustion or Intoxication. It is immune to poison damage.

Actions

Rocket Barrage. Melee or Ranged Attack: pilot's or existing companion's attack bonuses to hit, PV 2, reach 1 space or range 6/12 spaces, one target. Hit: 1d6 +2 explosive damage.

MECH COMBAT

In most respects, mech combat follows the *Everyday Heroes* combat rules. You can think of mechs as an extension of their pilots, so that it is the hero who is taking their turn, and their actions are done from within and through their mech. Unless it is patently absurd, or specifically prohibited by the rules, if the pilot can take an action, they can take that action using their mech. The exceptions to this are detailed below.

Taking Damage

A mech's Defense value is determined by its chassis and gear, but it does not have its own hit points. Instead, when a mech takes damage, the pilot takes normal-scale psychic damage equal to the damage dealt to their mech. This damage is converted 1-for-1, so do not multiply due to scale, and it also ignores personal armor. If the pilot is Unconscious, they take no damage, but the mech can still take system trauma.

Robot Immunities

Mechs, as robots, are immune to poison damage, cannot be Sickened (except by effects that specifically target robots), and cannot gain levels of Exhaustion or Intoxication.

System Trauma

When a mech takes damage, its pilots have the option to have their mech suffer system trauma instead of taking that damage themselves. If damage to a mech comes from a critical hit, the mech suffers both system trauma and the full damage of that hit, and the damage cannot be avoided by suffering further system trauma. If the pilot is at 0 hit points, the damage automatically causes system trauma in addition to any damage already caused.

When a mech suffers system trauma, roll 1d8 randomly on the table below to determine what component has been damaged. If the rolled component cannot be damaged any further, and the pilots chose to take system trauma instead of damage, the pilots take the damage as normal. If the system trauma came from a critical hit or other effect, reroll until you roll a component that has not already been destroyed.

Some effects—such as Targeted Strikes—may call for system trauma on a specific component rather than rolling for a System Trauma Location. If such an effect also deals damage, the pilot cannot avoid that damage by taking further system trauma.



System Trauma Location

ID#	TRAUMA
1	Head
2	Core
3	Left arm
4	Right arm
5	Left leg
6	Right leg
7	Equipment (Weapon)
8	Equipment (Gear)

When a mecha suffers system trauma, if the pilot does not choose to take that trauma in place of damage, and the mecha's Armor Value is equal to or higher than the PV of the attack that causes the trauma, the pilot can make an armor saving throw for the mecha, with a DC of 15 or the full damage dealt by the effect that causes the trauma, whichever is higher. If there is no pilot, the GM rolls.

If the saving throw fails, or the mecha's Armor Value is not high enough, the chosen component suffers one level of trauma until repairs can be made. The following table describes the effects of trauma at each level on each of the mecha's components. Note that, even if an effect is immediate, it should be recorded as trauma, as further trauma will escalate damage to that component to the next level.

► **Example:** A Heavy mech with AV 4 is hit by an enemy's PV 3 attack for 18 points of damage. That's a lot of damage, so the pilot chooses to suffer system trauma

instead. They roll 1d8 and get a 3; Left Arm. The left arm suffers a level of system trauma. Actions taken with that arm are now at disadvantage until it can be repaired.

SYSTEM TRAUMA EFFECTS TABLE

TYPE OF TRAUMA	LEVEL 1	LEVEL 2	LEVEL 3+
Head	The pilot takes one level of exhaustion.	The pilot takes two additional levels of exhaustion.	The cockpit is breached and the pilot is instantly killed.
Core	The mech is Stunned until the end of its next turn.	The mech is Stunned until the end of its next turn, and then suffers disadvantage on further armor saving throws.	The mech is destroyed and the pilot is automatically ejected.
Arm (per arm)	The arm is damaged, causing the mech to suffer disadvantage on any action using the arm.	The arm is disabled and cannot be used.	The arm is entirely destroyed and must be replaced.
Leg (per leg)	The leg is damaged, reducing the mech's movement speed by 1 space.	The leg is disabled, causing the Mech to fall Prone and be unable to stand up.	The leg is entirely destroyed and must be replaced.
Equipment	One appropriate piece of the mech's equipment is destroyed and ceases all function. The GM decides exactly which equipment is destroyed.	N/A	N/A

Targeted Strikes

Whenever a combatant makes an attack against a target that can suffer system trauma, the attacker can choose to suffer disadvantage on that attack (if they do not otherwise have disadvantage). If the attacker does this and the attack hits, the attack automatically causes system trauma to the component of the attacker's choice in addition to dealing damage.

Armor Saves

If a pilot would be dropped to 0 hit points by an attack, they can use the mech's armor as if it were their own, and on a successful save, the damage is reduced to 0 as normal. The mech's armor is not damaged by this. A pilot is always proficient in their mech's armor.

Healing Damage

If a mech would be healed or gain temporary hit points, the pilot benefits instead.

Repairs

While pilots heal normally and when hit point damage to the mech itself is superficial, fixing a mech's system trauma requires repairs. Repairs can be performed during a short or long rest, with the following effects:

- During a long rest at a location designed for mech repair, full repairs can be made, restoring all limbs and equipment to full operation, and reloading all weapons with the Limited property.
- During a short rest at a location designed for mech repair, or during a long rest with access to some tools and parts, limited repairs can be made to a single limb or system (for example, repairing one level of trauma, or reloading, recharging, or refilling one weapon or piece of gear. A limb that has been completely destroyed cannot be repaired in this way.

Mech Conditions

Physical conditions suffered by a mech apply only to actions that the mech takes. However, mental conditions affect the pilot even if they stop piloting, take a non-piloting action, or must make a roll for themselves rather than for their mech. The GM has discretion on what counts as physical, and what counts as mental, conditions in this case.

Using Talents While Piloting

Generally, pilots can apply all of their talents, feats, and special features to any of the mech's applicable actions, movement, or statistics, with the following special modifications and limits:

Increased Scale

Damage dealt by a mech is at the scale of the mech, and any effect that counts hit points counts the hit points of that scale. Treat the range, distance, or area of effect of any talent or ability as 1 space for every 5 feet it would be at normal scale. Any effect that produces a piece of equipment can produce objects of the appropriate scale.

Types of Target

If an effect normally allows you to affect or choose a person or living combatant, you can affect or choose a mech instead, even though they are robots. Such effects should be described differently to justify this (see examples). If such an effect requires inexpensive or easily accessible tools or materials to perform, you don't need those tools or materials to use the effect while piloting a mech. If the effect requires expensive or rare tools, you'll need to improvise with something equivalent, at the GM's discretion.

- ▶ **Example:** A Smart Hero Scientist pilot can use their *Adrenaline Shot* plan on a mech, allowing the pilot to heal. You might describe this as an emergency power cell transfer, or perhaps the release of adrenaline-boosting gas inside their cockpit.
- ▶ **Example:** A Smart Hero Mastermind can use their *I Have the Perfect Disguise* plan to disguise their mech as a different mech. You might describe this as done via a hologram generator or other camouflage technology installed in the mech.

Companions

If an effect grants you a companion, you can also equip your mech with a Drone Control Hub without increasing its Bulk.

Effects that grant your companion bonuses or abilities, or allow it to take special actions, apply to your mech's drone as well.

MONSTROUS NATURAL TRAPS

Monstrous Natural Traps are very much like man-made traps in terms of the mechanics, but require the GMs guidance for including them. They are generally handled by making appropriate ability checks, but can also be discovered, avoided, or disarmed purely through role-play.

Detecting natural traps requires either Wisdom (Perception) or Wisdom (Survival). Generally, natural traps cannot be disabled, but they can be avoided and sometimes effectively destroyed.

CARNIVOROUS PLANTS

Strange fern-like plants trap living prey with a sticky substance that both paralyzes and digests their victim. Creatures become coated with the substance when moving through the vegetation.

Paralyzing Effect. Living creatures moving into the vegetation or starting their turn in it must make a DC 13 Constitution saving throw. If they fail, their lower extremities are paralyzed for 10 minutes, reducing their movement to 0. A person proficient in Medicine and using a First Aid Kit can take an action and make a DC 13 Intelligence (Medicine) check. Success will remove the effect.

Digesting Effect. Creatures starting their turn in the vegetation take 3 (1d6) acid damage (PV 1) at the beginning of their turn.

Disabling. Cutting or killing the plants does not remove the immediate danger. However, burning the plants with 5 or more fire damage destroys the poisonous secretions.

Degrading Poison. The secretions of the plants quickly degrade when harvested; the poison is only viable for 10 minutes.

Difficulty: DC 13 to detect



GRASPING VINES

Thick ground vines look harmless until you start walking through them, at which point their tendrils reflexively wrap around and trap you in their grasp.

Effect. The area covered by the vines is considered difficult terrain. Any creature entering the area of the vines or beginning their turn in the area is grasped by the vines, reducing the creature's movement speed to 0. The victim may take an action to break free by making a successful DC 13 Strength (Athletics) check, or by cutting the vines with a weapon that deals slashing damage. Another combatant can also free them by taking an action to cut away the vines.

Difficulty: DC 15 to detect

Note: Cunning predators may check or monitor grasping vine patches for immobilized victims.

RITUAL MAGIC

Ritual magic is a form of magic available to all characters. It is capable of accomplishing almost anything that you can imagine, but only if you find the right incantation and pay the right price. This may be as easy as looking up instructions online or in a book at your local library and chanting over some kitchen spices. Or it could be as

difficult as delving into an ancient tomb halfway across the world to find an ancient, one-of-a-kind tablet, and then performing a blood sacrifice while Halley's Comet is visible in the sky. It all depends on what you want your spell to do.

Ritual magic is a highly narrative option that allows players to perform the kinds of rituals that you see in movies: reading from the right book at the right time to banish the evil spirit, mixing the right rare ingredients to make a love potion, or burning some newt eyeballs in a chalice in order to learn your enemy's weakness. It is a highly flexible system, allowing for quick and easy inclusion of any ritual that you can dream up for your story. However, the GM always has final say on just about every aspect of ritual magic. The GM decides what is possible, and also what you're going to have to pay and/or do to get what you want.

When you want to cast a ritual spell, there are two options: research a new spell, or cast one you already have access to.

RESEARCHING A NEW SPELL

When you know what kind of spell you want to cast, but you don't have access to a ritual that will do the trick, you will always follow these steps:

1. **Choose the effect.** You first have to tell the GM what you want to accomplish, and the GM will tell



you how hard it's going to be to find a spell to do it, or they will tell you that it is impossible.

2. **Research the spell.** If the spell is possible, you will need to track down the spell and acquire it. This could take some real legwork. It could take time or money, require you to convince people to help you, or it could even take an entire adventure to accomplish.
3. **Learn the spell.** Once you have found and gained possession of the spell, you must learn what you need to do to cast it. The GM will stipulate any number of requirements for, or limitations on, the spell to be cast, and will tell you the DC of the Intelligence checks that you will need to make to cast it.
4. **Cast the spell.** When you have everything that you need, and you have done everything necessary to prepare, you can finally cast the spell. You make an Intelligence check and, if you succeed, the spell is cast!

But What Are the Limits?

Ritual magic can conceivably be used to do anything, but that doesn't mean everything is possible within any given campaign. When playing in a world of the GM's own creation, you might discuss ahead of time what sorts of things ritual magic can and can't do.

However, the GM can also decide what effects are possible only as they come up in the story. Perhaps your characters are new to the world of magic and they are learning what it can do at the same time that you are. Or, maybe your characters know perfectly well what magic can do, but you're only being clued into that element of the story as the narrative unfolds.

Choosing the Effect

When you want to perform a ritual spell, first describe the effect that you want the spell to have. This can be anything that you can think of, but the more potent the effect, the harder it will be to cast. The GM will tell you the difficulty to research the spell, chosen from the following list:

- ▶ **Easy.** You can find the spell easily with access to a public library and/or the Internet.
- ▶ **Standard.** You require access to an occult library or a knowledgeable occultist, or you may need to translate, cross-reference, or otherwise interpret readily available information.
- ▶ **Difficult.** You will need to undertake a significant quest to learn the secrets of this spell.
- ▶ **Impossible.** Either you have no way of learning this spell right now or it doesn't exist.

- ▶ **Example:** *Daxx wants to close a dimensional rift that has opened in the basement of a condemned night club. She decides that the only way to accomplish this is a magical ritual. Her player asks the GM if this is possible, and how difficult it would be to find such a spell. The GM decides the research difficulty for this spell will be Standard. Daxx will need to consult a local mystic to learn this spell. After failing a Wisdom (Streetwise) check to locate this mystic, the GM decides that Daxx tracks them down, but is jumped by some goons on the way. She and her companions must fight them off before proceeding.*

Doing Research

In order to cast a ritual spell, you must first learn how to cast it properly. This may be as easy as looking it up in a book you have on hand or finding it on a web page, or as difficult as delving into an ancient tomb to find a long-lost inscription, depending on the research difficulty chosen by the GM.



Easy Research. A spell with a research difficulty of Easy can be found with little trouble. It may take a little bit of time to do the research, but the information is freely available, and in a language that the players understand. Easy research generally takes anywhere from minutes to a couple of hours.

Examples of Easy research include:

- ▶ You must go to the local library and find the right books there. This takes the group about an hour once you get to the library.
- ▶ You have to find the right occult website, which takes a few minutes with access to a smart phone or computer.
- ▶ Research that you did for another spell earlier suffices, and you have that material at home.

Standard Research. With a research difficulty of Standard, a spell takes more effort to find. You may need to convince someone who knows what they're doing to give you the spell, gain access to a more specialized

library, hire a translator who knows an old dead language, or just spend a lot of time doing your research.

Examples of Standard research include:

- ▶ You need to check out a number of books from a few nearby libraries and cross-reference the information you find. This will take a full 8 hours of work from the whole party to accomplish, or a week if you're doing it alone.
- ▶ You need the info from a spellbook that is commonly known in the occult world. Finding a seller will require a DC 15 Wisdom (Streetwise) check, and you'll need a Wealth of at least 4 to buy it. Alternatively, the shop owner might ask for a favor in exchange for the book. Or, you could always try to steal it.
- ▶ You need to learn what to do from an experienced occultist. There's a fairly reputable one in the Yellow Pages, but you'll need to convince them to help you. A successful DC 20 Charisma (Deception or Persuasion) check will do the trick, as will a lot of money (Wealth 5 or higher). Or, they may accept a trade, if you have something of occult significance to offer.

Difficult Research. When a spell has a research difficulty of Difficult, you're going to need to do something exceptional to find it. This is likely to be an adventure unto itself, anywhere from a short mission to a campaign-spanning quest.

Examples of Difficult research include:

- ▶ The book containing the information you need is kept in a vault beneath the manor of a wealthy businessperson. You'll need to perform a daring heist to get it, but he has state of the art security, and you're going to have to hire a safecracker.
- ▶ You have to ingratiate yourself to a local cabal of mystics. You will need to earn their trust or take on the dangerous mission of infiltrating their headquarters. Either way, you'll need to locate a member of this cabal first, which is, in and of itself, no small task.
- ▶ Legend speaks of an ancient tomb deep in the mountains where a crystal inscribed with runes can be found. If you can locate the tomb, fund an expedition, delve into the tomb, defeat the tomb's guardians, retrieve the crystal, and translate the runes, the knowledge that you seek will be yours.



Impossible Research. As the name implies, a spell with a research difficulty of Impossible cannot be learned, at least right now. This could change should you meet the right person, happen upon the right book, or otherwise gain access to more information. But until then, you're out of luck. And some spells just don't exist.

Learning the Spell

Once you have finished your research, you learn what you need to do to cast the spell. Generally speaking, the more powerful the spell, the more requirements there will be. But it is always up to the GM to decide. The GM may pick any number of requirements and/or limitations for the spell from the following list, or come up with their own:

- ▶ The spell is limited in that it can do only part of what you want it to do. For example, it may not last as long as you would like, it might not affect as many people as you intended, or it may have an effect similar to, but weaker than, the one that you want.
- ▶ The spell has the limitation of side effects and/or unwanted consequences. For example, it could cause you to take damage or suffer one or more levels of Exhaustion. Alternatively, it might cause collateral damage, attract the attention of your enemies, or unleash a powerful evil upon the world.
- ▶ The spell requires rare, expensive, or dangerous materials, which may or may not be consumed by the spell. For example, you might need to burn expensive incense, sacrifice an endangered peacock, or perform the spell over a bubbling pool of acid.
- ▶ The spell requires a long time to cast. It may take hours, or even days. You might need this time to read and memorize the appropriate incantations, or learn to draw the right signs, or you may simply need patience.
- ▶ The spell requires a lot of preparation—additional research, experimentation, or practice—before you can cast it. This could take days, weeks, or even years, and may require completing one or more additional ability checks.
- ▶ The spell must be done at a specific time and/or place. For example, it must be cast at dawn, or on the night of the full moon, or only during a convergence of ley lines that occurs once every 12 years.
- ▶ You need the help of one or more specific people and/or spirits to cast the spell. For example, you may need to convince a forest spirit to help perform the ritual, or perhaps the spell can only be cast while you look into the eyes of a child.
- ▶ The spell requires multiple people to cast. This might be anywhere from 2 or 3 to an entire congregation or even thousands of participants.

Unless one of these requirements says otherwise, a spell almost always requires that your research materials are at hand, you have at least a few minutes to cast

it, and it consumes at least some inexpensive and readily available components, such as salt, candles, or chalk. These requirements can be waived at the GM's discretion or, of course, they can be superseded by more challenging requirements.

Alternatives. The GM can present you with alternatives to certain requirements for, or limitations on, casting the spell. For instance, the spell might have a terrible side effect unless you cast it on the night of the winter solstice, or it could require a rare magical object to have its full effect. However, the GM's alternative might be that you can still cast a limited version of the spell without the side effect or the object at hand.

Casting Difficulty. When you find the spell, you also learn its difficulty, chosen by the GM. This will determine the DC of the Intelligence check, if there is any, made to cast the spell. Typically, a very simple spell will not require any check. An easy spell will have a DC of 5, a standard spell will have a DC of 10, and a very complex spell will have a DC of 15, but the GM can choose any DC that they think is appropriate for any spell.

The GM may also provide optional requirements or limitations that will lower the DC of the Intelligence check to cast the spell. For instance, a spell may have a DC of 10 to cast alone, 5 with a group of 3 participants, or no check at all with a group of 33.

Learning Along the Way. At the GM's discretion, you might learn bits and pieces of the spell's requirements and difficulty throughout the research process. For instance, a teacher may require you to perform a task for them before teaching you the spell, but still tell you what materials you'll need to cast it, so you can gather them along the way.

Continued Example: After dealing with the goons, Daxx speaks with the mystic, who explains that Daxx will have to perform the ritual at midnight and that she will need the help of someone touched by divinity. And, the mystic warns, the ritual will draw the ire of dark spirits. But the rest of the ritual will require only inexpensive chalk and the appropriate incantation, which the mystic writes down for her.

Luckily, the ritual will be easy to actually cast, with a DC of 5. Plus, one of Daxx's companions is a Chosen, which will satisfy the requirement for someone touched by divinity. But the ire of those "dark spirits"? That remains a mystery...for the moment.

Casting the Spell

Once you have satisfied all of the spell's requirements, you must pass an Intelligence check against the spell's casting difficulty to cast it successfully. If you succeed, the spell has the desired effect. If you fail, the spell may have

no effect, a lesser effect, or it might go very, very wrong, at the GM's discretion.

If multiple people are participating in the ritual, usually only one of them makes the check, but if everyone must perform complex tasks during the ritual, it may be made as a group check instead. No one can use the Help action to assist in this check; other participants are too busy, and bystanders would only get in the way.

Continued Example: That night, at midnight, Daxx performs the ritual. She draws magical signs on the floor in chalk and speaks the appropriate dark words. Her Chosen companion slowly makes a counterclockwise circle around the signs that Daxx has drawn, symbolizing the closing of the doorway. But, before she can complete the ritual, a half dozen shadowy spirits of the dead appear and attack! Daxx and her companions fight them off, and she finishes the ritual, passing the DC 5 Intelligence check as set by the casting difficulty. The rift is closed!

CASTING AN EXISTING SPELL

Once you have researched a spell, you don't need to do so again if you would like to cast it again. However, in addition to player-driven rituals that allow you to choose an effect for the GM to consider, you might also discover existing rituals without being on a search for one, such as when a ritual is introduced, as part of the story, as a goal, a reward, or a tool for you to use.

When the GM introduces a ritual, you skip the Choosing the Effect step entirely; the GM has already chosen it. You might hear about the effect of a spell before you find it, or only learn what it does when you discover it, but either way, the GM decides what it does.

If you have discovered a ritual as part of the adventure, you will also skip the Doing Research step. If you simply hear about a ritual spell's existence, the GM might either call for the Doing Research step as normal, or they might simply weave the discovery into the narrative, at their discretion.

Once you have found an existing ritual spell, you follow the Learning the Spell and Casting the Spell steps as normal.

SAMPLE RITUALS

Included here are sample rituals that players could suggest or find in their adventures, with suggested difficulties and requirements.



The GM can use them as-is or modify them in any way they see fit for their own game. This is in no way an exhaustive list; rather, it functions as a guideline and resource, providing examples of the kinds of things that ritual magic might be able to do in your game.

CONJURE THE DEAD

With this ritual, the caster can bring forth a recently deceased spirit and speak with it. When successfully cast, the soul of one person named by the caster appears before them for up to 1 minute. This soul cannot interact with the world, and only the caster can see it. It is under no compulsion to aid the caster.

Research. Standard. This is not a spell that is publicly available, but it can be found in many legitimate books on the occult. Access to an occult library or a book purchased from a legitimate occult store with a Price of 3 is enough to find the spell.

Requirements. You must cast this spell at the location where the spirit died. Casting it requires at least four participants to join hands. You must draw a circle around you and your group in salt and speak the spirit's name.

Casting Difficulty. Standard. This spell has a DC of 10. If you fail by 5 or more, the salt circle is broken and one of you is possessed by an entity of the GM's choice, which controls their body until it is exorcized.

CORPSE PUPPET

This powerful ritual allows you to animate the bodies of the dead and control them like puppets. When cast successfully, you animate one human corpse that you touch, which becomes a Corpse Puppet. The puppet obeys your verbal commands to the best of its limited ability.

Research. Difficult. By spending a week of research (or a single day if you have access to an occult library), you can learn that only one known necromancer can teach you this spell. But this necromancer is corrupt and selfish, and they ask you to perform a task for them before teaching the spell. This task will most certainly be deeply immoral.

Requirements. The spell requires the blood sacrifice of an animal of Small size or larger, whose blood you use to inscribe runes upon the chosen body. The runes take an hour to apply. The incantation requires another hour to perform, and it must begin at midnight. Once cast, you must repeat the invocation, though not the sacrifice or runes, each night at midnight or you lose control of the puppet, which causes it to attack you. You can use the same invocation to retain control of up to four puppets at once.

Casting Difficulty. Complex. This spell has a DC of 15. If you fail by 5 or more, the body rises, but does not obey you, and instead attacks anything and everything nearby in a rage.

EXORCISM

This spell allows you to banish an evil spirit that has possessed a person's body. When cast successfully, the spirit is banished and the possession is ended.

Research. Easy. The details of performing exorcisms are freely available in most places.

Requirements. An exorcism can be performed only by a person of deep faith, but this faith is not limited to any specific religion. The target of the spell must be restrained as you speak the proper incantations and prayers, which takes two hours to complete. The target of the exorcism suffers 1 level of Exhaustion, whether you succeed or not.

Casting Difficulty. The difficulty depends on the power of the entity being banished; the DC is equal to the entity's Charisma score. Failure has no penalty, but remember that each attempt causes 1 level of Exhaustion to the subject of the ritual.

MENTAL INVASION

With this ritual, you are able to delve deeply into another person's mind, and to learn any deep, dark secrets held by them. When cast successfully, you may ask the target one or more questions, one at a time. For each question, you must make a Wisdom (Insight) check, with a DC beginning at 10. Each question beyond the first increases this DC cumulatively by 5. On a success, the target must answer truthfully and fully, with no ability to lie by omission. Once a check is failed, or you are satisfied, the spell ends. But, if you fail the check by 5 or more, the target can choose to reverse the effect of the spell and ask a single



question of you with no required check. You must answer this question truthfully and fully, with no ability to lie by omission, just as the target. Then, the spell ends.

Research. Standard. You can learn this spell from a local mystic, but only if they trust you. How you can earn their trust varies: they may feel you are trustworthy upon meeting you, but most likely you must be introduced by a mutual friend or do them a favor as an act of good faith. If your intentions are selfish or malicious, you will also need to pass a DC 20 Charisma (Deception) check, or the mystic will read your true intentions and refuse to teach you.

Requirements. To invade the mind of another, they must be restrained or willing, and you must touch their eyes (opened or closed). You must hold a rare and expensive ruby (Price 5) in your hand. The ruby turns to dust after the ritual. Finally, casting this spell is tiring, causing you to take two levels of Exhaustion upon casting it.

Casting Difficulty. Simple. There is no check made to initially cast this spell.

SIGHT THREEFOLD

The ritual of Sight Threefold allows your consciousness to ascend into higher realms to learn secret knowledge. Should the spell be cast successfully, you enter a trance and can ask up to three “yes or no” questions of divine entities. The answers provided are always true, but the entities are not omniscient: if they do not know the answer, they will instead tell you that the answer is “unclear.” While in this trance, you are unaware of the world around you.

SCALE

Some things are much larger—or smaller—than humans, such as giant monsters, huge vehicles and robots, or heroes shrunk by experimental technology. To represent these situations, apply the following Scale rules. There are five scales described here, from the miniscule to the titanic.

The vast majority of *Everyday Heroes* rules are not affected by Scale. Whether playing in titanic scale or miniscule scale, you use the same basic mechanics that are used at normal scale. When creatures of the same scale interact, the rules will be familiar and combatants will deal normal damage to one another. The main considerations are how you measure distances, and how combatants of different scales interact.

Research. Easy. Learning this spell is a simple task; it is available in many introductory texts and websites, though most claim it is fake and simply a barbaric practice invented by a cult long ago.

Requirements. Only someone who has already personally met a divine being (such as an angel, god, or demon) can cast this spell. To cast it, you must burn three disembodied human eyeballs, each from a different person, in an expensive (Price 4) chalice. The eyes must be from the living or people who have died within the last week. After speaking the incantation, you must fill the rest of the chalice with wine (any quality) and drink the entire mixture.

Casting Difficulty. Easy. This spell has a DC of 5. If the ritual fails, you are Incapacitated for 1 minute.

SOFTENING OF THE LIVING STONE

By casting this spell, you can restore to flesh someone who has been turned to stone by magical means.

Research. Standard. Any minor divine being can teach you this ritual, so long as they deem you worthy.

Requirements. You must administer an elixir made from the tears of a gorgon to the eyes of the petrified victim.

Casting Difficulty. Easy. This spell has a DC of 5. (Acquiring materials for the ritual and the elixir may prove more challenging, however.) There is no penalty for failure other than wasted materials.



SCALE CHART

SCALE	DESCRIPTION	MAP SPACES:	MEDIUM COMBATANT
Minuscule	At minuscule scale, insects battle over crumbs.	1/4 inch	1/4 inch tall
Diminutive	Small animals, animated dolls, and tiny robots measured in inches can be found at diminutive scale.	5 inches	6 inch tall
Normal	Typical human heroes, terrestrial animals, and vehicles folks commonly use in everyday life.	5 feet	6 feet tall
Giant	Large vehicles and gigantic monsters that stand many stories tall are giant scale.	20 feet	20 feet tall
Titanic	Machines and monsters that tower over the world around them, standing as tall as skyscrapers, are titanic scale.	100 feet	100 feet tall

Generally speaking, combat between combatants of different scales should be rare. It's usually better for all combatants to be on the same scale in the same battle. Nevertheless, we discuss how the different scales can interact below. Combatants that are one step apart in scale do have some chance to interact, but once they get two scales apart, the larger combatants would barely notice the smaller ones, and the smaller combatants would be largely powerless against the larger ones.

CONVERTING DISTANCES

When in any scale but Normal scale, you will need to convert distances measured in feet to being measured in spaces. Since normal spaces are 5 feet, just divide the number of feet by 5, and that is the measurement for spaces in all other scales.

► **Example:** Most heroes have a Speed of 30. Divided by 5, this gives you a space measurement of 6 spaces. If your hero is suddenly made 250 feet tall, they move 6 spaces in Titanic Scale. If they were shrunk down to the size of a pea, they would move 6 spaces in Miniscule Scale.

You may notice that, by this type of conversion, many of the titanic scale NPCs we have designed are on the slow side compared to animals or monsters at normal scale. This is a deliberate stylistic choice to make titanic scale combatants feel bigger by making them lumber around compared to what *Everyday Heroes* players are used to. It's a trick that you may want to follow if you scale up normal sized combatants.

COMBATANT SIZES IN EACH SCALE

Typical humans are considered to be Medium sized. There are other creatures, vehicles and so forth that are bigger or smaller, but are still considered normal scale. The following tables show you just how big a given size of creature is at a given scale and how many spaces they take up on a map for that scale. All the size values are approximations, not exact sizes.

Also, GMs always have discretion on whether they want to present a creature at a given scale. If you are playing a game with predominantly normal size combatants, then it makes sense to present normal scale enemies. Combatants of different scales are only meant to intermingle in fairly limited situations.

Combatant Size in Smaller Scales

SIZE	MINISCULE	DIMINUTIVE	SPACE
Tiny	1/20 in.	1 in.	½ x ½ or smaller
Small	1/10 in.	2.5 in.	1 x 1
Medium	1/4 in.	5 in.	1 x 1
Large	1/2 in.	10 in.	2 x 2
Huge	3/4 in.	15 in.	3 x 3
Gargantuan	1+ in.	20+ in.	4 x 4 or larger

Combatant Size in Larger Scales

SIZE	GIANT	TITANIC	SPACE
Tiny	20 ft.	100 ft.	½ x ½ or smaller
Small	30 ft.	150 ft.	1 x 1
Medium	45 ft.	250 ft.	1 x 1
Large	60 ft.	350 ft.	2 x 2
Huge	80 ft.	450 ft.	2 x 2
Gargantuan	100+ ft.	500+ ft.	3 x 3 or larger



SCALED DAMAGE AND PENETRATION

When a combatant deals damage to a target that is a higher or lower scale, that damage is divided by 10 for each scale category higher or multiplied by 10 for each scale category lower. For instance, normal scale weapons deal 1/100th of their damage to titanic scale targets, and 10x as much damage to diminutive scale targets.

Scale affects Penetration Value as well. Damage from a higher scale attacker has a +3 PV per scale category higher, while damage from a lower scale attacker has -3 PV per scale category smaller. For instance, normal scale damage would have +6 PV against miniscule targets and -3 PV against giant scale targets.

SCALED CONDITIONS

Generally, conditions inflicted by combatants affect nothing at a larger scale. For example, a regular net cannot restrain a 50-foot giant, nor can a molotov cocktail set one on fire. At the GM's discretion, some abilities or equipment may still function, such as inducing supernatural fear or similar abilities.

Conditions inflicted by larger scale combatants on smaller scale ones generally work as normal, though at the GM's discretion they may have other effects. For example, a skyscraper-sized monster that spits restraining glue at a hero on foot might simply restrain them, but the impact could also cause damage, and the massive glue could also become suffocating.

Some effects work at multiple scales. A burning forest, for instance, is an effect that could well endanger heroes with normal-scale fire damage, but also deal titan scale fire damage to a titanic combatant who is exposed to hundreds of burning trees simultaneously. The GM is the final arbiter on what any given normal-scale effect might have on a titan-scale combatant and vice versa.

MIXED SCALE ENCOUNTERS

When combatants of wildly different scales are in a battle together it usually doesn't make much sense for them to engage in normal combat. Smaller scale combatants are often beneath the notice of larger ones. Smaller scale combatants will certainly notice their enormous foes, but there isn't usually a lot they can do to take them down by brute force.

The following scenarios are all examples of how normal scale heroes could interact in a combat in which titanic combatants are fighting one another. The basic idea is to set goals for the normal scale combatants that can influence the outcome of the titans clashing.

SEARCH AND RESCUE

In this encounter, the heroes are part of a team that is working to protect civilians during an attack. Two massive titans are battling in downtown Detroit, and the heroes are trying to rescue a family trapped in an apartment tower right in the heart of the action.

Victory Condition: Get the family safely outside the battle perimeter, and rescue anyone encountered along the way.

Incremental Goals

1. Make your way to the last known location of the family.
2. Locate the family.
3. Escort them to secure transportation.
4. Take them out of the battle zone.

Potential Conditions and Challenges

- ▶ Falling debris or even entire buildings
- ▶ Blocked roads
- ▶ Encountering other civilians in need
- ▶ Drawing unwanted attention from one of the titans
- ▶ Area effects caused by one or more titans, such as lightning breath, flooding, earthquakes, etc.
- ▶ The family is trapped in a sub basement that is partly collapsed
- ▶ The building starts collapsing while everyone is still inside
- ▶ The titan battle intensifies while driving away, creating hazards on the roadway

KINGMAKER

A sympathetic titan is battling a hostile titan in order to protect an important population center. The heroes seek to aid their titanic ally in any way they can.

Victory Condition: The hostile titan is defeated, and either flees or perishes.

Incremental Goals

1. Distract the enemy titan with conventional attacks.
2. Lure the enemy titan into terrain more favorable to the ally titan.
3. Collapse a heavy structure onto the enemy titan.
4. Assist civilians fleeing the area.

Potential Conditions and Challenges

- ▶ Dealing with seismic events caused by the enemy titan.
- ▶ Avoiding attacks from the enemy titan.
- ▶ Avoiding flying objects thrown by the allied titan during the fight.
- ▶ Trying not to get crushed by falling buildings.

TITAN DEFENSE

A titanic beast is heading for a massive dam, threatening to drown thousands of people and causing widespread destruction.

Victory Condition: Divert or defeat the titan before it can destroy the dam.

Incremental Goals

1. Attempt to damage the titan using military equipment.
2. Deploy an experimental device that must be placed on the titan's neck by hand.
3. Lure the titan to a power plant and cause an overload in an attempt to stun it.
4. Attempt to confuse or persuade the titan to leave the area.
5. Try to understand the titan's goals and use them to divert or drive it away.

Potential Dangers and Challenges

- ▶ Protect defenders from massive jets of water projected by the titan.
- ▶ Avoid direct attacks by the titan.
- ▶ Survive the destruction of equipment and infrastructure.
- ▶ Make emergency repairs to the dam.

TECHNOLOGICAL MARVELS

While the cybernetics and equipment available in *Part 2: Science Fiction Equipment* represent what is available for purchase, bleeding edge research and secret military programs may have even more to offer to anyone who can gain access to the powerful technological marvels that they create. Here, we present a variety of powerful weapons, cybernetics, and other tools, collectively known as "Marvels," that you can introduce as rewards for your players.

MARVELS AS REWARDS

Marvels cannot normally be purchased, even by extremely wealthy heroes. It's up to you to decide when and how often Marvels appear during your adventures. They make for excellent rewards for heroes that succeed in their missions in addition to milestones, as special extras for heroes that go above and beyond the call of duty, or as ways to connect heroes more to the setting that they inhabit.

As guidance for GMs, Marvels are categorized by level. This provides a rough guide to the minimum appropriate level for your heroes to be before earning a given Marvel. In an average game, you can provide each of your heroes with one Marvel at or after reaching levels 3, 5, 7, and 9. Some Marvels, though, have a level of breakthrough instead of a number. These Marvels are beyond even 10th level heroes, and should be included only as major plot points or as the most exceptional of rewards.

But keep in mind that these are merely guidelines. As long as you consider that your players are more powerful, you can give them as many Marvels of any level you like. You don't need to give high-level Marvels to high-level heroes if you don't want to, nor do you need to give heroes any Marvels at all if you don't feel that they are appropriate for your game.

Remember also that Marvels are exciting, and giving them to some heroes but not others could lead to disappointed players if things don't even out fairly quickly. If you don't plan to give out Marvels in equal measure, make sure that your players are all okay with it.

CREATING YOUR OWN MARVELS

When designing your own Marvels, not even the sky is the limit for the effects that you can give them. Truly anything you can imagine could be found by your heroes, with effects ranging from the scientific to the fantastical. That said, there are some things to keep in mind.

Marvel Effect. Marvels can do almost anything, so it's important to consider what kinds of things you want the heroes to accomplish when using them.

- ▶ **Numerical bonuses.** Mastercrafted equipment that grants a bonus to one or more types of roll, improves PV or AV, or otherwise simply makes a hero better at what they already do. These Marvels are simple and can provide a feeling of progression without disrupting the story.

- ▶ **Combat abilities.** These Marvels provide a new way to attack, move, or defend yourself in combat. They provide interesting new tactical options and introduce more complexity to the game, but they still don't alter the flow of the narrative very much.
- ▶ **Plot effects.** These Marvels provide information, social power, or strange effects that may alter the way that the heroes interact with the story. Make sure that you are prepared to improvise when the heroes use them in strange and creative ways.

Marvel Level. The levels of the Marvels presented here serve as a guideline; but you don't need to give your Marvel a specific level if you don't find it useful to do so. Nevertheless, it's a good idea to consider your heroes' level and compare your custom Marvels to those that already exist when deciding how powerful your Marvels should be.

- ▶ Level 3 Marvels are generally small or circumstantial bonuses. They are useful tools that usually don't outright increase the damage that heroes can deal, but may provide them with alternate ways to deal it.
- ▶ Level 5 Marvels provide a noticeable boost in general power, or a significant circumstantial boost.
- ▶ Level 7 Marvels provide unique or especially powerful circumstantial effects that cannot be found elsewhere.
- ▶ Level 9 Marvels are extremely potent and provide large combat bonuses or powerful effects that are useful in a wide variety of situations.
- ▶ Breakthrough Marvels are spectacularly powerful and are not meant to be balanced at all.

WEAPON AND ARMOR MARVELS

Weapon and armor Marvels are special versions of equipment found either in this book or in the "Equipment" chapter of the *Everyday Heroes Core Rulebook*.

When giving weapon Marvels to players, you can assume that the given level includes a single weapon unless it is a light weapon, in which case you can provide two such weapons for dual-wielding heroes. Or, if the Marvel is ammunition, you can grant 3 to 5 clips worth of ammo.

If damaged, an armor Marvel can be repaired by spending an hour with appropriate tools, even by a hero with no special training.



WEAPON MARVELS

NAME	LEVEL	WEAPON TYPE
Gravity Barrier	B	Special
Laser Beam	3	Any ballistic
Mastercrafted Armor (normal)	3 or +2	Any
Mastercrafted Armor (advantage)	7 or +6	Any
Mastercrafted Weapon +1	5 or +4	Any
Mastercrafted Weapon +2	9 or +B	Any
Monoblade	5	Any slashing
Plasma Emitter	5	Any ballistic
Smart Gun	7	Any two-handed ballistic
Tesla Rifle	5	Tactical rifle

GRAVITY BARRIER

Armor (special), breakthrough

This disk-like device, typically worn as a necklace or belt buckle, uses experimental gravity control technology to produce a powerful gravitational field that intensifies when a fast-moving object interacts with it. The gravity barrier counts as armor with an AV of 5, but cannot be used against damage caused by crushing or squeezing. If this armor is damaged, it automatically repairs itself after 1 minute. Anyone proficient with Basic Equipment is proficient with this armor.

In addition, while wearing the gravity barrier, you have advantage on ability checks made to avoid or escape a grapple, and your jumping height and distance are both doubled.

LASER BEAM

Weapon (any ballistic), level 3

Using focused light rather than physical ammunition, a laser beam weapon rapidly heats and burns its target at incredible range, dealing fire damage instead of ballistic. A laser beam weapon loses the loud property and its range is doubled under normal conditions. In dense fog or smoke, its range is halved, and in outer space (or a similar void with no atmosphere), its range is quadrupled.

MASTERCRAFTED ARMOR

Armor (any), level 3 or +2 (normal), level 7 or +6 (advantage)

Produced by bleeding edge machining and printing technology, this armor is more durable than would otherwise be possible at this time. Mastercrafted armor has +1 to its AV. This exceptionally well-made armor also provides advantage on armor saving throws while it is undamaged.

Unless otherwise stated, any other Marvel armor can also be mastercrafted. Marvel armor with a +1 mastercrafted bonus has its level increased by 2, and Marvel armor with a +2 mastercrafted bonus has its level increased by 6. If its level is increased above 9, it is considered a breakthrough.

MASTERCRAFTED WEAPON

Weapon (any), level 5 or +4 (+1), level 9 or +L (+2)

Constructed with unmatched skill and the best tools available, mastercrafted weapons are a warrior's best friend. They are sharper, better balanced, have less recoil, and are superior all around to other weapons of their type. Attack and damage rolls made with mastercrafted weapons have a +1 bonus, or +2 for the most effective weapons made with the most advanced techniques.

Unless otherwise stated, any weapon Marvel can also be mastercrafted. A weapon Marvel with a +1 mastercrafted bonus has its level increased by 4. A weapon Marvel with a +2 mastercrafted bonus is considered a breakthrough instead. If the weapon Marvel's level is increased above 9, it is always considered a breakthrough.



MONOBLADE

Weapon (any slashing), level 5

A monoblade is a sword or other blade that has been sharpened by such incredibly precise machines that its edge width is reduced to a single molecule at its point of impact. Such a blade can cut through almost anything, granting it a PV of 5.

PLASMA EMITTER

Weapon (any ballistic), level 5

Using powerful magnetic fields, this weapon creates and fires concentrated bolts of superheated plasma instead of more traditional ballistic rounds. A plasma emitter weapon deals fire damage instead of ballistic damage, and its PV is increased by 2. Its ammunition has a Price level of 3.

SMART GUN

Weapon (any two-handed ballistic), level 7

This weapon features a powerful camera, robotics that can move the barrel independently of the grip, and experimental software that allows it to track targets with

immense precision. This allows the gun to adjust for human error. Your attack bonus is +8 with this weapon, unless your normal attack bonus is better, and you can use +4 instead of your ability modifier for the damage if your modifier is not higher.

TESLA RIFLE

Weapon (tactical rifle), level 5

Utilizing a state-of-the-art energy cell and a laser that supercharges the air in its path, this rifle can fire arcing bolts of electricity with surprising accuracy, but it can also be used to unleash chaotic blasts of lightning. A Tesla rifle deals 2d8 electrical damage instead of 1d12 ballistic damage, it has unlimited ammunition, and it gains the Shot property. In addition, when you use suppressive fire with the Tesla rifle, you can treat the weapon as if it had the full-auto property, but only out to a range of 30 feet.

CYBERNETIC MARVELS

Cybernetic Marvels function just like any other cybernetics, as described in the *Cybernetics section in Part 2*, with a location and Strain value, and are implanted in the same manner.



CYBERNETIC MARVELS

NAME	LEVEL	LOCATION	SURGERY COMPLEXITY	STRAIN
Auto Hack	3 to 9	Software	None	0
Auto Training (basic)	3	Software	None	0
Auto Training (expertise)	5	Software	None	0
Cyberknight Shell	B	External	None	12
Laser Eye	3	Eye	Major	1
Mastercrafted Implant (–1)	3 or +2	Any	Varies	–1
Mastercrafted Implant (–2)	7 or +6	Any	Varies	–2
Mental Backup	9	Brain Stem	Major	2
Monowire Finger	5	Finger	Minor	0
Onboard AI	3	Software	None	0
Predictive Algorithm	3 to 9	Software	None	0
Spatial Awareness Suit	5	Brain, Skull	Major	1

AUTO HACK

Cybernetics (software, no surgery, Strain 0), level 3 to 9

You must have a cyberbrain to use this implant. This collection of advanced hacking software can automate the process for even the untalented. Each auto hack is programmed with a single Smart Hero plan chosen by its creator from among Brick It, I'm In, Sucks To Be You, or We Interrupt This Program from the Hacker plan list. You can use this implant to enact that plan, requiring the normal action but no expenditure of Genius. When you do, it has a plan DC and enhancement level based on the level of the artifact, regardless of your own level. Your cyberbrain must be able to connect to other devices, either directly or through a computerized device that you have on your person in order to perform this hacking. The auto hack can be used to enact its plan in this way only once before you finish a long rest.

- ▶ **Level 3 Marvel:** Plan DC 12, no enhancements.
- ▶ **Level 5 Marvel:** Plan DC 14, 3rd level enhancements.
- ▶ **Level 7 Marvel:** Plan DC 15, 5th level enhancements.
- ▶ **Level 9 Marvel:** Plan DC 17, 7th level enhancements.

AUTO TRAINING

Cybernetics (software, no surgery, Strain 0), level 3 (basic) or 5 (expertise)

You must have a cyberbrain to use this implant. This incredible innovation allows your cyberbrain to function as a true extension of your brain, granting you whatever knowledge and training with which it is programmed. Each auto training software is programmed with a single skill or equipment proficiency. You gain that proficiency.

More advanced auto training software can provide you with training at the level of a master, granting you proficiency and expertise in a single skill proficiency instead.

CYBERKNIGHT SHELL

Cybernetics (external, no surgery, Strain 10), breakthrough

This Exosuit (see “Cybernetics” in Part 2 of this book) is a bulky, armored suit, completely sealed to the outside world. It is installed with two Power Arms, as well as the Power Legs, Dermal Heating, Duraplate Bones, Fireproof Skin, Hardened Dermal Plating, Lift System, and Pressure Support cybernetics. In addition, it provides complete protection against external gasses and toxins and provides 8 hours of air before its tanks must be refilled. It also features a radio, headlamp, and nightvision goggles.

LASER EYE

Cybernetics (eye, major surgery), level 3

This targeting eye (see “Cybernetics” in Part 2 of this book) not only produces a targeting laser, but it can also intensify the beam to a deadly level. You can make attacks with the eye as if it were a pocket .38 pistol wielded in one hand (see the *Everyday Heroes Core Rulebook*), except that it deals fire damage instead of ballistic damage. It loses the loud property, and it has unlimited ammunition. This weapon requires no hands to use, and even a deep scan shows the eye as a simple targeting eye.

MASTERCRAFTED IMPLANT

Cybernetics (any), level 3 or +2 (+1), level 7 or +6 (+2)

Cybersmiths of truly amazing skill can create advanced cybernetics that interface so perfectly with the body that they operate with little to no Strain. The Strain of a mastercrafted cybernetic implant is reduced by 1, or by 2 for an implant created by a true artist.

Unless otherwise stated, any other cybernetic Marvel can also be mastercrafted. A cybernetic Marvel with -1 Strain has its level increased by 2, and a cybernetic marvel with -2 Strain has its level increased by 6. If its level is increased above 9, it is instead considered a breakthrough.

MENTAL BACKUP

Cybernetics (brain step, major surgery), level 9

You must have a cyberbrain to use this implant. This remarkable device creates a real-time map of your brain, maintaining a near-perfect copy of your mind at all times on a flash-drive-sized storage device. When you die, or the implant is removed, as long as this backup is not destroyed, it can be implanted in another body that has a cyberbrain, where it erases all of the information stored in the new body's brain and replaces it with a copy of your own mind over the course of 1 hour.

Once in a new body, you use that body's Strength, Dexterity, and Constitution scores, as well as its implanted cybernetics, but otherwise use your own game statistics, including Maximum Strain.

If attacked directly after your death or if your death is caused by massive trauma such as being crushed or ground into paste, the backup has an AV of 4.

MONOWIRE FINGER

Cybernetics (finger, minor surgery), level 5

This cybernetic finger features a thin, razor-sharp, and almost invisible retractable wire that you can make attacks with as with a whip. The wire has a PV of 5 and is extensible to 15 feet. When you are not attacking, you can retract the wire into the finger, causing it to

be undetectable by the naked eye, although a detailed security scan can detect it.

ONBOARD AI

Cybernetics (software, no surgery, Strain 0), level 3 (proficient) or 7 (expertise)

You must have a cyberbrain to use this implant. You have an artificial intelligence installed in your cyberbrain. It is not a sentient entity, but it is advanced enough to act creatively when given tasks. The AI can perform purely mental tasks, requiring no action from you, including operating your cyberbrain, your other software, or connected digital devices. It can take a single action or bonus action during your turn, if operating that software or device requires such an action. It has an Intelligence score of 14 (+2) and proficiency in Computers. The AI uses your proficiency bonus. An extremely advanced AI can also have expertise in Computers.

PREDICTIVE ALGORITHM

Cybernetics (software, no surgery, Strain 0), level 3 to 9

You must have a cyberbrain to use this implant. This piece of software has near-precognitive levels of predictive ability, but is limited to a specific type of circumstance. Each predictive algorithm is programmed with a single Smart Hero plan, chosen by its creator, from the Mastermind or shared plan list. You can use this implant to enact that plan, requiring the normal action but no expenditure of Genius. When you do, it has a plan DC and enhancement level based on the level of this artifact, regardless of your own level. The algorithm can be used to enact its plan in this way only once before you finish a long rest.

- ▶ **Level 3 Marvel:** Plan DC 12, no enhancements.
- ▶ **Level 5 Marvel:** Plan DC 14, 3rd level enhancements.
- ▶ **Level 7 Marvel:** Plan DC 15, 5th level enhancements.
- ▶ **Level 9 Marvel:** Plan DC 17, 7th level enhancements.

SPATIAL AWARENESS SUITE

Cybernetics (Brain, Skull, major surgery, Strain 1), level 5

This collection of hypersensitive vibration sensors built into the skull allows the user to sense the surrounding environment with surprising clarity. You can “see” everything within a 30-foot radius of you, including around corners and despite darkness, fog, or similar obstructions. You ignore all penalties from the Blinded condition, though you cannot see color using this sense. Without a cyberbrain, it takes a week of practice to get used to this new sense enough to benefit from it.

OTHER MARVELS

Many other technological achievements can be found among marvels.

NAME	LEVEL
Cryogenic Stasis Pod	3
Fabricator	5
Mastercrafted Toolkit (+1)	3
Mastercrafted Toolkit (+2)	7
Spy Fly	3

CRYOGENIC STASIS POD

Marvel, level 3

This innovative technology allows a human body to be frozen and unfrozen without causing tissue damage. Like a large refrigerator with a transparent front, each stasis pod is large enough for one adult human. Once activated, the occupant suffers a level of exhaustion each round until they reach the point where exhaustion would normally kill them, but they fall unconscious instead. When it comes time to thaw, the occupant recovers a level of exhaustion and becomes conscious after 1 minute. Thereafter, they heal one level of exhaustion caused by the stasis pod every minute until returned to normal.

MASTERCRAFTED TOOLKIT

Specialized kit (any), level 3 (+1) or 7 (+2)

Engineered with the finest materials and production techniques, a toolkit can be made exceptionally well. Ability checks made using a mastercrafted toolkit have a +1 bonus, or a +2 bonus for a toolkit created using the most advanced techniques, to which only major corporations have access.

FABRICATOR

Marvel, level 5

About the size and shape of a large microwave, this advanced apparatus is capable of rapidly assembling complex objects out of raw material. It can also disassemble objects, producing raw materials. Given 1 minute, the fabricator can create just about any object, even functioning electronics, so long as the object can fit within a 2-foot cube and the fabricator has been programmed with assembly instructions. A typical fabricator is programmed with instructions for just about any appropriately-sized object with a Price of 5 or lower, but it cannot produce other technological Marvels.

The fabricator requires appropriate source materials to create an object, which are deposited in a bin on the back of the machine. These materials can be truly raw

(such as metal ingots), or they can be things that require disassembly to break down into their components (such as broken electronics or other junk). Whatever the case, the source materials must include all of the necessary materials for the object to be created.

SPY FLY

LVL 3

Tiny robot (autonomous, futuristic)

This tiny mechanical bug—resembling a fly, bee, or similar insect—is the perfect “fly on the wall” spy. Easy to ignore, a DC 20 Wisdom (Perception) check is required to notice that the fly is anything but a normal insect. It is commanded through a connected device, typically a tablet, phone, or cyberbrain at a range of up to a mile. The spy fly is capable of acting autonomously, requiring only limited intervention by its operator, while it feeds its camera and microphone data back to your connected device.

Defense 14

Hit Points 1 (1d4 – 1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	8 (-1)	5 (-3)	10 (+0)	1 (-5)

Skills Perception +4, Stealth +6

Senses passive Perception 14

Mechanical Nature. The robot cannot be Frightened, Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of exhaustion or Intoxication. It is immune to illness and poison.

Uplink. Everything the spy fly sees or hears is uploaded to a connected device up to a mile away.







PART 4 OPPONENTS & ALLIES

CHAPTER 18

RULES FOR NPCs

We are always thinking about new ways to spice up combat with cool combatants for heroes to face off against. Absolute Armor and Cinematic Actions are both designed for high CR foes that can give even the most skilled heroes a hard time. The Cannon Fodder rules are the opposite, making enemies that the heroes can fight off in droves with less bookkeeping for the GM.

ABSOLUTE ARMOR

Absolute armor is a rule designed for creatures that are either incredibly well-armored or large enough that some weapons are incapable of dealing them serious harm.

Absolute armor has an Armor Value. Only attacks from weapons with a Penetration Value greater than this Armor Value can harm the creature.

CANNON FODDER

“Cannon fodder” is a slang military term for soldiers that are treated as expendable by their commanding officers, and sent into battle without adequate support or regard for their lives. The Cannon Fodder rule is an optional tool for allowing heroes to mow down waves of enemies, sneak up and one-shot guards, or experience other tropes of bad-ass action cinema. The rule is very simple:

- ▶ Cannon Fodder NPCs are defeated if they take any damage from a Hero.

While this rule can be used with any NPC, it makes the most sense to use NPCs designated as Fodder. Killer and Shadow NPCs also work pretty well, but it defeats the mechanical purpose of Hulk and Loner NPCs to use them as Cannon Fodder.

Using the Cannon Fodder rule affects encounter balance considerations and effectively changes CR levels. The more Hit Points originally possessed by the NPC, the more significantly they are weakened for balance purposes. It typically works best to use NPCs two or more steps lower in CR than the average level of the heroes. So 1/8 CR NPCs are pretty good fodder for level 1 heroes, and level 5 and lower NPCs are reasonable fodder for level 7 heroes. You can generally double the number of Fodder NPCs of a given CR and achieve a similar combat balance.

FODDER VARIATIONS

Elite Fodder. Sometimes you want a leader for your Cannon Fodder, but don't want to track their **Hit Points**. Elite Fodder take damage twice before being defeated. The first hit visibly wounds them, and the second hit puts them down.

This collection of NPCs includes those that we thought offered a good addition to the collection from the *Everyday Heroes Core Rulebook*. In some cases, they cover areas that the core rules simply don't, such as titanic monsters and robots. In others, they either have unique talents and attacks or they offer a similar type of NPC at a challenge rating not found in the core rules. Careful readers will find that this section of the Compendium has the most actual changes from the Cinematic Adventures, as some movie specific NPCs were turned into generic antagonists for use in your game.

GMs should take notice of the fact that a given NPC idea, such as a swordsman, should not be thought of as being strictly of a given CR. Not all swordsmen need to be CR ¼, like the one we present here. That is a relative rank for fine swordsmen used for an adventure for low level heroes fighting in the Hundred Years War. You can absolutely make that NPC stronger, so that they feel more like an elite swordsman in the modern day.

You may notice that we have updated our standard stat block presentation slightly for this book. The biggest difference is that we are now presenting a proficiency bonus for NPCs. This is done to better show how standard NPC blocks are constructed, and to give the GM more flexibility in customizing stat blocks for their games. Attack entries have been re-designed so that they are faster to read and they present information in the order in which it is used when making an attack: targeting, to hit, damage, and additional effects.

CHAPTER 18 | RULES FOR NPCs

Useless Fodder. If you need your fodder to be as bad at offense as they are staying alive, Useless Fodder always do the minimum amount of damage possible when they hit.

CANNON FODDER CAUTION

Sometimes, when players catch on that their enemies only have one hit point, they change their tactics to take advantage. This isn't necessarily a bad thing, but it can lead to weakening immersion and tension in combat.

One thing you can do is not tell the players they are facing Fodder—have them make damage rolls normally. This slows things down a little by comparison, but it helps keep the normal feeling and flow of combat. The heroes will realize that their enemies are weak, but maybe not so much that they start trying to exploit the situation.

Another good practice is to have at least one normal NPC with your fodder with enough Hit Points to take at least a couple of hits from the heroes and survive. This keeps the players from reverting entirely to disingenuous tactics for the fight.

Cinematic Actions

Cinematic actions are a tool for creating NPCs that can reasonably hold their own against a full team of heroes. These tend to be the big-bad-boss-type creatures that attack multiple heroes simultaneously and take tremendous effort to defeat. Cinematic actions specifically help NPCs threaten multiple heroes each turn.

NPCs with cinematic actions have a number of action points they use each round rather than having one action only on their turn. They can use these cinematic actions both on their own turn and act at the end of the hero's turns as well. There are some limits to this:

1. They must make at least one action during their turn.
2. They cannot make any cinematic actions until their first turn in combat.
3. They cannot perform more than one cinematic action during any given turn, whether theirs or a hero's.
4. They cannot perform the same action more than once per round unless noted in the action.

When an NPC uses a cinematic action at the end of a hero's turn, they are only performing that action, and not taking a full turn. Basic movement (and the like) takes



place only during the NPC's actual turn. NPCs get their full count of action points back at the beginning of their turn.

Cinematic actions can require spending more than one action point to use. These will be noted at the beginning of the action description.

When running NPCs with cinematic actions, it's a good practice to take actions during a hero's turn when they are interacting directly with that NPC. It just feels more natural and realistic if the NPC is meting out reprisals in return for what the heroes are doing. It's also a good idea not to take a cinematic action just before the NPC's turn, as it will feel like they are doubling up. Neither of these are hard rules, just best practices for a fun combat.

If a creature with cinematic actions finds themselves facing only one or two heroes, they may not have the opportunity to use all their actions. That's perfectly fine, and an intended aspect of the mechanic. The cinematic action rule is there to help a foe be a good opponent for many heroes, and not to overwhelm a single hero.

DRIVER ROLE

In addition to other roles, an NPC can have the Driver role. Such an NPC is designed to operate a vehicle and has abilities that focus on doing so. When designing your own Drivers, make sure that they have traits and/or actions related to driving or riding, as well as a high bonus to Vehicles or Survival if they "drive" (ride) animals.

SYSTEM TRAUMA FOR MONSTERS

If you are using the mech rules and pitting them against giant monsters, you should use these system trauma rules for the giant and titanic scale monsters standing against them. Monsters can choose to take system trauma instead of taking damage, except when critically hit. In that instance, they take damage and suffer system trauma. Monsters don't count levels of trauma as mechs do—one is enough to destroy a body part. The GM decides the exact effect of this system trauma based on the monster, but here are the most common options:

► Head

- Disadvantage on bite or tongue attacks.
- Lose a mental or perceptual trait or action.

► Core

- Armor is destroyed.

- -2 penalty to Defense.
- Breath weapon or special organ is lost.

► Arm (per arm)

- Lose one claw or other hand weapon attack per arm lost.
- Half of total arms lost causes disadvantage on claw or other hand weapon attacks and all arms lost removes the attack entirely.
- Loses flying if its wings are part of its arms.

► Leg (per leg)

- -5 ft. (-1 space) movement speed.
- Loses pounce, standing leap, or other special movement trait.

► Equipment

- Loses a special feature, such as a tail or tentacle.
- Loses a special form of movement, such as swimming or climbing.

COMPENDIUM NPCS TABLE

Presented here is a list of all of the NPCs in the following sections, arranged by Challenge Rating so you can easily look up NPCs for your encounters. Also provided are their combat roles, their type, and the section they appear in.



NPCS BY CHALLENGE RATING

NAME	CR	ROLES	TYPE	CATEGORY	PAGE
BLOODBERRY TREE	0	None	N/A	Deadly Plants	311
EMT	1/8	Fooder	person (human)	Everyday Civilians	274
ARCHER	1/8	Fodder, Ranged	person (human)	Historical NPCs	291
SPEARMAN	1/8	Fodder, Melee	person (human)	Historical NPCs	291
TROGLODYTE DEGENERATE	1/8	Fodder, Melee	person (mutant)	Urban Fantasy People	328
SOCIALITE	1/4	Leader, Support	person (human)	Everyday Civilians	274
IRREGULAR SOLDIER	1/4	Killer, Ranged	person (human)	Modern Militants	285
SWORDSMAN	1/4	Melee, Tank	person (human)	Historical NPCs	291
MUTANT COMMANDO	1/4	Fodder, Ranged	person (mutant)	Science Fiction Mutants	295
TARGETING DRONE	1/4	Leader	robot (autonomous, futuristic)	Robots	301
RALLY BUG	1/4	Fodder, Melee	animal (prehistoric)	Savage Monsters	305
SWORD GOON	1/4	Fodder, Melee	person (human)	Urban Fantasy People	328
CORPSE PUPPET	1/4	Hulk, Melee	monster (undead)	Magical Monsters	336
MANIPULATIVE BOSS	1/2	Fodder	person (human)	Everyday Civilians	275
IRREGULAR SOLDIER: ANTI-TANK	1/2	Killer, Ranged	person (human)	Modern Militants	285
BASE GUARD	1/2	Fodder, Ranged, Support	person (human)	Modern Militants	286
TACTICAL SOLDIER	1/2	Ranged, Tank	person (human)	Modern Militants	286
KNIGHT	1/2	Melee, Tank	person (human)	Historical NPCs	291
CYBER SURGEON	1/2	Leader	person (human)	Cyborgs	296
DEATHBED FUNGUS	1/2	None	N/A	Deadly Plants	311
ANGRY HOMEOWNER	1	Melee, Ranged, Tank	person (human)	Everyday Civilians	276
STREET RACER	1	Ranged, Driver	person (human)	Everyday Civilians	276
ARSONIST	1	Support	person (human)	Everyday Criminals	279
CARTEL HEAVY	1	Hulk	person (human)	Everyday Criminals	279
CARTEL SICARIOS	1	Fodder, Ranged	person (human)	Everyday Criminals	280

NAME	CR	ROLES	TYPE	CATEGORY	PAGE
VIOLENT RIOTER	1	Fodder	person (human)	Everyday Criminals	280
FANATIC FIREBUG	1	Killer, Ranged	person (human)	Modern Militants	287
IRREGULAR CAPTAIN	1	Leader, Melee	person (human)	Modern Militants	287
DYSTOPIAN SOLDIER	1	Fodder, Ranged, Support	person (human)	Science Fiction Militants	293
CYBERMOD PUNK	1	Fodder, Melee	person (cyborg, human)	Cyborgs	297
CYBERMOD PUNK: CONCEALED WEAPON ARM	1	Fodder, Ranged	person (cyborg, human)	Cyborgs	297
CYBERMOD PUNK: POWER LEGS	1	Fodder, Melee	person (cyborg, human)	Cyborgs	298
AUTOSURGEON	1	Leader	robot (autonomous, futuristic, swarm)	Robots	301
MICRO-UAV SWARM	1	Fodder, Melee	robot (autonomous, futuristic, swarm)	Robots	302
CAVE SCREECHER	1	Fodder, Melee	monster	Savage Monsters	306
HATZEGOPTERYX	1	Melee	animal (prehistoric)	Savage Monsters	306
LEGION BEAST	1	Killer, Melee	monster (nightmare)	Apocalypse Nightmares	312
CUNNING IMMORTAL	1	Melee, Tank	person (Immortal)	Immortal Warriors	331
KNIFE JUGGLER	2	Killer, Shadow	person (human)	Everyday Civilians	276
CRIMINAL MISCREANT	2	Killer, Melee, Support	person (human)	Everyday Criminals	281
DETERMINED MERCENARY	2	Ranged, Tank	person (human)	Modern Militants	288
FANATIC PARTISAN	2	Killer, Ranged	person (human)	Modern Militants	289
MUTANT WARRIOR	2	Hulk, Melee	person (mutant)	Science Fiction Mutants	295
CYBER SOLDIER	2	Fodder, Killer	person (cyborg, human)	Cyborgs	298
DRONE SWARM	2	Fodder, Melee	robot (autonomous, futuristic)	Robots	302
ROBOTIC OFFICER	2	Support, Tank	robot (autonomous, futuristic)	Robots	303
CANNONPILLER	2	Hulk, Ranged	monster (insect)	Savage Monsters	307

NAME	CR	ROLES	TYPE	CATEGORY	PAGE
NEEDLE HORROR	2	Melee, Tank	monster (nightmare)	Apocalypse Nightmares	312
TINKER SWARM	2	Leader, Melee	robot (autonomous, futuristic, swarm)	Titanic Robots	326
TROGLODYTE SHEPHERD	2	Leader	person (mutant)	Urban Fantasy People	329
INDUSTRIOUS IMMORTAL	2	Killer	person (Immortal)	Immortal Warriors	331
CERBERUS HOUND	2	Killer, Melee	monster (spirit)	Magical Monsters	336
EXECUTIVE	3	Killer, Leader, Support	person (human)	Everyday Civilians	277
SERIAL ARSONIST	3	Ranged, Support	person (human)	Everyday Criminals	281
WOODLAND ASSASSIN	3	Killer, Ranged, Shadow	person (human)	Everyday Criminals	282
SKIRMISH SPECIALIST	3	Leader, Ranged	person (human)	Modern Militants	289
RELIGIOUS CHAMPION	3	Leader, Melee	person (human)	Historical NPCs	292
DYSTOPIAN LIEUTENANT	3	Ranged, Support	person (human)	Science Fiction Militants	294
MUTANT WARRIOR: SPITTER	3	Killer, Ranged	person (mutant)	Science Fiction Mutants	296
MUTANT PSYCHIC	3	Ranged, Support	person (mutant)	Science Fiction Mutants	296
ROCKET DRONE	3	Killer, Ranged	robot (autonomous, futuristic)	Robots	303
GORE SPINE	3	Melee, Tank	animal (prehistoric)	Savage Monsters	307
LIVING PRISON	3	Melee, Support	monster (nightmare)	Apocalypse Nightmares	314
CHEMICAL HORROR	3	Melee, Tank	monster (nightmare)	Apocalypse Nightmares	314
TROGLODYTE BRUTE	3	Hulk	person (mutant)	Urban Fantasy People	330
IMMORTAL SHINOBI	3	Killer, Shadow	person (Immortal)	Immortal Warriors	332
ESCAPED SOUL	3	Melee, Shadow	monster (spirit)	Magical Monsters	337
MUTANT PSYCHIC: MIND CRUSHER	4	Killer, Ranged	person (mutant)	Science Fiction Mutants	296
CYBERMOD BIG BOSS	4	Melee, Tank	person (cyborg, human)	Cyborgs	298

NAME	CR	ROLES	TYPE	CATEGORY	PAGE
GREED HORROR	4	Support	monster (nightmare)	Apocalypse Nightmares	315
POLLUTION HORROR	4	Killer, Ranged	monster (nightmare)	Apocalypse Nightmares	315
TERROR INCARNATE	4	Hulk, Loner, Melee	monster (nightmare)	Apocalypse Nightmares	316
MECH	4	Killer, Ranked	robot (futuristic, mech)	Titanic Robots	327
WITCH	4	Support	person (human)	Urban Fantasy People	330
TACTICAL IMMORTAL	4	Killer, Melee	person (Immortal)	Immortal Warriors	332
LUCHADOR	5	Killer, Loner, Melee	person (human)	Everyday Civilians	277
SADIST	5	Support, Melee	person (human)	Everyday Criminals	282
SPECIAL FORCES COMMANDER	5	Driver, Leader	person (human)	Modern Militants	290
DYSTOPIAN OFFICER	5	Ranged, Support	person (human)	Science Fiction Militants	294
CYBER BODYGUARD	5	Support, Tank	person (cyborg, human)	Cyborgs	299
TOXIC DEVOURER	5	Hulk, Melee	monster	Savage Monsters	308
BEAST OF BLOOD	5	Killer, Melee	monster (nightmare)	Apocalypse Nightmares	317
DISARMING IMMORTAL	5	Killer, Melee	person (Immortal)	Immortal Warriors	333
STURDY IMMORTAL	5	Killer, Loner, Melee	person (Immortal)	Immortal Warriors	334
VIP	6	Leader, Support	person (human)	Everyday Civilians	278
CEO	6	Leader, Support	person (human)	Everyday Criminals	283
ERUPTION HORROR	6	Melee, Shadow	monster (nightmare)	Apocalypse Nightmares	319
RAGE INCARNATE	6	Hulk, Melee	monster (nightmare)	Apocalypse Nightmares	320
SURVEILLANCE HORROR	6	Killer, Ranged	monster (nightmare)	Apocalypse Nightmares	320
DROWNED BEAST	6	Melee, Shadow	monster (nightmare)	Apocalypse Nightmares	317
EXECUTION HORROR	6	Loner, Tank	monster (nightmare)	Apocalypse Nightmares	319

NAME	CR	ROLES	TYPE	CATEGORY	PAGE
RESILIENT IMMORTAL	6	Melee, Tank	person (Immortal)	Immortal Warriors	334
GORGON	6	Melee, Support	monster (spirit)	Magical Monsters	337
CYBERMOD MASTER	7	Loner, Support	person (cyborg, human)	Cyborgs	300
CYBERMOD MASTER: CRIMINAL	7	Loner, Support	person (cyborg, human)	Cyborgs	300
OUTAGE BEAST	7	Melee, Shadow, Support, Loner	monster (nightmare)	Apocalypse Nightmares	322
OPPRESSION HORROR	7	Melee, Tank	monster (nightmare)	Apocalypse Nightmares	321
TREACHERY HORROR	7	Ranged	monster (nightmare)	Apocalypse Nightmares	322
MECH ACE	7	Loner	robot (futuristic, mech)	Titanic Robots	327
GANG OVERLORD	8	Leader, Melee	person (human)	Everyday Criminals	284
HUNTER KILLER DRONE	8	Melee, Killer	robot (autonomous, futuristic)	Robots	304
CRYSTALLINE SPIDER	8	Loner, Melee	monster	Savage Monsters	308
MELTDOWN INCARNATE	8	Melee, Tank	monster (nightmare)	Apocalypse Nightmares	324
DOMINION BEAST	8	Loner, Melee	monster (nightmare)	Apocalypse Nightmares	323
DECEPTION HORROR	9	Leader, Melee	monster (nightmare)	Apocalypse Nightmares	325
KRAKEN	10	Loner, Melee, Support	monster	Savage Monsters	310
ULTIMATE IMMORTAL	10	Loner, Tank	person (Immortal)	Immortal Warriors	335
GREATER CERBERUS HOUND	10	Killer, Loner, Melee	monster (spirit)	Magical Monsters	339
OPPRESSOR	11	Loner, Ranged	robot (autonomous, futuristic)	Robots	304
MAGMA GUARDIAN	12	Loner, Tank	monster (elemental)	Magical Monsters	339
DEVASTATION HORROR	13	Loner, Melee	monster (nightmare)	Apocalypse Nightmares	325
QUETZALCOATL	13	Killer, Loner, Melee	monster	Magical Monsters	340

CHAPTER 19 EVERYDAY NPCs

EVERYDAY CIVILIANS

EMT

CR 1/8

Medium person (human)

Defense 13

Hit Points 13 (3d8)

Speed 30 ft.

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

Proficiency +2

Saves Int +5, Wis +4

Skills Athletics +3, Medicine +5, Natural Sciences +5, Perception +4, Social Sciences +5

Senses passive Perception 14

Roles Fodder

Equipment First aid kit, uniform

Actions

Adrenaline Shot (2/Long Rest). As an action, the EMT can enact this plan to inject themselves or a willing or Unconscious ally within 5 feet of them with an adrenaline shot. The target gains temporary Hit Points equal to 1d6 + 3. If the target is at 0 Hit Points, they also regain 1 hit point.

Unarmed Strike. Melee Attack: +3 to hit, 3 (1d4 + 1) bludgeoning damage (PV 1).

Emergency Medical Technicians, or EMTs, are first responders, arriving in ambulances to save lives.

SOCIALITE

CR 1/4

Medium human (human)

Defense 13

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)

Proficiency +2

Skills Insight +3, Persuasion +5, Social Sciences +3

Senses passive Perception 11

Roles Leader, Support

Equipment Fancy outfit, pocket stuff or bag stuff

Motivation. The Socialite motivates their allies to perform better. Allies that can see and hear the Socialite 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

Unarmed Strike. Melee Attack: +2 to hit, 2 (1d4) bludgeoning damage (PV 1).

Demoralize. One enemy that can see or hear the Socialite must make a DC 13 Wisdom saving throw. On a failed save, the target has disadvantage on the next attack roll they make before the start of the Socialite's next turn.





Whether a member of high society or simply a skilled socializer, the Socialite is great at motivating people to work for them, and shaming anyone working against them.

MANIPULATIVE BOSS

CR 1/2

Medium person (human)

Defense 14

Hit Points 22 (4d8 + 4)

Armor Heavy Ballistic Vest (+2 save bonus, AV 4, Ballistic)

Speed 30 ft.

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

Proficiency +2

Saves Wis +5, Cha +5

Skills Deception +7, Insight +7, Intimidation +7, Performance +5, Persuasion +7, Social Sciences +4

Senses passive Perception 13

Roles Fodder

Equipment Business suit, wallet and ID, security clearance

Actions

Unarmed Strike. Melee Attack: +1 to hit, 3 (1d4 + 1) bludgeoning damage. (PV 1)

Command. They issue an order to one of their allies. That ally can use a reaction to make one attack or move up to its speed.

Reactions

Flinch. As a reaction, when an enemy within 5 feet targets them with an attack, the Manipulative Boss can cause that attack roll to have disadvantage. The target cannot change targets in reaction to this action.

The Manipulative Boss relies on cunning to control others to do their bidding. All of their skills are focused on ordering others around, while they focus on maintaining control.

ANGRY HOMEOWNER

CR 1

Medium person (human)

Defense 12

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Proficiency +2

Skills Athletics +4, Mechanics +2, Security +2, Streetwise +2

Senses passive Perception 12

Roles Melee, Ranged, Tank

Equipment Baseball bat, street clothes, pocket stuff

Defensive Swing. If an enemy moves within 5 ft. of them, they may use their reaction to make an opportunity attack.

Actions

Multiattack. The Angry Homeowner makes an attack, then they can make a second as a bonus action.

Bat. Melee Attack: +4 to hit, 7 (1d10 + 2) bludgeoning damage (PV 1)

Shotgun. Ranged (200/400) Attack: +3 to hit, 8 (2d6 + 1) ballistic damage (PV 3). This attack is made at advantage against targets within 30 feet.

This Angry Homeowner means business, and is ready to beat down or blast away at anyone they think is violating their "castle." They have spent a long time readying themselves for this moment, and are quite determined.

STREET RACER

CR 1

Medium person (human)

Defense 15

Hit Points 22 (5d8)

Speed 30 ft.

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

Proficiency +2

Saves Dex +5, Wis +4

Skills Acrobatics +5, Deception +3, Perception +4, Stealth +5, Streetwise +4, Vehicles +7

Senses passive Perception 14

Roles Ranged, Driver

Equipment Large knife, street clothes, pocket stuff, car stuff

Offensive Driving. The Street Racer 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.

Actions

Multiattack. The Street Racer makes two attacks.

Knife. Melee or Ranged (30/60) Attack: +5 to hit, 6 (1d6 + 3) slashing damage (PV 1).

The Street Racer makes for a good getaway driver, race car driver, or post apocalyptic combatant. They are all about going fast, and possibly have some anger management issues.

KNIFE JUGGLER

CR 2

Medium person (human)

Defense 15

Hit Points 31 (7d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	11 (+0)	10 (+0)	14 (+2)	15 (+2)

Proficiency +2

Skills Acrobatics +8, Perception +4, Security +2, Sleight of Hand +8, Stealth +6, Streetwise +4

Senses passive Perception 14

Roles Killer, Shadow

Equipment Many knives, street clothes or circus costume, pocket stuff

Parkour. The Knife Juggler can ignore difficult terrain when it moves. Climbing and Swimming are not difficult movements for it.

Actions

Multiattack. The Knife Juggler can make two attacks, then they can make a third as a bonus action

Knife. Melee or Ranged (60) Attack: +6 to hit, 7 (1d6 + 4) slashing damage (PV 1).

This Knife Juggler may be a circus performer, a murderer, or just someone who loves knives. Whatever the case, they're accurate and deadly with a knife, thrown or otherwise.

EXECUTIVE

CR 3

Medium person (human)

Defense 15

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	16 (+3)	11 (+0)	16 (+3)

Proficiency +2

Skills Deception +5, Intimidation +5, Persuasion +5, Social Sciences +5

Senses passive Perception 10

Roles Killer, Leader, Support

Equipment Business suit, expensive watch, pocket stuff or bag stuff

Genius. The Executive has 3 Genius points and can enact plans as if a 3rd level Smart Hero (plan DC 13, +5 to hit). They know the following plans: The Best That Money Can Buy, Bonuses All Around, Called Shot, Hostile Takeover, I Hired Help

Actions

Unarmed Strike. Melee Attack: +3 to hit, 3 (1d4 + 1) bludgeoning damage (PV 1).

Demoralize. One enemy that can see or hear the Executive must make a DC 13 Wisdom saving throw. On a failed save, the target has disadvantage on the next attack roll they make before the start of the Executive's next turn.

With a high position in a successful corporation, this Executive is a capable negotiator and can wield their company's money like a weapon.



LUCHADOR

CR 5

Medium person (human)

Defense 16

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	15 (+2)	14 (+2)

Proficiency +3

Saves Str +6, Dex +7

Skills Acrobatics +7, Athletics +6, Performance +4

Senses passive Perception 12

Roles Killer, Loner, Melee

Equipment Luchador costume

¡Patadas Voladoras! The Luchador may dive off a raised level, feet first, onto a target within 10 feet. The Luchador and the target make a contested Dexterity (Acrobatics) check. The loser takes all the damage that the attacker would have suffered from a fall of that height and is knocked Prone.

Actions

Multiattack. The Luchador makes three attacks: one with their ¡Martinete! and two chosen from ¡Puñetazo! and ¡Doble Lazo!.

¡Martinete! Melee Attack: +6 to hit, 5 (1d6+3) bludgeoning damage (PV 0). On a hit, the target must pass a DC15 Acrobatics (Dexterity) or Athletics (Strength) check or take a further 6 (1d6 + 3) bludgeoning damage (PV 0) and be knocked Prone.

¡Puñetazo! Melee Attack: +6 to hit, 7 (1d8 + 3) bludgeoning damage (PV 0).

¡Doble Lazo! Melee Attack: +6 to hit, 5 (1d6+3) bludgeoning damage (PV 0). On a hit, the target must make a successful DC 13 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked Prone.

Reactions

¡Contraataque! When an enemy misses them with a melee attack, the Luchador can make an opportunity attack against that enemy.

The Luchador has taken their flamboyant combat style from the wrestling ring and put it to use in very real fights.

VIP

CR 6

Medium person (human)

Defense 16

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	16 (+3)	16 (+3)	20 (+5)

Proficiency +3

Saves Dex +3, Wis +6, Cha +8

Skills Arts and Crafts +6, Deception +8, Intimidation +8, Performance +11

Senses passive Perception 13

Roles Leader, Support

Equipment Earpiece radio, concealed carry pistol

Obey Me. Any ally under their command that can see or hear the VIP has advantage on saving throws against being Frightened.

Actions

Multiattack. The VIP can use their Demoralize action, then they can make an attack.

Demoralize. One enemy that can see or hear the VIP must make a DC 16 Wisdom saving throw. On a failed save, the target has disadvantage on attack rolls and attack rolls made against it have advantage, each until the start of the VIP's next turn.

Unarmed Strike. Melee Attack: +3 to hit, 2 (1d4) bludgeoning damage (PV 1).

Concealed Pistol. Ranged (100/200) Attack: +8 to hit, 10 (1d10 + 5) ballistic damage (PV 2).

Bonus Actions

Come Here. One ally that can see or hear the VIP can spend its reaction to move up to its speed toward the VIP. This movement does not provoke attacks of opportunity.

Quit Your Whining (1/Short Rest). One ally that can see or hear the VIP regains 32 (6d8 + 5) Hit Points.

Take Care of Them. One ally that can see or hear the VIP can spend their reaction to make an attack against the target of the VIP's choice. If this attack hits, it deals an additional 10 (3d6) damage.

Reactions

Protect Me. When an attack is made against them, the VIP can spend their reaction to cause that attack to be made against an ally that is under their command and within 5 feet of them.

This Very Important Person isn't much for fighting alone, but can command their subordinates effectively.



EVERYDAY CRIMINALS

ARSONIST

CR 1

Medium person (human)

Defense 13

Hit Points 22 (4d8 + 4)

Armor Leather Jacket (+2 save bonus, AV 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	14 (+2)	11 (+0)	12 (+1)

Proficiency +2

Skills Intimidation +3, Physical Sciences +4, Security +4, Stealth +5, Streetwise +4

Senses passive Perception 10

Roles Support

Equipment Salon flamer (hair spray and a lighter), 2 Molotov cocktails, can of gas, matches, pack of smokes, street clothes, pocket stuff

Actions

Multiattack. The Arsonist makes two attacks.

Salon Flamer. Melee Attack: +5 to hit, 5 (1d4 + 3) fire damage (PV 0). On a hit, the target must succeed on a DC 13 Dexterity saving throw or become Burning. The DC to put out this fire is 12.

Molotov Cocktail (2/Long Rest). Ranged Attack: +5 to hit, 5 (1d4 + 3) fire damage (ignoring armor). On a hit, the target is lit on fire and is Burning. Each other combatant within 10 feet of the explosion must make a DC 13 Dexterity saving throw, taking 2 (1d4) fire damage (ignoring armor) on a failed save, or half as much on a successful one. A combatant that fails this save is also Burning. The DC to put out these fires is 12.

If this attack misses, treat it as if it were a thrown explosive attack. The Arsonist can also choose to treat this attack as a thrown explosive attack as normal, targeting a space instead of a combatant.

Armed with a variety of improvised flame weapons, this criminal loves to light fires, and they're pretty good at it too.

CARTEL HEAVY

CR 1

Medium person (human)

Defense 11

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	12 (+1)

Proficiency +2

Skills Athletics +5, Intimidation +3, Security +1, Streetwise +2

Senses passive Perception 10

Roles Hulk

Equipment Light machine gun, a cheap suit, pocket stuff

Actions

Multiattack. The Cartel Heavy can make two attacks with their unarmed strike.

Unarmed Strike. Melee Attack: +5 to hit, PV 1, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Light Machine Gun. Ranged (900/1800) Attack: +5 to hit, 17 (2d6 + 3) ballistic damage (PV 3).

Burst Fire. Ranged (900/1800) Attack: +5 to hit, 17 (4d6 + 3) ballistic damage (PV 3). This attack is made at disadvantage.

Suppressive Fire. The Cartel Heavy makes a suppressive fire attack in a 30-foot line within 1800 feet, dealing 7 (2d6) ballistic damage (PV 3).

Matapuerco. Melee Attack: +3 to hit, 5 (1d6 + 3) bludgeoning damage (PV 1). On a hit, the target must make a DC 11 Strength saving throw or be Stunned until the beginning of their next turn.

Drug Cartel Heavies really like watching gangster films and would like nothing more than an excuse to hose someone down with bullets from their shiny machinegun. They also know how to throw a good punch.

CARTEL SICARIOS

CR 1

Medium person (human)

Defense 14

Hit Points 22 (5d8)

Speed 30 ft.

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

Proficiency +2

Skills Deception +3, Intimidation +3, Security +3, Streetwise +4

Senses passive Perception 12

Roles Fodder, Ranged

Equipment 9mm semi-automatic pistol, a cheap suit, pocket stuff

Actions

Multiattack. The Cartel Sicarios makes two attacks.

9mm Pistol. Ranged (100/200) Attack: +4 to hit, 6 (1d8 + 2) ballistic damage (PV 2).

Unarmed Strike. Melee Attack: +4 to hit, 4 (1d4 + 2) bludgeoning damage (PV 1).

Bonus Actions

Pai Pai Y No Estoy. After the Cartel Sicarios makes a successful attack, they may use their bonus action to disengage.

Sicario translates as "hitman" or "assassin." They are the backbone of the cartels. While they may lack the physical presence of heavies, Cartel Sicarios are extremely dangerous people.

VIOLENT RIOTER

CR 1

Medium person (human)

Defense 14

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	8 (-1)	13 (+1)	12 (+1)

Proficiency +2

Saves Str +4, Con +4

Skills Athletics +4, Persuasion +3, Perception +3, Stealth +5, Streetwise +3

Senses passive Perception 13

Roles Fodder

Equipment Jeans, sneakers, sweatshirt, ski mask, gloves.

Actions

Multiattack. The Violent Rioter makes two attacks.

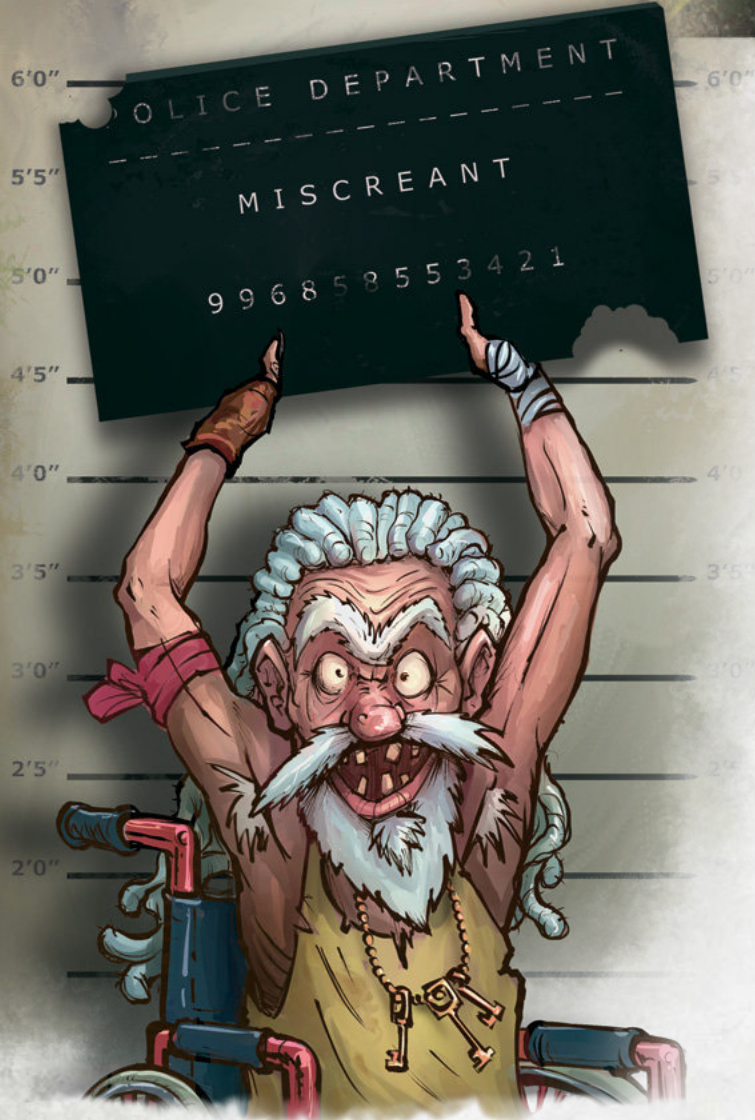
Improvised Club. Melee Attack: +4 to hit, 6 (1d8 + 2) bludgeoning damage (PV 1).

Thrown Brick. Ranged (30/60) Attack: +5 to hit, 6 (1d6 + 3) bludgeoning damage (PV 1).

Molotov Cocktail (1/Long Rest). Thrown (40/80) Explosive Attack: +5 to hit. Each combatant within 10 feet of the explosion must make a DC 13 Dexterity saving throw, taking 2 (1d4) fire damage (ignoring armor) on a failed save, or half as much on a successful one. Any combatant that fails this save is also lit on fire.

These rioters are willing to use violence to achieve their aims. They are likely to flee when faced with superior firepower, and prefer hit and run tactics to direct conflict.





CRIMINAL MISCREANT

CR 2

Medium humanoid (human)

Defense 14

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	14 (+2)	8 (-1)	16 (+3)

Proficiency +2

Saves Dex +5, Cha +5

Skills Acrobatics +5, Deception +5, Intimidation +5, Persuasion +5, Streetwise +3

Senses passive Perception 16

Roles Killer, Melee, Support

Equipment Knife, pocket stuff

Sneak Attack. Once during their turn, when the Criminal Miscreant hits an opponent when they have advantage on the attack roll, they can roll an additional 10 (3d6) damage.

Actions

Multiattack. The Criminal Miscreant makes two attacks.

Knife. Melee Attack: +6 to hit, 5 (1d4 + 3) piercing damage (PV 1).

Play the Fool. The Criminal Miscreant attempts to distract an opponent who can see and hear them. The Criminal Miscreant makes a Charisma (Deception) check opposed by a Wisdom (Insight) check from the target. If the miscreant wins, the opponent is Distracted by their antics until the beginning of the Criminal Miscreant's next turn.

Criminal Miscreants are the jesters of the criminal world, staying alive by amusing anyone stronger than them, and only using violence when their victim is unable to defend themselves.

SERIAL ARSONIST

CR 3

Medium person (human)

Defense 15

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	16 (+3)	13 (+1)	14 (+2)

Proficiency +2

Skills Intimidation +6, Physical Sciences +5, Security +5, Stealth +6, Streetwise +5

Senses passive Perception 11

Roles Ranged, Support

Equipment Salon flamer (hair spray and a lighter), flamethrower with back-mounted gas tank, 4 Molotov cocktails, matches, pack of smokes, street clothes, fire suit, pocket stuff

Explosive Hazard. When the Serial Arsonist suffers a critical hit, its flamethrower fuel tank explodes. Each combatant within 20 feet of the explosion must make a DC 14 Dexterity saving throw, taking 3 (1d6) fire damage for each round left in the flamethrower on a failed save, or half as much on a successful one. A combatant that fails its save is also Burning. The DC to put out this fire

is 12, and it deals an additional 1d4 fire damage for every 2 rounds left in the Serial Arsonist's flamethrower. The Serial Arsonist automatically fails its save against this explosion, and it cannot use its flamethrower afterward.

Fire Suit. The Serial Arsonist has damage reduction 10 against fire damage while it wears its fire suit.

Actions

Multiaction. The Serial Arsonist makes two attacks.

Salon Flamer. Melee Attack: +6 to hit, 6 (1d4 + 4) fire damage (PV 0). On a hit, the target must succeed on a DC 14 Dexterity saving throw or become Burning. The DC to put out this fire is 12.

Flamethrower (8 rounds). Ranged (60/120) Attack: +6 to hit, 9 (2d4 + 4) fire damage (PV 1). On a hit, the target is Burning. The DC to put out this fire is 17.

Molotov Cocktail (4/Long Rest). Ranged (40/80) Attack: +6 to hit, 6 (1d4+4) fire damage (ignoring armor). On a hit, the target is Burning. Each other combatant within 10 feet of the explosion must make a DC 14 Dexterity saving throw, taking 2 (1d4) fire damage (ignoring armor) on a failed save, or half as much on a successful one. A combatant that fails this save is also Burning. The DC to put out these fires is 12.

If this attack misses, treat it as if it were a thrown explosive attack. The Serial Arsonist can also choose to treat this attack as a thrown explosive attack as normal, targeting a space instead of a combatant.

The Serial Arsonist is an expert in lighting fires. Not only do they carry Molotov cocktails and improvised hair spray flamers, but they also wield a gigantic flamethrower, complete with a back-mounted gas tank.

WOODLAND ASSASSIN

CR 3

Medium person (human)

Defense 13

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	13 (+1)	14 (+2)	14 (+2)

Proficiency +2

Saves Wis +4, Cha +2

Skills Natural Sciences +3, Stealth +5, Survival +4

Senses passive Perception 12

Roles Killer, Ranged, Shadow

Equipment Machete, crossbow, ghillie-suit, pocket stuff

Blend In. The Woodland Assassin treats half-cover as three-quarters cover for them.

Snipe. If they are unseen at the beginning of their turn, all of the Woodland Assassin's attacks deal an additional 1d6 damage.

Tracker. Woodland Assassins have advantage on survival checks made to track their target in a wilderness area.

Poisoned Weapons. The Woodland Assassin fights with blades covered in a neurotoxin distilled from plants cultivated in the park. Their weapons do an extra 2d6 poison damage for melee or 2d8 poison damage for ranged attacks (included below). However, all damage dealt (including the weapon's normal damage) is non-lethal.

Actions

Multiaction. The Woodland Assassin can make two machete attacks.

Machete. Melee Attack: +4 to hit, 5 (1d6+2) slashing damage plus 7 (2d6) poison damage (PV 1).

Crossbow. Ranged (100/200) Attack: +5 to hit, 7 (1d6+4) piercing damage plus 9 (2d8) poison damage (PV 1).

The Woodland Assassin specializes in hunting their victims in remote wilderness settings, where their survival skills can be put to best use, and where there will be no witnesses to the crime.

SADIST

CR 5

Medium person (human)

Defense 16

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	14 (+2)	16 (+3)	16 (+3)

Proficiency +3

Saves Wis +6

Skills Athletics +7, Deception +6, Insight +6, Intimidation +9, Medicine +5, Perception +6, Social Sciences +5, Streetwise +6

Senses passive Perception 16

Roles Support, Melee

Equipment Whip, club wear

Sadism. The Sadist has advantage on attack rolls against any target that is Distracted, Exhausted, Frightened, Incapacitated, or Sickened.

Actions

Multiattack. The Sadist makes two attacks.

Whip. Melee Attack: +7 to hit, 6 (1d4 + 4) slashing damage plus 7 (2d6) psychic damage (PV 0). On a hit, the target must make a DC 15 Constitution saving throw or be Sickened from pain until the end of the Sadist's next turn. While Sickened in this way, a target is also Distracted.

This Sadist is an expert in inflicting pain, causing suffering well beyond the physical harm caused.

CEO

CR 6

Medium person (human)

Defense 16

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	18 (+4)	14 (+2)	18 (+4)

Proficiency +3

Saves Wis +5, Cha +7

Skills Deception +7, Intimidation +7, Persuasion +7, Social Sciences +7

Senses passive Perception 12

Roles Leader, Support

Equipment Business suit, expensive watch, pocket stuff or bag stuff

Hardcore. When the CEO fails a saving throw (other than an armor saving throw), they can choose to take 10



In charge of a powerful corporation, this CEO has the immense power of funding, on top of their formidable charm and cunning.

damage to automatically succeed on the saving throw instead. This damage cannot be reduced or prevented.

Genius. The CEO has 5 Genius points and can enact plans as if a 7th level Smart Hero (plan DC 15, +7 to hit). They know the following plans: The Best Money Can Buy, Bonuses All Around, Called Shot, Hostile Takeover, I Hired Help

Actions

Multiattack. The CEO makes an attack, then they can use their Demoralize action or enact a plan that takes an action as a bonus action.

Unarmed Strike. Melee Attack: +5 to hit, 4 (1d4 + 2) bludgeoning damage (PV 1).

Concealed Pistol. Ranged (100/200) Attack: +5 to hit, 7 (1d10 + 2) ballistic damage (PV 2).

Demoralize. One enemy that can see or hear the CEO must make a DC 15 Wisdom saving throw. On a failed save, the target has disadvantage on the next attack roll they make before the start of the CEO's next turn.

GANG OVERLORD CR 8

Medium person (human)

Defense 17

Hit Points 120 (16d8 + 48)

Armor Leather Jacket (+3 save bonus, AV 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	8 (-1)	14 (+2)	18 (+4)

Proficiency +3

Saves Str +6, Con +6, Cha +7

Skills Athletics +6, Deception +7, Insight +5, Intimidation +10, Perception +5, Persuasion +7, Streetwise +8, Stealth +6

Senses passive Perception 15

Roles Leader, Melee

Equipment Studded leather gauntlet, black leather jacket with gold epaulets, tight-fitting pants, combat boots, a single large gold hoop earring, pocket stuff

Aura of Leadership. While the Gang Overlord is conscious, each ally within 50 feet has advantage on all saving throws.

Hyper Vigilant. The Gang Overlord does not need to use a reaction to dive for cover.

Actions

Multiattack. The Gang Overlord makes two attacks.

Studded Gauntlet. Melee Attack: +7 to hit, PV 2, reach 5 ft., one target. Hit: 17 (4d6+3) bludgeoning damage.

Command. The Gang Overlord can command one of their allies. That ally can use a reaction to make one attack or move up to its speed.

Rousing Speech (1/Short Rest). As an action, the Gang Overlord can grant themselves and up to 6 allies that can hear them 20 temporary Hit Points.

Bonus Actions

Improved Command. The Gang Overlord can command one of their allies. That ally can use a reaction to make one attack or move up to its speed.

The Gang Overlord is at the top of a violent criminal empire. Their greatest strength is their ability to navigate the criminal world through a combination of violence and developing committed allies. While they are a capable fighter, they prefer to have their underlings do their bidding unless they feel personally disrespected.

Sweet Ride

NAME	1977 Cadillac Fleetwood
PAX	5
STR	+3
DEX	-
CON	+3
AV	2
PRICE	3
TOP SPEED	110 mph
PROPERTIES	Decorations

The sweet ride is more a status symbol than a performance vehicle. It shows that the Overlord has no need to hide because everyone understands that they are not to be messed with.

MODERN MILITANTS

IRREGULAR SOLDIER

CR 1/4

Medium person (human)

Defense 13

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	10 (+0)	11 (+0)	12 (+1)

Proficiency +2

Skills Intimidation +3, Security +2

Senses passive Perception 10

Roles Killer, Ranged

Equipment AK-74 rifle, rag-tag uniform, pocket stuff

Unpredictable. When making an attack, the Irregular Soldier rolls 1d6 and adds it to their attack result.

Easily Shaken. The Irregular Soldier must make a DC 10 Wisdom saving throw any time an ally is killed or be Frightened until the end of their next turn.

Actions

AK-74. Ranged (900/1800) Attack: +0 to hit, 7 (2d6) ballistic damage (PV 3).

Suppressive Fire. The Irregular Soldier makes a suppressive fire attack in a 30-foot line within 1800 feet, dealing 7 (2d6) ballistic damage (PV 3).

Knife. Melee Attack: +1 to hit, 3 (1d4 + 1) slashing damage (PV 1).

Irregular Soldiers are either volunteers or conscripts, neither of which have received much in the way of training and have yet to experience intense combat.

VARIANT: ANTI-TANK

CR 1/2

Add Equipment Rocket launcher

Add Actions

Rocket Launcher (1/Long Rest). Ranged (500/1500) Attack: +0 to hit, 28 (5d8) explosive damage (PV 6).

It's not clear who let this irregular have a Rocket Launcher, but chances are good they will regret the decision. Note: normally only one Irregular Soldier in a squad will have this honor. A group of multiple Irregular Anti-Tank Soldiers is potentially much more dangerous than their CR would indicate.



BASE GUARD

CR 1/2

Medium person (human)

Defense 13

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	12 (+1)	14 (+2)	12 (+1)

Proficiency +2

Skills Security +3

Senses passive Perception 14

Roles Fodder, Ranged, Support

Equipment 9mm semi-automatic pistol or SMG, knife, a cheap suit, pocket stuff

Strength In Numbers. If the Base Guard cannot see an ally, they have disadvantage on all attacks, checks, and saves. However, they have advantage on all attack rolls if there is an ally within 5 feet of the target, and they ignore the penalty for making ranged attacks into close combat.

Actions

9mm Pistol. Ranged (100/200) Attack: +4 to hit, 6 (1d8 + 2) ballistic damage (PV 2).

SMG. Ranged (100/200) Attack: +4 to hit, 6 (1d8 + 2) ballistic damage (PV 2).

Suppressive Fire. The Base Guard makes a suppressive fire attack in a 30-foot line within 200 feet, dealing 4 (1d8) ballistic damage (PV 2).

Knife. Melee Attack: +4 to hit, PV 1, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

The Base Guards are trained to fight as a team and to support one another in combat. They are much less confident without their allies to support them.

TACTICAL SOLDIER CR 1/2

Medium person (human)

Defense 15

Hit Points 26 (4d8 + 8)

Armor Medium Ballistic Vest (+2 save bonus, AV 3, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	12 (+1)	9 (-1)	10 (+0)

Proficiency +2

Saves Dex +4, Con +4

Skills Acrobatics +4, Athletics +4, Mechanics +3, Medicine +3, Vehicles +4

Senses passive Perception 9

Roles Ranged, Tank

Equipment Battle fatigues, medium ballistic vest, 9mm service pistol, first aid kit, 2 smoke grenades, helmet

Actions

9mm Pistol. Ranged Attack: +4 to hit, PV 2, range 100/200 ft., one target. Hit: 6 (1d10 + 2) ballistic damage.

Smoke Grenade (2/Long Rest). Thrown (80) Explosive Attack: +4 to hit. 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, and blocks the line of sight from one side to the other.

Bonus Actions

Quickness. The Tactical Soldier can take the Dash or Disengage action.

Tactical Soldiers use their mobility and smoke grenades to support their allies by covering their advance and harrying their opponents.



FANATIC FIREBUG

CR 1

Medium person (human)

Defense 12

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Proficiency +2

Skills Endurance +3, Intimidation +2, Security +2, Survival +3

Senses passive Perception 13

Roles Killer, Ranged

Equipment SMG or flamethrower, comm gear, pocket stuff

Lead and We Will Follow! The Fanatic Firebug has advantage against any target that an ally has already damaged since the end of the firebug's last turn.

Actions

Multiaction. The Fanatic Firebug makes two attacks, but both must be with the same weapon.

M-9 Flamethrower. Ranged (80/160) Attack: +3 to hit, 8 (2d6 + 1) fire damage (PV 1). On a hit, the target is also Burning.

SMG. Ranged (100/200) Attack: +3 to hit, 5 (1d8 + 1) ballistic damage (PV 2).

Suppressive Fire. The Fanatic Firebug makes a suppressive fire attack in a 30-foot line within 200 feet, dealing 4 (1d8) ballistic damage (PV 2).

Knife. Melee Attack: +4 to hit, PV 1, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

The Fanatic Firebug is eager to immolate their enemies and burn anything to the ground that isn't in support of their cause.



IRREGULAR CAPTAIN

CR 1

Medium person (human)

Defense 14

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	14 (+2)	10 (+0)	15 (+2)

Proficiency +2

Skills Athletics +5, Intimidation +4, Security +4

Senses passive Perception 12

Roles Leader, Melee

Equipment Pipe, archaic grenades, machete, 9mm semi-automatic pistol, uniform, pocket stuff

Actions

Multiaction. The Irregular Captain can make two attacks.

Machete. Melee Attack: +5 to hit, PV 1, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

9mm Pistol. Ranged (100/200) Attack: +5 to hit, 7 (1d8 + 3) ballistic damage (PV 2).

Archaic Grenade (2/Short Rest). Thrown (40/80) Explosive Attack: +5 to hit. Roll 1d6 to determine the grenade's effect:

ROLL	RESULT
1	The grenade is a dud and does no damage.
2-3	The grenade takes longer than expected to go off. Roll again on this table at the beginning of their next turn.
4-5	It goes off and does 1d12 explosive damage (PV 3) in a 10-ft. radius.
6	It goes off and does 2d12 explosive damage (PV 3) in a 20-ft. radius.

Bonus Actions

Capitán. The Irregular Captain can remove the Frightened, Stunned, or Distracted condition from an ally that they can see and that can see or hear them.

The irregular Captain is enthusiastic about their cause and has done all they can within their limited means to equip themselves for battle.

DETERMINED MERCENARY

CR 2

Medium person (Human)

Defense 13

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Proficiency +2

Saves Str +4, Dex +4

Skills Athletics +4, Endurance +4, Intimidation +2

Senses passive Perception 9

Roles Ranged, Tank

Equipment Combat knife, uzi, custom camouflage uniform

Dead Man Walking. When reduced to 0 Hit Points, the Determined Mercenary ignores the normal effects and can act normally until the end of their next turn, at which

point they succumb to their injuries if they still have 0 Hit Points.

Actions

Multiattack. The Determined Mercenary makes two attacks.

Combat Knife. Melee Attack: +4 to hit, 4 (1d4+2) slashing damage (PV 1).

Uzi Submachine Gun. Ranged (100/200) Attack: +4, 7 (1d10 + 2) ballistic damage (PV 3).

Burst Fire. Ranged (100/200) Attack: +4, 13 (2d10 + 2) ballistic damage (PV 3). This attack is made at disadvantage.

Suppressive Fire. The Determined Mercenary makes a suppressive fire attack in a 30-foot line within 200 feet, dealing 5 (1d10) ballistic damage (PV 3).

Second Wind (1/Short Rest). The Determined Mercenary regains 13 Hit Points.

The Determined Mercenary doesn't know when to quit. They will do everything that they can to carry out their mission.



FANATIC PARTISAN

CR 2

Medium person (human)

Defense 14

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	11 (+0)

Proficiency +2

Skills Endurance +4, Intimidation +2, Security +2, Survival +3

Senses passive Perception 13

Roles Killer, Ranged

Equipment AKS-74U assault rifle, comm gear, combat knife, pocket stuff

Lead and We Will Follow! The Fanatic Partisan has advantage on attack rolls against any target that an ally has already damaged since the end of the partisan's last turn.

Actions

Multiattack. The fanatic partisan makes two attacks.

AKS-74U Assault Rifle. Ranged (600/1200) Attack: +3 to hit, 7 (1d12 + 1) ballistic damage (PV 3).

Suppressive Fire. The Fanatic Partisan makes a suppressive fire attack in a 30-foot line within 1200 feet, dealing 6 (1d12) ballistic damage (PV 3).

Knife. Melee Attack: +4 to hit, 5 (1d6 + 2) slashing damage (PV 1).

The Fanatic Partisan draws inspiration from combat with their sworn enemies, and they are willing to swear that quite a lot of people are enemies of their cause.



SKIRMISH SPECIALIST

CR 3

Medium person (human)

Defense 15

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	16 (+3)	15 (+2)	15 (+2)

Proficiency +2

Skills Endurance +3, Perception +4, Security +5, Stealth +5, Survival +4

Senses passive Perception 16

Roles Leader, Ranged

Equipment: Pistol, knife, camo gear, pocket stuff

Close Combat. The Skirmish Specialist does not have disadvantage on attacks with ranged weapons against adjacent enemies.

Stick and Move. When they hit with a melee attack, the Skirmish Specialist can move up to 5 feet to a location within the melee reach of the opponent they hit as a free action.

Not So Fast. When an opponent within the Skirmish Specialist's line of sight makes an attack, but before the attack roll, the Skirmish Specialist can use their reaction to move up to their speed towards that opponent. If they can get within 5 feet of the opponent, the opponent must make a DC 15 Dexterity saving throw. On a failed save, the opponent automatically misses with the attack.

Actions

Multiattack. The Skirmish Specialist makes three attacks.

Combat Knife. Melee Attack: +5 to hit, 6 (1d6 + 3) slashing damage (PV 1).

9mm Pistol. Ranged (100/200) Attack: +5 to hit, 7 (1d8 + 3) ballistic damage (PV 2).

Bonus Actions

Quick. The skirmish specialist takes the Dash action.

The Skirmish Specialist is an expert combatant who prefers to get in close to their enemies and make things difficult for them.

SPECIAL FORCES COMMANDER CR 5

Medium person (human)

Defense 15

Hit Points 82 (15d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

Proficiency +3

Saves Dex +6, Con +4, Cha +6

Skills Athletics +4, Deception +6, Endurance +4, Insight +8, Intimidation +6, Investigation +4, Perception +8, Persuasion +6, Social Sciences +4, Vehicles +9

Senses passive Perception 18

Roles Driver, Leader

Equipment Military fatigues, AKM assault rifle, 2 fragmentation grenades

Gunner. The Special Forces Commander does not suffer disadvantage due to firing weapons from a moving vehicle.

Headshot. The Special Forces Commander scores a critical hit on a roll of 19 or 20 when making ranged attacks.

Skirmisher. The Special Forces Commander does not have disadvantage on attacks with ranged weapons against adjacent enemies.

Actions

Multiattack. The Special Forces Commander makes three attacks, or they can throw a grenade and then use the suppressive fire action.

AKM Assault Rifle. Ranged (900/1800) Attack: +6 to hit, 9 (1d12 + 3) ballistic damage (PV 3).

Burst Fire. Ranged (900/1800) Attack: +6 to hit, 16 (2d12 + 3) ballistic damage (PV 3). This attack is made at disadvantage.

Suppressive Fire. The special forces commander makes a suppressive fire attack in a 30-foot line within 1800 feet, dealing 6 (1d12) ballistic damage (PV 3).

Fragmentation Grenade (2/Short Rest). Thrown (80) Explosive Attack: Automatically hits target square, 20' radius explosion, 9 (4d8) explosive (PV 3), DC 15 save for half damage.

The Special Forces Commander is a threat in nearly any situation. They can fight at range or mix it up in close quarters. They are also skilled at operating nearly any military vehicle they can get access to.



HISTORICAL NPCs

ARCHER

CR 1/8

Medium person (human)

Defense 12

Hit Points 4 (1d8)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	10 (+0)	12 (+0)	10 (+0)

Proficiency +2

Skills Perception +3

Senses passive Perception 13

Roles Fodder, Ranged

Equipment Longbow, quiver of arrows

Actions

Longbow. Ranged (250/750) Attack: +4 to hit, 6 (1d8 + 2) piercing damage (PV 1).

Unarmed Strike. Melee Attack: +3 to hit, 3 (1d4 + 1) bludgeoning damage (PV 1).

English archers earned a fearsome reputation during the Hundred Years' War, securing stunning victories over the cream of French chivalry at Crécy and Agincourt, but were highly vulnerable when caught alone in the open.

SPEARMAN

CR 1/8

Medium person (human)

Defense 13

Hit Points 5 (1d8 + 1)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	8 (-1)	10 (+0)	10 (+0)

Proficiency +2

Skills Athletics +3

Senses passive Perception 10

Roles Fodder, Melee

Equipment Spear

Actions

Spear. Melee (reach 10) Attack: +3 to hit, 6 (1d10 + 1) piercing damage (PV 1).

A good spearman uses their superior reach to their advantage, striking down foes before they get close.

SWORDSMAN

CR 1/4

Medium person (human)

Defense 13 (15 with shield)

Hit Points 11 (2d8 + 2)

Armor Chainmail (+2 save bonus, AV 1, Awkward, Panoply)

Speed 20 feet

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	10 (+0)	10 (+0)

Proficiency +2

Skills Athletics +4, Endurance +3

Senses passive Perception 10

Roles Melee, Tank

Equipment Arming sword, heater shield

Heater Shield. Half cover, AV 1.

Actions

Arming Sword. Melee Attack: +4 to hit, 6 (1d8 + 2) piercing or slashing damage (PV 1).

Among the men-at-arms in the English forces are minor nobles armed with fine swords and mail armor, which gives them an edge over the common infantry.

KNIGHT

CR 1/2

Medium person (human)

Defense 16 (with shield)

Hit Points 26 (4d8 + 8)

Armor Platemail (+2 save bonus, AV 2, Awkward, Hardened, Panoply)

Speed 20 feet

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Proficiency +2

Saves Str +4, Wis +2

Skills Athletics +5, Endurance +4, Intimidation +3

Senses passive Perception 10

Roles Melee, Tank

Equipment Arming sword, heater shield

Heater Shield. Half cover, AV 1

Actions

Arming Sword. Melee Attack: +4 to hit, 6 (1d8 + 2) piercing or slashing damage (PV 1).

Clad in the most expensive suits of armor and equipped with fine weapons, these elite men-at-arms fought as both cavalry and infantry in the Hundred Years' War.

RELIGIOUS CHAMPION

CR 3

Medium person (human)

Defense 13 (16 with shield)

Hit Points 44 (8d8 + 8)

Armor Platemail (+3 save bonus, AV 2, Hardened, Panoply, Masterwork)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	13 (+1)	10 (+0)	18 (+4)

Proficiency +2

Saves Wis +2, Cha +6

Skills Athletics +3, Performance +6, Persuasion +6, Social Sciences +3

Senses passive Perception 10

Roles Leader, Melee

Equipment "Holy" longsword, heater shield, banner flag

Heater Shield. Half cover, AV 1

Actions

Multiattack. The religious champion makes two attacks.

Holy Longsword. Melee Attack: +6 to hit, 8 (1d8 + 4) slashing damage (PV 1).

Touch of the Divine. As an action, the Religious Champion can touch a willing ally who is wounded. The ally regains one spent Hit Dice, and can immediately benefit from a Second Wind without needing to take any action, even if they have already used the Second Wind action.

Wave the Banner. As an action, the Religious Champion can raise their banner and call on the blessings of the divine to rally the faithful. Any allies who can see and hear them gain 6 temporary Hit Points.

The Religious Champion is someone who inspires their allies with their strong faith and commitment to the values of their shared religion. Many of those who fight beside them believe that they have divine blessings and can perform miracles. Whatever the case, they inspire others to acts of courage like no other.

SCIENCE FICTION NPCs

SCIENCE FICTION MILITANTS

DYSTOPIAN SOLDIER

CR 1

Medium person (human)

Defense 15

Hit Points 16 (3d8 + 3)

Armor Medium Ballistic Vest (+2 save bonus, AV 3, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	13 (+1)

Proficiency +2

Skills Athletics +4, Intimidation +3, Perception +3

Senses passive Perception 13

Roles Fodder, Ranged, Support

Equipment Assault carbine, earpiece radio, zip ties

Fear Tactics (1/Turn). The Dystopian Soldier is trained to inspire fear as much as to cause harm. When the Dystopian Soldier makes an attack using burst fire, or uses suppressive fire, each target or combatant in the area must pass a DC 11 Wisdom saving throw or be Frightened until the end of the Dystopian Soldier's next turn. Targets that dive for cover out of the area still must make this saving throw.

Actions

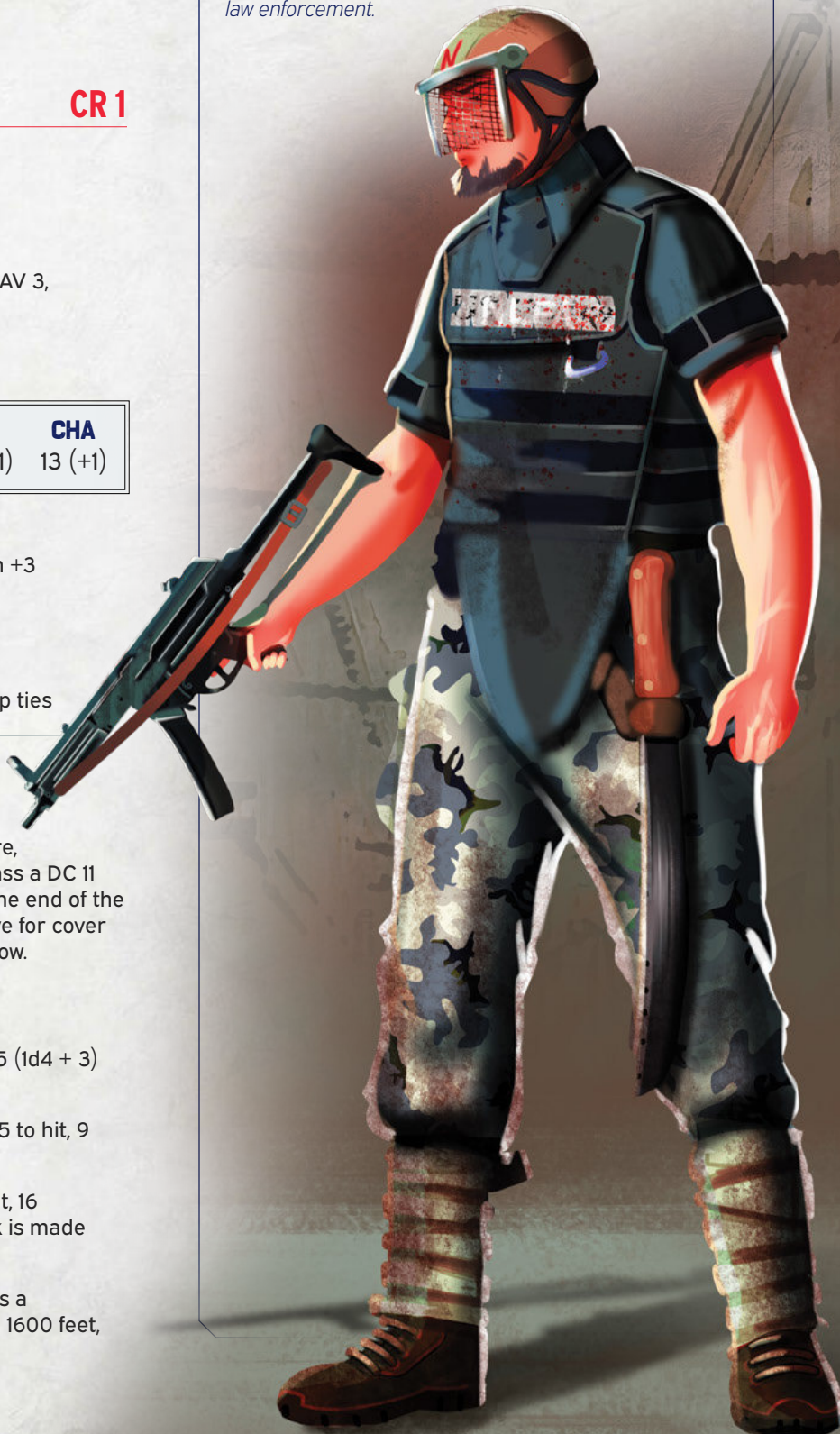
Unarmed Strike. Melee Attack: +5 to hit, PV 1, 5 (1d4 + 3) bludgeoning damage (PV 1).

Assault Carbine. Ranged (800/1600) Attack: +5 to hit, 9 (1d12 + 3) ballistic damage (PV 3).

Burst Fire. Ranged (800/1600) Attack: +5 to hit, 16 (2d12 + 3) ballistic damage (PV 3). This attack is made at disadvantage.

Suppressive Fire. The Dystopian Soldier makes a suppressive fire attack in a 30-foot line within 1600 feet, dealing 6 (1d12) ballistic damage (PV 3).

Even though they police dystopian societies, Dystopian Soldiers are as much organized thugs as they are real law enforcement.



DYSTOPIAN LIEUTENANT

CR 3

Medium person (human)

Defense 15

Hit Points 52 (7d8 + 21)

Armor Medium Ballistic Vest (+2 save bonus, AV 3, Ballistic)

Speed 30 ft.

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

Proficiency +2

Saves Con +5, Wis +4

Skills Athletics +5, Intimidation +5, Perception +4

Senses passive Perception 14

Roles Ranged, Support

Equipment Assault carbine, earpiece radio, zip ties

Fear Tactics (1/Turn). Dystopian Lieutenants are trained to inspire fear as much as to cause harm. When the Dystopian Lieutenant makes an attack using burst fire, or uses suppressive fire, each target or combatant in the area must pass a DC 13 Wisdom saving throw or be Frightened until the end of the Dystopian Lieutenant's next turn. Targets that dive for cover out of the area still must make this saving throw.

Actions

Multiattack. The Dystopian Lieutenant makes two attacks. They can replace one attack with a use of suppressive fire.

Unarmed Strike. Melee Attack: +6 to hit, PV 1, 6 (1d4 + 4) bludgeoning damage (PV 1).

Assault Carbine. Ranged (800/1600) Attack: +6 to hit, 10 (1d12 + 4) ballistic damage (PV 3).

Burst Fire. Ranged (800/1600) Attack: +6 to hit, 17 (2d12 + 4) ballistic damage (PV 3). This attack is made at disadvantage.

Suppressive Fire. The Dystopian Lieutenant makes a suppressive fire attack in a 30-foot line within 1600 feet, dealing 6 (1d12) ballistic damage (PV 3).

Dystopian Lieutenants usually get promoted on the basis of three criteria: how much the citizens fear them, how much their fellow soldiers fear them, and how willing they are to turn a blind eye to their superiors' misconduct.

DYSTOPIAN OFFICER

CR 5

Medium person (human)

Defense 16

Hit Points 68 (8d8 + 32)

Armor Medium Ballistic Vest (+3 save bonus, AV 3, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Proficiency +3

Saves Str +7, Con +7, Wis +6

Skills Athletics +7, Intimidation +10, Perception +6

Senses passive Perception 16

Roles Ranged, Support

Equipment Assault carbine, earpiece radio, zip ties

Fear Tactics (1/Turn). Dystopian Officers are trained to inspire fear as much as to cause harm. When the Dystopian Officer makes an attack using burst fire, or uses suppressive fire, each target or combatant in the area must pass a DC 15 Wisdom saving throw or be Frightened until the end of the officer's next turn. Targets that dive for cover out of the area still must make this saving throw.

Stable Firing. The Dystopian Officer does not suffer disadvantage due to making a burst fire attack.

Actions

Multiattack. The Dystopian Officer makes two attacks. They can replace one attack with a use of suppressive fire.

Unarmed Strike. Melee Attack: +8 to hit, PV 1, 8 (1d6 + 5) bludgeoning damage (PV 1).

Assault Carbine. Ranged (800/1600) Attack: +8 to hit, 11 (1d12 + 5) ballistic damage (PV 3).

Burst Fire. Ranged (800/1600) Attack: +8 to hit, 18 (2d12 + 5) ballistic damage (PV 3). This attack is made at disadvantage.

Suppressive Fire. The Dystopian Officer makes a suppressive fire attack in a 30-foot line within 1600 feet, dealing 6 (1d12) ballistic damage (PV 3).

As the top brass of the dystopian enforcers, these officers terrorize the populace and their subordinates alike.

SCIENCE FICTION MUTANTS

MUTANT COMMANDO

CR 1/4

Medium person (mutant)

Defense 13

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Proficiency +2

Skills Deception +4, Perception +3, Security +2, Stealth +3, Streetwise +4

Senses passive Perception 13

Roles Fodder, Ranged

Equipment Concealed carry pistol, knife

Mutation. The Mutant Commando has one of the following mutations:

- ▶ **Chameleon Skin.** Advantage on Dexterity (Stealth) checks.
- ▶ **Extra Eyes.** Advantage on Wisdom (Perception) checks based on sight.
- ▶ **Enhanced Hearing.** Advantage on Wisdom (Perception) checks based on hearing.
- ▶ **Enhanced Scent.** Track by scent, advantage on Wisdom (Perception) checks based on smell.
- ▶ **Leaping Legs.** Long jump is up to 30 feet and high jump is up to 15 feet.
- ▶ **Nightvision.** Nightvision.

Actions

Knife. Melee or Ranged (20/40) Attack: +3 to hit, 3 (1d4 + 1) slashing damage (PV 1).

Pistol. Ranged (100/200) Attack: +3 to hit, 6 (1d10 + 1) ballistic damage (PV 2).

This Mutant Commando is a skilled soldier, trained in stealth, espionage, and guerrilla tactics.

MUTANT WARRIOR

CR 2

Medium person (mutant)

Defense 11

Hit Points 45 (6d8 + 18)

Armor Hardened Skin (+2 save bonus, AV 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	9 (-1)

Proficiency +2

Skills Athletics +5, Endurance +5, Survival +4

Senses passive Perception 12

Roles Hulk, Melee

Mutation. The Mutant Warrior has one of the following mutations:

- ▶ **Burrowing Hands.** Burrowing speed of 10 feet.
- ▶ **Long Arms.** Melee and special attacks have +5-foot reach.
- ▶ **Temperature Resistance.** Damage reduction 5 against cold and fire damage.
- ▶ **Tentacles.** Advantage on Strength (Athletics) checks to stop an enemy from breaking a grapple.

Actions

Multiaction. The Mutant Warrior makes two attacks.

Mutant Weapon. The Mutant Warrior has one of the following weapons:

- ▶ **Claws.** Melee Attack: +5 to hit, 7 (1d8 + 3) slashing damage (PV 1). The mutant warrior can make an attack with this weapon as a bonus action, in which case it deals only 4 (1d8) damage.
- ▶ **Fangs.** Melee Attack: +5 to hit, 12 (2d8 + 3) piercing damage (PV 2). This attack can be made only against a target that the warrior is grappling.
- ▶ **Horns.** Melee Attack: +5 to hit, 9 (1d12 + 3) bludgeoning damage (PV 1). On a hit, if the Mutant Warrior moved at least 10 feet directly toward the target immediately before this attack, the target must make a DC 13 Strength saving throw or be knocked Prone.
- ▶ **Spines.** Melee Attack: +5 to hit, 9 (1d12 + 3) piercing damage (PV 2).

With mutations geared toward battle, Mutant Warriors act as front-line soldiers for whatever cause they join.

VARIANT: SPITTER

CR 3

Replace **Roles** Killer, Ranged

Replace action **Mutant Weapon** with **Unarmed**. Melee Attack: +5 to hit, 5 (1d4 + 3) bludgeoning damage (PV 1).

Add action **Spit Acid**. Ranged (30/60) Attack: +5 to hit, 16 (2d8 + 3) acid damage (PV 3).

MUTANT PSYCHIC

CR 3

Medium person (mutant)

Defense 16

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	12 (+1)	16 (+3)	18 (+4)	16 (+3)

Proficiency +2

Saves Int +5, Wis +6, Cha +5

Skills Insight +6, Perception +6, Persuasion +5, Survival +6

Senses passive Perception 16

Roles Ranged, Support

Mutation. The Mutant Psychic has one of the following mutations:

- ▶ **Precognition.** Cannot be surprised. Can spend a reaction to remove advantage from an attack against them.
- ▶ **Telekinesis.** Lift objects of Bulk 2 or less up to 120 feet away. Make Strength checks with a +4 bonus at that range.
- ▶ **Telepathy.** Speak telepathically at a range of 300 feet.

Actions

Unarmed Strike. Melee Attack: +4 to hit, 4 (1d4 + 2) bludgeoning damage (PV 1).

Terrify. Up to two combatants that the Mutant Psychic can see within 60 feet must make a DC 14 Wisdom saving throw. On a failed save, a target takes 8 (1d8 + 4) psychic damage (ignoring armor) and is Frightened until the end of the Mutant Psychic's next turn. A target cannot willingly

move closer to the Mutant Psychic while Frightened in this way.

Empathic Reading. The Mutant Psychic can read one person within 30 feet of them. They learn that person's emotional state: angry, worried, sad, etc. They can also learn one other fact about them that they know and that they do not consider a secret or privileged information. They can learn only one such fact per individual every 24 hours.

With powerful psychic abilities as part of their mutation, this gifted Mutant Psychic could be a wise leader, a skilled spy, or a terrifying killer.

VARIANT: MIND CRUSHER

CR 4

Replace **Roles** Killer, Ranged

Replace **Terrify** with **Mind Crush**. One combatant that the mutant psychic is aware of within 30 feet must make a DC 14 Intelligence saving throw, taking 31 (7d8) psychic damage (ignoring armor) on a failed save.

CYBORGS

These humans have been augmented with cybernetic enhancements.

CYBER SURGEON

CR 1/2

Medium person (cyborg, human)

Defense 14

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Proficiency +2

Skills Mechanics +7, Medicine +7, Sleight of Hand +6

Senses passive Perception 12

Roles Leader

Equipment First aid kit, surgical tools, pocket stuff

Actions

Surgical Saw. Melee Attack: +4 to hit, 6 (1d8 + 2) slashing damage (PV 3).



Patch Up. The Combat Surgeon applies a quick patch to an ally within 5 feet, whether living or mechanical. That ally can spend a hit die to recover Hit Points, adding their Constitution modifier to the result. Any given ally can benefit from this action only once before they finish a short or long rest.

This Combat Surgeon specializes in implanting and repairing cybernetics, but is capable of all types of surgery.

CYBERMOD PUNK

CR 1

Medium person (cyborg, human)

Defense 13

Hit Points 22 (4d8 + 4)

Armor Dermal Plating (+2 save bonus, AV 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	9 (-1)	10 (+0)	13 (+1)

Proficiency +2

Skills Mechanics +3, Streetwise +4

Senses passive Perception 10

Roles Fodder, Melee

Equipment Hand cannon pistol, punk outfit, pocket stuff

Cybernetics Dermal Plating, Power Arm

Actions

Power Arm. Melee Attack: +5 to hit, 8 (1d10 + 3) bludgeoning damage (PV 2).

This street punk has gotten into cybernetic mods and has begun the process of replacing their body parts with more powerful machines.

VARIANT: CONCEALED WEAPON ARM CR 1

Replace Str 14 (+2)

Replace **Cybernetics** Concealed Weapon Arm (hand cannon pistol), Dermal Plating

Replace **Roles** Fodder, Ranged

Replace Actions

Unarmed Strike. Melee Attack: +4 to hit, PV 1, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Hand Cannon. Ranged (100/200) Attack: +4 to hit, 8 (1d12 + 2) ballistic damage (PV 3).

VARIANT: POWER LEGS

CR 1

Replace **Speed** 40 ft.

Replace Str 14 (+2)

Replace Cybernetics Dermal Plating, Power Legs

Add Trait: **Power Legs**. During a foot chase, the Cybermod Punk has advantage on Strength (Athletics) checks.

Replace Actions

Power Leg. Melee Attack: +4 to hit, 8 (1d12 + 2) bludgeoning damage (PV 2).

CYBER SOLDIER

CR 2

Medium person (cyborg, human)

Defense 14

Hit Points 19 (3d8 + 6)

Armor Modern Combat **Armor** (+2 save bonus, AV 3, Awkward)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Proficiency +2

Skills Athletics +5, Computers +2, Endurance +4, Mechanics +2

Senses passive Perception 10

Roles Fodder, Killer

Equipment Assault carbine, soldier's kit

Cybernetics Auto Targeting, Blood Store, Cyberbrain, Extra Heart, Mind Port, Power Arms, Power Legs

Auto Targeting. The Cyber Soldier ignores disadvantage on attack rolls due to long range, poor visibility, and being in a moving vehicle. In addition, when attacking a target behind three-quarters or half cover, they treat their cover as if it were one category lower for purposes of the target's Defense.

Extra Heart. The Cyber Soldier has advantage on Constitution (Endurance) checks and on death saving throws.

Power Legs. During a foot chase, the Cyber Soldier has advantage on Strength (Athletics) checks.

Actions

Multiattack. The Cyber Soldier makes two attacks.

Assault Carbine. Ranged (1600) Attack: +4 to hit, 8 (1d12 + 2) ballistic damage (PV 3).

Burst Fire. Ranged (1600) Attack: +8 to hit, 15 (2d12 + 2) ballistic damage (PV 3). This attack is made at disadvantage.

Power Slam. Melee Attack: +5 to hit, 9 (1d12 + 3) bludgeoning damage (PV 2).

Suppressive Fire. The Cyber Soldier makes a suppressive fire attack in a 30-foot line within 1,600 feet, dealing 6 (1d12) ballistic damage (PV 3).

Blood Store (1/Long Rest). The Cyber Soldier regains 13 (2d12) hit points as their cybernetics release stored blood into their system.

As loyal as any human soldiers, these cyborgs make highly effective troops.

CYBERMOD BIG BOSS

CR 4

Large person (cyborg, human)

Defense 17

Hit Points 66 (7d10 + 28)

Armor Heavy Dermal Plating (+2 save bonus, AV 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	10 (+0)	8 (-1)	16 (+3)

Proficiency +2

Skills Athletics +7, Mechanics +4, Streetwise +3

Senses passive Perception 9

Roles Melee, Tank

Equipment Poor fitting clothes

Cybernetics Heavy Dermal Plating, Power Arms, Power Legs

Power Legs. During a foot chase, the Cybermod Big Boss has advantage on Strength (Athletics) checks.

Actions

Multiattack. The Cybermod Big Boss makes two attacks. Remember that they can replace any of these attacks

with a special attack, such as a grapple attempt or their Crush action.

Crush. Special Attack: The Cybermod Big Boss can automatically deal 10 (1d10 + 5) bludgeoning damage to an enemy that they have grappled.

Power Slam. Melee Attack: +7 to hit, 10 (1d10 + 5) bludgeoning damage (PV 2).

This gangster has been cybernetically modified to be a gigantic, 9-foot-tall tank of a human. With exceptional strength and stamina, the Cybermod Big Boss leads their subordinates with a literal iron fist, or enforce the will of a higher authority.

CYBER BODYGUARD

CR 5

Medium person (cyborg, human)

Defense 17

Hit Points 102 (12d8 + 48)

Armor Subdermal **Armor** (+3 save bonus, AV 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	12 (+1)	15 (+2)	11 (+0)

Proficiency +3

Skills Athletics +7, Insight +5, Perception +5, Vehicles +6

Senses passive Perception 15

Roles Support, Tank

Equipment Concealed carry pistol, stun gun, suit, pocket stuff

Cybernetics Aural Enhancement, Cyberbrain, Emotional Regulator, Mind Port, Power Arms, Power Legs, Reverse Optics, Subdermal **Armor**

Aural Enhancement. These ultra-sensitive ears allow the Cyber Bodyguard to hear quiet sounds, as well as infrasound and ultrasound: lower and higher frequency than humans can normally hear. They have advantage on Wisdom (Perception) checks based on sound, and can hear things such as dog whistles and whale calls. Their hearing also adjusts automatically to loud noise, granting them immunity to being Deafened.

Emotional Regulator. The Cyber Bodyguard cannot be Distracted or Frightened, and they are immune to any effect that affects their emotions, including beneficial ones.



Power Legs. During a foot chase, the Cyber Bodyguard has advantage on Strength (Athletics) checks.

Reverse Optics. Small, hidden cameras on the back of the Cyber Bodyguard's head allow them to see in all directions simultaneously. No one can sneak up behind them.

Actions

Multiattack. The Cyber Bodyguard makes two attacks.

Concealed Pistol. Ranged (100/200) Attack: +6 to hit, 8 (1d10 + 3) ballistic damage (PV 2).

Power Slam. Melee Attack: +7 to hit, 9 (1d10 + 4) bludgeoning damage (PV 2).

Stun Gun. Melee Attack: +7 to hit, 2 (1d4) electrical damage (PV 0). On a hit, the target must succeed at a DC 15 Constitution saving throw or be Stunned until the end of its next turn.

Reactions

Take A Bullet. When an ally within 5 feet is hit by an attack, the Cyber Bodyguard can cause the attack to hit the Cyber Bodyguard instead.

This cybernetically-enhanced individual has either taken the opportunity granted to them by cybernetics to score a job as a bodyguard or they were already a bodyguard that has been upgraded to better protect their clients.

CYBERMOD MASTER

CR 7

Medium person¹ (cyborg, human)

Defense 14

Hit Points 105 (14d8 + 42)

Armor Subdermal **Armor** (+3 save bonus, AV 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	16 (+3)	18 (+4)	15 (+2)	13 (+1)

Proficiency +3

Saves Str +8, Dex +8, Con +6, Int +7

Skills Acrobatic +8, Computers +7, Endurance +6, Mechanics +10

Senses passive Perception 12

Roles **Loner**, **Support**

1

Equipment Electrician's tools, mechanic's tools, SMG

Cybernetics Auto Targeting, Cyberbody, Cyberbrain, Concealed Weapon Arm (SMG), Memory Boost, Power Arms, Power Legs, Subdermal **Armor**

Auto Targeting. The Cybermod Master ignores disadvantage on attack rolls due to long range, poor visibility, and being in a moving vehicle. In addition, when attacking a target behind three-quarters or half cover, they treat their cover as if it were one category lower for purposes of the target's Defense.

Genius. The Cybermod Master has 6 Genius points and can enact plans as if a 7th level Smart Hero (plan DC 15). They know the following plans: Cut the Power, Demolish, Emergency Jetpack, Overload.

Actions

Multiattack. The Cybermod Master makes an attack. They can then enact a plan that normally takes an action as a bonus action.

Burst Fire. Ranged (100/200) Attack: +8 to hit, 16 (2d10 + 5) ballistic damage (PV 2). This attack is made at disadvantage.

Power Slam. Melee Attack: +8 to hit, 11 (1d12 + 5) bludgeoning damage (PV 2).

SMG. Ranged (100/200) Attack: +8 to hit, 10 (1d10 + 5) ballistic damage (PV 2), or 16 (2d10 + 5) ballistic damage when using burst fire. This weapon can use suppressive fire.

Suppressive Fire. The Cybermod Master makes a suppressive fire attack in a 30-foot line within 200 feet, dealing 5 (1d10) ballistic damage (PV 2).

This cyborg has replaced their entire body with advanced cybernetics, controlled via mental implants.

VARIANT: CRIMINAL

CR 7

Add **Skills** Intimidation +4, Security +7, Stealth +8, Streetwise +8

ROBOTS

TARGETING DRONE

CR 1/4

Small robot (autonomous, futuristic)

Defense 13

Hit Points 9 (2d8)

Armor Metal Frame (+2 save bonus, AV 2)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	11 (+0)	7 (-2)	14 (+2)	1 (-5)

Proficiency +2

Skills Perception +6

Senses passive Perception 16

Roles Leader

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

Mechanical Nature. The Targeting Drone cannot be Frightened, Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to illness and poison.

Short Circuit. When the Targeting Drone 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

Target Lock. The Targeting Drone locks its sight on one enemy that it can see within 60 feet of it. Attacks made by one ally of the drone's choice against the target before the start of the drone's next turn have advantage. If the chosen ally is a robot or has a Cyberbrain, these attacks also ignore any lack of visibility, including the Blinded condition. These benefits are lost if the Targeting Drone can no longer see the target.

While not capable of direct violence themselves, Targeting Drones, such as these, link with allied soldiers, providing detailed targeting information.



AUTOSURGEON

CR 1

Small robot (autonomous, futuristic)

Defense 13

Hit Points 21 (6d6)

Armor Metal Frame (+0 save bonus, AV 2)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	7 (-1)	12 (+1)	5 (-3)

Proficiency +2

Skills Medicine +2, Sleight of Hand +6

Senses passive Perception 11

Roles Leader

Mechanical Nature. The Autosurgeon cannot be Frightened, Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to illness and poison.

Short Circuit. When the Autosurgeon 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.

Surgical Programming. The Autosurgeon has advantage on Intelligence (Medicine) checks made to perform surgery.

Actions

Battlefield Medicine. The Autosurgeon gives a medical shot to a living ally within 5 feet. That ally can spend a hit die to recover Hit Points, adding their Constitution modifier to the result. Any given ally can benefit from this action only once before they finish a short or long rest.

Surgical Tools. Melee Attack: +4 to hit, 9 (2d6 + 2) slashing damage (PV 3).

This Autosurgeon can perform any surgery that it has been programmed to perform.



MICRO-UAV SWARM

CR 1

Medium robot (autonomous, futuristic, swarm)

Defense 14

Hit Points 18 (4d6 + 4)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	2 (-4)	12 (+1)	1 (-5)

Proficiency +2

Senses passive Perception 11

Roles Fodder, Melee

Mechanical Nature. The Micro-UAV Swarm cannot be Frightened, Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Short Circuit. When the Micro-UAV Swarm 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.

Swarm. The Micro-UAV Swarm can occupy another combatant's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The Micro-UAV Swarm can't regain Hit Points or gain temporary Hit Points, and it cannot be Grappled, Prone, or Restrained. Halve all ballistic, bludgeoning, piercing, or slashing damage against it.

Actions

Engine Burn. Melee (reach 0) Attack: +5 to hit, 2 (1d4) bludgeoning damage plus 10 (4d4) fire damage (PV 0), or 1 bludgeoning damage plus 5 (2d4) fire damage (PV 0) if the Micro-UAV Swarm is at half its Hit Points or fewer.

These tiny machines are meant to be used for scientific endeavors, but when turned on a scientist's enemies, they can function as effective combatants instead.

DRONE SWARM

CR 2

Large robot (autonomous, futuristic, swarm)

Defense 14

Hit Points 39 (6d10 + 6)

Armor Metal Frames (+2 save bonus, AV 2)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	7 (-1)	12 (+1)	1 (-5)

Proficiency +2

Senses passive Perception 11

Roles Fodder, Melee

Mechanical Nature. The Drone Swarm cannot be Frightened, Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to illness and poison.

Short Circuit. When the Drone Swarm 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.

Swarm. The Drone Swarm can occupy another combatant's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The Drone Swarm can't regain Hit Points or gain temporary Hit Points, and it cannot be Grappled, Prone, or Restrained. Halve all ballistic, bludgeoning, piercing, or slashing damage against it.

Actions

Multiattack. The Drone Swarm makes an attack against each enemy in its space.

Electrical Shocks. Melee (reach 0) Attack: +6 to hit, 14 (4d6) electrical damage (PV 0), or 7 (2d6) electrical damage (PV 0) if the swarm is at half its Hit Points or fewer, and the target is Distracted until the end of the drone swarm's next turn.

This swarm of tiny flying drones is designed to disperse large crowds quickly, but their electrical weapons can become deadly when turned to their maximum setting.

ROBOTIC OFFICER

CR 2

Medium robot (autonomous, futuristic)

Defense 16

Hit Points 37 (5d8 + 15)

Armor Metal Frame (+2 save bonus, AV 3)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	7 (-2)	10 (+0)	4 (-3)

Proficiency +2

Skills Athletics +5, Intimidation +1

Senses passive Perception 10

Roles Support, Tank

Equipment 9mm semi-auto pistol, TASER, police kit

Mechanical Nature. The Robotic Officer cannot be Frightened, Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to illness and poison.

Short Circuit. When the Robotic Officer 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 Officer makes two attacks. It can replace either of these attacks with its Cuff 'Em action.

Cuff 'Em. The Robotic Officer tries to cuff a combatant that they have Grappled. The target must succeed at a DC 13 Strength saving throw or be cuffed. The Robotic Officer decides whether the target is cuffed to an object, to the officer, or to itself. A combatant cuffed to an object or the Robotic 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.

9mm Pistol. Ranged Attack: +4 to hit, 7 (1d10 + 2) ballistic damage (PV 2).

TASER (2/Long Rest). Ranged (15) Attack: +4 to hit, 2 (1d4) electrical damage (PV 0). On a hit, the target must succeed at a DC 12 Constitution saving throw or be Stunned until the end of its next turn.

Unarmed Strike. Melee Attack: +5 to hit, 6 (1d6 + 3) bludgeoning damage (PV 1).

While not a self-aware entity in its own right, this autonomous mechanical police officer is fully authorized to enforce the law.

ROCKET DRONE

CR 3

Medium robot (autonomous, futuristic)

Defense 14

Hit Points 33 (6d8 + 6)

Armor Metal Frame (+2 save bonus, AV 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)

Proficiency +2

Skills Perception +4

Senses passive Perception 14

Roles Killer, Ranged

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

Mechanical Nature. The Rocket Drone cannot be Frightened, Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to illness and poison.

Short Circuit. When the Rocket Drone 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

Rocket Barrage. Each combatant within 20 feet of a point within 200 feet that the Rocket Drone can see must make a DC 14 Dexterity saving throw, taking 21 (6d6) explosive damage on a failed save, or half as much on a successful one.

This military support drone is equipped with a rapid-fire rocket array that fires dozens of tiny self-guided explosives to bombard large areas.

HUNTER KILLER DRONE

CR 8

Huge robot (autonomous, futuristic)

Defense 15

Hit Points 95 (10d12 + 30)

Armor Metal Plating (+3 save bonus, AV 3)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	4 (-3)	12 (+1)	3 (-4)

Proficiency +3

Senses passive Perception 11, Nightvision

Roles Melee, Killer

Mechanical Nature. The Hunter Killer Drone cannot be Frightened or Sickened except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Skitter. The Hunter Killer Drone can take the Dash or Disengage action as a bonus action. It can also travel at speeds of up to 70 mph while running, allowing it to participate in high-speed vehicle chases.

Actions

Multiaction. The Hunter Killer Drone makes three attacks: two with its claws and one with its bite.

Bite. Melee Attack: +8 to hit, 23 (4d8 + 5) piercing damage (PV 5).

Claw. Melee (reach 10) Attack: +8 to hit, 16 (2d10 + 5) slashing damage (PV 5). This attack scores a critical hit on a natural result of 18-20.

These gigantic insect-like machines are sent to destroy targets with extreme prejudice, ignoring collateral damage.



OPPRESSOR

CR 11

Huge robot (autonomous, futuristic)

Defense 19

Hit Points 138 (12d12 + 60)

Armor Absolute AV 2, Heavy Metal Plating (+4 save bonus, AV 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	20 (+5)	7 (-2)	14 (+2)	8 (-1)

Proficiency +4

Skills Intimidation +7, Perception +6

Senses passive Perception 16

Roles Loner, Ranged

Hardcore. When the Oppressor fails a saving throw (other than an armor saving throw), they can choose to take 15 damage to automatically succeed on the saving throw instead. This damage cannot be reduced or prevented.

Mechanical Nature. The Oppressor cannot be Frightened, Paralyzed, Sickened, or Stunned except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to illness and poison.

Short Circuit. When the Oppressor 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

Multiaction. The oppressor makes two attacks.

Auto-Cannon. Ranged (1,000/2,000) Attack: +11 to hit, 26 (3d12 + 7) ballistic damage (PV 5).

Slam. Melee (reach 10) Attack: +11 to hit, 20 (2d12 + 7) bludgeoning damage (PV 4).

This gigantic, vaguely humanoid tank features treads for legs and massive cannons for arms. Its armor can withstand all but the most powerful weapons, and its own firepower is unrivaled. Though the Oppressor would be at home on any battlefield, Oppressors are designed for police use in the direst of circumstances.

SAVAGE MONSTERS

RALLY BUG

CR 1/4

Small monster (insect)

Defense 12

Hit Points 13 (2d8 + 4)

Speed 30 feet jumping

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	2 (-4)	2 (-4)	2 (-4)

Proficiency +2

Senses passive Perception 6

Roles Fodder, Melee

Actions

Acid Spray (1/Long Rest). Ranged (range 20) Attack: +1 to hit, 7 (2d6) acid damage (PV 3).

Calling Song (1/Long Rest). The turn after a Rally Bug has sprayed acid it will use its action to make a loud noise to call other Rally Bugs in the area. Two rounds after the noise, on the Rally Bug's initiative, 1d6-2 Rally Bug answer the call. Treat results less than zero as zero.

Cannon Ball. The Rally Bug jumps up to 30 feet and then attacks. Melee Attack: +4 to hit, 4 (1d4 + 2) bludgeoning damage (PV 1).

Rally bugs are large armored Isopods that eat decaying meat and vegetable matter. They are aggressive towards other creatures when they have found a large supply of high nutrient food or if they are attacked. They will use their Acid Spray action only if they are already wounded and, if they survive to the next round, they will use their Calling Song. Undamaged Rally Bugs will use their cannonball attack, in which they leap at their foe and curl up into a hard ball. Rally Bugs can be found both solitary, and in large groups.



CAVE SCREECHER

CR 1

Medium monster

Defense 14

Hit Points 22 (4d8 + 4)

Speed 60 feet flying

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	6 (-2)	14 (+2)	5 (-3)

Proficiency +2

Saves Dex +6

Skills Acrobatics +6, Perception +4, Stealth +6

Senses passive Perception 14, Echolocation and Chemical Sensors

Roles Fodder, Melee

Carried Away. If two Cave Screechers score a hit with a claw attack in the same round, they lift the victim 30 feet off the ground. The victim can make a DC 12 Strength saving throw to avoid this. Once carried away, the victim can make a Strength (Athletics) contest as an action to force their release.

Echolocation and Chemical Sensors. Cave Screechers gain advantage on all active perception checks in caves and other enclosed spaces. They can see in conditions with no visibility. They cannot be Blinded unless also Deafened.

Actions

Claws. Melee Attack: +6 to hit, 7 (1d6 + 4) piercing damage (PV 1). On a hit, the Cave Screecher Grapples the target.

Screech. The Cave Screecher can emit a loud screech. Creatures within 10 feet must make a DC 12 Constitution saving throw or be Deafened until the end of combat. The first time that this is used in combat by any Cave Screecher, 1d6-2 Cave Screechers are called to join the combat two rounds later. Treat results less than zero as zero.

Cave Screechers look something like a cross between a monkey and a moth. They have long, dark, fuzzy bodies and long, delicate faces with a mammalian jaw and teeth. They have large, frilled antennae and six articulated limbs. Each limb is armed with a long, single claw hook. Their large billowing wings are covered with black and gray patterns, and they fold up onto their back under protective skin folds when not in use. Cave Screechers emit ear-piercing screeches that cover a wide range of tonal frequencies.

HATZEGOPTERYX

CR 1

Large animal (prehistoric)

Defense 13

Hit Points 33 (6d8+6)

Speed 60 feet flying

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	2 (-4)	6 (-2)	5 (-3)

Proficiency +2

Saves Dex +5

Skills Acrobatics +5, Athletics +5, Perception +2

Senses passive Perception 12

Roles Melee

Carried Away. If the Hatzegopteryx swallows a creature, it will fly to a safe location to swallow its prey. This can make escaping its jaws difficult.

Actions

Peck. Melee Attack: +3 to hit, 6 (1d6 + 3) bludgeoning damage (PV 1).

Swallow Whole. Special Attack: Strength (Athletics) vs target Strength (Athletics) or Dexterity (Acrobatics) contest. On success, the victim is Grappled. Only one victim can be swallowed at a time. This can only target creatures smaller than the attacker. Victims have disadvantage on melee attacks made while swallowed.

Bonus Actions

Constrict. Grappled enemies take 7 (1d8+3) bludgeoning damage (ignoring armor) and cannot breathe while they remain Grappled. If the victim is reduced to 0 Hit Points, it is then swallowed and continues to take damage each round until dead.

Hatzegopteryx is an exceptionally large flying reptile with a pelican-like toothed beak and deep crop, which it uses to capture and swallow their prey. It can have up to a 30 foot wingspan, and is capable of swallowing a human whole.

The Hatzegopteryx primarily hunts for creatures in lakes and oceans, but is perfectly capable of consuming terrestrial animals. While not especially aggressive, it is an opportunity feeder and will attack anything that it can fit in its mouth (if the prey doesn't seem especially dangerous).

CANNONPILLAR

CR 2

Medium monster (insect)

Defense 10

Hit Points 60 (8d8 + 24)

Speed 10 feet climbing

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+4)	16 (+3)	2 (-4)	10 (+0)	8 (-1)

Proficiency +2

Skills Stealth +8

Senses passive Perception 10

Roles Hulk, Ranged

Actions

Multiattack. The Cannonpillar makes two attacks.

Death Drop. Ranged (40) Attack: +4 to hit, 6 (1d6+3) bludgeoning damage (PV 1) and target is Grappled automatically by the Cannonpillar. The Cannonpillar drops out of its tree onto its target. If it misses it simply falls onto the ground next to the target.

Maul. Melee Attack: +5 to hit, 8 (1d10 + 3) slashing damage (PV 1). This attack hits automatically if the Cannonpillar has the target grappled.

Bum Cannon. Ranged (100) Attack: +4 to hit, 9 (2d6+2) piercing damage (PV 2).

Webbing (2/Long Rest). The Cannonpillar spits a large mass of sticky webbing that stiffens quickly on contact. The webbing has a 5-foot radius and can be spit at a range of up to 40 feet. Targets in the area can dive for cover to avoid this attack. Any creature in the target area of the webbing is Grappled and has disadvantage on melee attacks while Grappled. Grappled creatures must take an action and succeed at a DC 13 Strength (Athletics) check to break the bonds. The webbing does not affect creatures who later enter the target area since the webbing has stiffened.

Cannonpillars are enormous omnivorous caterpillars about the size of an adult human. They lurk on the large branches of tall trees and wait for potential victims to come into range of their attacks. They typically attack by trying to ensnare their prey in their webbing and then shoot at it with flechette-like resin projectiles that they fire from their rear sphincter at near supersonic speeds. Finally, they will drop down from their tree and cut up the incapacitated victim with their mandibles and short bladed feet (which are otherwise used to climb and cling to the tree). Due to their camouflage patterned skin, Cannonpillars can be somewhat difficult to spot in the tree canopy despite their size.

GORE SPINE

CR 3

Large animal (prehistoric)

Defense 16

Hit Points 59 (7d10 + 21)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	5 (-3)	14 (+2)	2 (-4)

Proficiency +2

Saves Dex +5, Con +5

Senses passive Perception 12, Nightvision

Roles Melee, Tank

Keen Smell. The gore spine has advantage on Wisdom (Perception) checks that rely on smell.

Spines. Any combatant that attacks the gore spine unarmed or grapples with it takes 7 (1d8+3) piercing damage (PV 2). Any combatant attacking the gore spine with a melee weapon without 10 feet or greater reach must make a DC 14 Dexterity saving throw. On a failed save, they take the same damage.

Actions

Multiattack. The Gore Spine makes two attacks.

Bite. Melee Attack: +6 to hit, 12 (2d8 + 3) piercing damage (PV 2).

Claw. Melee Attack: +6 to hit, 7 (1d8 + 3) slashing damage (PV 2).

Pounce. The Gore Spine leaps 20 feet straight toward a target and makes a claw attack. If the attack hits, the target must make a DC 13 Strength saving throw or fall

Prone. If the target is Prone, the Gore Spine can use a bonus action to make a Bite attack against that target.

Tail Spines. Melee Attack: +6 to hit, 7 (1d8+3) piercing damage (PV 2). Victims damaged by this attack have multiple spines stuck in their skin that give the victim the Distracted condition until removed. They can be removed with an action, but the victim takes 7 damage (this damage is untyped and ignores armor) ripping them out. They can be removed during a short rest without taking further damage.

Gore Spines resemble enormous porcupines in most respects, except that they are much larger, more muscular, and have a mostly carnivorous diet. They are covered, head to tail, in long piercing spines but, unlike the spines of a porcupine, only those on the tail are barbed. This allows the gore spine to use its body spines as an offensive weapon to help catch prey.

Gore Spines can vary in size, up to the size of the adult male portrayed here. Mature gore spines may hunt medium-sized prey, especially those that are slower moving, but their most common prey are small animals. They are very territorial and will threaten and attack other predators that they encounter.

Gore Spines are largely nocturnal predators, spending the daytime in their dug-out dens, but they may be encountered in the morning or late evening during the longer days of summer.

TOXIC DEVOURER

CR 5

Huge monster

Defense 12

Hit Points 127 (15d12 + 30)

Armor Thick Hide (+0 save bonus, AV 3)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	15 (+2)	2 (-4)	7 (-2)	5 (-3)

Proficiency +3

Senses passive Perception 8, Nightvision

Roles Hulk, Melee

Monstrous Reflexes. The toxic devourer has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Poisonous Blood. Whenever the Toxic Devourer takes ballistic, explosive, piercing, or slashing damage, each combatant within 5 feet of it must pass a DC 13 Dexterity saving throw or be exposed to the following poison:

NAME	Toxic Devourer Blood
DELIVERY	Contact or Inhaled
EFFECT	1d6 damage, 1d6 damage per turn, Sickened for 1 day
DC	12
SAVES	Save for Half, Save Ends

Actions

Bite. Melee Attack: +5 to hit, 31 (4d12 + 5) piercing damage (PV 5). On a hit, the target is Grappled. Until this grapple ends, the target is also Restrained and the toxic devourer cannot bite another target.

Swallow. The Toxic Devourer makes a bite attack against a medium or smaller combatant that it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is Blinded and Restrained, it has total cover against attacks and other effects from outside the Devourer, and it takes 10 (3d6) acid damage at the start of each of the Devourer's turns. The Toxic Devourer can have only one target swallowed at a time. If the Toxic Devourer dies, a swallowed combatant is no longer Restrained and can escape from the corpse using 5 feet of movement, exiting Prone.

A horrid, toad-like creature with fangs lining its enormous maw, this toxic monstrosity, filled with poisonous blood, towers over humans, and is quite capable of swallowing them whole.

CRYSTALLINE SPIDER

CR 8

Huge monster

Defense 16

Hit Points 126 (11d12 + 55)

Speed 80 feet

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	2 (-3)	10 (+0)	10 (+0)

Proficiency +3

Saves Str +8, Dex +3, Con +8

Senses passive Perception 16, Tremorsense

Roles Loner, Melee

Hardcore. When they fail a saving throw (other than an armor saving throw), the Crystalline Spider can choose to take 15 damage instead in order to automatically succeed on that saving throw. This damage cannot be reduced or prevented.

Limited Legs. A Crystalline Spider has eight legs and can attack with up to four of them each round of combat. The other four are needed to stand. If four of its legs are disabled (see above), it flees combat. If five are disabled, its body falls to the ground, allowing melee attacks on its body.

Out of Reach. The body of the Crystalline Spider is 20 feet above the ground, so most non-flying melee combatants can only attack the legs. The spider's legs have Damage Resistance 10 to all types of damage except for bludgeoning and ballistic. A critical hit with weapons dealing bludgeoning or ballistic damage, or any attack dealing 20 or more damage of those types, shatters and disables a leg.

Swallowed Whole. Victims in the Crystalline Spider's crop take 12 (2d6 + 5) bludgeoning damage at the beginning of Crystalline Spider's turn until the creature is killed. While in the stomach, the victim can make attacks with firearms only. The victim is unable to breathe.

Tremorsense. The Crystalline Spider can sense, without the need for sight, the movement of any creature touching the ground.

Strong Crystalizing Poison

NAME	Crystallization venom
DELIVERY	Injury
EFFECT	Paralyzed for 1 hour
DC	14
SAVES	Save to avoid, Save ends

The Crystalline Spider's venom creates a series of flesh-disrupting crystals along the pathways of a victim's nervous system, which is intensely painful, resulting in effective paralysis since any movement produces horrific pain.

Cinematic Actions (4)

Bite. Melee (reach 10) Attack: +8 to hit, Hit: 12 (2d6 + 5) slashing damage (PV 2) plus strong paralytic poison. This action can be made 1 time before their next turn. This attack can only be used, and has advantage on Grappled opponents.

Ingest. Any target that is currently Grappled is automatically drawn into the Crystalline Spider's crop (see Swallowed Whole, above).

Stab. Melee (reach 20) Attack: +8 to hit, 16 (2d10 + 5) piercing damage (PV 3) plus strong crystalizing poison. This action can be made up to 4 times before their next turn. This is reduced by the number of Crystalline Spider's disabled legs.

Tendril Grapple. Special Attack: Strength (Athletics) vs target Strength (Athletics) or Dexterity (Acrobatics) contest. On success, the victim is Grappled and pulled 15 feet up towards the Crystalline Spider's crop. Success is automatic when targeting an incapacitated target.



The Crystalline Spider resembles a giant daddy long-legs in form, with a central body and eight very long and spindly legs. It has a biologically-grown crystalline exoskeleton that resembles clear quartz. The exoskeleton serves as both armor and camouflage in the crystalline caves in which the creature is normally found, and makes the creature practically invisible when it remains motionless, since the image of whatever is behind the spider is transmitted through its largely transparent body.

Adult Crystalline Spiders are very large, standing some 20 feet tall on legs almost 30 feet long. The bottom of the Crystalline Spider's abdomen has a crop pouch that it uses to crush the creatures and minerals on which it feeds. The crop is equipped with sticky tendrils, which the spider can unfurl up to 20 feet to draw victims inside, and studded with crystals used to grind them up. In addition, the Crystalline Spider can use its legs, which end in very sharp crystal points, to both stab and poison victims. The venom causes small crystals to grow in the victim's nervous system, paralyzing them with pain. The Crystalline Spider can also use its fangs to administer this venom to victims caught in its tendrils.

KRAKEN

CR 10

Gargantuan monster

Defense 16

Hit Points 157 (15d12 + 60)

Speed 100 feet swimming

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	18 (+4)	14 (+2)	10 (+0)	8 (-1)

Proficiency +4

Saves Str +11, Con +8

Skills Athletics +15, Stealth +14

Senses passive Perception 10

Roles Loner, Melee, Support

Hardcore. When it fails a saving throw (other than an armor saving throw), the Kraken can choose to take 20 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Multigrapple. When grappling, the Kraken can grapple multiple opponents, or grapple a single opponent multiple times. They can make any number of attempts to grapple

a given opponent, but can only successfully grapple them with the number of arms shown on the chart below. Each successful grapple requires a separate escape attempt by the target in order to break free.

TARGET SIZE	MAXIMUM NUMBER OF ARMS
Medium or small	1
Large	2
Huge	4
Gargantuan	8

Cinematic Actions (6)

Constrict. Special Attack: automatic hit, 25 (4d8 + 7) bludgeoning damage (PV 5) against a Grappled opponent. This action can only be made against a target once for each arm currently grappling them. This action can be performed by the Kraken up to six times before their next turn.

Tentacle Grapple. Special Attack: Reach 30 ft., Strength (Athletics) vs target Strength (Athletics) or Dexterity (Acrobatics) contest. On success, the defender is Grappled. If the Grappled defender is size Large or smaller, the Kraken can move the target to any location within 30 feet of the squid, including above or below the water. This action can be performed up to six times before their next turn.

Throw. Special Attack: The Kraken can throw a Grappled target of size Large or smaller up to a distance of 100 feet. The target can make a DC 18 Strength saving throw to avoid being thrown. If they fail, they are thrown violently, falling prone and taking 45 (10d8) bludgeoning damage (ignoring armor) on impact. If thrown into the water, the damage is halved. If they succeed, the target automatically breaks free of the grapple. If the victim was held in the air, however, they fall from the height at which they were held.

Bite. Melee Attack: +11 to hit, 29 (4d10 + 7) slashing damage (PV 5).

Siphon. The Kraken creates a vortex in the water that pulls all size Large or smaller unanchored creatures in or on the water from up to 50 feet away so that they end up adjacent to the squid. Creatures can make a DC 18 Strength (Athletics) check to avoid being pulled.

Squirt Ink (1/Short Rest). This action can only be used against targets in the water. The Kraken creates a boiling-hot ink cloud in a 40-foot radius area directly behind it. This area has zero visibility and immediately deals 14 (4d6) fire damage to all creatures within the area. No saving throw is allowed, and only targets that can swim as normal movement can dive for cover.

Kraken are enormous squid-like monsters that are generally believed to be merely creatures of legend. Traditionally, they lurk in the ocean and attack passing ships, sinking them and devouring their crews. Other legends speak of Kraken that lurk as guardians in remote lakes and attack any creature on land that gets too close to the shoreline.

DEADLY PLANTS

Deadly plants fall into a middle ground between a monster and an environmental hazard. They pose an active threat to heroes and make for a good encounter, but they are not active combatants. They can be destroyed like any other plant and, if you know the danger that they pose, can easily be avoided. The plants presented here are without formal stat blocks, but have specific elements that are useful when encountering them as active dangers.

BLOODBERRY TREE & HOSTS **CR 0**

The Bloodberry Tree is a parasitic plant that is greatly feared by anyone who has encountered the effects of its fruit. In its mature form, it is a short tree between one and four meters tall. It has sandy-colored bark and small, green, evergreen leaves. Its flowers are small, bright blue, and grow in bunches. From these, small, translucent red fruits develop. These fruits have a sweet aroma that can be smelled from up to 30 feet away. Unlike most trees, they are generally solitary and do not grow in groves.

A DC 15 Intelligence (Perception or Search) check will notice that there are remains of some creature near the base of the tree.

The flesh of the Bloodberry fruit is sweet and nutritious for most creatures. But the small and hard seeds, on the other hand, are potentially deadly. Anyone ingesting these seeds without chewing them (which is difficult) risks acquiring the Bloodberry infection, in which the plant germinates inside the body of the host and eventually takes control of the organism.

Bloodberry Infection

Mode of Transmission. Infection by Bloodberry Seed.

Contraction Rate. Infections: DC 13

Onset Time. 1 day

Stage 1 Symptoms (1 to 14 days). The victims will experience mild muscle soreness, mild fatigue, and patches of itchy, irritated skin.

Stage 2 Symptoms (15 to 30 days). The victim completely loses control over their own body. Leaves and shoots emerge from the victim's skin. The victim no longer speaks, and will begin to actively seek an ideal growing location for the new Bloodberry Tree. They will be hostile to any party that seeks to attack or restrain them. The Victim now has the Plant trait. They are immune to psychic damage. They cannot be Deafened, Distracted, Encumbered, Frightened, Paralyzed, made Prone, Sickened, Stunned, or Unconscious. They cannot gain levels of Exhaustion or Intoxication. They cannot be influenced by Charisma ability checks, or otherwise influenced through communication. Their Intelligence is treated as being 2, and their Wisdom and Charisma are treated as 10. Otherwise their stats remain the same.

Stage 3 Symptoms (Death). When the victim finds a suitable growing spot, they lie down and die, allowing the plant to grow from their corpse.

Diagnosis Treatment. A DC 15 Intelligence (Medicine) check is made to identify the disease. Anyone who has experience treating the disease has advantage on this check. The check can be made once per day. Recovery is not possible without diagnosis and treatment. If the disease is discovered in the first 48 hours, a DC 10 Intelligence (Medicine) check allows the seed to be identified, and removed by powerful laxatives. After 48 hours, the DC is 15 and requires a chemical diet that leaves the victim Sickened until they complete a long rest. During Stage 2, the DC is 20, requiring surgery in a hospital setting and a 1 week recovery time. Note that a Stage 2 victim will strenuously resist any treatment.

DEATHBED FUNGUS **CR 1/2**

Deathbed Fungus is a shelf fungus that grows in forests with very large and ancient trees. It is large and brightly colored (often yellow, but sometimes blue or green). The shelf is the fruiting body of the fungus, and on a rainy night it expels dream spores. For creatures taking shelter under the Deathbed Fungus's shelf, these spores have a powerful hallucinogenic and depressant effect.

Meanwhile, Deathbed Fungus' mycelium emerge from the soil beneath the tree and attempt to wrap around and constrict the victim as they dream. The name "Deathbed" comes from the thick blanket of white mycelium that eventually shrouds the corpse. The Deathbed Fungus mycelium cannot be eradicated except by burning down its host tree and then roasting the surrounding soil. The shelf can be destroyed, but this only releases more spores unless it is set on fire.

Strong Dream Gas Poison

NAME	Dream Spores
DELIVERY	Inhalation
EFFECT	Sleeping victims will remain unconscious for 6 hours after exposure while experiencing vivid but confusing dreams.
DC	15
SAVES	Save to avoid

Actions

Grapple. Special Attack: Strength (Athletics) vs target Strength (Athletics) or Dexterity (Acrobatics) contest. On success, the victim is Grappled. Success is automatic when targeting an incapacitated target.

Constrict. Grappled creatures take 8 (1d8+4) bludgeoning damage (ignores armor) and cannot breathe while they remain Grappled.

APOCALYPTIC NIGHTMARES

These monsters are intended to be used at titanic scale, but they can be used at any scale that you like with no modification to their statistics and only minor tweaks to their descriptions.

LEGION BEAST CR 1 (TITANIC)

Large monster (nightmare)

Defense 12

Hit Points 15 (2d10 + 4)

Armor Bladed Hide (+2 save bonus, AV 3)

Speed 3 spaces

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	14 (+2)	4 (-3)	12 (+1)	14 (+2)

Proficiency +2

Skills Athletics +5, Endurance +4, Intimidation +4

Senses passive Perception 11, Nightvision

Roles Killer, Melee

Monstrous Reflexes. The Legion Beast has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Bulky. The Legion Beast cannot dive for cover.

Actions

Bite. Melee Attack: +5 to hit, 8 (1d10 + 3) piercing damage (PV 2).

Bladed Horns. Melee (reach 2) Attack: +5 to hit, 14 (2d10 + 3) slashing damage (PV 3).

Scythe Arms. Melee Attack: +5 to hit, 8 (2d4 + 3) slashing damage (PV 2). On a hit, the Legion Beast can make a grapple attempt against the target as a free action.

Bonus Actions

Talons. Melee Attack: +5 to hit, 5 (1d4 + 3) piercing damage (PV 1). This attack is made with advantage, but can be made only against a target that the Legion Beast has grappled.

Creatures born of the terror and violence of war, Legion Beasts are ape-like monstrosities covered in metallic blades. Their jagged horns and scythe-like arms are their most dangerous weapons, but each also has numerous smaller arms with knife-like talons, and a gigantic maw filled with razor-sharp teeth.

NEEDLE HORROR CR 2 (TITANIC)

Small monster (nightmare)

Defense 16

Hit Points 45 (7d6 + 21)

Armor Superdense Glass (+2 save bonus, AV 4)

Speed 3 spaces

STR	DEX	CON	INT	WIS	CHA
14 (+2)	7 (-2)	16 (+3)	3 (-3)	16 (+3)	10 (+0)

Proficiency +2

Saves Wis +5

Skills Athletics +4, Endurance +5, Intimidation +2, Perception +5

Senses passive Perception 15, Nightvision

Roles Melee, Tank

Monstrous Reflexes. The needle horror has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Topple. The needle horror can move only up to 1 space when it dives for cover.

Actions

Multiattack. The needle horror makes an attack, then it can make a second as a bonus action.

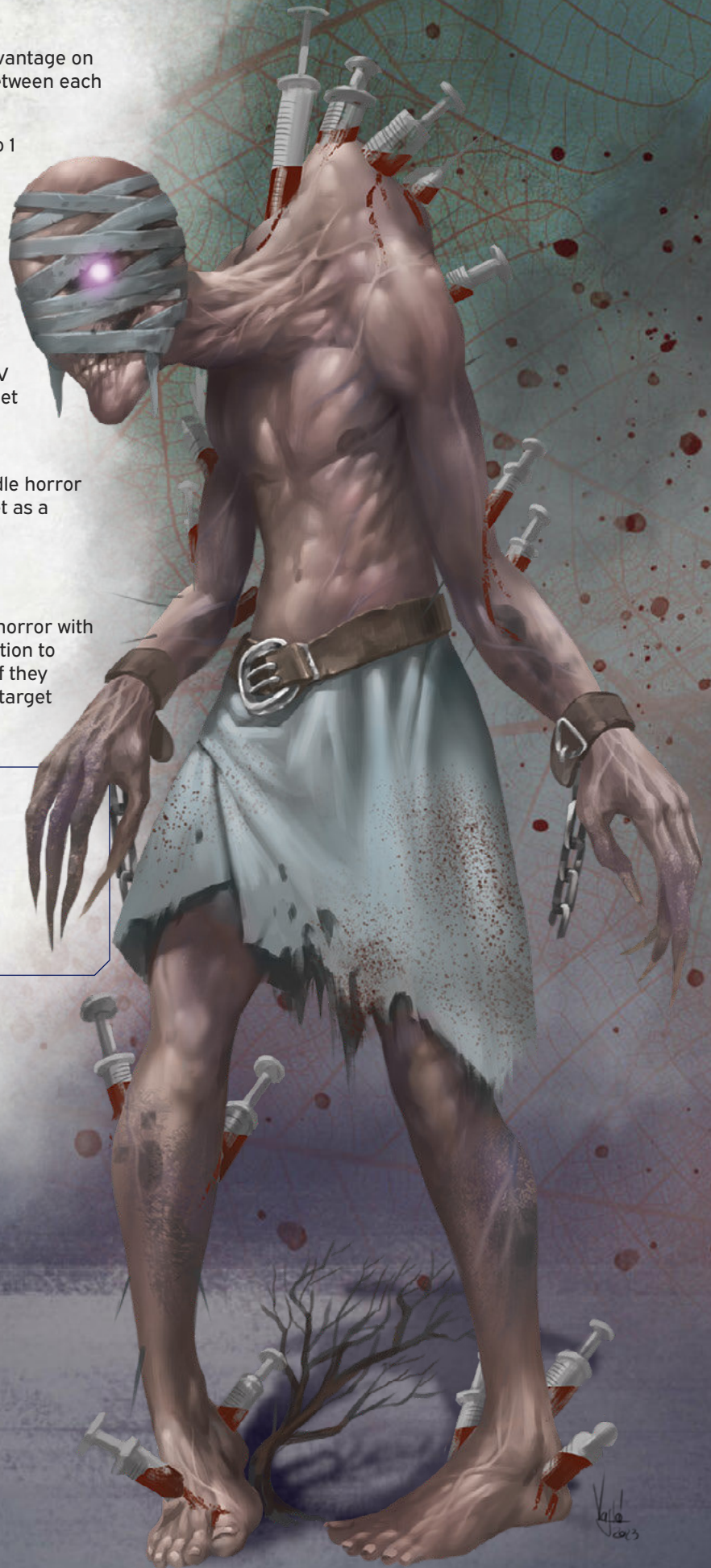
Injection. Melee Attack: +4 to hit, 4 (1d4 + 2) piercing damage plus 3 (1d6) acid damage (PV 3). This attack can be used only against a target that the needle horror is grappling.

Restraints. Melee Attack: +4 to hit, 5 (1d6 + 2) bludgeoning damage (PV 1). On a hit, the needle horror can make a grapple attempt against the target as a free action.

Reactions

Medicate. When an enemy misses the needle horror with an attack, the needle horror can spend a reaction to make an Injection attack against that enemy if they are within reach, ignoring the requirement to target a Grappled enemy.

Made of an amalgamation of glass, needles, and flesh, the needle horror embodies the fear of needles and medication. This terrifying creature's arms are covered in medical restraints that it uses to pull its foes against its needle-coated body and inject them with corrosive poisons.



CHEMICAL HORROR

CR 3 (TITANIC)

Medium monster (nightmare)

Defense 16

Hit Points 60 (8d8 + 24)

Armor Hard Plating (+2 save bonus, AV 3)

Speed 4 spaces, swim 6 spaces

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	5 (-3)	14 (+2)	16 (+3)

Proficiency +2

Saves Str +4, Dex +5

Skills Athletics +4, Intimidation +5

Senses passive Perception 12, Nightvision

Roles Melee, Tank

Monstrous Reflexes. The Chemical Horror has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Oil Spill. While the Chemical Horror is in the water, the water within 2 spaces of it is considered difficult terrain for non-nightmare combatants.

Actions

Acidic Glue. Melee Attack: +5 to hit, 10 (2d6 + 3) acid damage (PV 3). If this attack is made as part of an opportunity attack, the target's movement speed is reduced to 0 on a hit until the end of its turn, preventing further movement.

Chemical Burn. Melee Attack: +5 to hit, 10 (3d6) acid damage (PV 2).

Toxic Fists. Melee Attack: +5 to hit, 7 (1d8 + 3) piercing damage plus 10 (3d6) acid damage (PV 2).

Bonus Actions

Horrific Appearance. The Chemical Horror chooses one enemy within 4 spaces that it can see and makes a Charisma (Intimidation) check against the target's Wisdom saving throw. On a failed save, a target is Distracted and suffers disadvantage on attack rolls against any target other than the Chemical Horror until the end of the Chemical Horror's next turn.

Dripping with corrosive and toxic waste, the Chemical Horror rose from the horrors of chemical and oil spills. It is a creature of melting flesh, humanoid in form but grotesque and warped. The creature burns its enemies with acidic chemicals, which it can expel at frightening velocity, and pollutes any waters that it touches with its toxins.

LIVING PRISON

CR 3 (TITANIC)

Large monster (nightmare)

Defense 15

Hit Points 60 (8d10 + 16)

Armor Stone Skin (+2 save bonus, AV 3)

Speed 3 spaces, swim 5 spaces

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	5 (-2)	14 (+2)	14 (+2)

Proficiency +2

Saves Str +5, Con +4

Skills Athletics +7, Intimidation +4, Perception +4

Senses passive Perception 14, Nightvision

Roles Melee, Support

Monstrous Reflexes. The Living Prison has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Topple. The Living Prison can move only up to 1 space when it dives for cover.

Actions

Crush. Melee Attack: +5 to hit, 22 (3d12 + 3) bludgeoning damage (PV 4). This attack can be used only against a target that the Living Prison is grappling, but it always causes system trauma on a hit.

Imprison. Melee Attack: +5 to hit, 9 (1d12 + 3) bludgeoning damage (PV 2). On a hit, the target is Grappled. The target is Blinded and Restrained while Grappled in this way. The Living Prison can grapple only one enemy at a time, and it can attack only that enemy while grappling it.

Reactions

No Escape. As a reaction, when a target fails to break free from the Living Prison's grapple, the Living Prison can make a Crush attack against that target.

A mixture of flesh and stone blocks reminiscent of brutal prison walls, the Living Prison is claustrophobia and the fear of imprisonment made manifest. Vaguely humanoid in shape, with unnaturally long, ape-like arms, the Living Prison can unfold its arms into wide, stone shrouds to surround its prey and crush it to death in the darkness of its embrace.

GREED HORROR

CR 4 (TITANIC)

Medium monster (nightmare)

Defense 14

Hit Points 71 (11d8 + 22)

Armor Thick Tape (+2 save bonus, AV 2)

Speed 6 spaces, swim 6 spaces

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	6 (-2)	15 (+2)	14 (+2)

Proficiency +2

Saves Wis +4

Skills Athletics +6, Endurance +4, Perception +4

Senses passive Perception 14, Nightvision

Roles Support

Monstrous Reflexes. The Greed Horror has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Actions

Multiattack. The Greed Horror makes an attack with its strand-covered fist, then it can make another as a bonus action.

Strand-Covered Fist. Melee Attack: +6 to hit, 10 (1d12 + 4) fire damage (PV 2).

Red Tape. Ranged (6/12) Attack: +6 to hit, 18 (4d6 + 4) fire damage (PV 2). On a hit, the target must make a DC 14 Dexterity saving throw or be Restrained by the tape. While Restrained in this way, a target can make a DC 14 Strength check as an action, ending the effect on a success.

Reactions

Retreat. After the Greed Horror is hit by an attack, it can spend a reaction to move up to half its movement speed. This movement does not provoke opportunity attacks.

Born from corporate greed and bureaucratic injustice, the Greed Horror is an amalgam of two human-like forms fused together, with four arms, four legs, and two faces. It is wrapped in gigantic strands of hazard tape, police tape, and literal red tape. The tape appears to restrict its movement, but in truth the Greed Horror is immensely agile and quick for its size. It can extend these strands of tape to capture its prey in a searing hot restraint.

POLLUTION HORROR

CR 4 (TITANIC)

Large monster (nightmare)

Defense 13

Hit Points 68 (8d10 + 24)

Speed 2 spaces, fly 4 spaces

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	7 (-2)	16 (+3)	18 (+4)

Proficiency +2

Saves Str +3, Con +5, Int +0, Wis +5

Skills Athletics +5, Intimidation +6, Perception +5

Senses passive Perception 15, Nightvision

Roles Killer, Ranged

Amorphous Form. The Pollution Horror cannot fall or be Prone.

Gaseous Movement. The Pollution Horror does not provoke opportunity attacks from enemies grappled by it or by one of its allies.

Monstrous Reflexes. The Pollution Horror has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Actions

Multiattack. The Pollution Horror makes an attack with its smog or tentacles, then it can make another as a bonus action.

Corrode. Melee Attack: +6 to hit, 14 (3d6 + 4) acid damage (PV 3).

Smog. Ranged (4/8) Attack: +6 to hit, 11 (2d6 + 4) acid damage (PV 4). This attack always causes system trauma on a hit.

Tentacles. Melee (reach 2) Attack: +6 to hit, 8 (1d8 + 4) bludgeoning damage (PV 1). On a hit, the target is Grappled.

Reactions

Dizzying Pollution (1/Short Rest). As a reaction, when an enemy moves within 4 spaces of it, the Pollution Horror can confound that enemy with nauseating gasses. The Pollution Horror makes a Charisma (Intimidation) contest against its enemy's Constitution saving throw. If the Pollution Horror succeeds, the target is Sickened until the end of its next turn. If the target is a mech, the pilot is affected instead and makes this save.

Retreat. After it is hit by an attack, the Pollution Horror can spend its reaction to move up to half its movement speed. This movement does not provoke opportunity attacks.

A tentacled beast on four spindly legs that could not possibly hold up its enormous bulk, the Pollution Horror emerges from humanity's massive industrial destruction of the environment. Its flesh oozes clouds of noxious fumes as it glides through the air, weightless, like a toxic dirigible. The Pollution Horror grabs its enemies with spindly legs to keep them at bay while it blasts them with corrosive smog.

TERROR INCARNATE CR 4 (TITANIC)

Medium monster (nightmare)

Defense 12

Hit Points 93 (11d8 + 44)

Armor Armor of Darkness (+2 save bonus, AV 4)

Speed 5 spaces

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	5 (-3)	15 (+2)	16 (+3)

Proficiency +2

Saves Str +6, Wis +4

Skills Athletics +6, Endurance +6, Intimidation +5, Perception +4

Senses passive Perception 14, Nightvision

Roles Hulk, Loner, Melee

Monstrous Reflexes. The Terror Incarnate has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Actions

Claws. Melee Attack: +6 to hit, 15 (2d10 + 4) slashing damage (PV 2). On a hit, the Terror Incarnate can make a grapple attempt against the target as a free action.

Dark Pulse. Melee Attack: +6 to hit, 13 (2d8 + 4) cold damage (PV 3). On a hit, the target must make a DC 14 Strength saving throw or be pushed back 1 space and fall Prone.

Spines. Melee Attack: +6 to hit, 10 (1d12 + 4) piercing damage (PV 2).

Bonus Actions

Destructive Scream. Melee (reach 3) Attack: +6 to hit, 9 (1d10 + 4) explosive damage (PV 3). This attack can be used only against a target that the Terror Incarnate is grappling, but it always causes system trauma on a hit.

Terror. The Terror Incarnate roars at one enemy that can see it within 6 spaces. The Terror Incarnate makes a Charisma (Intimidation) contest against the target's Wisdom saving throw. If the Terror Incarnate succeeds, the target is Frightened until the end of its next turn.

Reactions

No Escape. As a reaction, when an enemy fails to break from the Terror Incarnate's grapple, the Terror Incarnate can make a Bite attack against that enemy.

Sharp Spines. As a reaction, when an enemy within 1 space hits the Terror Incarnate with a melee attack, the Terror Incarnate can make a spine attack against that enemy.

Literally a creature of nightmares, the Terror Incarnate is fear itself made flesh. With a grisly demonic visage shrouded in pulsing, icy shadow, the Terror Incarnate is a force to be reckoned with, with gigantic claws, numerous metallic spines coating its flesh, and a scream that can rend flesh and metal alike.

BEAST OF BLOOD

CR 5 (TITANIC)

Large monster (nightmare)

Defense 17

Hit Points 68 (8d10 + 24)

Armor Blood-Soaked Hide (+3 save bonus, AV 4)

Speed 4 spaces

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	5 (-3)	15 (+2)	14 (+2)

Proficiency +3

Saves Str +6, Dex +5

Skills Athletics +6, Endurance +6, Intimidation +5

Senses passive Perception 12, Nightvision

Roles Killer, Melee

Monstrous Reflexes. The Beast of Blood has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Topple. The beast of blood can move only up to 1 space when it dives for cover.

Actions

Bloody Tongue. Melee (reach 2) Attack: +6 to hit, 16 (2d12 + 3) piercing damage (PV 3).

Jaw. Melee Attack: +6 to hit, 12 (2d8 + 3) piercing damage (PV 2).

Bonus Actions

Claw. Melee Attack: +6 to hit, 10 (2d6 + 3) slashing damage (PV 2).

Reactions

Lockjaw. As a reaction, when an enemy within reach misses with an attack, the Beast of Blood can make a Jaw attack against that enemy. If the attack hits, it automatically causes system trauma on the limb that was used to attack the Beast of Blood.

A flayed monstrosity, the Beast of Blood was born from the spilled blood of millions. It is a jagged creature, with exposed muscle and uneven claws and teeth. Its tongue is dense and powerful, able to spear the beast's enemies, looking for the blood inside.

DROWNED BEAST

CR 6 (TITANIC)

Huge monster (nightmare)

Defense 16

Hit Points 85 (10d12 + 20)

Armor Ship Hulls (+3 save bonus, AV 3)

Speed 3 spaces, swim 7 spaces

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	14 (+2)	7 (-2)	16 (+3)	14 (+2)

Proficiency +3

Saves Dex +7, Con +5, Wis +6

Skills Athletics +8, Perception +6, Stealth +7

Senses passive Perception 16, Nightvision

Roles Melee, Shadow

Aquatic Mobility. The Drowned Beast does not fall Prone when it dives for cover in the water, but can move up to only 1 space when it dives for cover when it is not in the water.

Hit and Run. The Drowned Beast does not provoke opportunity attacks from enemies it has hit with an attack during the same turn.

Monstrous Reflexes. The Drowned Beast has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Actions

Multiattack. The Drowned Beast makes one attack with its claw a second attack as a bonus action.

Bite. Melee Attack: +7 to hit, 31 (4d12 + 5) slashing damage (PV 4). This attack always causes system trauma on a hit.

Claw. Melee Attack: +7 to hit, 18 (3d8 + 5) slashing damage (PV 2).

Bonus Actions

Into the Depths. The Drowned Beast can take the Hide action as a bonus action while in the water.

Sunken ships and fear of the dark depths gives rise to the Drowned Beast, a monster of bloated animal flesh melded with the hulls of lost ships. The creature emerges from the dark depths to tear apart its enemies before vanishing once more.



ERUPTION HORROR

CR 6 (TITANIC)

Small monster (nightmare)

Defense 15

Hit Points 97 (15d6 + 45)

Armor Stone Plating (+3 save bonus, AV 4)

Speed 5 spaces, burrow 4 spaces

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	6 (-2)	18 (+4)	12 (+1)

Proficiency +3

Saves Con +6

Skills Athletics +7, Endurance +6, Stealth +7

Senses passive Perception 14, Nightvision

Roles Melee, Shadow

Ambush. When the Eruption Horror makes an attack while hidden from the target, all of its attacks have advantage until the end of its turn, even though the first attack reveals it.

City Burrowing. The Eruption Horror can burrow through solid rock and metal.

Monstrous Reflexes. The Eruption Horror has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Actions

Multiattack. The Eruption Horror makes two attacks: one with its claws and one with either its bite or its tail. Then it can make another Claw attack as a bonus action.

Claw. Melee Attack: +7 to hit, 9 (1d10 + 4) slashing damage (PV 2).

Bite. Melee Attack: +7 to hit, 15 (2d10 + 4) piercing damage (PV 3). This attack scores a critical hit on a natural roll of 18-20.

Tail. Melee Attack: +7 to hit, 10 (1d12 + 4) bludgeoning damage (PV 1). On a hit, the target must make a DC 15 Strength saving throw or be knocked Prone.

Bonus Actions

Vanish Underground. The Eruption Horror can take the Hide action as a bonus action while underground.

Reactions

Molten Blood. When the Eruption Horror takes ballistic, explosive, piercing, or slashing damage, it can spend a reaction to spray each combatant within 1 square of it with its molten blood. Each target must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage (PV 2) on a failed save, or half as much on a successful one. If the triggering damage was from a critical hit, saving throws against this reaction are made at disadvantage.

Terror of the devastation caused by volcanic eruptions gives birth to the Eruption Horror, a quadrupedal beast, with molten lava for blood and stone for skin, that burrows through the earth and emerges only to destroy civilization on a grand scale.

EXECUTION HORROR

CR 6 (TITANIC)

Large monster (nightmare)

Defense 17

Hit Points 95 (10d10 + 40)

Armor Iron Bars (+3 save bonus, AV 4)

Speed 4 spaces

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	4 (-3)	14 (+2)	16 (+3)

Proficiency +3

Saves Con +7, Wis +5

Skills Athletics +8, Intimidation +6

Senses passive Perception 12, Nightvision

Roles Loner, Tank

Monstrous Reflexes. The Execution Horror has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Topple. The execution horror can move only up to 1 space when it dives for cover.

Actions

Executioner's Axe. Melee Attack: +8 to hit, 11 (1d12 + 5) slashing damage (PV 2). This attack always causes system trauma on a hit.

Firing Line. The Execution Horror makes a suppressive fire attack in a 30-foot line within 8 spaces feet, dealing 10 (3d6) ballistic damage (PV 3).

Lethal Injection. Melee Attack: +8 to hit, 18 (2d12 + 5) acid damage (PV 3).

Bonus Actions

Tentacle Noose. Melee Attack: +8 to hit, 10 (1d10 + 5) bludgeoning damage (PV 1). On a hit, the target is Grappled. If the Execution Horror already has the target Grappled, and it is the only combatant that the Execution Horror has grappled, the target is also Restrained while Grappled in this way.

Reactions

Electrocution. As a reaction, when an enemy hits it with an attack, the Execution Horror can force each combatant within 1 space to make a DC 15 Dexterity saving throw, taking 7 (2d6) electrical damage (PV 2) on a failed save.

Death by execution throughout history brings into existence the Execution Horror, a humanoid monster covered in iron prison bars and wearing an electric chair helmet atop its warped head. The creature wields a huge executioner's axe in one hand, and a giant syringe replaces its other. Its chest is lined with the rifles of firing squads, and from its back extend two tentacles that end in nooses.

RAGE INCARNATE

CR 6 (TITANIC)

Large monster (nightmare)

Defense 12

Hit Points 152 (16d10 + 64)

Armor Hard Plating (+3 save bonus, AV 4)

Speed 4 spaces

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	5 (-3)	16 (+3)	14 (+2)

Proficiency +3

Saves Str +6, Dex +3

Skills Athletics +6, Perception +6

Senses passive Perception 16, Nightvision

Roles Hulk, Melee

Monstrous Reflexes. The Rage Incarnate has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Topple. The Rage Incarnate can move only up to 1 space when it dives for cover.

Actions

Multiaction. The Rage Incarnate makes an attack with its razor claws, then it can make a second as a bonus action.

Bite. Melee Attack: +6 to hit, 14 (2d10 + 3) bludgeoning damage (PV 3).

Headbutt. Melee Attack: +6 to hit, 7 (1d8 + 3) bludgeoning damage (PV 2).

Razor Claw. Melee Attack: +6 to hit, 10 (2d6 + 3) slashing damage (PV 3). This attack scores a critical hit on a natural roll of 18-20.

Reactions

Furious Counter. As a reaction, when an enemy within reach attacks it, before that attack, the Rage Incarnate can make a headbutt attack against that enemy.

The Rage Incarnate is anger and hatred made flesh. Eerily human in its visage, it has huge, bladed claws, a mouth filled with shark-like teeth that opens far too wide, and eyes that burn with black flames.

SURVEILLANCE HORROR

CR 6 (TITANIC)

Medium monster (nightmare)

Defense 17

Hit Points 78 (12d8 + 24)

Armor Metallic Skin (+3 save bonus, AV 2)

Speed 5 spaces, fly 6 spaces

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	7 (-2)	18 (+4)	16 (+3)

Proficiency +3

Saves Con +5, Int +1

Skills Acrobatics +8, Athletics +6, Intimidation +6, Perception +7, Stealth +8

Senses passive Perception 17, Nightvision

Roles Killer, Ranged

Monstrous Reflexes. The Surveillance Horror has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Surveillance. The Surveillance Horror has advantage on Wisdom (Perception) checks.

Actions

Multiattack. The Surveillance Horror makes two attacks with either Claw or Missile Strike.

Bite. Melee Attack: +8 to hit, 18 (2d12 + 5) piercing damage (PV 2).

Claw. Melee Attack: +8 to hit, 14 (2d8 + 5) slashing damage (PV 2).

Missile Strike (4/Long Rest). Ranged (4/8) Attack: +8 to hit, 22 (5d6 + 5) explosive damage (PV 4). This attack always causes system trauma on a hit.

Tail. Melee (reach 2) Attack: +8 to hit, 11 (1d12 + 5) slashing damage (PV 3). On a hit, the target must make a DC 14 Strength saving throw or be knocked Prone.

Bonus Actions

Cables. Melee Attack: +8 to hit, no damage. On a hit, the target is Grappled.

Reactions

Always Watching. When an enemy moves into its reach, the Surveillance Horror can spend a reaction to make a Tail attack against that enemy.

The perpetual surveillance of the world's population and the depersonalized violence of drone warfare brought the Surveillance Horror, a metallic, bird-like beast covered in cameras and fiber optic cabling, into existence. The creature soars in the sky on metal wings and rains missiles down on its foes before swooping in to drag any survivors into the air.

OPPRESSION HORROR

CR 7 (TITANIC)

Huge monster (nightmare)

Defense 18

Hit Points 126 (12d12 + 48)

Armor Hard Plating (+3 save bonus, AV 4)

Speed 4 spaces

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	5 (-3)	14 (+2)	18 (+4)

Proficiency +3

Saves Dex +3, Wis +5

Skills Athletics +8, Endurance +7, Intimidation +7

Senses passive Perception 12, Nightvision

Roles Melee, Tank

Ram. If the Oppression Horror moves at least 4 spaces straight toward a target and then hits it with a headbutt attack on the same turn, the target takes an extra 19 (3d12) bludgeoning damage and must succeed on a DC 16 Strength saving throw or be knocked Prone.

Monstrous Reflexes. The Oppression Horror has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Topple. The Oppression Horror can move only up to 1 space when it dives for cover.

Actions

Multiattack. The Oppression Horror makes two claw attacks.

Bite. Melee Attack: +8 to hit, 14 (2d8 + 5) piercing damage (PV 2). On a hit, the target is Grappled.

Claw. Melee Attack: +8 to hit, 10 (1d10 + 5) slashing damage (PV 3).

Tail. Melee (reach 2) Attack: +8 to hit, 11 (1d12 + 5) slashing damage (PV 2). If this attack was made as part of an opportunity attack, on a hit, the target's movement speed is reduced to 0 until the end of its turn, preventing further movement.

Bonus Actions

Auxiliary Claws. Melee Attack: +8 to hit, 10 (2d4 + 5) slashing damage (PV 2).

Frightening Roar. The Oppression Horror roars at one enemy that can see it within 6 spaces. The Oppression Horror makes an opposed Charisma (Intimidation) check against the target's Wisdom saving throw. If the Oppression Horror succeeds, the target is Frightened until the end of its next turn.

Tyrannical rule and unjust governments bring to life the Oppression Horror. Huge and powerful, this quadrupedal monster smashes its enemies with reckless abandon with claws, teeth, and a whip-like tail. Its flesh is infused with mechanical tools of oppression; tanks, stealth bombers, and other military vehicles coat its skin.

OUTAGE BEAST

CR 7 (TITANIC)

Large monster (nightmare)

Defense 14

Hit Points 126 (12d10 + 60)

Armor Thick Hide (+3 save bonus, AV 4)

Speed 4 spaces, climb 4 spaces

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	5 (-3)	12 (+1)	14 (+2)

Proficiency +3

Saves Wis +4

Skills Athletics +7, Endurance +8, Intimidation +5, Stealth +5

Senses passive Perception 11, Nightvision

Roles Melee, Shadow, Support, Loner

Ambush. When the Outage Beast makes an attack while hidden from the target, all of the Outage Beast's attacks have advantage until the end of its turn, even though the first attack reveals it.

Monstrous Reflexes. The Outage Beast has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Standing Leap. The Outage Beast's long jump is up to 4 spaces and its high jump is up to 2 spaces, with or without a running start.

Actions

Multiattack. The Outage Beast makes two fist attacks. It can replace one attack with the heavy throw action.

Fist. Melee Attack: +7 to hit, 15 (2d10 + 4) bludgeoning damage (PV 2). On a hit, the Outage Beast can make a grapple attempt against the target as a free action.

Heavy Throw. The Outage Beast throws one enemy grappled by it. That enemy must make a DC 15 Strength saving throw. It is thrown up to 8 spaces away and falls Prone on a failed save, or is thrown up to 4 spaces away on a successful one.

Power Outage (Recharge 5-6). Each robot within 10 spaces must make a DC 16 Constitution saving throw or be Paralyzed until the end of the Outage Beast's next turn. Non-robot electronics within the area are automatically disabled until repaired.

Bonus Actions

Fist. Melee Attack: +7 to hit, 9 (1d10 + 4) piercing damage (PV 2). This attack can only be made against a target that the Outage Beast is grappling, but it always causes system trauma on a hit.

Reactions

Retreat. After the Outage Beast is hit by an attack, it can spend a reaction to move up to half its movement speed. This movement does not provoke opportunity attacks.

With human's ever-increasing reliance on technology, the fear of its loss grows stronger, bringing with it the Outage Beast. This ape-like monstrosity is primitive and savage, all fur and rage. Its yell can emit an electromagnetic pulse, disabling machines and electronics.

TREACHERY HORROR CR 7 (TITANIC)

Large monster (nightmare)

Defense 14

Hit Points 114 (12d10 + 48)

Armor Thick Hide (+3 save bonus, AV 3)

Speed 4 spaces

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	6 (-2)	14 (+2)	16 (+3)

Proficiency +3

Saves Dex +4, Wis +5

Skills Athletics +7, Intimidation +6, Perception +5

Senses passive Perception 15, Nightvision

Roles Ranged

Monstrous Reflexes. The Treachery Horror has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Actions

Multiattack. The Treachery Horror makes an attack with its plasma cannon or its knives, then it can make a second attack of either type as a bonus action.

Knife. Melee Attack: +7 to hit, 13 (2d8 + 4) piercing damage (PV 1). This attack deals an additional 4 (1d8) damage if it is made as part of opportunity attack.

Plasma Cannon. Ranged (6/12) Attack: +7 to hit, 20 (3d10 + 4) fire damage (PV 4).

Reactions

Retreat. After the Treachery Horror is hit by an attack, it can spend its reaction to move up to half its movement speed. This movement does not provoke opportunity attacks.

Betrayal breeds powerful resentment and fear. Over time, these deeply embedded emotions mixed with the fear of our own technology turning against us. The Treachery Horror rose from these intense emotions to tear society apart. It is a hulking, mutated monster with a plasma cannon embedded in its larger arm. It holds a knife in its smaller arm, which strikes with great strength despite the arm's emaciated appearance.

DOMINION BEAST

CR 8 (TITANIC)

Huge monster (nightmare)

Defense 16

Hit Points 126 (11d12 + 55)

Armor **Armor** Plating (+3 save bonus, AV 4)

Speed 5 spaces

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	7 (-2)	16 (+3)	18 (+4)

Proficiency +3

Saves Str +9, Dex +4

Skills Athletics +9, Intimidation +7, Perception +6

Senses passive Perception 12, Nightvision

Roles Loner, Melee

Hardcore. When the Dominion Beast fails a saving throw (other than an armor saving throw), it can choose to take 15 damage to automatically succeed on the saving throw instead. This damage cannot be reduced or prevented.

Monstrous Reflexes. The Dominion Beast has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Topple. The Dominion Beast can move only up to 1 space when it dives for cover.

Actions

Multiattack. The Dominion Beast makes two attacks with its claws.

Claw. Melee Attack: +9 to hit, 15 (2d8 + 6) slashing damage (PV 2).

Titan Stomp (Recharge 6). Each combatant within 4 spaces that is touching the ground must make a DC 17 Constitution saving throw, taking 28 (8d6) bludgeoning damage (PV 3) on a failed save, or half as much on a successful one. A combatant that fails this save also falls Prone and is Stunned until the end of its next turn.

Bonus Actions

Bite. Melee Attack: +9 to hit, 9 (1d6 + 6) piercing damage (PV 2). On a hit, the target is Grappled.

Tail Sweep. The Dominion Beast sweeps its tail in a 3-space cone. Each combatant in the cone must make a DC 17 Dexterity saving throw or take 9 (1d6 + 6) bludgeoning damage (PV 2) and be knocked Prone.

Reactions

Crushing Jaws. As a reaction, when an enemy attempts to break free of its grapple, the Dominion Beast can make a bite attack against that enemy before that attempt.

Toxic Rebuttal. When an enemy hits it with an attack, the Dominion Beast can spend a reaction to force that enemy to make a DC 16 Constitution saving throw. On a failed save, the attacker suffers disadvantage on attack rolls until the end of its next turn. The attacker (if not a robot) also takes 10 (3d6) poison damage (ignoring armor) on a failed save.

A creature created from the atrocities of individuals with supreme power, the Dominion Beast is massive and powerful, able to batter and bully even the largest mechs with its claw, fang, and sweeping tail. Its spined armor plating is coated with toxic chemicals. Hunched and beastly, the Dominion Beast is, to say the least, not a being of subtlety.

MELTDOWN INCARNATE

CR 8 (TITANIC)

Huge monster (nightmare)

Defense 17

Hit Points 125 (10d12 + 60)

Armor Reactor Walls (+3 save bonus, AV 5)

Speed 4 spaces, swim 5 spaces

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	22 (+6)	7 (-2)	18 (+4)	18 (+4)

Proficiency +3

Saves Str +8, Dex +4, Int +0

Skills Athletics +8, Endurance +9, Intimidation +7, Perception +7

Senses passive Perception 17, Nightvision

Roles Melee, Tank

Hardcore. When the Meltdown Incarnate fails a saving throw (other than an armor saving throw), it can choose to take 15 damage to automatically succeed on the saving throw instead. This damage cannot be reduced or prevented.

Energy Charge. The Meltdown Incarnate has a store of energy that can gain charges with its absorb energy reaction. Whenever the Meltdown Incarnate hits with a Bony Fist attack, it can cause that attack to deal an additional 10 (3d6) fire damage per charge it expends. It can also spend any number of charges to make an Atomic Blast attack.

Monstrous Reflexes. The Meltdown Incarnate has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Topple. The Meltdown Incarnate can move only up to 1 space when it dives for cover.

Actions

Multiattack. When the Meltdown Incarnate makes an attack with its Bony Fist, it can then make a second as a bonus action.

Atomic Blast (Requires Energy Charge). Melee (reach 4) Attack: +8 to hit, 19 (3d12) fire damage (PV 2) per charge spent.

Bony Fist. Melee (reach 2) Attack: +8 to hit, 16 (2d10 + 5) bludgeoning damage (PV 3).



Reactions

Absorb Energy. When hit by an attack, the Meltdown Incarnate can spend a reaction to take half damage from that attack. If it does, the Meltdown Incarnate generates 1 energy charge. It cannot use this reaction during the same turn in which it made an Atomic Blast attack.

Nuclear meltdowns cause devastation on a mass scale. This destruction, and the fear of it happening again, creates the Meltdown Incarnate. Skeletal in appearance, this monster is surrounded by a cloud of ash, which sometimes parts to show its immense, nuclear core. It is infused with explosive power, which only grows stronger as it is struck and its reactor core breaks down further.

DECEPTION HORROR CR 9 (TITANIC)

Gargantuan monster (nightmare)

Defense 17

Hit Points 148 (9d20 + 54)

Armor Monstrous Hide (+4 save bonus, AV 4)

Speed 5 spaces

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	9 (-1)	16 (+3)	20 (+5)

Proficiency +4

Saves Dex +4, Int +2, Wis +8

Skills Athletics +9, Endurance +9, Intimidation +8, Perception +6

Senses passive Perception 16, Nightvision

Roles Leader, Melee

Hardcore. When the Deception Horror fails a saving throw (other than an armor saving throw), it can choose to take 15 damage to automatically succeed on the saving throw instead. This damage cannot be reduced or prevented.

Monstrous Reflexes. The Deception Horror has advantage on Initiative rolls, and it can take two reactions between each of its turns.

Topple. The Deception Horror can move only up to 1 space when it dives for cover.

Actions

Multiattack. The Deception Horror makes two attacks with its flesh slam or three with its tentacles.

Enormous Maw. Melee (reach 2) Attack: +9 to hit, 24 (4d8 + 6) piercing damage (PV 2). This attack always causes system trauma on a hit.

Flesh Slam. Melee (reach 2) Attack: +9 to hit, 13 (2d6 + 6) bludgeoning damage (PV 2). On a hit, the Deception Horror can make a grapple attempt against the target as a free action.

Tentacle. Melee (reach 3) Attack: +9 to hit, 10 (1d8 + 6) piercing damage (PV 3). This attack scores a critical hit on a roll of 18-20.

Bonus Actions

Bone Spike. Melee Attack: +9 to hit, 15 (2d8 + 6) piercing damage (PV 4). This attack can be made only against a target grappled by the Deception Horror.

Scream (Recharge 5-6). The Deception Horror lets out a terrifying scream that shakes the world around it, intimidating all enemies and bolstering all allies within 10 spaces that can hear it. This has two effects:

- ▶ The Deception Horror makes an opposed Charisma (Intimidation) check against each affected enemy's Wisdom saving throw, rolling once against the saves of each enemy. If the Deception Horror succeeds, a target is Frightened until the end of its next turn.
- ▶ Each affected ally gains advantage on its next attack roll.

Compounded lies and deceit brought the Deception Horror into existence. Nightmarishly large, the creature's form is always shifting, with limbs, tentacles, and bones protruding from its horrid flesh. It can open a gigantic maw anywhere on its body, allowing it to devour foes and let out horrific screams.

DEVASTATION HORROR CR 13 (TITANIC)

Gargantuan monster (nightmare)

Defense 17

Hit Points 192 (11d20 + 77)

Armor Hard Scales (+5 save bonus, AV 5)

Speed 4 spaces, swim 4 spaces, burrow 3 spaces

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	24 (+7)	9 (-1)	18 (+4)	22 (+6)

Proficiency +5

Saves Str +12, Dex +4, Int +4, Wis +9

Skills Athletics +12, Endurance +12, Intimidation +11, Perception +9, Stealth +4

Senses passive Perception 19, Nightvision

Roles Loner, Melee

Bulky. The Devastation Horror cannot dive for cover.

Energy Charge. The Devastation Horror has a store of energy that can gain charges with its absorb energy reaction. Whenever it hits with a claw attack, it can cause that attack to deal an additional 10 (3d6) fire damage per charge that it expends.

Hardcore. When the Devastation Horror fails a saving throw (other than an armor saving throw), it can choose to take 20 damage to automatically succeed on the saving throw instead. This damage cannot be reduced or prevented.

Horrid Reflexes. The Devastation Horror has advantage on Initiative rolls, and it can take four reactions between each of its turns.

Perfect Weapon. The Devastation Horror has advantage on armor saving throws against system trauma.

Actions

Multiattack. The Devastation Horror makes two attacks with its nuclear cannon or its claws.

Bite. Melee Attack: +12 to hit, 27 (4d10 + 7) slashing damage plus 14 (4d6) fire damage (PV 4).

Claw. Melee (reach 2) Attack: +12 to hit, 16 (2d8 + 7) slashing damage (PV 3).

Nuclear Cannon. Ranged (6/12) Attack: +12 to hit, 23 (3d10 + 7) explosive damage (PV 4). This attack does not suffer disadvantage from adjacent enemies as long as the Devastation Horror is attacking a non-adjacent enemy.

Bonus Actions

Thundering Roar (Recharge 5-6). The Devastation Horror lets out a terrifying roar, intimidating all enemies within 30 spaces that can hear it. The Devastation Horror makes an opposed Charisma (Intimidation) check against each affected enemy's Wisdom saving throw, rolling once against the saves of each enemy. If the Devastation Horror succeeds, a target is Frightened until the end of its next turn.

Vanish Underground. The Devastation Horror can take the Hide action as a bonus action while underground.

Reactions

Absorb Energy. When an attack hits the Devastation Horror, it can spend a reaction to take half damage from that attack. If it does, the Devastation Horror generates 1 energy charge.

Fallout. When The Devastation Horror takes ballistic, explosive, piercing, or slashing damage, it can spend a

reaction to spray each combatant within 2 squares with its radioactive blood. Each target must make a DC 19 Dexterity saving throw, taking 21 (6d6) fire damage (PV 2) on a failed save, or half as much on a successful one.

Retreat. After The Devastation Horror is hit by an attack, it can spend a reaction to move up to half its movement speed. This movement does not provoke opportunity attacks.

It would take untold devastation of apocalyptic power, ending the lives of billions in one fell swoop to create the Devastation Horror. The apex of power, this beast incarnates nuclear detonation, tectonic destabilization, and mass extinction. Lizard-like, with six massive limbs, the Devastation Horror can burrow through solid steel; it releases bursts of radioactive heat when injured; and it can fire nuclear blasts that annihilate everything in its path.

TITANIC ROBOTS

TINKER SWARM

CR 2 (TITANIC)

Medium robot (autonomous, futuristic, swarm)

Defense 13

Hit Points 36 (8d8)

Speed 6 spaces, climb 6 spaces

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	4 (-3)	12 (+1)	3 (-4)

Proficiency +2

Senses passive Perception 11, Nightvision

Roles Leader, Melee

Mechanical Swarm. The tinker swarm can occupy another creature's space and vice versa, and it can move through any opening large enough for a tiny titan. It can't regain Hit Points or gain temporary Hit Points, and cannot be Frightened, Grappled, Paralyzed, Prone, Restrained, Sickened, or Stunned, and it cannot gain Exhaustion or Intoxication. Halve all ballistic, bludgeoning, piercing, or slashing damage against the Tinker Swarm. It is immune to poison damage.

Actions

Take Apart. Melee (reach 0) Attack: +5 to hit, 14 (4d6) slashing damage, or 7 (2d6) slashing damage if the swarm is at half its Hit Points or fewer (PV 1).

Put Together. The Tinker Swarm repairs or modifies an ally in its space, choosing one of the following effects. Regardless of the effect chosen, the Swarm takes 4 (1d8) damage. This damage cannot be reduced or prevented.

- ▶ The target heals Hit Points equal to twice the damage the Tinker Swarm deals to itself.
- ▶ The target recovers from 1 level of system trauma.
- ▶ The target has advantage on attack rolls until the end of its next turn.
- ▶ The target has +2 to Defense until the end of its next turn.

Built to rapidly repair mechs on the battlefield, this swarm of machines is equally capable of tearing enemies apart.

MECH CR 4 (TITANIC)

Medium robot (futuristic, mech)

Defense 14

Hit Points 58 (9d8 + 18)

Armor Armor Plating (+2 save bonus, AV 3)

Speed 4 spaces

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

Proficiency +2

Skills Athletics +6

Senses passive Perception 11

Roles Killer, Ranged

Mechanical Nature. The Mech cannot be Sickened except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Topple. The Mech can move only up to 1 space when it dives for cover.

Actions

Multiattack. The Mech makes an Unarmed Strike or a Missiles attack, then it can make a second attack of either type as a bonus action.

Beam Cannon. Ranged (6/12) Attack: +5 to hit, 25 (4d10 + 3) fire damage (PV 3).

Missiles (4/Long Rest). Ranged (12/24) Attack: +5 to hit, 16 (3d8 + 3) explosive damage (PV 4).

Unarmed Strike. Melee Attack: +6 to hit, 9 (2d4 + 4) bludgeoning damage (PV 1).

This simple Mech could be owned by any organization for just about any purpose, from fighting anything from other Mechs to giant monsters.

MECH ACE CR 7 (TITANIC)

Medium robot (futuristic, mech)

Defense 17

Hit Points 102 (12d8 + 48)

Armor Superdense Armor Plating (+3 save bonus, AV 5)

Speed 4 spaces

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	12 (+1)	16 (+3)	17 (+3)

Proficiency +3

Skills Athletics +7, Intimidation +6, Perception +6

Senses passive Perception 16

Roles Loner

Mechanical Nature. The Mech Ace cannot be Sickened except by effects that specifically target robots, and it cannot gain levels of Exhaustion or Intoxication. It is immune to poison damage.

Actions

Multiattack. The Mech Ace makes a plasma sword, unarmed strike, or particle gun attack, then it can make a second attack of any of these types as a bonus action.

Plasma Sword. Melee Attack: +7 to hit, 20 (3d10 + 4) bludgeoning damage (PV 4).

Unarmed Strike. Melee Attack: +7 to hit, 17 (3d8 + 4) bludgeoning damage (PV 1).

Beam Cannon. Ranged (6/12) Attack: +7 to hit, 37 (6d10 + 4) fire damage (PV 3).

Particle Gun. Ranged (6/12) Attack: +7 to hit, 20 (3d10 + 4) fire damage (PV 2).

Heavy Missiles (4/Long Rest). Ranged (12/24) Attack: +7 to hit, 43 (6d12 + 4) explosive damage (PV 4).

Piloted by an expert, the Mech Ace is kitted out with a variety of advanced weapons.

URBAN FANTASY NPCs

URBAN FANTASY PEOPLE

SWORD GOON

CR 1/4

Medium person (human)

Defense 11

Hit Points 13 (2d8 + 4)

Armor Light Ballistic Vest (+2 save bonus, AV 2, Ballistic, Concealable)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Proficiency +2

Skills Endurance +4, Intimidation +2, Streetwise +3

Senses passive Perception 9

Roles Fodder, Melee

Equipment Sword

Dogpile. The Sword Goon has advantage on an attack roll against an enemy if at least one of the Sword Goon's allies is within 5 feet of that enemy and not Incapacitated.

Actions

Sword. Melee Attack: +4 to hit, 7 (1d10 + 2) slashing damage (PV 1).

Sword Goons are modern criminals who arm themselves with anachronistic weapons, either out of a sense of tradition or for some other motive.

TROGLODYTE DEGENERATE CR 1/8

Medium humanoid (mutant)

Defense 10

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	5 (-3)	10 (+0)	7 (-2)

Proficiency +2

Skills Athletics +3, Stealth +2

Senses passive Perception 10

Roles Fodder, Melee

Equipment Improvised weapon

Light Sensitive. The Troglodyte Degenerate is sensitive to bright light and has the Sickened condition while in full sunlight. They are accustomed to dim light and do not suffer disadvantage on Wisdom (Perception) checks or ranged attacks in low light conditions.

Madness. The Troglodyte Degenerate is immune to Charisma-based challenges and cannot be intimidated, persuaded, or deceived through communications by non-troglodytes. The Troglodyte Degenerate is immune to the Frightened condition.

Pack Tactics. The Troglodyte Degenerate has advantage on any attack roll against a creature if at least one of the Troglodyte's allies is within 5 feet and not incapacitated.

Actions

Improvised Weapon. Melee Attack: +3 to hit, 3 (1d4+1) slashing or bludgeoning damage (PV 1).

While they have human origins, troglodytes have "evolved" over centuries to their current state of primal aggression and xenophobia. Troglodyte Degenerates are individually weak, but dangerous due to their sheer numbers and ferocity.



TROGLODYTE SHEPHERD

CR 2

Medium humanoid (human, mutant)

Defense 14

Hit Points 36 (8d8)

Speed 30 ft.

Armor Armored Clothing (+2 save bonus, AV 1)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	10 (+0)	14 (+2)	14 (+2)	12 (+1)

Proficiency +2

Saves Int +4, Wis +4

Skills Athletics +6, Insight +6, Perception +6, Stealth +4, Streetwise +6

Senses passive Perception 16

Roles Leader

Equipment Crossbow and bolts, knife

Light Sensitive. The Troglodyte Shepherd is sensitive to bright light and has the Sickened condition while in full sunlight. They are used to dim light and do not suffer disadvantage on Wisdom (Perception) checks or ranged attacks in low light conditions.

Madness. The Troglodyte Shepherd is effectively immune to Charisma-based challenges and cannot be intimidated, persuaded, or deceived through communications by non-troglodytes. The Troglodyte Shepherd is immune to the Frightened condition.

Pack Tactics. The Troglodyte Shepherd has advantage on any attack roll against a creature if at least one of the Troglodyte Shepherd's allies is within 5 feet and not Incapacitated.

Actions

Multiattack. The Troglodyte Shepherd makes two melee attacks.

Crossbow. Ranged (200/400) Attack: +4 to hit, 4 (1d8) piercing damage (PV 2).

Dinner Bell (1/Long Rest). If they are underground or at an entrance to the underground, the Troglodyte Shepherd can call other troglodytes to come to their location. A pack of 6 Troglodyte Degenerates arrives after 1d4 rounds of combat.

Knife. Melee Attack: +6 to hit, 4 (1d4+2) piercing damage (PV 1).

Actions

Improved Command. The Troglodyte Shepherd issues an order to one of their troglodyte allies. That ally can use a reaction to make one attack or move up to its speed.

The Troglodyte Shepherd provides leadership to other troglodytes and cunningly guides their flock to their next victim. For the Troglodyte Shepherd, the members of their flock are like an extension of themselves, and it is the power of the flock that lets the Troglodyte Shepherd engage in the violence and mayhem that they crave. As a result, Troglodyte Shepherds dutifully care for their flock. But despite their evidently intelligent behavior, they will not, or cannot, communicate with outsiders.

TROGLODYTE BRUTE

CR 3

Medium humanoid (human, mutant)

Defense 14

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	6 (-2)	6 (-2)	6 (-2)

Proficiency +2

Saves Str +6, Con +5

Skills Athletics +8

Senses passive Perception 8

Roles Hulk

Light Sensitive. The Troglodyte Brute is sensitive to bright light and has the Sickened condition while in full sunlight. They are used to dim light and do not suffer disadvantage on Wisdom (Perception) checks or ranged attacks in low light conditions.

Madness. The Troglodyte Brute is effectively immune to Charisma-based challenges and cannot be intimidated, persuaded, or deceived through communications by non-troglodytes. The Troglodyte Brute is immune to the Frightened condition.

Pack Tactics. The Troglodyte Brute has advantage on any attack roll against a creature if at least one of the Troglodyte Brute's allies is within 5 feet and not Incapacitated.

Savage. The Troglodyte Brute has advantage on Strength (Athletics) checks made to break objects. Their fists are considered PV 3 weapons (included below).

Actions

Unarmed Smash. Melee Attack: +6 to hit, 14 (3d6 + 4) bludgeoning damage (PV 3).

Bonus Actions

Charge. The Troglodyte Brute can move up to their speed.

While they have human origins, troglodytes have "evolved" over centuries to their current state of primal aggression and xenophobia. The Troglodyte Brutes have been transformed by solitude, darkness, and savagery. They react violently to any outsider by attacking with relentless fury until their enemies stop moving.

WITCH

CR 4

Medium person (human)

Defense 14

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	13 (+1)	18 (+4)	18 (+4)	17 (+3)

Proficiency +2

Skills Deception +5, Insight +6, Intimidation +5, Medicine +6, Performance +7, Social Sciences +6

Senses passive Perception 14

Roles Support

Equipment Street clothes or mystical robes, pocket stuff or bag stuff

Genius. The Witch has 3 Genius points and can enact plans as if a 5th level Smart Hero (save DC 14). They know the following plans: Bend Fate, Dirty Little Secrets, Read the Omens, The Right Tool, Sight Beyond Sight, Witness Your End.

Actions

Unarmed Strike. Melee Attack: +3 to hit, 3 (1d4 + 1) bludgeoning damage (PV 1).

Curse. The Witch curses one combatant that they can see within 120 feet. The target has disadvantage on its next ability check, attack roll, or saving throw before the start of the Witch's next turn.

This type of Witch has a connection to dark powers, and is able to foretell the future and learn information that you wish that they didn't have access to.



IMMORTAL WARRIORS

CUNNING IMMORTAL

CR 1

Medium person (Immortal)

Defense 14

Hit Points 33 (6d8 + 6)

Armor Chainmail Hauberk (+2 save bonus, AV 1)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	16 (+3)	13 (+1)	14 (+2)

Proficiency +2

Saves Dex +5, Con +3

Skills Acrobatics +5, Deception +4, Perception +3, Persuasion +4, Stealth +4

Senses passive Perception 13

Roles Melee, Tank

Equipment Longsword, crossbow and bolts

Immortal. The Cunning Immortal cannot be killed except by beheading. If they begin a turn with 0 Hit Points, the Cunning Immortal regains 8 Hit Points at the end of that turn.

Vital Strike. Once during their turn and when the Cunning Immortal hits a target with an attack, if they have advantage on that attack or if an ally of the Cunning Immortal is within 5 feet of that target, the Cunning Immortal can deal an additional 1d6 damage.

Actions

Crossbow (action to reload). Ranged (200/400) Attack: +5 to hit, 8 (1d10 + 3) piercing damage (PV 2).

Longsword. Melee Attack: +5 to hit, 8 (1d10 + 3) slashing damage (PV 1).

Bonus Actions

Deceptive Trick. The Cunning Immortal tries to trick an opponent within 5 feet into leaving themselves open to attack. The Cunning Immortal makes a Charisma (Deception) contest against their opponent's Intelligence saving throw. If successful, the Cunning Immortal gains advantage on their next attack against that opponent.

The Cunning Immortal relies on deception and subterfuge, and only commits to battle when they have created a situation that gives them a significant advantage.

INDUSTRIOUS IMMORTAL

CR 2

Medium person (Immortal)

Defense 12

Hit Points 43 (6d8 + 16)

Speed 30 feet

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

Proficiency +2

Saves Strength +6, Constitution +4

Skills Arts and Crafts +2, Athletics +6, Endurance +5, Persuasion +4

Senses passive Perception 10

Roles Killer

Equipment Chainsaw, circular saw blades

Immortal. The Industrious Immortal cannot be killed except by beheading. If they begin a turn with 0 Hit Points, the Industrious Immortal regains 8 Hit Points at the end of that turn.

Actions

Multiattack. The Industrious Immortal makes two attacks.

Chainsaw. Melee Attack: +6 to hit, 10 (1d12 + 4) slashing damage (PV 2).

Circular Saw Blades. Ranged (20/40) Attack: +6 to hit, 7 (1d6+4) slashing damage (PV 1).

The Industrious Immortal uses improvised modern weapons in place of some type of sword or other historical weapon. They make for a colorful alternative to the usual sort of Immortal foe.

IMMORTAL SHINOBI

CR 3

Medium person (Immortal)

Defense 15

Hit Points 55 (10d8 + 10)

Speed 40 feet

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	13 (+1)	15 (+2)	8 (-1)

Proficiency +2

Saves Dex +6, Wisdom +4

Skills Acrobatics +6, Perception +4, Security +3, Stealth +8

Senses passive Perception 14

Roles Killer, Shadow

Equipment Shortsword, many shuriken, weak paralytic poison, smoke bomb

Immortal. The Immortal Shinobi cannot be killed except by beheading. If they begin a turn with 0 Hit Points, the Immortal Shinobi regains 8 Hit Points at the end of that turn.

Parkour. The Immortal Shinobi can ignore difficult terrain when they move. Climbing and Swimming are not difficult movements for the Immortal Shinobi.

Smoke Bomb (1/Short Rest). The Immortal Shinobi can throw a smoke bomb at their feet to aid in escape. The smoke covers a 5 foot area, blocking any line of sight through it until the beginning of their next turn. Anyone (other than the thrower) within 10 feet of the smoke bomb's detonation must succeed on a DC 13 Wisdom saving throw or become Distracted until the beginning of the Immortal Shinobi's next turn.

Vanish. The Immortal Shinobi can take the Hide action as a bonus action. If they move while hidden, the Immortal Shinobi remains hidden until the end of their turn or until they make an attack.

NAME	Weak Paralytic Poison
DELIVERY	Injury
EFFECT	Disadvantage on attack rolls and ability checks. Gives advantage on enemy attacks.
DC	12
SAVES	Save to avoid, save ends

Actions

Multiattack. The Immortal Shinobi makes two attacks.

Poisoned Shortsword. Melee Attack: +6 to hit, 7 (1d6 + 4) piercing or slashing damage (PV 1). On a hit, the victim is poisoned with weak paralytic poison.

Poisoned Shuriken. Ranged (20/60) Attack: +6 to hit, 6 (1d4 + 4) piercing damage (PV 1). On a hit, the victim is poisoned with weak paralytic poison.

The Immortal Shinobi is an Immortal that has dedicated their life to espionage and assassination according to the traditions of feudal Japan. The Immortal Shinobi can be an opponent for a group of lower-level Immortals, or for a single, more powerful Immortal hero. The Immortal Shinobi's poison is very dangerous for opponents with weak Constitution saves.

TACTICAL IMMORTAL

CR 4

Medium Person (Immortal)

Defense 17

Hit Points 56 (8d8 + 20)

Armor Light Ballistic Vest (+2 save bonus, AV 2, Ballistic, Concealable)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Proficiency +2

Saves Str +6, Con +5

Skills Athletics +9, Endurance +5, Insight +6, Natural Sciences +4, Perception +6, Security +7, Vehicles +5

Senses passive Perception 17

Roles Killer, Melee

Equipment Two masterwork shortwords

Defensive Stance. At the beginning of their turn, the Tactical Immortal can adopt a defensive stance. Melee attacks against them, and all their own attacks against others, have disadvantage until the start of their next turn.

Immortal. The Tactical Immortal cannot be killed except by beheading. If they begin a turn with 0 Hit Points, the Tactical Immortal regains 8 Hit Points at the end of that turn.

Reckless Attack. At the beginning of their turn, the Tactical Immortal can declare that they are being reckless. Melee attacks against them, and all their own melee attacks against others, have advantage until the start of their next turn.

Actions

Multiattack. The Tactical Immortal makes two shortsword attacks, then can make two more attacks as a bonus action.

Shortsword. Melee Attack +6 to hit, 7 (1d6 + 4) piercing or slashing damage (PV 1).

The Tactical Immortal can shift quickly between offensive and defensive tactics, allowing them to adapt to the situation at hand.

Actions

Multiattack. The disarming immortal makes three attacks.

Broadsword. Melee Attack: +6 to hit, 9 (1d8 + 5) piercing or slashing damage (PV 1).

The Disarming Immortal excels in one-on-one combat, where they can quickly disarm and destroy their chosen foe. They are true masters of swordplay.

DISARMING IMMORTAL CR 5

Medium Person (Immortal)

Defense 16 (18 vs. melee)

Hit Points 75 (10d8 + 30)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	14 (+2)	9 (-1)	9 (-1)

Proficiency +3

Saves Dex +7, Con +6

Skills Acrobatics +10, Endurance +6, Investigation +5, Social Sciences +5, Stealth +7, Vehicles +7

Senses passive Perception 9

Roles Killer, Melee

Equipment Masterwork broadsword

Disarming Finesse. The Disarming Immortal can use Acrobatics instead of Athletics when attempting the Disarm special attack.

Immortal. The Disarming Immortal cannot be killed except by beheading. If they begin a turn with 0 Hit Points, the Disarming Immortal regains 8 Hit Points at the end of that turn.

Feint. The Disarming Immortal can make a feint as a bonus action. The Disarming Immortal makes a melee attack roll against an opponent within reach. If they hit, they deal no damage, but gain advantage on attack rolls made against that opponent until the end of their turn.



STURDY IMMORTAL

CR 5

Medium Person (Immortal)

Defense 14

Hit Points 85 (10d8 + 40)

Armor Chainmail (+2 save bonus, AV 1, Awkward, Panoply)

Speed 20 feet

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	14 (+2)	8 (-1)

Proficiency +3

Saves Str +8, Con +7, Wisdom +5

Skills Arts and Crafts +5, Athletics +11, Endurance +7, Perception +5

Senses passive Perception 15

Roles Killer, Loner

Equipment Poleaxe

Crushing Blow. Once per turn, after hitting with a melee attack, the Sturdy Immortal can attempt to knock their opponent Prone. The opponent must make a DC 15 Strength saving throw or be knocked Prone.

Hardcore. When they fail a saving throw (other than an armor saving throw), the Sturdy Immortal can choose to take 10 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Immortal. The Sturdy Immortal cannot be killed except by beheading. If they begin a turn with 0 Hit Points, the Sturdy Immortal regains 8 Hit Points at the end of that turn.

Reckless Attack. At the beginning of their turn, the Sturdy Immortal can declare that they are being reckless. Melee attacks against them, and all their melee attacks against others, have advantage until the start of their next turn.

Regeneration. At the beginning of their turn, the Sturdy Immortal regains 5 Hit Points for each opposing hero in the combat.

Actions

Multiattack. The Sturdy Immortal can make two attacks against one opponent, and one additional attack against each additional opponent within reach.

Poleaxe. Melee (reach 10) Attack: +8 to hit, 11 (1d12 + 5) slashing damage (PV 2).

The Sturdy Immortal is designed to oppose a group of mid-level Immortal heroes. This Immortal's personal history and aims are left for you to decide. Their fighting style is straightforward and brutal.

RESILIENT IMMORTAL

CR 6

Medium Person (Immortal)

Defense 17

Hit Points 90 (12d8 + 36)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	12 (+1)	15 (+2)	14 (+2)

Proficiency +3

Saves Str +7, Con +6

Skills Arts and Crafts +5, Athletics +7, Deception +5, Endurance +6, Insight +5, Perception +5, Persuasion +5

Senses passive Perception 15

Roles Melee, Tank

Equipment Dao Broadsword (one-handed sword)

Advanced Guard. Opponents cannot gain advantage on melee attacks against the Resilient Immortal.

Immortal. The Resilient Immortal cannot be killed except by beheading. If they begin a turn with 0 Hit Points, the Resilient Immortal regains 8 Hit Points at the end of that turn.

Resilient. The Resilient Immortal has advantage on saving throws to avoid, resist, and recover from the following conditions: Exhaustion, Intoxication, Paralyzed, Sickened, and Stunned.

Actions

Multiattack. The Resilient Immortal makes three attacks.

Dao Broadsword. Melee Attack: +7 to hit, 8 (1d8 + 4) piercing or slashing damage (PV 1).

The Resilient Immortal is a stalwart combatant whose strong defenses allow them to withstand an enemy's assaults and to wear down and defeat their foe through steady pressure.

ULTIMATE IMMORTAL

CR 10

Medium Person (Immortal)

Defense 20

Hit Points 170 (20d8 + 80)

Speed 40 feet

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	18 (+4)	15 (+2)	12 (+1)	16 (+3)

Proficiency +3

Saves Str +9, Dex +9, Con +9

Skills Acrobatics +13, Athletics +9, Deception +7, Endurance +8, Insight +5, Perception +11, Persuasion +7, Stealth +9, Vehicles +9

Senses passive Perception 21

Roles Loner, Tank

Equipment Masterwork two-handed sword

Hardcore. When they fail a saving throw (other than an armor saving throw), the Ultimate Immortal can choose to take 15 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Immortal. The Ultimate Immortal cannot be killed except by beheading. If they begin a turn with 0 Hit Points, the Ultimate Immortal regains 8 Hit Points at the end of that turn.

Increased Crit Range. The Ultimate Immortal scores a critical hit on a roll of 16 or greater.

Infinite Reflexes. The Ultimate Immortal can always take reactions any time one could be triggered. They cannot react twice to the same triggering event. The Ultimate Immortal does not fall Prone when using Dive for Cover.

Overwhelming Skill. The Ultimate Immortal can ignore one source of disadvantage when making a melee attack.

Quickness. The Ultimate Immortal can take the Dash or Disengage action as a bonus action.

Reflexive Defense. If an opponent hits the Ultimate Immortal with a melee attack, that attacker has disadvantage on all subsequent attacks during that turn.

Actions

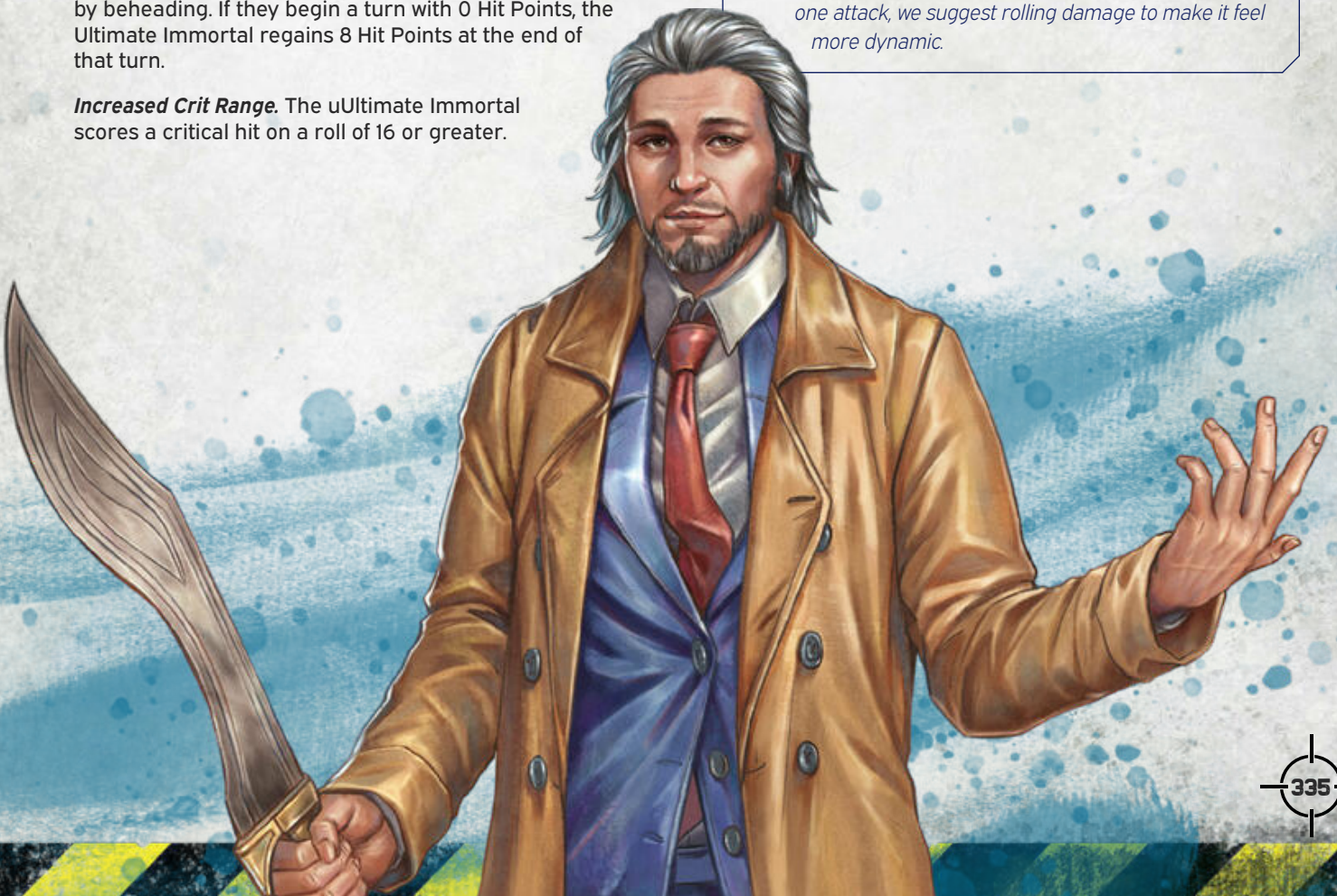
Multiattack. The Ultimate Immortal makes two attacks.

Two-Handed Sword. Melee Attack: +9 to hit, 19 (2d12 + 6) slashing damage (PV 2).

Reactions

Punish the Weak. If an opponent misses the Ultimate Immortal with a melee attack, or fails a melee special attack against them, the Ultimate Immortal can make an opportunity attack with advantage against that opponent.

The Ultimate Immortal is designed to stand alone against a full team of Immortal heroes, rather than to duel individual heroes. Who they are, and how they became so powerful, is for you to decide. Because the Ultimate Immortal only has one attack, we suggest rolling damage to make it feel more dynamic.



MAGICAL MONSTERS

CORPSE PUPPET

CR 1/4

Medium monster (undead)

Defense 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	5 (-3)	6 (-2)	1 (-5)

Proficiency +2

Senses passive Perception 8

Roles Hulk, Melee

Undead Fortitude. If damage reduces it to 0 Hit Points, the Corpse Puppet 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 Corpse puppet drops to 1 hit point instead.

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

Actions

Unarmed Strike. Melee Attack: +4 to hit, 4 (1d4 + 2) bludgeoning damage (PV 1).

The Corpse Puppet has been animated by corrupt magic, and either follows the commands of its dark master or simply waits to attack anything that comes near it.

CERBERUS HOUND

CR 2

Medium monster (spirit)

Defense 12

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	5 (-3)	13 (+1)	8 (-1)

Proficiency +2

Skills Perception +3, Stealth +4

Senses passive Perception 18, Nightvision

Roles Killer, Melee

Guard Dog. An enemy provokes an opportunity attack from the Cerberus Hound when that enemy moves while within the Hound's reach, even if the enemy does not move away.

Rend. If the Cerberus Hound hits an enemy with at least two attacks during its turn, it can automatically deal 7 (2d6) piercing damage (AP 1) to that target as a bonus action.

Three-Headed. The Cerberus Hound can take up to three reactions during each round, but still only one per turn, and it has advantage on Wisdom (Perception) checks and on saving throws against being Blinded, Deafened, Frightened, Stunned, or knocked Unconscious.

Underworld Connection. The Cerberus Hound does not fall unconscious or die when it is reduced to 0 Hit Points, and it does not make death saving throws normally. Instead, the Hound's movement speed is halved, and it has disadvantage on attack rolls while at 0 Hit Points. However, at 0 Hit Points the Cerberus Hound can still die, since it can still suffer death saving throw failures when it takes further damage.

Actions

Multiattack. The Cerberus Hound makes three bite attacks.

Bite. Melee Attack: +4 to hit, 5 (1d6 + 2) piercing damage (PV 1).

Hounds of the underworld, these three-headed dogs can accompany other servants of darkness should they travel to the mortal realm. They may also be summoned into the world of the living by those familiar with the realm of the dead.



ESCAPED SOUL

CR 3

Medium monster (spirit)

Defense 13

Hit Points 26 (4d8 + 8)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	6 (-2)	10 (+0)	14 (+2)

Proficiency +2

Skills Stealth +7

Senses passive Perception 10, Nightvision

Roles Melee, Shadow

Shadow Form. The Escaped Soul has advantage on Dexterity (Stealth) checks made to hide in the shadows. In addition, it can pass through openings as small as 1 inch without squeezing.

Shadow Immunities. The Escaped Soul cannot be Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to cold and poison damage.

Underworld Connection. The Escaped Soul does not fall unconscious or die when it is reduced to 0 Hit Points, and it does not make death saving throws normally. Instead, the Soul's movement speed is halved, and it has disadvantage on attack rolls while at 0 Hit Points. However, the Escaped Soul can still die, since at 0 Hit Points it still suffers death saving throw failures when it takes further damage.

Actions

Shadow Touch. Melee Attack: +5 to hit, 21 (4d8 + 3) cold damage (ignoring armor). On a hit, the Escaped Soul regains half as many Hit Points as the damage dealt.

On rare occasions, a human soul may return to the world without a body, manifesting as a shadowy figure with wisps of darkness emanating from it. Such a being is only partially material and drains the life force of those it touches.

GORGON

CR 6

Medium monster (spirit)

Defense 15

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

Proficiency +3

Saves Str +4, Wis +5

Skills Perception +5, Stealth +5

Senses passive Perception 15, Nightvision

Roles Melee, Support

Hardcore. When the Gorgon fails a saving throw (other than an armor saving throw), it can choose to take 10 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Petrifying Gaze (true form only). When a combatant that can see the Gorgon's eyes starts its turn within 30 feet of the Gorgon, the Gorgon can force the target to make a DC 14 Constitution saving throw if the Gorgon is not Incapacitated and can see that combatant. If the saving throw fails by 5 or more, the target is instantly and permanently petrified. Otherwise, a target that fails the save begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success.

Unless surprised, a combatant can avert their eyes to avoid the saving throw at the start of their turn. If a combatant does so, they can't see the Gorgon until the start of their next turn, when they can avert their eyes again. If the combatant looks at the Gorgon in the meantime, they must immediately make the saving throw.

If the Gorgon sees itself reflected on a polished surface within 30 feet of them and in an area of bright light, the Gorgon is affected by its own gaze.

Shapeshifter. As an action, the Gorgon can change its form into that of a normal human or, if in human form, back into its true form. The Gorgon's human form resembles its true form, but is altered to appear fully mortal. The Gorgon cannot choose a different face or take the form of an existing human. Its statistics remain the same while in human form, but it cannot use its Petrifying Gaze trait or its Snake Hair attack.

Underworld Connection. The Gorgon does not fall unconscious or die when it is reduced to 0 Hit Points, and

it does not make death saving throws normally. Instead, its movement speed is halved, and it has disadvantage on attack rolls while at 0 Hit Points. The Gorgon can still die, since at 0 Hit Points it still suffers death saving throw failures when taking further damage.

Actions

Multiattack. The Gorgon makes two attacks.

Snake Hair (true form only). Melee Attack: +4 to hit, 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage (PV 1).

Unarmed Strike. Melee Attack: +5 to hit, 4 (1d4 + 2) bludgeoning damage (PV 1).

Appearing as monstrous humanoids with masses of writhing snakes for hair, Gorgons are spirits that guard the souls of the damned. Opposed to any disruption in the natural order, Gorgons are often dispatched to hunt escaped souls and those that defy death.



GREATER CERBERUS HOUND CR 10

Huge monster (spirit)

Defense 15

Hit Points 119 (14d8 + 56)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	18 (+4)	7 (-2)	15 (+2)	14 (+2)

Proficiency +4

Saves Dex +6, Wis +6

Skills Perception +6, Stealth +6

Senses passive Perception 21, Nightvision

Roles Killer, Loner, Melee

Guard Dog. An enemy provokes an opportunity attack from the Greater Cerberus Hound when that enemy moves while within the Hound's reach, even if the enemy does not move away. If the opportunity attack hits, the target's speed is reduced to 0 until the end of the turn.

Hardcore. When the Greater Cerberus Hound fails a saving throw, as long as it is not 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.

Three-Headed: The Greater Cerberus Hound can take up to three reactions during each round, but still only one per turn, and it has advantage on Wisdom (Perception) checks and on saving throws against being Blinded, Deafened, Frightened, Stunned, or knocked Unconscious.

Underworld Connection. The Greater Cerberus Hound does not fall unconscious or die when it is reduced to 0 Hit Points, and it does not make death saving throws normally. Instead, the Hound's movement speed is halved, and it has disadvantage on attack rolls while at 0 Hit Points. It can still die, since at 0 Hit Points it still suffers death saving throw failures when it takes further damage.

Actions

Rampage. The Greater Cerberus Hound makes three bite attacks, which must be made against different targets. The Hound can move up to its speed between these attacks, and this movement does not provoke attacks of opportunity.

Bite. Melee (reach 10) Attack: +11 to hit, 20 (3d8 + 7) piercing damage (PV 3).

Reactions

Chase Down. When an enemy within 50 feet moves, the Greater Cerberus Hound can spend a reaction to chase that enemy down. The Hound can move up to its speed toward that enemy before the enemy moves. If the enemy does move, the Hound can spend another of its reactions during this turn (if it has one available), disregarding the limit of one per turn. Faced with this likelihood, the enemy may choose not to move in the first place.

Great guardians of the underworld, these massive three-headed hounds are rarely seen in the mortal world, but may be called upon to hunt down a particularly dangerous spirit that has escaped its final resting place.

MAGMA GUARDIAN CR 12

Gargantuan monster (elemental)

Defense 24

Hit Points 246 (12d20 + 120)

Armor Absolute AV 4

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	3 (-4)	4 (-3)	10 (+0)

Proficiency +4

Skills Athletics +18

Senses passive Perception 7

Roles Loner, Tank

Cold Vulnerability. Cold damage ignores the Magma Guardian's Absolute Armor.

Fire Immunity. The Magma Guardian is immune to fire damage.

Hardcore. When it fails a saving throw (other than an armor saving throw), the Magma Guardian can choose to take 20 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Lumbering. The Magma Guardian cannot take reactions.

Magma Body. If an opponent hits the Magma Guardian with an unarmed strike or similar natural attack, the attacker is coated in magma. The magma deals 35 (10d6) fire damage (PV 5) to the attacker. A victim Grappled by the Magma Guardian takes the same damage at the end of the Magma Guardian's turn.

Actions

Magma Slam. Melee (reach 15) Attack: +10 to hit, 45 (10d6 + 10) bludgeoning/fire damage (PV 6).

The Magma Guardian is a roughly human-shaped mass of magma up to 10 meters tall, animated by some kind of spirit or electrical field. While the Magma Guardian can be defeated by sufficiently powerful weapons, it is no easy task to do so. However, its body eventually hardens, at which point the Magma Guardian stops moving. The entity that animated the Magma Guardian can acquire a new body if there is a suitable source of natural magma to be had. If the Magma Guardian is defeated in battle, the entity dissipates.

QUETZALCOATL

CR 13

Huge monster

Defense 18

Hit Points 175 (13d12 + 91)

Armor Absolute Armor AV 1

Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	30 (+10)	25 (+7)	20 (+5)	16 (+3)	30 (+10)

Proficiency +5

Skills Athletics +12, Acrobatics +15, Intimidation +15, Perception +8, Persuasion 15

Senses passive Perception 18, Nightvision

Roles Killer, Loner, Melee

Hardcore. When the Quetzalcoatl fails a saving throw (other than an armor saving throw), it can choose to take 20 damage to automatically succeed on that saving throw instead. This damage cannot be reduced or prevented.

Telepathy. The Quetzalcoatl is capable of communicating wordlessly with any creature up to 1 mile away.

Cinematic Actions (5)

Bite. Melee (reach 10) Attack: +15 to hit, 32 (4d10 + 10) piercing damage (PV 5).

Claw. Melee Attack: +15 to hit, 24 (4d6 + 10) piercing damage (PV 3). On a hit, the Quetzalcoatl can make a grapple attempt against the target as a free action.

Cloud Form. The Quetzalcoatl can transform into a cloud. Once transformed, it must wait until sunrise to return to corporeal form. It is not possible to harm Quetzalcoatl in its cloud form and taking this form recovers all of Quetzalcoatl's Hit Points.

Dash. The Quetzalcoatl can move up to its speed.

Stunning Gaze. Ranged (60) Attack: +15 to hit, on hit, the target must succeed on a DC 18 Charisma Saving throw or be Stunned until the beginning of the Quetzalcoatl's next turn.

Tail Strike. Melee (reach 20) Attack: +15 to hit, 24 (4d6 + 10) bludgeoning damage (PV 3). On a hit, a medium or smaller target is pushed up to 100 feet and knocked Prone, and a large target is pushed up to 50 feet and knocked Prone.

Weather Control. The Quetzalcoatl can cause the weather to shift dramatically, creating nearly any type of natural weather condition in an area up to 1 mile around the Quetzalcoatl. Hurricane winds and lightning storms are common choices. The Quetzalcoatl is unaffected by any weather conditions that it creates.

The Quetzalcoatl is a creature of legend and mystery. It has been worshiped as a God by some Mesoamerican cultures, and known to others by other names and attributes. It is a mercurial creature whose motivations and agenda are impossible to know. It has been known both to aid and to challenge humans, even killing those who anger it greatly. When fighting without malice, it will pull its blows so as not to kill its fallen opponents.

The Quetzalcoatl is known as the feathered serpent, and most of the time it takes the form of a massive fanged snake covered in brightly colored plumage. The Quetzalcoatl is a shapeshifting creature, and it sometimes has arms or legs of various forms, though they are usually relatively short (compared to its body length) and clawed. It can also grow wings, though it doesn't need them to fly. These transformations are done in such a way that the appendages seem to emerge from under the Quetzalcoatl's plumage, and are then tucked away again under the plumage when not needed.

► **Note:** This presentation of Quetzalcoatl is inspired by ancient Meso-American art, and is not meant to depict any living or historical religious figure, or any belief.

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