Amazing Adventures 5E

5E

Quick Start Rules

AMAZING ADVENTURES 5E

QUICK START

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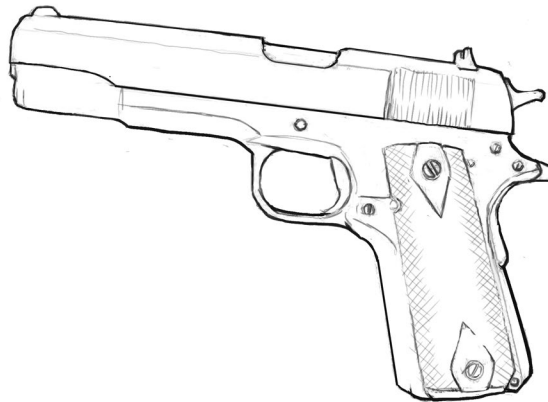
Printed in the United States of America

FIFTH EDITION ROLE PLAYING: AMAZING ADVENTURES QS

INTRODUCTION

Welcome to the Amazing Adventures Fifth Edition preview! Here you will find information on a few of the new character classes from this edition of the game, as well as some sample feats, backgrounds, and the rules for firearms and modern vehicle combat. What is herein is designed to give you just a taste of what is to come. In addition, the rules currently found in the Fifth Edition Players Guide to Aihrde involving psionics and Inspiration points will also be included in Amazing Adventures 5e. With the information found herein, as well as the use of your core Fifth Edition Fantasy Players Handbook, you can get a head start on your AA 5e games!

Naturally, what is here is only a basic taste of what's to come, and the full version of the game will have worlds more information on gaming in many different genres, more detailed rules, many more character classes, a full bestiary, rules for building secret societies and world-building guidelines, an introductory adventure, and much more.

THIS IS NOT THE FINISHED PRODUCT!

Finally, please note that while playtest is nearing a close at this time, it is still ongoing, and there are still rounds of editing to go, so the rules found here are not to be considered in any way final—the text is still rough in some places, and there may be lingering textual errors and typos. This is not the fault of poor editing—it's a factor of the book still being in development and not having gone through editing at all!

The final, published version of the game will certainly feature more polished, clean, and evolved rules than are found here. What is here is a peek at the late-stage process of design, intended to whet your appetite, not to present a final look at the finished game. We hope this gets you excited for the worlds of adventure you'll get in the new version of Amazing Adventures using the Fifth Edition rules set!

CHARACTER CLASSES

In Amazing Adventures the character classes are:

- **Arcanist**, a master or mistress of the mystic arts, who weaves arcane effects, calling upon the sheer creative and destructive energies of the multiverse to twist reality according to their will.

- **Gadgeteer/Powered,** a character with an arsenal of super-science devices at their disposal, or who through fate or design has developed extraordinary and sometimes unnatural abilities.

- **Gumshoe,** a super sleuth with the ability to track fugitives across the world, chase down the smallest details of a story, and case crime scenes for those bits of clues and evidence others missed, all while taking down organized and mundane crime the world over.

- **Hallowed,** a character touched by the divine, who produces miraculous effects by calling upon the powers of a deific force, or even of nature itself.

- **Hooligan,** a criminal or ex-con with the skills of stealth, of knowledge of the streets, and the more unsavory ways to "get things done."

- **Mentalist,** a hero with the mysterious powers of the mind, who can see into the darkest corners of the human heart and mind, who can convince someone you are not even there, who can communicate at great distances and see things across the world, or even move things with their mind.

- **Occultist,** a character who has achieved great and mystical powers through making a pact with otherworldly forces, often at the cost of their own sanity and humanity.

- **Pugilist**, the down-and-dirty pit fighter, street martial artist, or wrestler who gets things done in a personal sense, the way they should be done—with your bare hands.

- **Raider,** an archaeologist, anthropologist, field librarian or other adventurer who seeks the thrill of lost societies, ancient tombs, mythic artifacts, and the secret knowledge and treasures they hide.
- **Socialite,** the hero who knows someone everywhere they go, and has the resources to exploit those connections, all while bolstering their companions and demoralizing their enemies. From the underworld bartender to the vicious femme fatale, this is one character that's always got the resources you need to get where you need to go, and acquire what you want.

Each of these classes represents a very broad and general picture of a classic genre archetype. The Raider, for example, is the academic explorer who plumbs ancient tombs and temples for lost treasures. The Gumshoe is the hard-boiled detective, ace reporter or rough-and-tumble FBI agent battling organized crime.

If these archetypes seem too broad and general, fear not! After you choose your initial class, you will be given a chance to customize that class to your liking through archetypes and paths chosen at third level, as well as through feats, backgrounds, skills, and other traits later on. There are even options for multi-classing, allowing you to progress in several classes at the same time to build a truly unique skills set. For now, just choose the archetype that most closely suits your character concept; we'll build on that later.

Finally, given the wide variety of styles and sub-genres your game might explore, players should check with their GM to ensure that the class they wish to play is appropriate; not all games feature mystical or supernatural abilities, and in such games the arcanist, hallowed, occultist and mentalist are inappropriate, as may be the gadgeteer and powered hero, depending on the amount of "super science" or "steam punk" the GM wishes to include.

ARMOR CLASS IN THE MODERN GAME

In modern gaming, it's unusual for characters to run around in body armor. As such, rather than an AC granted by armor, each class now has an AC progression in their class tables representing their defensive enhancements based on their growing skill as adventurers.

In addition, not all classes add Dexterity to AC. In fact, each class adds a different ability score based on that class' natural proclivities. While hooligans are nimble and still add Dexterity, for example, arcanists instead add Intelligence based on their ability to study an opponent and predict where and how the next attack will come. Pugilists add Constitution as they're tough enough to slough off minor hits. Mentalists add Wisdom (an intuitive ability to sense where an attack will come), while socialists add Charisma (they are either so intimidating as to shake foes, or are so attractive or magnetic as to be distracting and thus disrupt attacks).

USING 5TH EDITION FANTASY CLASSES

In addition, standard 5th Edition Fantasy classes can be used with Amazing Adventures, and require very little work. You will need to apply an armor class progression, since modern characters aren't prone to run around in chainmail. You'll need to determine which ability score they should add to armor class, and you'll need to apply modern weapon proficiencies to the class as you see fit.

AC progressions come in three "flavors": strong, medium and weak, and progress as follows:

Strong: start at 10, increase every 3 levels (Hooligan, Mentalist, Raider, Socialite)

Medium: start at 10, increase every 4 levels (Gadgeteer, Gumshoe, Hallowed

Weak: start at 10, increase every 5 levels (Arcanist, Occultist)

The pugilist is a special case, starting at 12, and increasing every 3 levels as per Strong.

In terms of weapon proficiencies, in general simple weapons allow access to handguns, rifles and shotguns that do not have full automatic or burst fire, while martial weapons permit access to all firearms, including burst and automatic fire weapons. You can tweak this to suit your individual game.

Choosing which ability score to add to AC is a relatively simple prospect. Look at the saving throws for the class in question, and choose one to serve as the armor class attribute. The ranger, for example, lists Strength and Dexterity as saving throw proficiencies. You could choose either, but in this case it's probably fine to leave the ranger adding Dexterity to AC.

The Druid is proficient with Intelligence and Wisdom; while either works, Wisdom may seem the more appropriate ability score, as the druid can sense the way their opponents interact with the world around them, granting them a minor sort of sixth sense in battle. The Paladin is proficient in Wisdom and Charisma; you may determine that their moral and ethical conviction gives them an intimidating presence that's distracting to foes—they add charisma.

Go through any class from the core Fifth Edition Player's Manual and make these choices, and you're good to go. In this manner you can greatly increase the available classes for your Amazing Adventures game; you need only come up with a rationale for the class in your world, which unto itself isn't difficult—a druid could be a new age Wiccan or pagan in the Reclamation tradition whose magic has measurable, visible effects on the world. A paladin could be a demon hunter or devoted soldier, either for a nation or serving a private organization's cause. A fighter is the consummate solder, and the ranger is a survivalist and hunter.

It is recommended, however, that the cleric, wizard and warlock be replaced with the hallowed, arcanist and occultist, respectively, and not used alongside one another. This is because these classes have been specifically modified to suit a more modern style of play.

Likewise, should you choose to use the Pugilist alongside the pugilist, it is suggested that the Pugilist's unarmed damage progression be changed to match the pugilist's. The reason for this is that in a world with guns being common, it's important for the rough-and-tumble fist fighter to be able to hold their own, which means increasing their damage output commensurately.

Sorcerers could be used as they sit, adding charisma to AC, and indeed a new sorcerous origin ideal for modern games—the Fiendish Bloodline—can be found in our Fifth Edition Player's Guide to Aihrde, which also contains a wealth of other character options for your 5e games.

RENAMING CHARACTER CLASSES FOR DIFFERENT GENRES

The character classes here present a broad range of archetypes you may find in a variety of different genres of play. They have been named to give the class a bit of flavor as well as being functional. That being said, some may evoke specific ideas in one's mind—the Gumshoe, for example, evokes hard-boiled detective stories, and while that's fine for everything from 1920s through tech noir future stories, it's well within the purview of the GM to simply declare that in a modern game, space opera game or other genre, the class could simply be re-named "Investigator."

In the end, while the classes have been named to be evocative of the tradition in which they are rooted, that doesn't mean they're not applicable to other settings by changing the name and basic trappings. Even an Arcanist might work in a space opera game by changing the nature of magic to work with limited amounts of nanotechnology they can generate every so often to create varying effects.

Be creative and think outside the box—remember, Amazing Adventures is a toolkit game, and never feel bound by the letter of the rules, or be afraid to extrapolate where something is left nebulous. Always keep it simple and straightforward, and make alterations and house rules as best fit your table.

THE GADGETEER

"I swear, Bucky, the nubile woman purred. I would never lie to you. You know that. You and I, we've been through so much together…can't you trust me?"

"I'd love to, Baby," Bucky said. "But I just can't. Fortunately, I've got my Newson's Magnificent Lie Detector Goggles with me. Let's just see how truthful you are."

Bucky withdrew the awkward-looking goggles from his coat and slipped them over his eyes, giving him the odd appearance of a man with the eyes of an insect. He reached for the dial on the side, turned it all the way up. There was a popping sound, a shower of sparks, and a whiff of ozone, and Bucky pulled the smoking contraption off his head and dropped it to the floor.

"Damn things never worked right, anyway," he said, and drew his radium blaster on the woman. "Let's try a different tactic, yeah?"

The gadgeteer is a super hero long before the golden age of superheroes, who uses toys such as X-Ray goggles, ray guns, rocket packs, and wrist radios. Whether he soars in the blue skies with his rocket pack, takes down villains with his bronze gamma ray gun, or sees through walls with his incredible X-Ray specs, this is the character whose very name screams SCIENCE!

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6 per level.

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

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

PROFICIENCIES

Weapons: All weapons and gadgets.

Tools and Vehicles: Choose any two from among vehicle classes or toolkits.

Skills: Choose three from Athletics, Insight, Investigation, Perception, Science, Stealth, or Sleight of Hand

Saving Throws: You gain proficiency in the ability score upon which your gadget points are based (see Gadgeteer archetype), plus one other mental ability (Intelligence, Wisdom, or Charisma) of your choice.

ARMOR CLASS

You are either so analytical you can predict exactly what your opponent will do next, you are so charismatic you are a distraction in battle, or you are intuitive enough to sense where attacks are coming from.

If you are an Engineer, your quick mind allows you to react to attacks before they come. You add your Intelligence to your Armor Class. If you have a Quartermaster, your force of personality distracts your opponents. You add or your Charisma bonus to armor class. If you are a Powered character, you are perceptive and intuitive enough to sense attacks coming at you. You add your Wisdom bonus to Armor Class.

EQUIPMENT

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

(a) a pistol and a small melee weapon

(a) one toolkit of your choice

(a) a scholar's pack or (b) an explorer's pack

(a) a laboratory or lair

Table: The Gadgeteer

Level	Proficiency Bonus	AC	Features
1	+2	10	Starting Gadgets (8 points); Gadgeteer Archetype
2	+2	10	Archetype Feature; Gadget Points
3	+2	10	Gadget Points
4	+2	10	Ability Score Improvement; Gadget Points
5	+3	11	Gadget Points
6	+3	11	Archetype Feature; Gadget Points
7	+3	11	Gadget Points
8	+3	11	Ability Score Improvement; Gadget Points
9	+4	12	Gadget Points
10	+4	12	Archetype Feature; Gadget Points
11	+4	12	Gadget Points
12	+4	12	Ability Score Improvement; Gadget Points
13	+5	13	Gadget Points
14	+5	13	Gadget Points
15	+5	13	Gadget Points
16	+5	13	Ability Score Improvement; Quantum Tech/Cosmic Power
17	+6	14	Archetype Feature; Gadget Points
18	+6	14	Gadget Points
19	+6	14	Gadget Points
20	+6	14	Ability Score Improvement; Gadget Points

GADGETS

The gadgeteer has one primary ability—Science! This manifests in a number of specialized pieces of equipment, or gadgets, that become a permanent part of his arsenal. A gadgeteer may create these gadgets himself, or have a special scientist friend or sidekick (NPC) who equips him for his mission.

Gadgeteers gain their toys through the expenditure of Gadget Points. To obtain a gadget, the gadgeteer chooses a spell of any level up to his own. He then "buys" that spell at whatever level of effect he desires (and can afford); it then becomes a permanent gadget on his equipment list, and he can use it whenever he likes.

Starting Gadgets: The gadgeteer begins play with 8 gadget points. Every additional level thereafter, the gadgeteer gains additional gadget points depending on their archetype (see below).

Note that some spells may be purchased at their base level or at a higher level (as though casting with a higher spell slot). For example, buying the Magic Missile effect at first level will have different effects than purchasing it at fourth level.

Game Masters are advised to carefully adjudicate and monitor gadgets purchased by this character, as some spells, when handed unrestricted to a player character, can result in serious game imbalance. A character, for example, who has the ability to create a Prismatic Sphere whenever she feels like it is nigh unstoppable. Complete guidelines for gadget creation can be found in Chapter 4: Paranormal.

A gadgeteer may save gadget points for use in purchasing larger gadgets down the line, or in the case of a self-creator (see below) to use on emergency gadgets, but must spend a minimum of three points on gadgets at character creation. If the character does not have three points at character creation, he then must spend all of his starting points on gadgets with which to begin play. The cost to purchase a gadget depends upon the archetype the gadgeteer chooses.

The cost in gadget points for an engineer to build gadgets is equal to the minimum arcanist caster level to cast a spell, plus one. Thus, purchasing a third-level effect (buying fireball to create a gun that shoots an explosive charge, for example), costs six gadget points (An arcanist would have to be fifth level to cast this spell). Purchasing a cantrip or first-level effect such as Magic Missile or Light costs two points (a first-level arcanist could cast either of these spells). Here is a quick breakdown of gadget costs:

Gadget Level	0	1	2	3	4	5	6
Point Cost	2	2	5	6	9	11	13

GADGETEER ARCHETYPE

Gadgeteers come in two varieties: Engineers who spend long hours in a lab inventing new equipment with which they will battle the forces of evil, or those who have a special "Quartermaster" that invents their equipment for them. A third op-

tion is also available: the powered hero, who instead of gadgets has developed superhuman abilities that are far beyond those of normal humans. This archetype is chosen at level one, and grants certain additional abilities at 2nd, 6th, 10th and 17th levels of experience.

ABILITY SCORE IMPROVEMENT

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

QUANTUM TECH/COSMIC POWER:

At 16th level, the gadgeteer is capable of creating world-altering super science. You now have access gadgets whose effective power level is greater than 6, though such gadgets and their restrictions are always at the discretion of the GM. For powered heroes, this ability is re-named "Cosmic Power," and grants access to powers greater than power level 6.

GADGETEER ARCHETYPES

THE ENGINEER

The engineer is a man of science, who delights in building things, tinkering with machinery, and pushing the boundaries of science. They are capable of exceeding the limits of current technology in fantastic ways, but generally only while they're actually in control of the items in question. Their gadgets, in particular those that are outside the realm of normal physics, tend to fall apart when they are not present to keep them in good working order.

SAVING THROWS

You gain proficiency in Intelligence saving throws, plus either Wisdom or Charisma (your choice). Once chosen, your saving throw proficiency cannot be changed.

PET PROJECT

When you choose this archetype at level one, you gain one free gadget at power level 1, without the need to spend gadget points. This gadget is in addition to those you buy with your normal gadget points. It functions in all other ways as a standard gadget.

GADGET POINTS

Each level beginning with second, you gain additional gadget points equal to your proficiency bonus plus your Intelligence bonus. These points may be spent right away or saved to purchase larger gadgets later.

ON THE FLY GADGETS

At second level, gadgeteers who create their own gadgets can come up with emergency pieces of equipment on the fly. These gadgets cost the normal number of gadget points

to create, and require the Gadgeteer to pass an Intelligence check at DC 15 plus the gadget's effect level. Once a gadget is created, it becomes a permanent part of the Gadgeteer's arsenal, just as if he had purchased it at character creation or upon achieving a new level. However, if the Gadgeteer chooses, he can decide at the end of the game session to have the on-the-fly gadget "break down," at which point he loses the gadget and regains the spent point. Only on-the-fly gadgets can break down to get points back, and once the points are spent, they are spent for the entire play session. At 6th level, on-the-fly gadgets may produce effects of up to 2nd level in power (costing 6 points), and at 15th level, 3rd-level on-the-fly gadgets may be produced (costing 9 points).

These gadgets represent those that the gadgeteer has in his arsenal, but hasn't yet had the need to call upon. They may not be quite finished, they might be prototypes, or things with which you are just tinkering. Regardless, you must choose in advance to "bank" points towards on the fly gadgets, and these banked points are the only points that may be spent in this manner. You may never have more gadget points banked for on-the-fly gadgets than half your level, rounded down (with a minimum of 2). Thus, at first through fifth level, you may only have a maximum of 2 points banked in this manner, at sixth and seventh you may bank 3 maximum, etc.

You may, if you choose, remove points from your On-the-Fly bank to spend on permanent gadgets between levels at any time. You may also spend Inspiration Points to create on the fly gadgets, on a 1:1 basis, but gadgets created with inspiration points always break down at the end of a session and may not be added to your permanent arsenal.

JURY RIG

The gadgeteer is a master of machinery. Starting at 6th level, the Engineer adds double their proficiency bonus to Intelligence (repair), Intelligence (technology) and Intelligence (science) skill checks. In addition, you have the ability to effect miraculous (if sometimes temporary) repairs on equipment that others might write off for junk. To perform this ability, make an Intelligence (repair) check. In general, jury rigging an item takes a minimum of 5 minutes or 1 hour, dependent upon whether the gadgeteer wishes a temporary or permanent fix.

A quick-fix item requires a DC 15 Intelligence check and constant maintenance, and the gadgeteer must make a DC 15 Wisdom saving throw every 30 minutes they wish to keep the thing running. This represents their ability to keep a machine going through sheer determination, elbow grease, spit, and good intentions. If a Wisdom save is failed, the machine breaks down and cannot be repaired again.

In addition to taking longer, permanent fixes also require a DC 20 Intelligence check to pull off, representing the fact that it's more difficult to make it work for good than it is to get it running "for now." This check could be higher, at the GM's discretion, if sufficient parts are not available to affect a permanent repair.

SUPRA-GENIUS

At 10th-level, the engineer gains advantage on all Intelligence checks that are in any way related to technology or science. In modern games this could include checks to bypass electronic security systems, engage in computer hacking or other skill checks.

SCIENTIFIC BREAKTHROUGH

At 17th level, you gain additional gadget points equal to 8 plus your proficiency bonus, plus your Intelligence bonus. In addition, from this point forward, all gadgets you purchase at power level 4 and below are at half their normal cost, and on the fly gadgets of cantrip-level effect can be produced at will, without spending gadget points.

THE QUARTERMASTER

You have a "gadget-man" who is the nerd behind your heroics. They're your tech support, your man in the chair, and the person to whom you can always turn to for technical advice and help. They generally hate to be in the field, but they've never failed to come through for you when the chips were down, and they've always got the tech you need to keep your heroics at peak level.

NPC-PROVIDED GADGETS

The gadget-man has an NPC who provides gadgets for them. This provides both benefits and drawbacks as compared to the engineer that designs their own gadgets. The largest benefit is that the character can go to their quartermaster before any given mission to replace and replenish their suite of gadgets; since the quartermaster is simply an inventor who doesn't engage in adventuring pastimes, they do nothing but create, meaning there is a broad range of equipment available.

SAVING THROWS

You gain proficiency in Charisma saving throws, plus either Wisdom or Intelligence (your choice) saving throws. Once chosen, your saving throw proficiency cannot be changed.

BREAK DOWN GADGETS

The gadgeteer with a Quartermaster can completely alter his arsenal of gadgets every new mission (adventure).

GADGET POINTS

Each level, starting at second, you gain a number of gadget points equal to your proficiency bonus plus your Charisma bonus. These points may be spent to acquire gadgets from your Quartermaster immediately, or saved to purchase larger gadgets later.

UNCANNY RESILIENCE

Gadgeteers with a quartermaster know they cannot always rely upon gadgets, so they have learned to tap into their own, innate resources. When you fail a saving throw, you may choose to re-roll that save. You must keep the result of the re-roll. After using this ability, you must complete a long rest before using it again.

GADGET ARSENAL

Starting at sixth level, the Quartermaster has gotten to know the PC's activities well enough that he sometimes slips an extra into the gadgeteer's arsenal before a mission. Once per session, by spending an Inspiration point (see Inspiration Points, later) and paying the cost of the gadget, the gadgeteer can produce any needed gadget up to second level in power. This gadget then becomes a permanent part of the gadgeteer's arsenal, unless he chooses to break it down, as above. The gadgeteer must have Inspiration Points and gadget points to spend on the new gadget in order to produce it from his arsenal.

WITS ALONE

The gadgeteer with a Quartermaster knows that sometimes the gadget they've got just don't cut it. For those times when your arsenal doesn't come through, you've learned to rely upon your wits. At 10th level, you either gain a feat, or choose three of your existing skill proficiencies with which you double your proficiency bonus.

SUPER SCIENCE

At 17th level, all gadgets of 4th level power and below are acquired at half their normal cost in gadget points.

THE POWERED

Powered heroes don't get their abilities from gadgets; rather, they possess incredible natural abilities (or unnatural ones, as the case may be). Whether these abilities come from a strange chromosomal arrangement at birth, a scientific experiment gone wrong, an industrial accident or an alien nature, the hero has abilities far beyond the ken of others.

SAVING THROWS

You gain proficiency in Wisdom saving throws, plus either Charisma or Intelligence (your choice) saving throws. Once chosen, your saving throw proficiency cannot be changed.

SUPER POWERS

Your abilities are innate; as such, they cannot be lost, altered, broken or otherwise taken away from you, save for very powerful effects such as "dispel magic," "anti-magic field," and the like, and these are generally only temporary at best. When within the area of such anti-magic, you must succeed at a Wisdom saving throw against the spell caster's save DC each time you attempt to use your powers.

When targeted by Dispel Magic, instead of the caster rolling against your level, you make a Charisma save against the caster's spell save DC; if you fail to save, your powers cease to function for 1 minute; you may attempt a new saving throw each round, ending the effect on yourself with a success.

Calculating Saving Throw DCs: If the spell you choose as a power effect would normally allow a saving throw, the DC for this saving throw is 8 + your Wisdom Modifier + your Proficiency bonus.

Attacks: Attack rolls with your powers are made as standard melee or ranged attacks, though you are always considered proficient with your powers, and your powers are always considered finesse weapons for you, for purposes of melee attacks.

Some spells, such as magic missile, fireball, and lightning bolt, either automatically strike or deal an area of effect. Any damaging powers that automatically strike should require a standard attack roll (ranged or melee, as appropriate), but at advantage. Any spells that deal an area of effect deal damage to everything in the area.

GMs are encouraged to remember this and acutely adjudicate it to stop heroes from simply buying fireball and using it to immolate everything in their path. Dropping a fireball indoors will destroy a building; the same goes for lightning bolts hurled around willy-nilly. Superheroes should exercise restraint, choosing a variety of powers for various situations, and GMs should never hesitate to rule that a given spell is inappropriate for use as a superpower in their game. Making this system work requires careful collaboration and trust between the GM and player.

Alternately, you can rule that a hero must make an attack roll to designate the point of impact—that is, when launching a fireball, the caster must make a ranged attack roll to place it where they want to place it. When casting call lightning, they must succeed at a ranged attack roll to designate the spot where the lightning will land.

Generally speaking, the AC to target a spot is simply 10, but it could be modified based on cover, impaired vision, or other factors, at the GM's discretion. Failure means the spell goes off somewhere the caster did not intend—where, exactly, depends on how badly the roll was failed.

POWER POINTS

Each level, starting at second, you gain a number of power points equal to your proficiency bonus plus your Wisdom bonus. These points may be spent to acquire powers immediately, or may be saved to purchase greater powers later.

PRETERNATURAL TOUGHNESS

Superheroes tend to be naturally tougher than other people; even those with abilities that aren't offensive in nature tend to shrug off blows that would be devastating to other humans. You gain proficiency in Constitution saves.

STRENGTH AND WEAKNESS

At second level, your hero has begun to discover the secrets of their origin. Choose one damage type from among Acid, Bludgeoning, Cold, Fire, Force, Lightning, Necrotic, Piercing, Poison, Psychic, Radiant, Slashing or Thunder. You have resistance to damage of this type as a result of your extranormal heritage.

In addition, choose a weakness. It may be a second damage type above, or, with the GM's permission, it may be a specific substance or force (the ore from your home world, magic, psychic powers, cold iron, silver, gold, etc.) You suffer vulnerability

to this weakness. In addition, whenever you are in the proximity of this weakness (within 30 feet), you suffer disadvantage on all attacks, saving throws and ability checks. Coming into contact with, or within ten feet of, your weakness reduces your maximum hit points by 1d4 per round you maintain contact or near proximity with it; if your maximum hit points reach zero, you die. Your maximum hit points are restored to normal after being removed from the vicinity (further than 30 feet) of your weakness, and completing a long rest.

SECONDARY MUTATION

At sixth level, you gain a secondary mutation evolved from your strength and weakness. You gain a natural attack which deals damage of the type against which you have resistance. This attack is a melee attack, dealing 1d8 damage of the chosen type, and you are considered proficient with this attack. In addition, you may use a bonus action to make an additional attack of this type on your turn. For example, if you have resistance to slashing damage, you may gain the ability to create bone spurs that come out from your knuckles. You may use these bone spurs to attack normally, and you may also make a second attack with them as a bonus action.

ENHANCED MOVEMENT

At tenth level, your base movement rate increases to 40 feet per round. At 20th level, your movement rate becomes 50 feet per round.

IMPROVED SECONDARY MUTATION

At 17th level, your secondary mutation deals 1d10 damage instead of 1d8. In addition, you can make a ranged attack with your secondary mutation. You choose one of two forms for this attack: either you fire it as a blast, beam or projectile with a range of 30/120, or you launch yourself physically with a range of 20/60 at a target. If you choose the second form of attack, you may take your normal movement either before or after launching your ranged attack.

Before or after making this ranged attack, you may still use your bonus melee attack with your secondary mutation as a bonus action, as described under the Secondary Mutation ability.

DEALING WITH SUPER POWERS

While the gadgeteering system herein makes for a wonderful supers system, there are a number of important considerations the GM must keep in mind when running this kind of game. First of all, mixing supers with standard heroes can unbalance the game. It's vital, if you want to include "street level" supers, that you carefully adjudicate which powers you allow in your game, and players should carefully discuss their concept with the GM, at the same time accepting their decision as final.

If you find that you have allowed a power in game that is turning out to be unbalancing, you should work with your player to limit or restrict it in such a way as for it to remain useful and within the character concept, but also not overpowering to the

setting or the rest of the heroes in game. Collaboration between player and GM is essential.

WHAT ABOUT SUPER ATTRIBUTES?

The current spell selection in 5th edition doesn't allow for improving attributes with magic as earlier editions did. The Enhance Ability spell simply grants advantage on ability rolls, plus a few extra effects, depending on the ability you are enhancing. As such, GMs may wish to allow for superheroes, in addition to purchasing Enhance Ability, to purchase Improve Ability, which is also a 2nd-level effect, adding 4 points to a given attribute score for each time it is purchased. Finally, if you are allowing super powers including super attributes, such powers (and heroes) should be permitted to raise ability scores above 20.

ACTIVATION VS. PERMANENT EFFECTS

Speaking of Enhance Ability, is it a permanent, "always on" effect, or is it something the hero needs to access? In general, any spell that does not require an attack roll, requires a Charisma check to activate, with a DC equal to 12 plus the effect's level (thus, a cantrip-based effect would be DC 12, while a third-level effect would be DC 15). The hero is always proficient in this check. The ability then lasts for its stated duration, after which time another Charisma check is required to activate it again. Activating such an ability requires the same amount of time as a spell caster would have to use, to cast it (action, reaction, bonus action, minute, hour, etc.).

Making these abilities persistent and permanent could occur, at the GM's option, by allowing the player to purchase a 5th-level effect: Permanency. This effect makes other, normally duration-based powers, persistent and permanent, with approval of the GM. You may only make an effect permanent if its power level is equal to half your character level or less.

In this manner, you could have a character with true superhuman Strength, by stacking several levels of improve ability with enhance ability and permanency.

In addition, you'll need to consider the effects of, for example, making something like cure wounds a permanent effect. Does it kick in every time a character takes damage, immediately healing the requisite wounds? This seems most likely, but depending on which level at which the hero buys cure wounds that could represent a very powerful healing ability, dropping a fistful of d8s every time he takes damage. Remember the limits on permanency—this applies to improved versions of spells, too. So if your hero is 6th level, they can only have up to a level 3 spell slot (power level 3) version of cure wounds as a permanent effect, and the current level 6 cap means they can never have cure wounds at higher than 6d8 (equivalent to a 6th level spell slot).

What, then, happens with spells such as lesser restoration or heal? Allowing these to kick in immediately could seriously unbalance a game—after all, heal makes it all but impossible to kill the recipient, and lesser restoration means a character will never be affected by a condition if it's permanent.

Consider also the durations and casting times of spell effects as they sit, when determining how a power works. A spell that has a casting time of 1 minute, for example, could see the power work the same way. Even if it automatically kicks in via permanency, it doesn't reach its full potency or complete effect for a full minute. Spells with a duration see their powered use shut down after that increment, for a duration you set.

You might even rule that permanency is simply not appropriate for a given effect, either because it doesn't make good sense, or because it would make it too powerful. Another good guideline is that once permanency is applied to a power, it can never again be improved; permanency locks it in place forever.

SUPERS AND THE LEVEL 6 CAP

If you're looking to run a true, four-color supers game with cosmically powered heroes and gadgeteers with machinery that has cosmic-level power, you can lift the cap on spell effects, allowing for purchase of abilities all the way up to level 9. You can also increase the number of power (gadget) points available. In so doing, you should be able to tweak the spell effects found herein to model just about any superhero type you can imagine. It just takes a bit of creativity and outside-the-box thinking.

THE GUMSHOE

It was a black night, and thick with fog and rain. The kind of night that feels like someone's thrown a wool blanket over your head and choked off your air passages with a rubber hose. All I wanted was to sit in my office and down a quart of bathtub gin.

Unfortunately, that's when she walked in, with eyes like midnight and gams that could crack a walnut. I knew nothing good could come of this meeting.

Of course, I asked her how I could help.

The hardboiled detective, be it private investigation or homicide, who with his trusty snub nose revolver always finds himself in way over his head, The gumshoe is a specialist in tracking down and capturing fugitives from the law. Hardboiled P.I.s, homicide detectives, and FBI agents all fall into this category. The gumshoe is as attuned to the alleys and shadows of the streets and able to move amongst the seedier elements with relative ease. Most gumshoes tend to be lawful in alignment, seeking to bring fugitives and anarchists to justice. There are a few, however, who are neutral or even chaotic, serving whoever pays the most and just as easily being bought off by those they seek to bring in as those who hire them to hunt criminals. For this reason, and the fact that they often succeed where the local law enforcement does not, these freebooters are often looked upon with disdain and sometimes outright contempt by legitimate legal authorities.

Even still, the services of gumshoes are in great demand, for the lawless aren't few, and are rarely bound by the restrictions that hamper legitimate authority. Thus, someone who is able to work for the law, but outside it, is often the only solution. In the end, if you want someone found, nobody has the skills to help like a gumshoe. Just make sure you're okay with the prey being delivered dead or alive.

CLASS FEATURES

Hit Dice: 1d10 per level.

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

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

Proficiencies Gaining Advantage. By choosing to double the amount of time it takes to gather information, the gumshoe can make a check to track down a mark at advantage.

Weapons: Simple weapons, handguns, sub-machineguns, rifles and shotguns

Tools: Choose two from hacker's kit, mechanic's tools, portable science lab, surveillance tools, thieves' tools.

Vehicles: Land-based civilian vehicles

Skills: Perception, Insight, Investigation, plus choose one from Athletics, Stealth, or Sleight of Hand

Saving Throws: Dexterity, Wisdom

ARMOR CLASS

You react with lightning speed to threats. You add your Dexterity bonus to your armor class.

EQUIPMENT

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

(a) a handgun or (b) a melee weapon

(a) an investigator's toolkit (b) a reporter's toolkit

(a) an investigator's pack or (b) a reporter's pack

(a) a business suit and a trench coat

Table: The Gumshoe

Level	Proficiency Bonus	AC	Features
1	+2	10	Investigation
2	+2	10	Face in the Crowd, Adversary
3	+2	10	Gumshoe Archetype, Precision Shot (Double proficiency)
4	+2	10	Ability Score increase
5	+3	11	Deduction Dice (d8)
6	+3	11	Precision Shot (Extend range)
7	+3	11	Archetype Feature
8	+3	11	Ability Score increase
9	+4	12	Precision Shot (Ignore Cover)
10	+4	12	Hard Boiled
11	+4	12	Archetype Feature
12	+4	12	Ability Score increase, Precision Shot (+1 RoF)
13	+5	13	Quick Mind
14	+5	13	Archetype Feature
15	+5	13	Precision Shot (+2 RoF)
16	+5	13	Ability Score Increase
17	+6	14	Lie Detector
18	+6	14	Precision Shot (+3 RoF)
19	+6	14	Hard Boiled (short rest)
20	+6	14	Ability score increase, Superior Deduction

ABILITIES

INVESTIGATION EXPERTISE

Gumshoes are ace investigators who can scour a crime scene for clues, spot things that others miss, gather evidence, track down the location of missing persons or wanted individuals within a given community, or trail a mark through a city. You gain expertise in Perception, Insight and Investigation, adding double your proficiency bonus to all checks using these skills.

A successful check allows the gumshoe to find information when searching, come up with ideas when stumped, put together the pieces of a complex puzzle, or any other aspect of their mystery- and crime-solving duties.

Urban Tracking. This ability can also be used is a sort of urban tracking ability. When used to track a mark, the ability allows the gumshoe to pick up a trail and follow it for one hour through a combination of physical evidence and asking the right questions of the right people. The check uses either Wisdom (perception) or Intelligence (investigation) as appropriate, and the gumshoe's proficiency bonus.

Gaining Advantage. By choosing to double the amount of time it takes to gather information, the gumshoe can make a check to track down a mark at advantage. At sixth level, the gumshoe becomes adept enough at his tracking abilities that each check requires only a half hour, and at twelfth level, each check requires only fifteen minutes. Note that these checks should always lead to role playing opportunities, clues found, or NPC's with whom the character can speak to acquire information; never should an adventure boil down to a die roll and information handed out; it defeats the entire purpose!

Setting DCs and Number of Checks. The DC of this check, and the number of checks required, generally depends upon the size of the community in which the gumshoe is searching, and its disposition towards the missing or wanted individual.

The size of the community in which the Gumshoe seeks the prey also determines the number of checks required to track down his quarry.

- A small, one stoplight town requires 1-2 checks.
- An average-sized town requires 1d4+1 checks before the gumshoe reaches the end of his search.
- A city increases the number of checks required to 2d4
- A metropolis requires 2d6 checks.

Even then, "coming to the end of his search," does not necessarily mean that the gumshoe has captured his prey. It could possibly mean that the prey has fled to another community, though following a lead to its logical conclusion will always yield the most likely community to which the prey has fled, thus initiating a new round of checks when the gumshoe reaches the new area. The table below provides some suggested DCs and modifiers, but is not a comprehensive list of all possible adjustments. The right contacts, payoffs, and questions, for example, could significantly lower the DC to track a criminal who has fled the country. It all depends on the individual gumshoe.

Condition	DC
One stoplight town	10
Average town	13
Small city	15
Metropolis	20
Interstate	25-30
International	35+
Per three members in group sought	-1
Per 24 hours prey has been missing	+1

Prey laying low	+4
Community friendly towards prey or prey's class or affiliation	+3
Community afraid of prey or prey's class or affiliation	+2
Community lawful or good, prey chaotic or evil	-2
Community hostile towards prey or prey's class or affiliation	-3

ADVERSARY

At second level, the gumshoe has significant experience studying, tracking, hunting and even talking to a certain type of enemy. Choose a specific organization whose members or affiliates you've run across once too often. The organization should be specific, but need not be world-spanning or infamous. For example, a gumshoe could have "The Reds, a local gang in the East End of Philadelphia," just as easily as he could, "The American branches of the Yakuza." Game Masters should monitor this choice to ensure that the Adversary is appropriate to both the character and the campaign.

You have advantage on all Investigation checks related to this adversary, as well as on any Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice spoken by this favored enemy, if they have a language other than your own. This includes street speak and codes used by the organization. You choose one additional adversary as well as an associated language, at 8th and 14th level.

FACE IN THE CROWD

Beginning at second level, through quick changes of clothing and posture, the gumshoe can disguise or impersonate to blend into a crowd. This disguise is not complete; it is used to throw off a tail, stalk prey without being noticed, or other similar effects. Impersonating specific individuals is not normally possible with this ability, though affecting a change in gender, race, or even social class is possible. This effort requires 1d4 rounds to complete and can include an apparent change of height or weight no more than one-tenth the original (generally through standing straighter or on tip-toes, or slouching). Success requires a Charisma (Performance) check with a DC equal to 10 plus the following modifiers as appropriate. If the character has skills appropriate to the change, proficiency may be applied as normal.

Condition	DC Modifier
Sex difference	+2
Race difference	+2
Age difference	+2 per 10 years
Social class difference (higher)	+2 to +10 (GM's discretion)
Social class difference (lower)	-2 (it's easier to be a pauper than a prince)

The success of the check is based on an observer's passive Perception score. Those actively looking for a disguise, or with reason to suspect something is amiss, may attempt an active Wisdom (Perception) check instead. As such, this ability is generally used to remain discreet and inconspicuous, rather than for any sort of actual impersonation.

ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: Ace Reporter or Detective, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

PRECISION SHOT

A P.I.'s best friend is his snub nose, and one never knows when a shot that takes out a chandelier can save the day. At third level, gumshoes add double their proficiency bonus when attacking with handguns. At sixth level, the gumshoe extends close range for handguns by half again, and no longer suffers disadvantage for firing from an unstable position (See "Vehicle Combat" in chapter 5). At ninth level, when using a handgun, the gumshoe ignores any cover bonuses the target gains to AC. At twelfth level and every three levels thereafter, the gumshoe increases the rate of fire for handguns by one, though all extra shots after the first are made at disadvantage as per standard "double tap" rules.

If using the Advanced Firearms Rules found in Appendix A, instead of disadvantage, standard recoil penalties apply to all additional shots.

ABILITY SCORE IMPROVEMENT

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

DEDUCTION DICE

The Gumshoe gains a pool of deduction dice at 5th level. Your pool of dice is equal to your proficiency bonus. A gumshoe can spend a deduction die and add its total to any Ability Check, Attack Roll, or Saving Throw. Any spent deduction dice are regained after a long rest.

HARD BOILED

At level 9, you can reroll a saving throw that you fail. If you do so, you must use the new roll. You can use this feature a number of times equal to your Constitution bonus (minimum of 1 use). All expended uses are regained after you complete a long rest. At 19th level, you regain all expended uses after a short rest.

QUICK MIND

At level 13, the gumshoe regains all deduction dice after a short or a long rest.

LIE DETECTOR

At level 17, the gumshoe gains advantage on all Insight checks to determine falsehoods, see through illusions or discover untruths.

SUPERIOR DEDUCTION

At level 20, if you have spent all of your deduction dice, when you roll initiative you gain one deduction die. After using this ability, you must complete a long rest before using it again.

GUMSHOE ARCHETYPE

At third level, the gumshoe chooses a path of training in which they focus their skills. This training usually dovetails with their background, and describes the kind of research and sleuthing in which they engage. This archetype grants special abilities at 3rd, 7th, 11th and 15th levels. The fields of academic training that the gumshoe can pursue are: Ace Reporter or Detective.

ACE REPORTER

Emulating the ace reporter means you're a storyteller who believes the people deserve to know the truth. You're not as concerned with bringing in the bad guys as you are with the power of the pen...or the Internet. You might be a conspiracy blogger intent on uncovering the truth about Area 51, or you might be a dogged newsperson out to get the story at any cost...and, if you're lucky, a Pulitzer Prize for your efforts. Whatever the reason, while you can handle yourself handily if the situation calls for it, you're more concerned with revealing the truth than you are with shooting the bad guys, and you've developed a slick skills set to get the information you need, while staying out of the way of the bullets of criminals.

WAR CORRESPONDENT

You're the type to run towards danger, not away from it. When you select this archetype at 3rd level, whenever you're subjected to an effect or circumstance that forces you to make a Wisdom save against fear, you make the save with advantage.

JACK OF ALL TRADES

Also when you choose this archetype at 3rd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

EVASION

At 7th level, you can nimbly dodge out of the way of certain area effects such as explosives and the like. Whenever you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, but half damage if you fail.

KNOW-IT-ALL

At 11th level, you've seen just about everything and have an uncanny knack for recalling information. You make all Intelligence checks (but not saving throws) at advantage.

HIS GIRL FRIDAY

At 15th level, you can use your wits and sharp tongue to con-

At 11th level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you use it again.

Dizzying Conclusions

At 17th level, you can break down the story of a mystery in such detail that anyone who hears you is stunned into silence while you work out what's going on. In game terms, this functions exactly as the Enthrall spell, but is not magical. In addition, you gain one important insight regarding the circumstance at hand; the exact nature of this insight is at the discretion of the GM. After using this ability, you must complete a long rest before using it again.

THE RAIDER

Tennessee O'Malley hung by one hand over a gorge that from his vantage looked bottomless. For the time being, he was stable, but he watched one of his prized tomahawks tumble into the ravine. Cripes, he thought, it must be a thousand feet down! Then, on the heels of that, he muttered, "This really isn't my day. I loved that hatchet."

He gripped the sapling desperately with one hand, his other flailing for another hand rest. At length he found a solid grip on the rock and started to pull himself over the ledge. At least the idol representing the ancient and lost cult of the Red God was still secure in his pouch.

With a gasp, he made it over the ledge back onto solid ground and was relieved to see that his competitors' men were nowhere to be seen. At least one thing had gone right today. Of course, making it on foot to a town in the desert heat was going to be a challenge. He stood, brushed off his khakis, adjusted his hat, and set off. There were cliffs and rock formations nearby that could provide shelter, and if he remembered right, the ancient natives that once populated this area had reliable means of finding water amongst the shrub-like growths in the area.

He checked his Webley revolver, blew some dust from the chambers, and re-holstered it.

That was when the thundering sound of approaching horses reached his ears...

The Raider is an adventuring scholar who plumbs deep tombs in search of the treasures of lost worlds. Most raiders are well-schooled and many hold positions as historical researchers or professors of ancient civilizations or religions. They are historians, archaeologists, anthropologists, and seekers of knowledge as well as of treasure and fortune. But more than that, they just live for the thrill of adventure and the excitement of discovering something new and never-before-seen. They spend their days waiting for the chance to—at least for a little while—hang up their coat and tie in exchange for a leather jacket, work boots, and their trusty .45 to seek some long-lost artifact that could change the face of scholarship forever.

fuse, disorient and outrage your opponents to their distraction. This ability functions exactly as per the Vicious Mockery cantrip, but it isn't magical, you can use it as a bonus action on your turn, and the target must be able to hear and understand your jibes and insults.

DETECTIVE

Whether you're a hardboiled private eye, a government G-man fighting the mob, or a bounty hunter out to track down fugitives, your expertise is finding the bad guys and bringing them down by any means necessary...within the law, of course. Well, most of the time, anyway.

Sherlock

When you choose this archetype at 3rd level, you make all Intelligence (investigation) checks at advantage.

Natural Scrapper

You're also a natural scrapper when guns aren't an option. At 3rd level, once per turn whenever you strike a creature with an unarmed or melee weapon attack, and that creature is already below its hit point maximum, you deal an extra 1d6 damage.

Protection

At 7th level, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

Raiders come from all philosophies and outcomes, and there are honorable, forthright and trustworthy Raiders who seek to preserve ancient treasures for all, just as there are greedy, dishonorable scum who work for the highest bidder, and ruthless collectors seeking only to pad their own personal store of antiquities.

Since their stock in trade is ancient worlds, civilizations, languages, and artifacts, Intelligence is paramount to the Raider, but Constitution and Dexterity are also important for avoiding the many pitfalls and traps left by the builders of ancient tombs, and for surviving the punishment these traps and pitfalls deal out when stumbled upon.

CLASS FEATURES

As a Raider, you have the following class features.

HIT POINTS

Hit Dice: d10

Hit Points at 1st Level: 10 + Constitution modifier

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

PROFICIENCIES

Weapons: All weapons

Tools: Choose one from Archaeologist's Tools or Artisan's Tools (Choose one)

Vehicles: Choose one type of vehicle from land-based civilian vehicles, air-based vehicles, or small waterborne vehicles.

Saving Throws: Intelligence, Dexterity

Skills: Choose 4 from Athletics, Stealth, Arcana, History, Investigation, Religion, Insight, Perception, Science, Survival, Persuasion

Languages: At character creation, you gain two additional languages per point of Intelligence bonus rather than one.

EQUIPMENT

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

(a) handgun, or (b) rifle

(a) leather jacket, or (b) safari gear

(a) fedora, or (b) pith helmet or (c) cowboy/outback hat

(a) short sword, or (b) any simple weapon

(a) The toolkit in which you are proficient

ARMOR CLASS

You have lightning-fast reflexes honed from years of avoiding traps in tombs, as well as a keen intellect allowing you to predict from where danger might arise. Choose Intelligence or Dexterity. You add the modifier from your chosen ability score to your to Armor Class.

Table: The Raider

Level	Proficiency Bonus	AC	Features
1st	+2	10	Cryptolinguist, Cultural Chameleon, Natural Explorer
2nd	+2	10	Jack of All Trades
3rd	+2	10	Raider Archetype
4th	+2	11	Ability Score Improvement
5th	+3	11	Scale; Extra Attack
6th	+3	11	Natural Explorer Improvement
7th	+3	12	Archetype Feature
8th	+3	12	Ability Score Improvement
9th	+4	12	Indomitable (one use)
10th	+4	13	Natural Explorer Improvement
11th	+4	13	Archetype Feature
12th	+4	13	Ability Score Improvement
13th	+5	14	Indomitable (two uses)
14th	+5	14	Blindsense
15th	+5	14	Archetype Feature
16th	+5	15	Ability Score Improvement
17th	+6	15	Indomitable (three uses)
18th	+6	15	Force of Will
19th	+6	16	Ability Score Improvement
20th	+6	16	I've Got This

CRYPTOLINGUIST

Masters of ancient and forgotten languages, raiders often need to decipher and interpret legends and secret writings to acquire more knowledge. At first level, you gain the ability to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code.

Cryptolinguist. You gain a special skill: Intelligence (cryptolinguist). You are proficient in this skill. By making an Intelligence (cryptolinguist) check, you understand the general content of a piece of writing you are attempting to decipher. The base DC is 15 for the simplest messages, 20 for standard texts, and 25 or higher for intricate, exotic, or very old writing. At the GM's option, the Intelligence (cryptolinguist) check can be made in secret by the GM, so that you can't tell whether the conclusion you draw is true or false.

It takes anywhere from one minute to ten minutes or even longer to decipher each page of an unfamiliar script, depending on how archaic the language is. For living languages you don't speak, translation takes 1 minute. For rare or more unique languages for which you do not have a handy analogue, it may take ten minutes per page. For dead or lost languages that you must decode as well as translate, it can take an hour or more per page, as determined by the GM.

Failed Checks. If the check fails, at the GM's option, you may either be unable to decipher the text, or you may draw a false conclusion about the text. If you fail a cryptolinguist check, at the GM's option you may be entitled another check after completing a long rest. This represents a sudden flash of insight

CULTURAL CHAMELEON

Raiders can use their knowledge of other lands and customs to disguise themselves or impersonate people and cultures. You can impersonate general types of people, as well as individuals. For example, a European raider might impersonate a Bedouin, or pass for a local in an alien country.

To accomplish this, you make a Charisma check against the Passive Insight score of any suspicious observers.

For a general impersonation such as a soldier or a member of a different racial or cultural group, the effort requires a few props, makeup, and 1d3x10 minutes of work to complete. Where specific individuals are being impersonated, at least one month's preparation time is required to avoid detection. A disguise can include an apparent change of height or weight of no more than one-tenth the original height or weight of the raider. The Game Master makes the character's disguise check secretly so that the character is not sure of its success. The following penalties are applied to a disguise check when appropriate: sex difference -2, race difference -2, and a -2 for an age difference of more than ten years.

A successful disguise does not fool an observer in all instances. Success indicates that the raider is disguised well enough to fool normal, non-suspicious observers. If a suspicious individual observes the raider, the Game Master may allow the observer an active Wisdom (insight) check to see through the disguise. If a raider is impersonating a particular individual, all who know that individual on a personal level are permitted to make this check at advantage.

NATURAL EXPLORER

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one types of favored terrain: arctic, coast, desert, forest, grassland, jungle, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.

- Your group can't become lost except by magical means.

- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.

- If you are traveling alone, you can move stealthily at a normal pace.

- When you forage, you find twice as much food as you normally would.

- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose an additional favored terrain type at 6th and 10th level.

The Urban Ranger. In some games, a raider may be designed to function in the "urban jungle," that is, city centers, back streets and alleys, and the like. In such games, at the GM's option, "Urban" can be applied as an option for the Natural Explorer ability. Other options could be high society, corporations, academia, or whatever the GM and player can agree upon.

JACK OF ALL TRADES

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

RAIDER ARCHETYPE

At third level, you choose an archetype that reflects the path you have chosen for your studies: the scholar, the archaeologist, or the adventurer. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

At fifth level, you may attack twice whenever you take the attack action on your turn.

SCALE

This extraordinary ability allows a raider to climb up, down, or across a dangerous natural slope or inverted incline that others would find impossible to climb. At 5th level, you gain advantage on Strength (athletics) checks to climb such natural inclines.

INDOMITABLE

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

BLINDSENSE

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

FORCE OF WILL

Starting at 18th level, you have superior force of will. You gain proficiency in Wisdom saving throws, and resistance against psychic damage.

I'VE GOT THIS

At 20th level, you have an uncanny knack for pulling miraculous solutions out of thin air. Whenever you roll initiative, if you have zero inspiration points, you gain 1 inspiration point. After using this feature, you must complete a short or a long rest before using it again.

RAIDER ARCHETYPES

Rangers fall into three general categories: the adventurer, the archaeologist, and the scholar.

THE ADVENTURER

The adventurer is the raider who lives for the thrill of the chase. They may be heroic or selfish, but they tend to focus less on the historical value of their quarry, or the knowledge they gain, and more on achieving the treasure at the end of the quest. Sometimes it's to keep it out of the wrong hands; just as often, it's for the payday. Regardless, it's always all about the excitement and danger. These are the raiders who recklessly dive in head-first, guns a-blazing, and never look back, yet somehow always come out grinning in the end.

FAVORED WEAPON

Raiders who follow this path have a specific type of gun, sword, whip, or other weapon that they favor above all others. At third level, choose one weapon in your arsenal with which to specialize. When using this weapon or a weapon of the same type (any .38 caliber revolver, for example, or any bullwhip or any .45 Auto Pistol), you gain +2 to hit and damage.

SECOND WIND

You thrive on the rush of danger. This has left you with a well of stamina you can draw upon to protect yourself from harm. Starting at 7th level, you may use a bonus action to regain hit points equal to 1d10 + your raider level. Once you use this feature, you must complete a long rest before you can use it again.

TWO-FISTED

Beginning at 11th level, you gain the Two-Weapon Fighting feat.

WHAT COULD GO WRONG?

At 15th level, you gain advantage on saving throws against being frightened, stunned and charmed.

THE ARCHAEOLOGIST

Somewhere between the adventurer and the scholar, the adventuring archaeologist is the one who is out to preserve the secrets of the ancient world, whether it's to bolster a private collection or to see rare artifacts sent to universities and museums for discovery. They cannot turn down the opportunity to gather some new bit of knowledge or a lost artifact, and seeing such a thing destroyed or hidden away is anathema to everything for which they stand.

SECRETS OF THE ANCIENTS

When you take this archetype at third level, you are familiar with the secrets of ancient tombs. In addition, you have developed a sort of sixth sense about ambush and danger. You gain advantage on Wisdom (perception) checks to spot unusual stonework or the signs of traps or to avoid surprise.

RESIST ELEMENTS

Raiders spend a great deal of time in inhospitable climes seeking lost treasures. This toughens them against the elements. At 7th level, you gain resistance to cold, fire and lightning damage.

LUCKY BREAK

By 11th level, you have learned how to avoid dangers in the field with uncanny action and senses. Whenever you fail a saving throw, you may instead choose to succeed. After using this ability, you must complete a long rest before using it again.

EXPERT IN THE FIELD

Starting at 15th level, choose any combination of 3 skills, tools or vehicles (3 skills, 3 tools, 1 skills and 2 tools, 2 tools and 1 skill, 1 skill plus one tool and one vehicle, etc). You gain proficiency with these choices.

If you already have proficiency, you gain expertise with these proficiencies, adding double your proficiency bonus to checks made with chosen proficiencies.

THE SCHOLAR

Scholars eschew combat in favor of knowledge and the thrill of working out the secrets of the ancient world. They are capable of drawing together disparate threads and discovering the hidden patterns to create a cohesive whole. If you need the right combination of buttons to push or levers to pull to open a door or escape a trap, a scholar is good to have in your corner.

LEGEND LORE

Raiders are masters of myth and archaic knowledge. At 3rd level when you choose this archetype, you gain expertise in the Arcana, History, and Religion skills, if you are proficient in them, adding double your proficiency bonus to all checks with these skills.

If you are not proficient in all of these skills, you gain expertise in those with which you are proficient, and proficiency with the others.

GET OUT OF DANGER

Starting at 7th level, you can take a bonus action on each of your turns. This bonus action can only be used to take the Dash, Disengage, or Hide action.

IMPROVED LEGEND LORE

At 11th level, you gain expertise in any two proficiencies, chosen from among Intelligence or Wisdom skills, or tool kits, in which you are proficient and do not already have expertise. You add double your proficiency bonus on checks with these proficiencies.

RELIABLE TALENT

By 15th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10. After using this ability, you must complete a short rest before using it again.

THE SOCIALITE

The connected diplomat or wealthy debutante with money, power, and prestige to match his or her pretty face, this person has the looks, connections, and personal magnetism to open doors when guns are a bad idea. While many socialites come from rich families, not all are wealthy unto themselves. A socialite could be temporarily or permanently cut off from family funds from disgracing her family name or even just because her parents want her to learn to live on her own. Alternately, she could be "new money," an up-and-coming movie starlet or the wife of a country-boy-turned-senator.

Socialites adventure largely out of boredom and desire for excitement, though there are exceptions, young debutantes who want something of their own, not related to the reputation of their family (though most are not above exploiting their family name to get where they need to go). These tend to become adventurers and thrill-seekers, gathering allies to their side based on their Charisma and self-confidence. The socialite makes the perfect "face" for a group, being the consummate diplomat and/or seductress.

Charisma is the most important attribute for socialites, as most of their abilities are based upon this attribute. Dexterity and Constitution, however, help keep her alive in the perilous situations in which she may find herself, and Wisdom is of importance in knowing where her family and reputation hold influence, and in keeping herself and her allies safe from rash decisions.

CLASS FEATURES

As a Socialite, you have the following class features.

HIT POINTS

Hit Dice: d8

Hit Points at 1st Level: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + Constitution modifier per socialite level.

PROFICIENCIES

Weapons: Simple weapons, rapier, scimitar, shortsword, handguns, shotguns

Tools/Vehicles: Choose any two

Saving Throws: Dexterity, Charisma

Skills: Choose four from among Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Religion, Science, Stealth

EQUIPMENT

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

(a) a handgun, or (b) simple weapon

(a) archaic ranged weapon, or (b) simple weapon

(a) Any one equipment pack, or (b) any toolkit

ARMOR CLASS

You have near unearthly force of personality. Whether because you are stunningly beautiful, incredibly intimidating, or simply possessed of an animal magnetism, your opponents find it distracting to try to strike you. You add your Charisma bonus to Armor Class.

Table: The Socialite

Level	Proficiency Bonus	AC	Features
1st	+2	10	Force of Personality (Exalt, Demoralize); Mental Manipulation; Connected
2nd	+2	10	Force of Personality (Charm); Inspiring Words (d6)
3rd	+2	10	Social Tradition
4th	+2	11	Ability Score Improvement
5th	+3	11	Force of Personality (2/rest, Enthrall)
6th	+3	11	Social tradition feature
7th	+3	12	Force of Personality (Confusion)
8th	+3	12	Ability Score Improvement
9th	+4	12	Force of Personality (Dominate Person); Inspiring Words (d8)
10th	+4	13	Force of Personality (3/rest);
11th	+4	13	Force of Personality (Mass Suggestion)
12th	+4	13	Ability Score Improvement
13th	+5	14	Inspiring Words (d10)
14th	+5	14	Social tradition feature
15th	+5	14	Force of Personality (Power Word Stun)
16th	+5	15	Ability Score Improvement
17th	+6	15	Inspiring Words (d12)
18th	+6	15	Force of Personality (4/rest);
19th	+6	16	Ability Score Improvement
20th	+6	16	Superior Force of Personality

FORCE OF PERSONALITY

You have the ability to work your charms in ways others would consider miraculous. As you increase in levels, you gain spell-like abilities related to your force of will. After using a Force of Personality ability, you must complete a short or long rest before using it again. Beginning at 5th level, you can use your Force of Personality twice between rests, at 10th level, you may use it three times between rests, and beginning at 18th level, you can use it four times between rests. When you finish a short or long rest, you regain expended uses.

When these abilities require saving throws, your save DC is determined as follows:

Force of Personality Save DC = 8 + Proficiency Bonus + Charisma Modifier

FORCE OF PERSONALITY: EXALT

You can inspire others through stirring words, seduction or sheer force of personality. To do so, you use a Bonus Action on your turn and expend one use of your Force of Personality to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains advantage on their next attack roll, ability check or saving throw.

FORCE OF PERSONALITY: DEMORALIZE

You can demoralize your opponents, causing them to stumble at critical moments. As a bonus action, choose one creature within 60 feet of you who can also hear you and expend a use of Force of Personality. That creature must succeed at a Charisma saving throw or suffer disadvantage on their next attack roll, ability check or saving throw (not counting their Charisma save against this effect).

MENTAL MANIPULATION

At first level, the socialite has an almost supernatural knack for manipulating people and causing consternation to their enemies. As an action, you may designate one creature that isn't overtly hostile to you. For the next minute, so long as you maintain concentration, you gain advantage on all Charisma-based checks directed at that creature. When the effect ends, the creature realizes you have manipulated it and becomes hostile to you until it completes a long rest.

Alternately, as an action, you can unleash a tirade of stinging and biting verbal abuse at a target creature. If that creature fails a Wisdom saving throw using your Force of Personality Save DC, it suffers 1d4 psychic damage, and has disadvantage on the next attack roll it attempts before the end of its next turn. The damage you inflict increases as you gain in levels. When you reach 5th level the target suffers 2d4 psychic damage; at 11th level it suffers 3d4 psychic damage; and at 17th level it suffers 4d4 psychic damage.

CONNECTED

The socialite (or her family) has friends and acquaintances everywhere. Whenever the PC's need help, information, a friendly face, or resources, the Socialite can attempt to call in a favor from one of these friends. This requires two checks. First, the Socialite must make an Intelligence (investigation) Check to locate a friendly name or face in the current area where the PC's are adventuring. Failure means the socialite's family has no friends (of whom they are aware) in this area. Second, the socialite must make a Charisma (persuasion) check to call in the favor.

The GM determines the DC of these checks based on the reputation of the socialite in the region, the relationship of the character or their family to the contact, the number of favors previously (and recently) called in, and other social factors at the GM's discretion. Success means the acquaintance is willing to help, but such help may (again, dependent upon social factors at the GM's discretion) come at a price.

FORCE OF PERSONALITY: CHARM

At second level, you can use an action to attempt to charm another person to do her bidding. By spending a use of Force of Personality, you can use the charm person spell as a spell-like ability.

INSPIRING WORDS

Beginning at 2nd level, you can use inspiring or motivational words to help revitalize your wounded allies during a Short Rest. If you or any friendly creatures who can hear your performance regain hit points by spending Hit Dice at the end of the Short Rest, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

SOCIAL TRADITION

At third level, the socialite must choose a social tradition. This background should tie directly into the character history, and comes in one of three varieties: the femme or homme fatale, the high society, or the street hustler. These social traditions grant additional abilities at 3rd level, and again at 6th level and 14th level.

ABILITY SCORE IMPROVEMENT

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

FORCE OF PERSONALITY: ENTHRALL

At 5th level, you may as an action expend one use of Force of Personality to use enthrall as a spell-like ability.

FORCE OF PERSONALITY: CONFUSION

At 7th level, you can expend one use of Force of Personality as an action to use confusion as a spell-like ability. This ability requires no material components; rather, you weave such a twisted circle of logic while dressing down the target that their very sanity is rocked.

FORCE OF PERSONALITY: DOMINATE PERSON

Beginning at 9th level, you may as an action expend a use of Force of Personality to use dominate person as a spell-like ability.

FORCE OF PERSONALITY: MASS SUGGESTION

At 11th level, you may as an action expend two uses of Force of Personality to use mass suggestion as a spell-like ability.

FORCE OF PERSONALITY: POWER WORD STUN

Beginning at 15th level, you may expend a use of Force of Personality to use power word stun as a spell-like ability.

SUPERIOR FORCE OF PERSONALITY

At 20th level, when you roll initiative and have no uses of Force of Personality left, you regain one use. After using this ability, you must complete a long rest before using it again.

SOCIAL TRADITION

At third level, the socialite must choose a social tradition. This tradition should tie directly into the character history and background, and comes in one of three varieties, roughly equating to seducer (the femme or homme fatale), high society, or street hustler. These social traditions grant additional abilities at 3rd level, and again at 6th level and 14th level.

FEMME/HOMME FATALE

The femme fatale is a classic archetype of hardboiled fiction which also stretches back into ancient history and myth, in the form of figures like Delilah, Jezebel, Lilith, the sirens, Medea, Morgan le Fay and others. In the modern era, Brigid O'Shaughnessy from The Maltese Falcon arguably set the standard for this type of character. Also called a "maneater: or "black widow," this seductive figure uses their charms to ensnare lovers, placing them into dangerous, compromising and deadly circumstances. They are vamps, seductresses, enchantresses, and coercers, sometimes loyal to their mark and sometimes betrayers, but always utterly dangerous.

Her counterpart, the homme fatale, is the masculine equivalent to the femme, and while less common in the realm of film and fiction, is no less dangerous to his marks. Also known as the lady killer or Casanova, figures in film and literature such as Tom Ripley (The Talented Mr. Ripley), Martin Asher (Taking Lives), and Robert Durst (All Good Things) embody this concept, as do characters like James Bond, Don Juan and Casanova himself.

The Homme Fatale and Social Mores

The homme fatale is included here in the interest of inclusiveness. That being said, it should be noted that in modern society, the homme fatale can in some contexts have a distinctly uncomfortable and negative connotation that is not 100% applied to his female counterpart. As such, gaming groups with players that desire to portray this archetype should trod carefully and be sure that everyone at the table is comfortable with such a character in game, and should consider that debonair characters like James Bond are far different than "user and abuser" types, which you may want to avoid.

Deceptive Seduction

When you choose this tradition at level 3, you gain proficiency in the deception and persuasion skills. If you already have proficiency in one or both, you gain expertise with those skills in which you are already proficient, adding double your proficiency bonus to these checks.

Sneak Attack

Beginning at 3rd level when you choose this tradition, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal extra 2d6 damage to one creature you hit with an attack if you have Advantage on the attack roll. The

attack must use a finesse or a ranged weapon. As you gain levels, the amount of damage increases by 1d6 every 2 additional socialite levels you attain (3d6 at level 5, 4d6 at level 7, etc.) to a maximum of 10d6 at level 19.

- You don't need Advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have Disadvantage on the attack roll.

- You typically only get one Sneak Attack per round of combat. However if some circumstance or feature allows you to react during another creature's turn, and all other qualifications are met, you may get a second or third Sneak Attack during a single round of combat.

Enemies to Allies

Beginning at 6th level, whenever you successfully use persuasion or deception to convince another creature that you are in need of protection, that creature is charmed by you for 24 hours. If you willingly place this creature in danger or request it do something completely out of character, it is entitled to a charisma saving throw against your Force of Personality save DC to break the effect. If you order the creature into a suicidal situation, this saving throw automatically succeeds.

Would I Lie?

At 14th level, your words are so mesmerizing that even the most accomplished psychic, the sharpest intuition, or most advanced lie detector can't see through them. You may as a bonus action expend 1 use of Force of Personality and replace the result of any d20 you roll for a charisma check you make with a 15. In addition, any scientific, mundane, psychic or magical effect that normally detects falsehoods will reveal that your words are truthful, even if they are not.

HIGH SOCIETY

Call them dilettantes, yuppies, old money, or whatever you like, these are the men and women who were raised in the lap of luxury. Because of their social standing, they have had the chance to make the acquaintance of the movers and shakers in society. When someone says they have friends in high places, they're talking about these kinds of people.

They could be a high-powered attorney, a close relative to a head of state, or just someone who grew up soaked in mom and dad's money. They could also be the heir to a criminal empire, or someone with very powerful friends and very dirty money. Regardless, they decided at some point in time that elegant parties and yachts weren't enough, and realized they could use their power for the greater good...or for more selfish ends.

Society Etiquette

When you choose this Tradition at third level, you know the ins and outs of navigating societal functions and have come into your money, be it a trust, inheritance or by other means. You gain proficiency in Insight. If you already have proficiency in

this skill, you instead gain expertise, adding double your proficiency bonus to these checks. You also gain advantage on all Wealth checks.

Everyone Has Secrets

Also when you enter this Tradition at level 3, you're acutely aware that everyone (including you) has skeletons in their closet, and you know how to make people worry you might know what theirs are (even if you don't).

As a bonus action, you can expend a use of Force of Personality to imply you know something about another creature which throws them off-balance. Choose one creature you can see and who can see, hear and understand you and force them to make a Wisdom saving throw against your Force of Personality save DC.

If they fail, they are distracted until the end of your next turn. While distracted, all attack rolls, ability checks and saving throws they make in your presence are at disadvantage, and you gain advantage on all attack rolls, ability checks and saving throws you make against them so long as they can see you and you can see them.

Don't Make Me Angry

Beginning at 6th level, you know how to invoke the terror of people more powerful than you, by implying you know someone very powerful. You may, as a bonus action, expend one use of Force of Personality to imply that by harassing you in some way, another creature who can see, hear, and understand you is also making someone very powerful, very angry.

This creature must succeed at a Wisdom saving throw against your Force of Personality save DC or become frightened of you and a number of other creatures up to your Charisma modifier that you choose, for one minute.

Alternately, instead of choosing to have one creature be afraid of you and multiple others, you may choose a number of creatures up to your Charisma modifier, and each must succeed at a Wisdom save or be frightened of you for one minute.

Deadly Secrets

At 14th level, whenever you successfully distract a creature with Everyone Has Secrets, you or one ally you designate may make an immediate melee or ranged attack against that creature. This attack is in addition to any normal actions, reactions and bonus actions the attacker may normally have.

STREET HUSTLER

The street hustler is someone who grew up on the mean streets, who knows that nobody's giving you anything, and if you want something for yourself, you've gotta take it. Whether an orphan who grew up scamming for scraps, a kid who ran "delivery errands" for Uncle Louie, knowing full well what was in those bags, or the damaged daughter of a con man who used her in his ongoing schemes, you've learned the hard way that the world is harsh and cruel, but you know how to use your wits,

charm and grace to take it by the horns and get what you want out of it.

I Know How You Think

Beginning at third level when you take this Tradition, you've gained a keen insight into the way people's minds work, and you know how to use them to your advantage. You gain proficiency in insight and deception. If you already have proficiency in one or both, you gain expertise with those skills in which you are already proficient, adding double your proficiency bonus to these checks.

Confidence Games

You have learned to use theatrics and illusion to distract your marks. At 3rd level when you take this Tradition, you learn the prestidigitation cantrip, but for you, these effects are not magical; they are instead true stage illusions you have perfected and which you always have the materials to create.

In addition, you can spend a use of your Force of Personality as a bonus action to cause a creature seeing one of these effects to be momentarily distracted. That creature must be able to experience the effect, and must succeed at a Wisdom save against your Force of Personality save DC. If they fail, you or one ally you designate gains advantage on the next ability check, attack roll or saving throw you make against that creature before the end of your next turn.

Extra Attack

Starting at 6th level, when you take the attack action on your turn, you may attack twice instead of once.

Trust Me

At 14th level, you can weave such a web of deceit and lies that anyone who hears them completely loses track of their ability to make logical deductions. You gain advantage on all Charisma (deception) or Charisma (persuasion) checks.

In addition, you may choose to spend one use of Force of Personality to force one creature to whom you are speaking and which can understand you, to make a Wisdom saving throw against your Force of Personality save DC. If the creature fails, it is charmed by you or frightened of you (your choice) for the next 8 hours.

A charmed creature will obey your commands, though they will not risk their life for you unless already inclined to do so. They will grant any gifts or favors they would a trusted friend. Frightened creatures will do anything in their power to avoid being in your presence, including fleeing the scene using the Dash action by the safest route on each of its turns to reach an area where it cannot see you and believes it is hidden or relatively safe. The creature remains charmed or frightened regardless of whether it is in your presence or not.

New Feats

ACE

Prerequisite: Dexterity 13 or better

This character is either a classic wheelman or hot dog pilot. You can pull bootleg turns, storm barns, and work a vehicle like Van Gogh worked with color. You have an intuitive knowledge of how to operate just about any vehicle, from a basic sedan to a high-tech stealth bomber—you can drive or fly anything.

- You gain proficiency with one class of vehicles (Civilian or military land, air, or water)
- You gain advantage on all checks to pilot vehicles in that class
- You may take this feat multiple times. Each time, you gain proficiency with a new class of vehicles.

COMBAT DOMINANCE

Prerequisite: Proficiency with martial weapons

You are exceptionally adept at combat with melee weapons.

- You gain advantage on melee attack rolls when fighting opponents with a challenge rating less than 1, so long as you direct all attacks in a combat round against creatures that meet this criteria.
- When you reach sixth level, this ability applies to opponents with a challenge rating of 2 or less.

TWO-WEAPON FIGHTING

Prerequisite: Dexterity 13 or better

You have been specifically trained in the simultaneous use of small weapons.

- When fighting with a weapon in each hand, you may add your ability bonus to the bonus attack
- When firing two handguns in this manner, you don't suffer disadvantage on either weapon. (see Two-Weapon Fighting, in Book 5: Rules of Play).
- When using two-weapon fighting with handguns, both weapons can double-tap, but both additional shots are at disadvantage. If using Advanced Firearms Rules in Appendix A, each weapon may fire its full rate of fire, with accuracy bonus and recoil penalties tracked separately, applying only to that weapon.

New Backgrounds

LAW ENFORCEMENT

From the local sheriff's department to federal "alphabet soup" agencies, you are part of a long legacy of those dedicated to upholding law and order. Most people get into law enforcement from a desire to protect the public from criminal activities, but it's a difficult path to walk and keep your idealism and dedica-

tion intact. Some fall to anger and bitterness, viewing everyone as a potential criminal. Others are prone to corruption and become indoctrinated into another, darker brotherhood—that of cops on the take.

Still, the majority of law enforcement officers are good at heart and are out to protect and to serve, whether it's stopping a bank robbery, breaking up a playground fight, or battling enemies of the state. You have been, or currently are, a part of this brotherhood in blue, and when you choose this background you should clarify at what level, and which organization you serve. Is it a family legacy for you? Did you decide to turn to law enforcement due to an event in your childhood? What brought you to where you are now, and how do you feel about being a member of law enforcement?

Skill Proficiencies: Investigation, Perception

Languages: Choose any one language

Weapons, Armor and Vehicles: Choose one from pistols, shotguns, police riot armor, or civilian land vehicles.

FEATURE: FRATERNITY OF POLICE

The FoP. is a union to which most police officers belong, but it's more than that. It's a brother- and sisterhood of law enforcement professionals. Police will give each other the benefit of the doubt in situations that look bad, and will cover for each other when needed. They'll also band together to avenge the death of one of their own. Being a member of this fraternity gives you several advantages. You have a network to which you can turn for help, contacts and information, allowing you to add twice your proficiency bonus to applicable investigation checks when this network comes into play.

Second, as a police officer, you have powers of arrest. Depending on the era in which you're playing, you can legally carry a firearm (and are expected to) and you can arrest and detain criminals with justifiable cause, for a certain period of time. Such alleged criminals must be delivered to an authorized detention center—a local police station with holding cells—and must be properly booked. In the United States, anyone detained must be read their Miranda Rights before they can be questioned.

SUGGESTED CHARACTERISTICS

As a police officer, you tend to view the world in terms of law and order. The law serves one of two purposes that is vital to the functioning of society, and possibly both, depending on your world view. Either laws are in place to ensure the proper functioning of society and to keep people from descending into anarchy, or they are a code to tell us what is right and wrong. While these two outlooks may seem similar, there are areas where they starkly differ. Is murder illegal, for example, because it's wrong, or because if it were legal society would collapse? How you feel about the role of law and its effectiveness defines your world view.

d8	Personality Trait
1	There's no room for humor out on the streets. I take my job seriously, and I demand the respect that's due to me.
2	Community relations are vital to an effective police force, and I try to be friendly and respectful to everyone I meet.
3	Criminals cause so much pain to so many people, and my compassion for victims and the downtrodden runs deep.
4	I've learned that the effectiveness of any cop is limited at best, and you may as well take the opportunities that come to you. I'm a survivor, now, and I'll do what I have to.
5	Sometimes you've got to use a taser, nightstick or tonfa to beat sense into people that need to be taught a lesson. That's just the way it is.
6	I'm arrogant about my position as a police officer. I know it, I deserve it, and I don't care whether people like it or not.
7	You've got to have perspective. Criminals come in as many shades as innocent people, and knowing the difference is what keeps us human.
8	I'm part of the first line of defense against chaos. My job is to protect people, and I'm always on the lookout for those in need of help.

d6	Ideal
1	Law. The law is the foundation of our society. It's what sets us apart from the animals, and my job is to make sure people follow it.
2	Order. An ordered society is a peaceful society. People who serve anarchy and chaos are anathema to keeping the peace.
3	Protect. Police are in place to protect the innocent and those who can't defend themselves.
4	Serve. Cops are here to serve the people. It doesn't matter if it's stopping a mugging or rescuing a cat stuck in a tree.
5	Community. Police are in place to foster a sense of community and connection. We should be building bridges between people.
6	Survival. The streets are tough, and you've got to do whatever you've got to do, to survive. It was being a cop, being in a gang, or being a victim. The police seemed to offer the best of all worlds.

d6	Bond
1	The badge is everything to me. I joined the force because I believe in what the police do, and being a cop is my whole identity.
2	The fraternity is what matters. You don't ever betray another law enforcement officer, and you stand up for your brothers and sister.
3	The idea that I'm making a difference is what keeps me going. Every criminal I put behind bars, even for 24 hours, is time that they're not hurting someone.
4	I do this for my loved ones, and the knowledge that I'm keeping them safe is my core.
5	This is a family legacy for me. My folks were cops, and so were theirs. Hopefully, some day my kids will also be cops, if I live long enough to have any.
6	Being a cop has given me the ability to survive on the tough streets, and that survival is all that matters to me.

d6   Flaw

1	I can be overzealous in my enforcement of the law, and people have gotten hurt as a result.
2	I'm on the take. There are certain criminal elements that have me in their pocket, and I wouldn't say no to others who also wanted to pay up.
3	I'm idealistic and naïve. That leads me to have too much faith in people's desire to be good.
4	I am distrustful of people. I've seen too much in my work to believe that anyone is anything but a criminal waiting to happen.
5	I tend to play judge and jury on the streets. If I think someone is a violent or horrible criminal, and I think I can get away with it, I'll end them when nobody else is looking.
6	I once crossed a line, and it resulted in a violent criminal getting off on a technicality. They later hurt a lot of people before I stopped them. The guilt of that haunts me, and no matter what I do, I can't make the visions stop.

MEAN STREETS

You grew up on the streets, either as a loner trying to survive in a cold world, or as a member of a gang or crew because there's strength in numbers. You may be a willful criminal, or you may just have decided that what you want from the world, you've got to take. Maybe you had absentee parents; perhaps you were an orphan. Maybe your parents were criminals. Regardless, you long ago decided that you didn't have anything to offer society and society didn't want you, so you became a survivor.

It's possible that since then you've managed to claw your way up and out, and even become a positive member of society. Maybe you run a youth or homeless shelter trying to give other kids options they might not otherwise have. Maybe you became a cop, trying to protect others from going down a dark path. On the other hand, maybe you're a career criminal, taking what you want from the world at the expense of others. Either way, you know what it's like to fight for scraps.

SKILL PROFICIENCIES: Choose two from Deception, Persuasion, or Intimidation

LANGUAGES: Street lingo (see the Hooligan character class), plus one other, the dominant language of the streets where you grew up.

TOOL OR WEAPON PROFICIENCIES: Choose one toolkit, or proficiency with handguns, rifles, or submachineguns.

FEATURE: LAW OF THE STREETS

You know how things work on the streets, and you know where to find things that others don't, whether it's a fence, drugs, or just a safe place to squat. When you're on your home turf, you don't need to roll Investigation or Survival to find the quickest path between two points, or to find any resource or community you need on the streets (though finding a specific person may still be the purview of a skilled investigator). When you're in another city, you gain advantage on Investigation rolls to do so.

SUGGESTED CHARACTERISTICS

Whether you got out or became indoctrinated in, your life on the streets has toughened you up in a way that other people can't imagine, and often don't understand. Your entire life is defined by your background; you've seen the worst of humanity and you know what it takes to muscle through. Everyone has their strengths, and growing up on the streets means going through a crucible of fire to find those strengths.

d8   Personality Trait

1	I'm a survivor, pure and simple, and I have no patience for people who whine about their lot in life. Suck it up and move on.
2	I have zero respect for money, power or authority. The man never did anything for me and he can screw himself.
3	I'm unflinchingly loyal. After all, the only way to get through is with personal connections. It's the family you choose that matters, at least as much as (if not more than) your blood family.
4	Keeping your nose down and hiding is the best way to survive. I've been victimized and I know how to avoid drawing attention to myself. Best way to keep it from happening again.
5	I'm morose and full of anger; there's no room for joy on the streets, and if someone tries to tell me different, I've got a fist to show them.
6	I'm idealistic and hopeful. I got out, and there's always a way to pull yourself up and make good.
7	I have a deep compassion for those who are still trapped in the patterns I once suffered. I'll go out of my way to help others on the street.
8	You don't get anywhere by following. You take out the leader, then take their place. That's the key to survival–step on anyone in your way and take what you want.

d6   Ideal

1	Loyalty. The only way to keep going, to survive in a harsh world, is by loyalty. I give loyalty to my companions, and I expect as much in return.
2	Strength. The world isn't giving you anything. You take what you want, by force if necessary.
3	Perseverance. Strength of mind and will, and a drive to keep going. That's what matters, and that's what allows me to survive when everything else is against you.
4	Power. The only way to really survive on the streets is to make them what you want them to be. That means grabbing power where I can get it, and wielding it as I see best.
5	Compassion. Understanding that other people are going through tough times, and helping each other whenever I can is what matters. I never want to see anyone else suffer like I did.
6	Greed. There's only one way out of the streets, and that's to buy your way out. That means taking the cash anywhere I can get it. It doesn't matter where that cash comes from.

d6   Bond

1	My people are what keep me going, whether it's a gang, a support group I've formed, or a family group. I'd never leave them behind.

2	The fight is what matters to me. I prove my worth daily to myself and to everyone else just be being willing to keep going.
3	I work for or run an organization dedicated to helping others on the streets, and that mission is what keeps me going.
4	I have a select few people I love and care for. Keeping them safe from harm is my mission in life.
5	I have an item that is my connection to someone from my past. Perhaps it's a mother I've never met, a long-lost sibling, or some other person. The hope that I'll find them someday binds me to this world.
6	A specific person took me in and got me off the streets. No matter what I do, I will never be able to repay that favor.

d6	Flaw
1	I'm not a fighter. If the odds are against me, I'll run and hide rather than stand and fight.
2	I'm overly aggressive and always feel the need to prove to everyone just how bad I am.
3	I can't pass up the opportunity to take something I want, whether it's a pile of cash or that handbag I saw in the window of a store.
4	I don't consider the long-term consequences of my actions. After all, there might not even be a tomorrow, so why bother?
5	Putting your trust in other people is a sign of weakness. I've been burned by that before and it'll never happen again.
6	Here's the simple fact: I'm a killer, born and bred.

FIREARMS

People often complain that firearms in game systems should more damage than swords. As much as we'd like to believe it, this just isn't so. Imagine the damage from smacking someone at the base of the neck and shoulder with an overhanded swing from a broadsword. Now imagine that same person taking a hit from a .40 caliber bullet. The sword does just as much, if not more, damage (and it's a lot gorier, to boot). Firearms are just a lot harder to counter, have a greater range and accuracy than ancient weapons do, greater penetration, and may have the advantage of firing off multiple rounds, fast.

SINGLE SHOT AND DOUBLE-TAP

Firearms that are double-action (DA) or semi-automatic offer two options for firing: Single shot, and double tap.

Single Shot. Making a single shot with a firearm is resolved like any other ranged weapon. Roll a d20 and add your proficiency bonus (if proficient in the weapon) and your Dexterity bonus. If the roll exceeds the target's AC, the weapon deals full damage.

Double-Tap. A double tap refers to firing two shots in rapid succession; this allows you to make two attacks with the firearm for each attack action you have, but the second shot is at disadvantage. Double tapping is not possible beyond the weapon's base range increment, as any attempt to strike a target twice with rapid-fire will automatically see the second shot miss.

RELOADING FIREARMS

Reloading a firearm that is magazine-fed, or is a revolver with a speed-loader, when its capacity has been spent requires a standard action to accomplish. You can move and make use of any bonus actions or reactions you may have during or after the reload.

Firearms that must be reloaded round-by-round (bolt-action, lever-action, pump-action, and breach-fed weapons) or are belt fed (some heavy machineguns) require an action and a bonus action to reload. If you do not have bonus actions, you may use a bonus action for the purposes of reloading a firearm.

AUTOMATIC WEAPONS

Fully automatic weapons may fire in bursts of 3 or 5 shots, or fire streams of bullets in 10 to 50 shots. Bursts make it easier to hit a target, while streams are treated as area effect attacks.

Burst fire. A burst of 3 or 5 rounds imparts advantage to hit, and for every increment of 5 above the target's AC the attack roll achieves, an additional bullet strikes home.

For example, Dirk whips a Tommy gun out of a violin case and opens up with a 5-round burst on Big Tony. Big Tony has an AC of 14. Dirk fires, adding advantage to his roll from the burst, and hits with a 24! Since he beat Tony's AC by 10, two increments of 5, a grand total of three bullets hit home. Tony's probably hurting a lot.

Hosing. A 10-shot burst is called "hosing" a target and deals damage to a 5' path in a straight line up to the weapon's maximum range (or until it hits a solid enough object to stop the hail of bullets); all characters make a Dexterity check for half damage, adding any cover bonuses they may have as a bonus to the Dexterity check. The DC of the save is equal to the attacker's "to hit" roll. Rules for multiple hits apply as per burst fire, above; for every 5 above the AC of a target in the area of effect, an additional bullet strikes home.

Spraying. A burst of 20 to 50 shots is called "spraying" an area and is treated the same as a 10-shot burst, but effects a 10' wide path. In this case, the attacker also gains advantage to his attack roll, but in a spray, no more than 3 bullets may hit any individual target in the area.

The standard rules assume 50 rounds are consumed in a spray. However, a weapon that has less than 50 shots but is fully automatic can still spray, but uses its entire magazine. Spraying an area requires a magazine capacity, however, of at least 20 rounds to be effective

If you attempt to spray with a weapon that has a magazine capacity of less than 20 rounds, only a single round maximum may hit, Dexterity saves are made at advantage and a success negates the damage entirely. The weapon must then be reloaded as standard.

Full cover and Dexterity saves. For a hosing or spraying attack, if full cover is available (i.e. the target can dive behind a wall or car), the target's Dexterity save can completely negate dam-

age, but this also results in the target being "pinned" and unable to act for one full round (i.e. the target loses their next action).

Hosing, spraying and bonus actions. When hosing or spraying an area, you may make no other actions or bonus actions that round; the act of hosing or spraying takes up your entire round of actions (you may still use any reactions you have outside of your turn, and you may still move before and after you hose or spray).

SUPPRESSIVE FIRE

A hero can choose to use an automatic or semi-automatic weapon (any gun capable of fully automatic or double-tap firing) to engage in suppressive fire; the goal of this kind of fire is not to damage an opponent, but to force them to dive for cover and keep their heads down.

When engaging in suppressive fire, the attacker simply fires wild, filling the air with lead. Any enemies in the area (within range of the weapon) must succeed at a Wisdom saving throw or fall prone and lose all actions until the end of your next turn. The DC for this saving throw is 8 + your proficiency bonus + your dexterity bonus if you are proficient with the weapon you are firing, or 8 + your dexterity bonus if you are not proficient.

If any prone opponent is attacked before the end of your next turn, the effect of the suppressive fire is canceled and they may act as normal.

When using suppressive fire, you empty your weapon and must reload it before firing again.

SELECT FIRE

Weapons designated as having select fire can switch between standard single shot/double tap mode, and automatic (burst/spray/hose) mode at the flick of a switch. You may choose each round which mode you wish to use; switching a mode does not require an action but may only be done once per round.

SHOTGUNS

The default assumption for shotguns is the solid slug. If using solid slugs, treat a pump-action shotgun as any other single-action gun (See RoF for individual models in Chapter 3, Equipment). Slugs do normal damage at any range increment. Emptying both barrels of a double-barreled shotgun loaded with solid slugs results in double-damage, but requires a full round to reload the weapon.

Loading the weapon with bird or buckshot does double damage at ranges within 10 feet, normal damage at first increment, and half damage beyond the first increment. When using shot, however, you gain advantage to your attack rolls (if using the advanced firearms rules in the appendix, the weapon's accuracy rating instead increases by +2) - the tradeoff is less damage at ranges beyond close range, since the shot scatters. Emptying both barrels of a double-barreled shotgun loaded with shot is treated as a 50-shot "spraying" burst (see above), keeping reduced damage for range increments in mind.

VEHICLE COMBAT
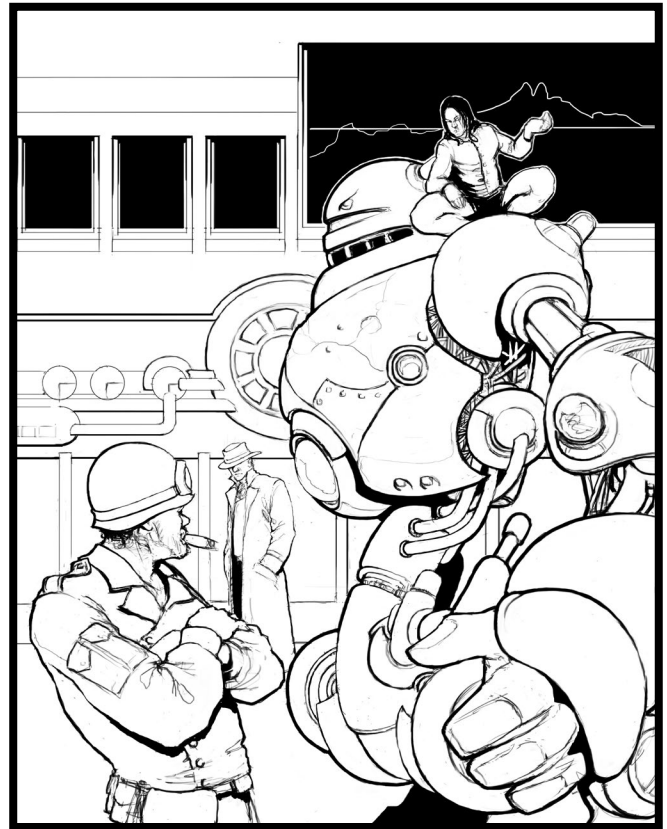
What's a pulp game without gangsters speeding by the hideout of a rival syndicate and blasting away with Tommy guns? Or hotshot pilots zooming to the rescue of their heroic mercenary squadron? In order to handle these elements, it's necessary to have in place a set of vehicle rules. Combat between two vehicles works exactly the same as combat between two characters. A vehicle has all the same ability scores as player characters do. Vehicles have three different numbers when it comes to speed: their speed score is split between their cruising speed and their maximum speed. In addition, they have an acceleration score, which is the number (in mph) that a vehicle can safely accelerate or decelerate each round without the need for an extra check.

CLASSES OF VEHICLE

There are essentially six classes of vehicle in which one can be proficient:

1.   Civilian air vehicles

2.   Civilian land vehicles

3.   Civilian water vehicles

4.   Military air vehicles

5.   Military land vehicles

6.   Military Water vehicles

These proficiencies are quite broad and general—much more so than they would be in real life, but this is for the purposes of mimicking the kinds of adventure stories we see in films and television, and read about in books. In these stories, one might, for example, see a former fighter jockey jump behind the wheel of a 747 to save all the passengers on board, or a crop duster get behind the stick of an F-15 to take out an alien invasion.

GMs who prefer a more detailed, realistic feel can feel free to expand this list if they like, even boiling it down to cars, motorcycles, commercial vehicles, large aircraft, fighters, etc, adjusting the available vehicle proficiencies available to character classes and backgrounds accordingly. Be careful, however, about bogging down the game with an excessive list of proficiencies.

In some cases, proficiency with a type of vehicle may crossover. In general, for example, characters who are proficient with military land vehicles can pilot almost any civilian land vehicle with proficiency as well. Those with proficiency in civilian land vehicles, on the other hand, might be able to pilot a Jeep, transport truck, or Humvee with proficiency, but certainly couldn't handle a tank.

A pilot who can fly a 747 may be able to figure out how to fly an F-15, but probably wouldn't be able to do so with proficiency. They could, however, pilot a WWII B-17 bomber. It's left to the GM to determine where proficiency in one class crosses over with proficiency in another.

BASIC SYSTEM

Most tasks in vehicular combat are going to be resolved with Dexterity rolls by the driver or pilot of the vehicle. When piloting a vehicle, you will use your Dexterity score or the vehicle's, depending on your proficiency with the vehicle in question. If you are proficient with the vehicle, you use whichever is higher, plus your proficiency bonus. If you are not proficient with the vehicle, you use whichever is lower.

For example, Mark, who has a Dexterity bonus of +2, is driving a sports car with a Dexterity bonus of +4. Mark is not proficient in driving the vehicle, so he uses his +2 bonus. If Mark were proficient, he would use the vehicle's bonus of +4 (and, of course, would add his proficiency bonus to checks).

INITIATIVE AND ATTACK ROLLS

Combat proceeds between two vehicles exactly as in normal combat, rolling a d20 and adding Dex bonus for initiative, and using d20, proficiency bonus (if proficient in the weapon) and Dexterity for ranged attacks from the weapon. In this manner, player characters can interact seamlessly with vehicle combat. Remember, the pilot of a vehicle uses his Dexterity score or the vehicle's, whichever is appropriate based on his proficiency (or lack thereof).

WHEN IT'S IMPOSSIBLE

Use common sense when adjudicating the piloting of vehicles. In a modern game, for example, most adults should be assumed to know how to drive a car—proficiency indicates a level of expertise that most people don't have, but your PCs can probably drive unless there's something in their background that specifically speaks otherwise.

That Arcanist of yours, on the other hand, should not be able to fly a stealth bomber, no matter how smart or dexterous they may be. At best, attempting such should be at disadvantage and see all DCs increased by +10, with failures being adjudicated in the most catastrophic way (assuming they even get off the ground); generally speaking, it's like trying to perform brain surgery from a medical textbook—you're likely not going to succeed.

FIRING FROM A VEHICLE

Player characters in a car may attempt to fire their guns at other vehicles or at pedestrians on the street. To do this the players simply lean out the window and open up! Since moving vehicles are bouncing over potholes and rough terrain at high speeds (even on well-paved roads), all ranged attacks from vehicles are at disadvantage due to the unstable platform.

If a player chooses, they may spend a bonus action to attempt a Dexterity Save with a DC equal to 8 plus 1 per 10 mph the vehicle is traveling. If successful, the player characters are able to brace themselves and their weapon, and are not at disadvantage to attacks that round.

Once a character has made a Dexterity save in this fashion, they need not make one every round. A new save must be made any time the driver makes a sudden maneuver (beyond acceleration or deceleration), or the character changes their position (goes back into the vehicle, then leans out again, for example).

The rules for "When It's Impossible" apply here as well. While a character in a WWI biplane may be able to take shots at another biplane, no passenger in the sealed cockpit of an F-15 fighter can "lean out and shoot."

FIRING AT PASSENGERS IN ANOTHER VEHICLE

Passengers inside the cabin of another vehicle have three-quarters cover and are considered to be in a lightly obscured area. This means that they have a +5 bonus to AC and to Dexterity saves against area of effect attacks made by those outside the vehicle. It also means that any line-of-sight based attacks (such as those from psionic or spell casting opponents) are at disadvantage.

Passengers leaning out a window to fire upon others have half cover, and gain +2 to AC and Dexterity saves against area of effect attacks made by those outside the vehicle.

VEHICULAR WEAPONS SYSTEMS

When dealing with a vehicle that has integrated weapons systems, like the cannons and missiles on a fighter jet, the main gun on a tank, or other, similar systems, the pilot will use their Wisdom bonus or the vehicle's, instead of using their Dexterity bonus as they normally would with a ranged attack. This is because vehicle weapons systems use guidance systems and advanced targeting optics to fire. Such weapons are not fired at disadvantage.

Just as with making a piloting check, if the pilot is proficient in the vehicle, they use the better of their wisdom bonus or the vehicle's, and add their proficiency bonus to the check. If they are not proficient, they use the worse of the two bonuses, and do not add their proficiency bonus to the check.

ACCELERATING AND DECELERATING

A vehicle does not have to travel its cruising or maximum speed all the time. It usually begins play at a speed of 0 mph, representing a dead stop. Each round, a vehicle may increase its current speed by its acceleration increment without the need for a check. Each increment thereafter requires a Dexterity check at DC 10 + 5 per additional increment after the first. Thus, increasing speed by double your acceleration element requires a DC 15 check. Triple the acceleration element is a DC 20 check, and so on.

Deceleration can safely be performed at the same rate. However, a vehicle can "brake slam" to decelerate suddenly; this requires a Dexterity check by the pilot and a Dexterity save by the passengers, with a DC equal to 5 plus the vehicle's deceleration increment. Failing this save means taking 1d6 points of damage times the current speed bonus, from getting violently bounced around and hurled forward. Post-1949, wearing a seat belt halves damage from sudden stops.

When applying penalties based on the current speed bonus, apply speed penalties as bonuses.

For Example, Ricardo is engaged in a wild chase with the Feds. He decides to skid to a halt, and allow his boys to open up with their Tommy Guns. He makes his Dexterity Check to pull off the sudden stop. His car is currently traveling at a speed of 50 mph, and has an acceleration bonus of 15. He wants to try and stop quickly, so he brake slams to drop 30 mph per round.

Since the first 15 mph is safe, the second 15 mph requires a Dexterity check at DC 15. He makes his check and the result is 20, a success His boys also make their checks barely hitting 20, so they take no damage. His car drops from 50 mph to 20 mph. Next round he will need to repeat the procedure again to bring the car to a sudden halt. Continuing to brake slam to go from 20 to 0 in one round will require a second DC 20 check for both Ricardo and a DC 20 save for his boys.

Maximum Acceleration/Deceleration. In general, a vehicle can accelerate or decelerate an absolute maximum of four times their acceleration increment every round.

DETERMINING SPEED PER ROUND

A melee round is approximately six seconds long. In some cases, you might need to know how fast in terms of feet a vehicle is traveling in a round. Multiplying the vehicle's miles per hour by 1.5 will give you a close approximation (the actual figure is 1.46667) of the number of feet per second that a vehicle is traveling; multiplying this again by 6 will give you a vehicle's current speed per round.

IMPERIAL TO METRIC

Speed is expressed in miles per hour for vehicles. For those who live in countries with imperial measurements, multiplying miles per hour by 1.6 (actually 1.60934) will give you a close approximation of kilometers per hour.

Likewise, one yard (3 feet) is equivalent to roughly .9 meters (precisely .9144).

A SENSE OF SCALE

In the interest of keeping things simple, vehicle combat does not take place on a different scale than character combat; some vehicular weapons just do a lot more damage, and some player character weapons are unable to damage vehicles.

In general, for aircraft newer than 1950, a player cannot harm the aircraft with a handgun or any sort of archaic weapon, and it should be considered resistant to damage from standard or assault rifles with calibers lower than .50.

For tanks and artillery, only other tanks and artillery, or aircraft with bombs or rockets, can harm them. Any vehicle-mounted weapons other than machine guns suffer disadvantage to their to-hit roll when trying to target player character-sized targets.

The same applies to armored vehicles like troop transports, prisoner buses used by police, or even the armored cars used to transport money from banks and the like. Normal cars, on the other hand, can be shot up by handguns. Heavy duty pickup trucks may have some level of resistance to small-caliber weapons, and semis might also have a high level of resistance to lighter weapons.

Some ground-based weapons are designed as anti-vehicle weapons (RPGs, bazookas, mortars, even belt-fed heavy machineguns). GMs are encouraged to use common sense when determining which kinds of weapons can actually damage a given vehicle.

That being said, vehicle size differences must be accounted for. Consult the following table for vehicle size classes, which are different than human size classes:

Tiny: Motorcycles

Small: Subcompact and compact (2-door) cars and coupes

Medium: Sedans, muscle cars, most 4-door cars, small crossover SUVs

Large: Full-size SUVs, pickup trucks, vans

Huge: Box trucks, short buses

Gargantuan: Semi trucks, buses

These size categories are general guidelines, and the GM is encouraged to make rulings as they see fit, when vehicle sizes come into play.

DAMAGE

When a vehicle hits 0 hit points, it's severely damaged, but not necessarily out of the action yet. It loses its Dexterity bonus to AC, but it may make a Constitution save (CL = damage below zero the vehicle currently is) to keep going, though all checks
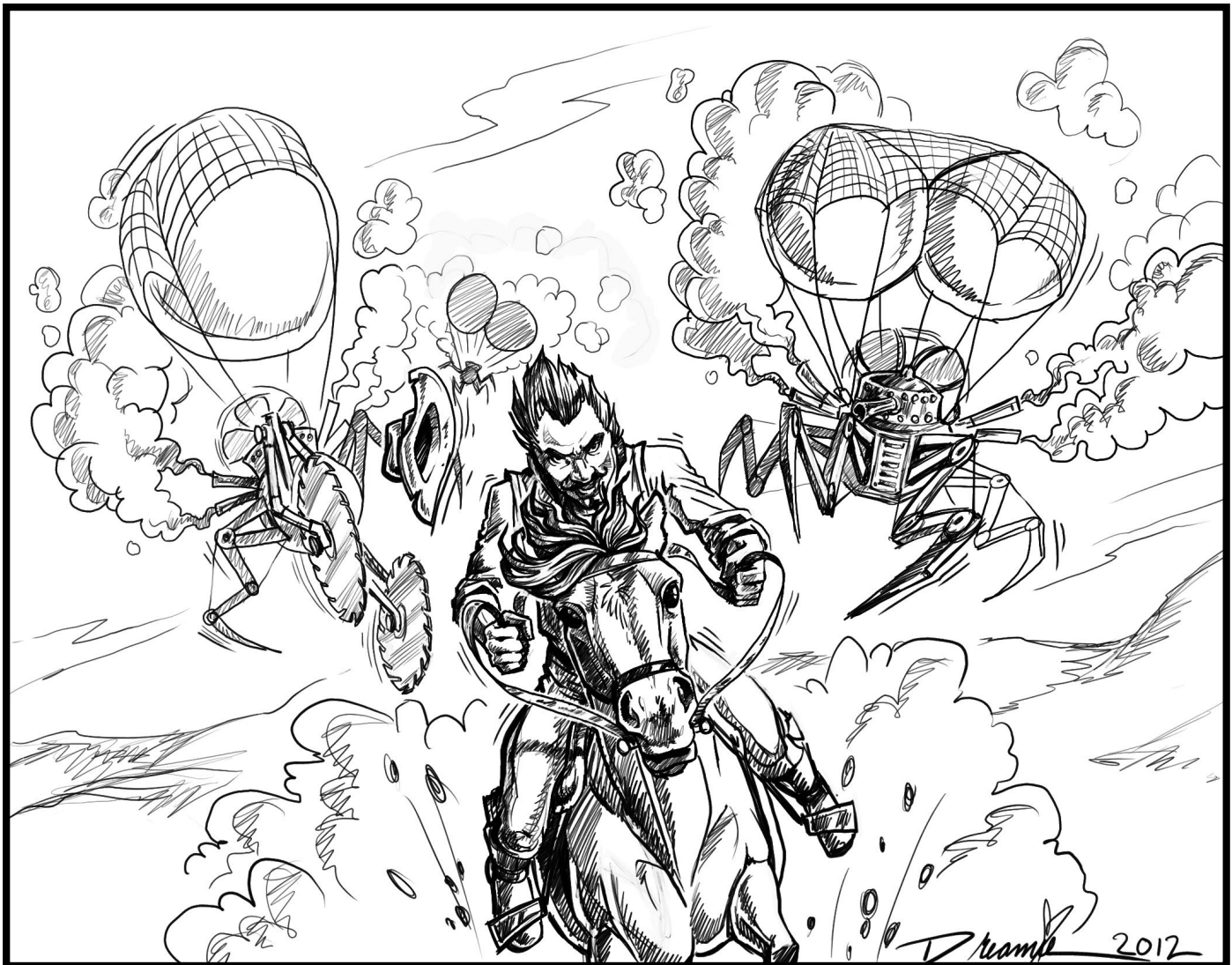
are made at disadvantage. The vehicle must, after this point, make Death Saves just as a player character, though making three successful Death Saves does not put a vehicle out of the woods. It will keep going until it fails 3 Death Saves or receives major repairs. If it fails 3 Death Saves, the vehicle cannot be brought back under any means other than a complete rebuild.

At the GM's option, if a mechanic is on board and working in some believable way to keep the vehicle going, success at 3 Death Saves can mean that the mechanic has temporarily gotten it up and running again; the vehicle regains 1d6 hit points. However, if it is reduced to 0 hit points again before major repairs can be made, it can no longer be brought back from the brink of permanent breakdown.

VEHICLE COMBAT MANEUVERS

Here are a few easy combat maneuvers that pilots of vehicles can attempt, with rules for each and any restrictions or exceptions listed. Unless otherwise stated, these maneuvers take one standard action to accomplish, though depending on the speed of the vehicles at the time, they may take longer than one round to come to fruition.

PLAYING CHICKEN

Two vehicles head straight for one another, initiating a contest of wills. After the contest is initiated, both pilots must make a Wisdom save each round. This save begins at DC 10 and increases by +2 per round after the first. Failure means one pilot or the other breaks off. While the two craft are heading towards one another they may freely fire upon each other at no penalty.

The GM should secretly roll a d6; this is how many rounds before the vehicles must break off, or hit one another. Alternately, the GM can simply calculate the vehicle's feet-per-round speed to know when vehicles must break off (see, "Determining Speed Per Round," above). In general, unless the speed will result in collision in less than one round, a driver can break off with a driving (Dexterity) check. If the vehicles are more than 1 round apart, this check is at a basic DC 10. If the vehicles are 1 round apart, the check is at DC 10 +1 per 10 mph the vehicles are traveling (+1 per 250 mph in the case of modern jet aircraft that can travel at multiples of the speed of sound). If the vehicles are less than 1 round apart, the check is made at disadvantage.

If the two vehicles collide, both are, destroyed and all occu-

pants suffer 1d10 damage per 10 mph (combined). For example, if the two vehicles are each traveling towards each other at 30 mph, the damage is 6d10 (a combined 60 mph times d10 per 10 mph). Occupants may attempt a saving throw (Constitution or Dexterity) at DC 10 + 1 per 10 mph combined to half this damage. Vehicles that have modern safety systems such as airbags will also half the damage, with a successful saving throw further halving the damage.

Cars or aircraft may play chicken.

KAMIKAZE

While we're on the subject, if a player or NPC decides to be suicidal, they can simply drive their vehicle into another one. Make a DC 18 Wisdom save. If you succeed, you've got the guts to pull this off.

A Kamikaze attack represents using your vehicle as a weapon. Your attack roll with the vehicle is the same as a driving check—that is, a Dexterity check using either your bonus or the vehicle's, plus your proficiency bonus if you are proficient.

Assuming that the other party doesn't wish to be hit, however, the AC of your target is increased by the Dexterity bonus (if any) of its pilot. If your attack succeeds, you drive (or fly) your vehicle into your opponent, and both vehicles (and all occupants inside) suffer 1d10 damage per 10 mph of speed to all occupants. A Constitution or Dexterity save at DC 10 +1 per 10 mph, halves this damage for occupants; in aircraft, a Dexterity save indicates you've managed to bail out (if you've got a parachute).

If two vehicles are speeding towards one another, see "Playing Chicken," above.

BOOTLEG STOP

This maneuver can only be performed in a ground-based vehicle. It's when a pilot attempts to skid to a sudden halt, turning their vehicle broadside as they do so, often to give passengers a chance to open fire on an oncoming vehicle, or to dive out, presenting that vehicle with an immanent collision. This maneuver calls for a brake slam, as detailed under "Acceleration and Deceleration," above, and the check is made at disadvantage as the driver attempts to control the vehicle, maneuvering it as they stop.

Success means the passengers immediately get one free action, be it to fire on their opponents or to dive out of the car! Oh, and the oncoming pilot had better hope they can decelerate fast enough to avoid hitting the stopped vehicle!

With aircraft, this kind of maneuver is a stall, where you essentially cut out your engine, then fire it back up again, causing your aircraft to drop below your opponent, who shoots overhead.

BOOTLEG TURN

This is when two vehicles are heading towards one another and one vehicle attempts to spin around and get into another's blind spot for a combat advantage. The attacker attempting the

Bootleg makes a Dexterity check, opposed by their opponent's Wisdom Check. If the opponent wins, the attacker is unable to bootleg. If the attacker wins, they're on the opponent's "six" (if in the air) or in the defender's blind spot and may make one round of free attacks at advantage. However, when a vehicle performs a bootleg turn their vehicle's current speed is immediately reduced by 1d6 x his acceleration score, to a minimum of 1 mph.

A similar maneuver in an aircraft is an immelman, and involves a 180 degree loop and a barrel roll.

BUMP-AND-RUN

The classic "bump and run" is a staple of action films, whereby two cars try to push each other out of control or run each other off the road, into an obstacle, or the like. In this scenario, there are two possible outcomes—one car can attempt to escape, or both cars can try to ram each other. In this case, the chicken rules are not appropriate, as the cars are not headed straight-on.

Rather, using the Attack action, you can make a special melee attack to use your vehicle to shove another, either to knock it out of control or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. You may not bump a vehicle more than one size larger than you, and you must begin adjacent to the other vehicle (that is, you must have caught up to it in a car chase).

Making an Attack. To attack the opposing vehicle, make a driving check against the target vehicle's AC. If you hit, you deal 1d8 damage to the opposing vehicle, and you suffer 1d4 damage to your vehicle. You then force the opposing driver to make a driving check at DC 10 + the damage you deal. If your vehicle is larger than the vehicle you are bumping, the DC increases by 1 per size level of difference.

If the defending driver fails, they lose control of their vehicle, potentially striking an obstacle, spinning out, running into a ditch, or another misfortune, depending on the surrounding environs and the discretion of the GM, and suffering damage to the vehicle and passengers as appropriate.

If they succeed, they maintain control and may attempt any action they like within the scope of the rules, having suffered no ill effects save the damage to their vehicle from your attack.

If you have multiple attacks, you can attempt to bump the opposing vehicle multiple times; this does not result in multiple driving tests by the opposing driver. Rather, total all damage dealt to the vehicle by all attacks you make, and calculate the DC based off of that total.

For Example: Tennessee O'Malley is involved in a car chase with a number of organized crime goons. He is driving a box truck, and the goons are in a compact sedan, so there is a difference of three levels in size. He gets initiative and tries to run them into a ditch on the side of the road. Since he has the Extra Attack ability, he can try to bump them twice. He makes his first attack and hits, rolling 1d8 and scoring a 4. He then uses his second attack to downshift hard and bang into them again.

His second attack also hits; he rolls another 1d8 and scores a 6!

He also has to suffer some damage to his truck for banging it into another vehicle deliberately, so he rolls 1d4 for each attack, coming up with a 2 and a 3 for a total of 5 points of damage to his truck.

The goons' driver now has to make a driving check at DC 23 (10 + 4 (first attack) + 6 (second attack) + 3 (size difference)). He fails, and their souped-up compact rum runner sedan spins out and goes head first into the ditch, sweet-smelling smoke pouring out from under the hood.

OBSTACLES

The rules herein assume ideal driving conditions, but in a car chase there can be all manner of obstacles which drivers may need to face. These can include oil slicks, potholes, vendor booths, the ever-popular "two workmen carrying a pane of glass," pedestrians and more. It would be impossible to create a comprehensive list of potential obstacles, but in general, the GM should set the DC to avoid these obstacles based on the size of the obstacle, the difficulty involved in avoiding it, and the speed of the vehicle, again defaulting to +1 per 10mph of speed (+1 per 250 mph in the case of modern jet aircraft that can travel at multiples of the speed of sound).

As a general guideline, base the DC on the amount of the road the obstruction blocks. An object covering 25% or less of the road increases the DC by +2; blocking 50% of the road nets +3, blocking 75% of the road adds +4 and an object blocking 90% or more of the road drives DC up by 10 (if there is any chance at all that the vehicle can avoid it–in this case a motorcycle might go through, while a car might not have any chance.

Consequences as well should be determined by the GM, using a guideline of 1d6, 1d8 or 1d10 per 10mph of speed, depending on the size and mass of the object being struck, with a successful saving throw by the occupants (and those being struck) halving the damage. Again, modern passive safety systems like airbags will halve the damage suffered again without the need for a save.

Using the general rules above, plus those for maneuvers like kamikaze and chicken, GMs should be able to calculate a reasonable DC and damage rating for just about any vehicle. There are infinite possibilities for maneuvers, obstacles, and tricks that drivers can pull. In playtest, characters spent Inspiration points to "summon" semi trucks that drove by at just the opportune moment, they modified the Chicken rules to drive an opponent into a dumpster, and engaged in a wealth of other creative approaches to vehicle combat. The sky is the limit if you just use your imagination!

AERIAL VEHICLES

Some readers may note that vehicles like modern fighter jets that travel at speeds measured in multiples of sound present a difficulty in determining DCs for maneuvers based on speed. In general, for such high-tech vehicles, the DC of a given check should be determined at +1 per 250 mph over the vehicle's cruising speed instead of per 10 mph (or +1 per acceleration increment, as standard). If any aircraft collides with an object or another vehicle, the aircraft is destroyed and the pilot killed. There is no saving throw for this, save potentially a Dexterity save to bail out before catastrophe occurs.

In terms of things like passenger aircraft going down, in general these will occur as a story point and the GM will determine any injuries suffered and survivors. As a general rule, if you need guidelines, simply treat a passenger aircraft crash as falling damage at a maximum of 20d6 damage (see "Falling," above), and a mid-air collision exactly as any other (the plane is destroyed and the pilot and passengers killed).

SCIENCE FICTION GAMES

The same rules apply to starfighter combat in science fiction games; apply a DC modifier of +1 per 250 miles per hour instead of per 10 miles per hour when indicated. In many sci-fi games, vehicles can travel faster than the speed of light, but in most settings, combat will not take place in this kind of warp, hyper, or folded space. If it does, simply apply speed modifiers within a space warp as though the vehicles were not in the space warp. The consequences of a vehicle getting knocked off course within such a fold or warp are left to the discretion of the GM, as they will based on the individual setting.

SAMPLE VEHICLE

SEDAN

Medium Mid-sized or full-sized; standard passenger vehicle

Armor Class: 13

Hit Points: 40

Speed: 65/120

Acceleration: 15

Str:	Dex:	Con:	Int:*	Wis:*	Cha:
13 (+1)	14 (+2)	13 (+1)	16 (+3)	16 (+3)	14 (+2)

*Only modern vehicles with advanced driver aid, safety and convenience features.

Senses: Passive Perception 15*

Skills: Investigation +5*, Perception +5*

Seating: 5

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