MAGE HAND
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MODERN
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Chapter 1: Rules

Planes, trains, and automobiles; computers, cellphones, and the digital landscape; cash, credit, and debit. The rules in this chapter provide an essential backbone to any adventure set in the modern day, beginning with a section on new skills, which are critical to navigating any contemporary environment. Following that are sections on chases, computers, currency, and vehicles.

Skills

In the modern day, many existing skills take on new, important roles, whereas others are relegated to afterthoughts. Animal Handling, for example, was simply more important when horseback was the principle means of travel, but Sleight of Hand is arguably more important than ever. This section introduces three new skills, Data, Driving, and Technology, to supplement the existing framework of skills and offer new, innovative ways to interact with the world.

Intelligence (Data)

This skill governs how well you can manipulate computers, perform advanced networking operations, and navigate unfamiliar interfaces. Your Intelligence (Data) check encompasses your knowledge of software and its exploits, as opposed to your knowledge of computers themselves or electronics in general, which is covered by the Technology skill. If a machine has a built-in computer, but lacks a traditional interface with a keyboard and monitor, an interface rig is required to interact with it. The GM should call for an Intelligence (Data) check when you write a piece of software, diagnose a computing issue, or attempt to hack a device.

Any sort of illegal or unauthorized access to a technological system is called **Hacking** and requires the use of an interface rig, as well as an Intelligence (Data) check. In general, a hacking attempt requires 1 minute of work using the technology, through the GM can decide that certain tasks might take only an action. On a successful check to hack a device, you can perform operations on the system as if you had full access. On a failed check, roll a d6. On a 6, the device locks down and no further attempts can be made to hack it. More secure devices might lock on a roll of 5 or 6, or on a roll of 4 to 6, as determined by the GM. You can hack into devices to illegally access a security system, open a door, disable an alarm, or manipulate someone else's computer to give you access to their information or bank account.

Dexterity (Driving)

Your Dexterity (Driving) check covers how well you can drive in poor conditions or pull off complicated maneuvers behind the wheel. You don't need Driving proficiency to be able to drive an automobile (or most boats, for that matter), and being able to drive doesn't automatically give you proficiency in this skill. Rather, the GM might call for a Dexterity (Driving) check when you weave through traffic on a motorcycle, when you make a handbrake turn on a sports car, when you attempt to ram another car to slow it down, or when you fight to maintain control over a speeding car in difficult circumstances, such as when a tire is punctured or the roads become icy.

This skill can alternatively be called Piloting when it applies to flying aircraft. A Dexterity (Piloting) check and a Dexterity (Driving) check are identical; modifiers which apply to one also apply to the other. You do not need proficiency in Piloting to keep a plane aloft in calm conditions, but you do need it to make tight turns or land successfully.

Intelligence (Technology)

Your Intelligence (Technology) check measures your ability to understand the inner workings of mechanical and electronic devices. The GM might call for an Intelligence (Technology) check when your [understanding] of a device's principles are called upon, such as when you need to deduce or recall how a particular lock or electronic system works, or when you must interact with such a device, to repair, modify, or sabotage it. Other uses might include inspecting a firearm for faults or jams, repairing a car after a roadside breakdown, or rewiring a light switch to trigger an explosion.

Very much a work-in-progress!

Currency

It's true: money makes the world go 'round. If something in the world isn't about acquiring money, it's probably about projecting wealth and the status bought by that wealth. Though in broad strokes, economics has smoothed out a lot of the pitfalls in currency, on the small scale, it's the same as it ever has been: the more money you have, the better.

Dollars

Most transactions are completed in dollars (also called bucks, bones, clams, singles, smackers, etc.), a standard currency. Different nations might have different dollars, but almost all forms of money can be abstracted to a unit of this single bill.

Dollars replace the normal system of currency presented in the SRD. A dollar can be used like one gold piece, and can also be subdivided into hundredths (cents), allowing it to represent silver and copper pieces.

Cash and Debit

There are two normal ways of carrying currency: as cash—real, physical bills—or as debit, transactions conducted through a bank using a card, code, or some sort of number. Debit transactions interact directly with a person's bank account, allowing them to spend money as if they had cash on hand. However, not all businesses can accept debit transactions, and debit can't be used to pay a person directly or purchase anything illegal, so most people still carry some amount of cash. Moreover, characters that are off the grid can't use debit cards.

Similar to debit, characters can also pay for goods using a credit card. For rules on credit, see the Assets section.

Assets

Assets represent abstract wealth, such as property, investments, credit, and considerable savings. Most exceptionally affluent individuals are likely to carry most of their wealth in assets, as opposed to currency. It is time consuming and difficult to convert assets into currency directly, but assets can be invested to gain access to luxury goods, as well as services such as loans.

Gaining Assets

Most characters begin with 1 asset, but some gain more assets from backgrounds and feats. Additionally, any character at 1st level can exchange some of their skill proficiencies for assets, gaining one asset for each proficiency lost in this way.

New Feat
This new feat is available to all characters.

Inheritance
A wealthy relative of yours has passed away, leaving you a considerable part of their estate. You gain three assets.

Investing Assets

A character can invest assets to acquire certain things on the Goods and Services tables. Such investments might include a private boat or plane, an expensive downtown apartment, business or financial investments, or even long-term savings. An asset can be invested into one good or service at a time, but it can be refunded and reinvested into different good or service. Once initiated, a reinvestment takes one week for its various financial transactions to complete, before the character can access their new investment.

Because assets are held by banks and other institutions, a character that drops off the grid loses all of their assets.

Other Asset Investments

You can also invest your assets in the following:

Charity. For each asset invested in charity, you can reroll a saving throw. You regain expended uses of this ability when you finish a long rest.

Combat Training. For each asset invested in combat training, you can reroll a weapon attack roll. You regain expended uses of this ability when you finish a long rest.

Connections. For each asset invested in connections with other wealthy and powerful people, you can reroll an Intelligence, Wisdom, or Charisma check. You regain expended uses of this ability when you finish a long rest.

Credit. By investing in your lines of personal credit, you can purchase an item by charging it to a credit card instead of paying for it directly. The item's price must be less than $5 × the number of assets you have invested in credit. You do not need to pay for this item at a later date; its expenses are covered by your asset. You can make up to three credit purchases a day.

Personal Trainer. For each asset invested in your personal health (including your diet and exercise routines), you can reroll a Strength, Dexterity, or Constitution check.

Savings. For each asset invested in savings, you gain $100 at the beginning of each month.

Stock Market. For each asset invested in the stock market, you gain (1d100 - 20) × $10 at the beginning of each month. It is possible to lose money in this way, but it is not possible for your account to drop below $0.

Computers

Computers generally come in three different profiles: desktops, laptops, and smartphones.

Desktops are bulky machines, which separate the keyboard, monitor, and computer itself into discrete components, connected directly by wires. As the name implies, this setup is fairly immobile, best suited to a desk.

By contrast, laptops combine these components into a single, more portable (and generally less powerful) package. One common variant of the laptop, called a tablet, even forgoes the keyboard, in favor of a touchscreen interface, to much the same result. Laptops are affordable, portable, and common, whereas desktops are usually reserved for more rigorous or commercial computing.

Lastly, smartphones are ultra-compact computers with a small touchscreen, capable of also performing the duties of a phone. Smartphones are ubiquitous, but their small size and relatively poor processing power makes them less than ideal for rigorous computing tasks.

All three of these devices have useful functions in their own right, but are made exponentially more powerful when connected to the internet. While online, these devices can search for information on the web, stream video for entertainment, and even hack into other computers.

Using Computers

Using a computer for most tasks requires 1 minute of clicking, typing, and loading. Similarly, turning a computer on or off takes one minute. Some tasks might take longer or shorter times, as detailed in the descriptions below.

Desktops

While connected to a power source, a desktop can perform innumerable tasks. The following are examples of a computer's uses, but is by no means comprehensive:

- You can access the internet (see the Internet section.)
- You can make video calls.

- You can download files and transfer them to flash drives or other computers.
- You can read text, listen to music, watch videos, or play games downloaded to the computer or over the internet.
- You can write text, as well as edit documents and print them.
- You can use the computer's built-in calculator.
- You can attempt to hack another computer connected directly to the computer.
- With Data proficiency, you can edit images or videos.
- With Data proficiency, you can attempt to hack another computer connected to the internet.

Laptops

A laptop can perform all the operations of a desktop, but can also function solely on battery power, allowing it to be carried around. A laptop must be recharged for 2 hours every 12 hours.

Smartphones

A smartphone is capable of performing all the operations of a desktop (with the exception of hacking), and can be carried in a pocket. It must be recharged for 2 hours every 20 hours. Additionally, you can perform the following tasks using it:

- You can send and receive calls and text messages.
- As an action, you can use the smartphone's built-in camera to take a picture, begin recording video, or stop recording video. The phone can hold one hour of video and one thousand pictures. You can also send pictures and video to others or post them online.
- As an action, you can turn on the phone's flashlight, causing it produce bright light in a 5-foot cone and dim light for an additional 10 feet. You can turn it off as an action.
- While connected to the internet, you can display a map of the surrounding area and get directions to a known destination.
- You can set an alarm, which rings your phone at a predetermined time. You can dismiss this alarm as an interaction on your turn.

Communication

If the age of age of the internet has accomplished one thing, it has accelerated the speed of communication. At a whim, two people can exchange text messages, pictures, voice calls, and even live video from practically any distance using devices small enough to fit into their

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Tl;dr

If you live in the modern world, you're probably perfectly familiar with how smartphones and computers work. The rules in this section are as much for completeness as they are for clarity, but don't feel restricted by them: if there is a reasonable task that you could perform using an app or website, it should be allowed as well.

pockets. Though most surely take it for granted, it's hard to understate how profound this shift is and how much it has reshaped society.

The following rules contextualize how to use these modes of communication in situations, such as combat, where communication is not assured.

TYPES OF COMMUNICATION

Unless otherwise stated, all of the following types of communication require the sender and receiver to have appropriate devices (such as phones) and access to the internet or cellular signal.

Communicating with an individual directly using any of the following methods requires that you know the individual's contact information.

CALLING

You can dial and call a phone number as an action. A recipient can answer or hang up as an interaction on their turn. If both parties are connected to the internet and have a computer or smartphone, they can instead make a video call, which projects live video of both parties. Calls are only successful if the recipient picks up, but some phones will allow a caller to record an audio message for the recipient.

TEXTING

You can read a text message of 10 words or less as an interaction on your turn, but reading a longer message requires your action. Similarly, you can write and send a text message of 10 words or less as an action, but you can write and send longer messages at a rate of 50 words per minute. Unread messages are stored on the recipient's device and can be read at any time.

SENDING PICTURES, VIDEOS, AND FILES

Sending a picture, a file, or up to 30 seconds of video requires an action. Larger files can take several minutes to transfer, but take only an action to begin or terminate the transfer. Like messages, these are stored on the recipient's device and can be accessed at any time.

POSTING ONLINE

Text, pictures, videos, and files can also be posted online, requiring an internet connection and the same amount of time to transfer as if they were being sent to an individual. The distinction when posting online is that such communication is public by default, and can be viewed by anyone familiar with you.

Arcane Distortion

Nearly all magical effects create an invisible aura, a distortion in the arcane field of the universe, visible only with spell such as *detect magic*. These auras also interfere with most of technology, causing lights to flicker, machines to momentarily malfunction, and images and video to distort, with a characteristic spatial warp and distorted hues. Photographing magical occurrences is therefore extraordinarily challenging. Additionally, the magical text of spell scrolls causes the arcane distortion, as their ancient runes and arcane diagrams scramble hard drives they are copied onto. Consequently, the traditional method of special inks on paper is still the safest for copying spells and creating scrolls.

DOWNTIME: MAKING INTERNET CONTACTS

The time between adventures is a great chance to collect useful contacts, making acquaintances and forging friendships with people around the world. Making internet contacts often includes trolling around niche internet forums, directly reaching out to people via email, or angling to make friends of notable people's friends. Once a contact is made, however, it can be an invaluable resource when allies and experts are scarce.

When you begin making internet contacts, you must decide what sort of contacts you're interested in. Spending enough time online can get you a random assortment of friends, but adventurers are likely to want friends who are professionals, artists, and specialists. Such friends can be hard to come by, and will require multiple Charisma checks to secure someone's goodwill. You can seek three such contacts at a time, but the GM decides how long it takes to make a contact and whether any costs or complications are involved.

Once you've secured a contact, you can call or text them to ask for opinions or advice on whatever topic in which they're specialized. Contacts won't lend money or participate in anything obviously illegal, nor can they be trusted to answer more than twice a week.

Internet

Access to the internet is ubiquitous. Nearly everyone has a smartphone with internet access, a laptop, or a desktop computer capable of browsing the web, complemented by a webcam, microphone, and a full suite of social media tools.

With access to the internet, learning about any number of topics is easier than ever before, but that doesn't mean all knowledge is instantly available to everyone. The internet is a minefield of misinformation, derelict web portals, and conspiracy theories; navigating it to learn anything of substance requires patience and some tech-savvy know-how. While most cursory information and gossip can be found with a few clicks, obscure historical information, magical ephemera, and other secrets might be hidden deep in the internet, or might not be found there at all.

Internet Searching

Whenever you perform an Intelligence check to recall something, you can make an internet search to bolster your knowledge. The effectiveness of this search is based on how long you spend on it; reading only one or two popular webpages is less likely to reveal important information than an hour-long adventure through pages of search results. Common lengths of internet searches are shown in the Internet Searches table.

When the internet search is over, make your Intelligence check as normal (adding skill proficiencies, if applicable). If your result is less than the number in the Internet Searches table, you can treat the result as that number.

Importantly, the GM can decide at any time that a piece of information can't be obtained or inferred from the internet, or can decide that a successful Intelligence check is only partly successful, containing some misinformation mixed in with the truth.

Internet Searches

Search	Time Required	Check Result
Quick Browse	1 minute	10
Research	1 hour	14
Deep Dive	12 hours	18

The Underweb

Vast swathes of the internet are available with a simple keystroke, but the internet contains hidden depths visible only to those who know how to seek it. This forbidden section of the internet, dubbed the "Underweb", is a concealed underbelly of websites and chatrooms, where malicious agents can purchase anything from drugs to assassinations. Even forbidden arcane secrets can be provided here, as long as one is comfortable with the price.

Generally, only a character with Data proficiency can access the Underweb, probe its secrets, and converse with its regulars.

Ordering Online

A character can order online legal goods that are listed on the Goods table, which arrive in 4 (1d6 + 1) days. Alternatively, if they have Data proficiency, they can order illegal goods on the Undernet, which take 20 (3d6 + 9) days to arrive.

Vehicle Rules

Cars, boats, trains, and airplanes are foundational to modern life. Without these critical vehicles and the infrastructure that supports them, the goods that keep society functioning would cease to flow. Naturally, high speed car chases, train robberies, and trucks exploding also make dramatic set pieces for any modern setting.

Driving a Vehicle

Once during your move, you can enter or exit the driver's seat of a vehicle within 5 feet of you, or move to that seat from any other seat in the vehicle. Doing so costs an amount of movement equal to half your speed.

On your turn, you can drive the vehicle up to its speed within its cone of movement by spending half your movement. Doing so does not require Driving proficiency or a Driving check unless its movement is particularly challenging. You can't drive a vehicle that requires a key or other special access procedure unless you have the key or hotwire the vehicle.

The vehicle provokes opportunity attacks as a creature would. If you are within an attacker's reach when the vehicle provokes an opportunity attack, the attacker can target you or it.

Vehicle Collisions

For good or ill, you can intentionally collide a vehicle you are driving into obstacles or even other creatures. Doing so costs movement equal to half of your speed and requires that you make a Dexterity (Driving) check opposed by the target's Dexterity (Athletics) check. You collide with the target on a success.

Run Over. If the target is a creature that is one size smaller than the vehicle or smaller, you run it over. The target is knocked prone and takes 1d6 bludgeoning for

every 10 mph of a vehicle's speed. On a failure, the target moves out of the way of your vehicle into an unoccupied space.

Collision. When a vehicle collides with a fixed obstacle, the vehicle and each creature within it (along with the passengers of the vehicle it collides with, if any) take 1d6 bludgeoning for every 10 mph of the vehicle's speed. This damage is maximized if the vehicle collides with another vehicle or obstacle moving in the opposite direction. The vehicle then stops and can't begin moving until the beginning of the driver's next turn.

Each creature that is not wearing a seatbelt within a vehicle that stops in this way is also thrown, and takes damage again as if falling from a moving vehicle. At the GM's discretion, it might collide with in inside of the vehicle, another passenger inside the vehicle, or be thrown completely from the vehicle.

Attacking from a Moving Vehicle

While in a moving vehicle, you have disadvantage on attack rolls against any creature that is not in the same vehicle or moving in the same direction. Additionally, you have disadvantage on melee attacks while driving a vehicle.

Falling from a Moving Vehicle

A creature that falls from a moving vehicle or jumps from one takes damage as it rolls to a stop. This damage equals 1d6 for every 10 mph of a vehicle's speed. If a creature falling from a vehicle collides with fixed obstacle, such as a pillar, it takes maximum damage from the fall. If the creature falls a great distance before landing, it might take falling damage in addition to this damage.

Vehicle Statistics

Like creatures, vehicles have important statistics that define how fast they move, how resilient they are to attacks, and other aspects of their use.

Vehicle Type

A vehicle's size and type are listed in italics beneath its name. Vehicles generally exclusively move across the Land, Sea, or Air, but might travel in more than one of these, depending on its type.

> **Seatbelts**
> Don't forget to buckle up! Doing so only takes an object interaction on your turn, but it might save your life!

Armor Class

Like creatures and structures, vehicles have an Armor Class (AC). Unlike creatures, however, a vehicle's armor class is perfectly literal; it represents how heavily armored a vehicle is and determines how successful an attack is likely to be.

Hit Points

Vehicles do not generally use damage thresholds or have hardness, but they have a pool of hit points which represent their state of repair. A vehicle that drops to 0 hit points ceases to function until it is repaired.

Repairing a Vehicle

During your downtime, you can perform repairs on your vehicle. For each day you spend performing repairs (or for every 8 hours, which you can perform over the course of a long rest) you make a DC 15 Intelligence (Technology) check. If you have proficiency in mechanic's tools, you can add your proficiency bonus to the check, or double your proficiency bonus if you are also proficient with Technology. On a success, the vehicle regains hit points equal to your proficiency bonus plus your Intelligence modifier. Alternatively, the vehicle can be repaired completely in one day at a repair shop for a fee of 5 gp per hit point lost.

When a vehicle that has 0 hit points is repaired, it gains one random vehicle condition, selected by the GM, which must also be repaired. A vehicle condition can generally be repaired by performing a separate DC 15 Intelligence (Technology) check while performing repairs.

Vehicular Explosions

When a vehicle is destroyed, it can catch fire and risk exploding in a dramatic fireball. The GM can choose to roll any die when a vehicle drops to 0 hit points, causing it to catch fire on an even roll.

A creature can use its action and make a DC 12 Intelligence (Technology) check to attempt to put out the flames. Similarly, dousing the engine (or fuel container, as appropriate to the vehicle) counts as a successful check. After three successful checks, the flames are extinguished and the vehicle is no longer at risk of exploding.

If no successful check has been made on a flaming vehicle in one round, the vehicle explodes. Each creature within 10 feet of it must make a DC 14 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much on a successful one. The vehicle is then irreparably destroyed.

Speed

A vehicle's listed speed is how fast it can safely travel in one turn while maneuvering from rest. A driver can move a vehicle up to its speed within its cone of movement on their turn. A vehicle's speed is listed in both feet per round (rounded to the nearest 5 feet) and miles per hour (rounded to the nearest 5 miles.)

Cruising Speed

You can bring a vehicle to its cruising speed by accelerating without slowing or stopping for 1 minute, or 30 seconds in a straight line. You can only reach cruising speeds on an appropriate surface for the vehicle in question; for example, a car can only reach cruising speeds on a paved road and a speedboat can only reach cruising speeds on waters without chop. Slowing down from a cruising speed takes a similar amount of time.

Drivers can generally choose any speed under the cruising speed for their vehicles; they are not forced to choose between a vehicle's normal and cruising speed.

Maneuverability

Each vehicle is given a maneuverability score, measured in degrees, which determines its cone of movement and determines how quickly it can rotate. Each vehicle faces a particular direction, which is normally in 45-degree intervals, and can be approximated using the eight cardinal directions.

To approximate momentum, each vehicle's movement is limited to a cone of movement, which extends in the direction the vehicle is facing and is as wide as the vehicle's maneuverability score, measured in degrees. When the vehicle moves, it can only move within this cone of movement.

Vehicle Conditions

Vehicles can suffer conditions when they fall into disrepair, when vital components are damaged, or when certain spells and effects afflict them. These conditions are listed in the Vehicle Conditions section.

Many vehicles are designed in such a manner that they are immune to certain types of conditions, as listed in its

vehicle condition immunities. A tank with treads, for example, is immune to the Slowed condition, since it does not have tires.

Critical Hits on Vehicles

When an attacker hits a vehicle with a critical hit, they can inflict one vehicle condition of their choice that is appropriate to the attack. For example, if the attacker makes a critical hit with a handgun on a car, they can puncture one of the car's tires, inflicting the Slowed condition, or they can shatter the windshield, inflicting the Blinded condition.

Fuel

All vehicles require some sort of fuel to operate, generally electricity or gasoline. A vehicle's fuel entry lists is maximum fuel capacity as well as the amount of fuel it expends per hour of operation.

Passengers

The vehicle's Passengers entry lists the number and type of passengers it can take on. Generally, this includes a driver and a number of passengers, but certain vehicles might also have room for specialist roles, such as gunners, navigators, staff, or mechanics.

Capacity

Each vehicle has a fixed Cargo, which indicates the amount of cargo it can safely transport.

Cost

In every estimation, vehicles are not considered cheap. Typically, they're sold with a payment plan that distributes their cost over the course of years, but this price can be further offset with a down payment or by trading in another vehicle upon purchase. The prices given for a vehicle are estimates for a typical vehicle of its type. Older vehicles in a state of disrepair will likely be much cheaper, whereas luxury brands or brand-new vehicles will be far more expensive.

Vehicle Conditions

Vehicle conditions alter a vehicle's effectiveness in some way, and are inflicted by critical hits, spells, and severe damage. These conditions tend to be lingering problems which aren't resolved until the vehicle is completely fixed, but some—such as toppling over a boat or car—will utterly disable it.

The following definitions specify what happens to a vehicle while it is subjected to a condition:

Blinded. A vehicle with a smashed or covered windshield or with broken lights at night is considered blinded. The driver of a blinded vehicle can't see where the vehicle is heading and must either drive more slowly (as if the vehicle were slowed) or must make a DC 14 Dexterity (Driving) check to avoid obstacles. This check has disadvantage if the vehicle is traveling at cruising speeds. On a failed check, the vehicle veers toward any obstacle in its cone of movement.

Fuel Leak. A vehicle with a fuel leak slowly drains of all its fuel. At the beginning of its driver's turn (or at the beginning of the initiative order, if nobody is driving the vehicle), the vehicle loses one unit of fuel.

Jammed. A jammed vehicle cannot maneuver properly, as part of its turning apparatus is locked in place. While jammed, the vehicle's maneuverability score is reduced to 0. It can move anywhere within its cone of movement, but it can't rotate after its movement.

Malfunctioning. A malfunctioning vehicle has severe problems in its computerized or electrical systems, which cause random errors. Whenever these periphery systems, such as the vehicle's lights, radio, or windows, are activated, the system has a 50% chance of failing to function for 1 minute.

Slowed. A vehicle is slowed when its primary motive functions are damaged, or when it is the target of a slow spell. For example, a land vehicle is slowed when its tires are punctured or important pieces of it drag on the ground and an air vehicle is slowed when its wings are damaged, but not outright removed. A slowed vehicle moves at half speed and can't reach cruising speeds.

Toppled. A vehicle is toppled when it is overturned or tipped onto its side. Until righted, the vehicle's speed is 0.

Waterlogged. A waterlogged vehicle has been flooded with water, hindering its critical systems. Until it is drained, the vehicle is slowed.

> **Headlights**
> Most land vehicles have headlights, which can be turned on or off as an interaction. Doing so produces a 60-foot cone of bright light and dim light for an additional 120 feet.

EXAMPLE VEHICLES

The following example vehicles are listed in alphabetical order. The attack bonus listed on vehicles with integrated weapons are example statistics for NPC use; a player character uses their ranged attack bonus in place of this attack bonus.

ARMORED PERSONNEL CARRIER
Huge land vehicle

Armor Class 16
Hit Points 95
Speed 130 feet, 15 mph
Cruising Speed 55 mph
Maneuverability 45
Fuel 180 unit capacity, 20 units/hour
Passengers 1 driver, 1 gunner, 9 passengers
Cargo 5,000 lb.
Cost —

Armored. Passengers inside this vehicle can't be targeted by attacks originating from outside the vehicle.

Heavy. A creature run over by this vehicle takes double damage.

WEAPONS

Light Machine Gun. *Ranged Weapon Attack*: +6 to hit, range 60/180 ft., one target. *Hit*: 11 (2d10) fire damage. The gunner can make two attacks, instead of one. Both of these attacks always have disadvantage, regardless of circumstance.

ARMORED TRUCK
Huge land vehicle

Armor Class 16
Hit Points 95
Speed 130 feet, 15 mph
Cruising Speed 55 mph
Maneuverability 45
Fuel 120 unit capacity, 12 units/hour
Passengers 1 driver, 1 passenger
Cargo 12,500 lb.
Cost —

Armored. Passengers inside this vehicle can't be targeted by attacks originating from outside the vehicle.

Heavy. A creature run over by this vehicle takes double damage.

BIPLANE
Gargantuan air vehicle

Armor Class 14
Hit Points 140
Speed 530 feet, 60 mph
Cruising Speed 115 mph
Maneuverability 90
Fuel 48 unit capacity, 12 units/hour
Passengers 1 driver, 1 passenger
Cargo 1,000 lb.
Cost X

Slow Acceleration. This vehicle can only reach cruising speeds by accelerating for only 12 rounds, instead of 6.

Takeoff. This vehicle can only move at its cruising speed. It reaches this speed on a runway to achieve flight and it begins to fall if it drops below this speed while flying.

COMPACT CAR
Huge land vehicle

Armor Class 13
Hit Points 70
Speed 180 feet, 20 mph
Cruising Speed 60 mph
Maneuverability 90
Fuel 12 unit capacity, 1.5 units/hour
Passengers 1 driver, 4 passengers
Cargo 1,500 lb.
Cost X

ELECTRIC CAR
Huge land vehicle

Armor Class 13
Hit Points 70
Speed 180 feet, 20 mph
Cruising Speed 60 mph
Maneuverability 90
Fuel 6 unit capacity, 1 units/hour
Passengers 1 driver, 4 passengers
Cargo 1,000 lb.
Cost X

Recharge. This vehicle can recharge when connected to a charging station at a rate of 3 units per hour.

LUXURY CAR
Huge land vehicle

Armor Class 14
Hit Points 94
Speed 350 feet, 40 mph
Cruising Speed 70 mph
Maneuverability 90
Fuel 18 unit capacity, 3 units/hour
Passengers 1 driver, 3 passengers
Cargo 1,750 lb.
Cost X

Rapid Acceleration. This vehicle can reach cruising speeds by accelerating for only 3 rounds, instead of 6.

MINIVAN
Huge land vehicle

Armor Class 12
Hit Points 86
Speed 130 feet, 15 mph
Cruising Speed 65 mph
Maneuverability 90
Fuel 21 unit capacity, 3 units/hour
Passengers 1 driver, 7 passengers
Cargo 2,500 lb.
Cost X

MOTOTCYCLE
Large land vehicle

Armor Class 12

Hit Points 50
Speed 350 feet, 40 mph
Cruising Speed 70 mph
Maneuverability 90
Condition Immunities Blinded
Fuel 5 unit capacity, 1 units/hour
Passengers 1 driver, 1 passenger
Cargo 250 lb.
Cost X

Light. A creature hit by this vehicle takes half damage.

Two-Wheeled. If the motorcycle is not secured with a kickstand as an interaction when it comes to rest, it topples. You can right it again as an action.

PASSENGER PLANE
Gargantuan air vehicle

Armor Class 10
Hit Points 400
Speed 530 feet, 60 mph
Cruising Speed 570 mph
Maneuverability 45
Fuel 240,000 unit capacity, 3,600 units/hour
Passengers 2 drivers, 500 passengers
Cargo 300,000 lb.
Cost —

Slow Acceleration. This vehicle can only reach cruising speeds by accelerating for only 12 rounds, instead of 6.

Takeoff. This vehicle can only move at its cruising speed. It reaches this speed on a runway to achieve flight and it begins to fall if it drops below this speed while flying.

PICKUP TRUCK
Huge land vehicle

Armor Class 14
Hit Points 95
Speed 180 feet, 20 mph
Cruising Speed 65 mph
Maneuverability 90
Fuel 24 unit capacity, 3 units/hour
Passengers 1 driver, 2 passengers
Cargo 4,000 lb.
Cost X

Flatbed. This vehicle can carry Large objects, up to 10 feet in any dimension.

SEMI TRUCK
Gargantuan land vehicle

Armor Class 12
Hit Points 115
Speed 90 feet, 10 mph
Cruising Speed 55 mph
Maneuverability 90
Fuel 240 unit capacity, 12 units/hour
Passengers 1 driver, 1 passenger
Cargo 80,000 lb.
Cost X

Flatbed. This vehicle can carry Huge objects, up to 15 feet in any dimension.

Heavy. A creature run over by this vehicle takes double damage.

Speedboat

Huge water vehicle

Armor Class 12
Hit Points 55
Speed 130 feet, 15 mph
Cruising Speed 35 mph
Maneuverability 90
Fuel 35 unit capacity, 10 units/hour
Passengers 1 driver, 7 passengers
Cargo 1,000 lb.
Cost X

Sports Car

Huge land vehicle

Armor Class 13
Hit Points 82
Speed 180 feet, 50 mph
Cruising Speed 85 mph
Maneuverability 90
Fuel 15 unit capacity, 3 units/hour
Passengers 1 driver, 1 passenger
Cargo 1,500 lb.
Cost X

Rapid Acceleration. This vehicle can reach cruising speeds by accelerating for only 3 rounds, instead of 6.

Tank

Gargantuan land vehicle

Hit Points 185
Speed 90 feet, 10 mph
Cruising Speed 40 mph
Maneuverability 45
Condition Immunities Blinded, fuel leak, malfunctioning, slowed
Fuel 500 unit capacity, 100 units/hour
Passengers 1 driver, 3 gunners
Cargo 4,500 lb.
Cost —

Armored. Passengers inside this vehicle can't be targeted by attacks originating from outside the vehicle.

Heavy. A creature run over by this vehicle takes double damage.

Treaded. The tank ignores difficult terrain.

Weapons

Main Gun. *Ranged Weapon Attack*: +7 to hit, range 120/360 ft., one target. *Hit*: 33 (6d10) fire damage. Each creature within 5 feet of the point of impact must make a DC 16 Dexterity saving throw or take half the fire damage dealt. Once this weapon is fired, it takes 1 round to reload.

Yacht

Gargantuan water vehicle

Armor Class 10
Hit Points 355
Speed 90 feet, 10 mph
Cruising Speed 25 mph
Maneuverability 45
Fuel 400 unit capacity, 20 units/hour
Passengers 1 driver, 99 passengers
Cargo 40,000 lb.
Cost —

Chapter 2: Equipment

This chapter contains essential equipment for a modern adventurer: weapons and armor.

Arms and Armor

The scope and tools of a modern war are grander and more devastating than our ancestors ever could have predicted. Soldiers carry automatic firearms, not swords, and they're coated in ballistic armor, not plate mail. Our siege engines are battle tanks and remote bombers; our horses are armored personnel carriers.

Therefore, canny modern adventurers, from monster hunters to urban gangs, turn to scrappier, more improvised weapons for close-quarters combat. Many modern melee weapons are repurposed sports equipment and construction hardware (and in the case of the spiked bat, a combination of the two)—items which are easily procured, sturdy enough for a protracted fight, and deadly enough for the job.

Ranged weapons are, without exception, firearms great and small, from the common and dependable handgun, to the bombastic rocket launcher.

Contemporary military armor is focused squarely on deterring bullets, regarding knives and clubs as an afterthought, but many types of protective gear used for other applications can fill this role easily enough. A firefighter's thick layers or a motorcyclist's hard plates can fend off plenty of threats and are more abundant than ballistic vests.

Improvised Weapons and Armor

Contemporary adventurers often turn to melee weapons when no other suitable alternative is around. Since few people carry time-tested swords, battleaxes, and hammers around, a study baseball bat with some nails is often the next best thing. When even those weapons are out of sight, something more rudimentary, a glass bottle or a chair, might fit the bill.

This chapter contains a list of improvised weapons, their damages, and their weapon properties. A character using an improvised weapon doesn't add their proficiency bonus to the attack roll.

Variant Rule: Fragility

By their nature, improvised weapons are less sturdy than their simple and martial counterparts, and, while they might be useful in a scrap, can't be depended on long-term. To represent this fragility, use the following rule: When you roll a 1 on an attack roll with an improvised weapon, the weapon breaks.

Improvised Armor

Armor is especially hard to come by on short notice, but with a little bit of duct tape and some pots and pans, you can make something vaguely resembling protection. Such improvised armor can be worn by anyone, but imposes disadvantage on all Strength, Dexterity, and Constitution saving throws while it is worn.

Firearms

Black powder represents a paradigm shift in the art of warfare, fueling everything from powerful siege weapons to concealable, handheld guns. In many campaign settings, these firearms supplant the traditional scheme of weapons, forcing arrows, swords, and battleaxes into obsolesce. In the modern day, they're commonplace, a staple tool for hunting and home defense.

Firearm Damage Rolls

Unlike other weapons, you don't add your ability modifier to the damage roll of a firearm unless otherwise stated.

Two-Weapon Fighting with Firearms

Unlike other ranged weapons, you can engage in two-weapon fighting with two light firearms. When you do so, you subtract 2 from the damage roll of the bonus attack, to a minimum of 1 damage.

Firearm Ammunition

All firearms require special ammunition. Most firearms use bullets, but some require even more specialized projectiles.

The ammunition of a firearm is destroyed upon use.

Ammunition

Ammunition	Cost	Weight
Bullet	X (per 10)	2 lb. (per 10)
Grenade	X	3 lb.
Rocket	X	6 lb.
Shell	X (per 10)	2 lb. (per 10)

Improvised Weapons

Weapon	Damage	Properties
Improvised Melee Weapons		
Bottle	1d4 bludgeoning	Light
Bowling Ball	1d8 bludgeoning	Thrown (10/30), two-handed
Brick	1d6 bludgeoning	—
Cane	1d4 bludgeoning	Light
Chain	1d6 bludgeoning	—
Chair	1d8 bludgeoning	Two-handed
Firearm, One-Handed	1d4 bludgeoning	—
Firearm, Two-Handed	1d6 bludgeoning	Two-handed
Flashlight	1d4 bludgeoning	Light
Frying Pan	1d6 bludgeoning	—
Golf Club	1d8 bludgeoning	Two-handed
Guitar	1d8 bludgeoning	Two-handed
Knitting Needle	1d4 piercing	Light
Pipe	1d6 bludgeoning	—
Pool Cue	1d6 bludgeoning	Versatile (d8)
Rock	1d6 bludgeoning	Thrown (30/90)
Scissors	1d4 piercing	Light
Stiletto Heels	1d4 piercing	Light
Umbrella	1d6 bludgeoning	Versatile (d8)
Improvised Ranged Weapons		
Ball	1d4 bludgeoning	Thrown (30/90)
Snowball	1 cold	Thrown (10/30)
Throwing Dart	1 piercing	Thrown (15/45)

Weapons

Weapon	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Bat	X	1d6 bludgeoning	2 lb.	Versatile (d8)
Brass Knuckles	X	1d4 bludgeoning	1 lb.	Light, fist
Butterfly Knife	X	1d4 slashing	1/4 lb.	Collapsible, finesse, light
Cleaver	X	1d4 slashing	2 lb.	Light
Crowbar	X	1d6 bludgeoning	18 lb.	—
Hatchet	X	1d4 slashing	1.5 lb.	Light, thrown (range 20/60)
Hammer	X	1d4 bludgeoning	1 lb.	Light, thrown (range 20/60)
Machete	X	1d6 slashing	3 lb.	Special
Screwdriver	X	1d4 piercing	1/2 lb.	Light
Shovel	X	1d8 bludgeoning	4 lb.	Two-Handed
Utility Knife	X	1d4 slashing	1 lb.	Finesse, light, thrown (range 20/60)
Wrench	X	1d4 bludgeoning	5 lb.	Light
Martial Melee Weapons				
Bayonet	X	1d4 piercing	1 lb.	Finesse, light, special
Fire Axe	X	1d8 slashing	6 lb.	Versatile (d10)
Katana	X	1d8 slashing	3 lb.	Finesse, versatile (1d10)
Nightstick	X	1d8 bludgeoning	2 lb.	—
Sledgehammer	X	1d12 bludgeoning	18 lb.	Heavy, two-handed
Spiked Bat	X	1d8 piercing	2 lb.	Versatile (d10)
Taser	X	1d6 lightning	1/2 lb.	Special
Martial Ranged Weapons				
Compound Crossbow	X	1d10 piercing	6 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Compound Bow	X	1d8 piercing	5 lb.	Ammunition (range 150/600), heavy, two-handed

Firearms

Weapon	Cost	Damage	Weight	Ammo.	Properties
Simple Firearms					
Double-Barrel Shotgun	X	2d6 piercing	8 lb.	Shells	Ammunition (range 40/120), reload (2), scatter (2d8), two-handed
Handgun	X	2d4 piercing	3 lb.	Bullets	Ammunition (range 40/120), light, reload (10)
Hunting Rifle	X	2d6 piercing	8 lb.	Bullets	Ammunition (range 80/240), reload (5), two-handed
Machine Pistol	X	2d4 piercing	5 lb.	Bullets	Ammunition (range 20/60), automatic, foregrip, light, reload (10)
Parlor Gun	X	2d4 piercing	2 lb.	Bullets	Ammunition (range 20/60), concealable, light, reload (1)
Revolver	X	2d6 piercing	3 lb.	Bullets	Ammunition (range 40/120), reload (6)
Sawed-Off Shotgun	X	2d6 piercing	6 lb.	Shells	Ammunition (range 20/60), foregrip, reload (2), scatter (2d8)
Submachine Gun	X	2d6 piercing	6 lb.	Bullets	Ammunition (range 40/120), automatic, reload (16), two-handed
Martial Firearms					
Assault Rifle	X	2d6 piercing	7 lb.	Bullets	Ammunition (range 80/240), automatic, reload (20), two-handed
Gatling Gun	X	2d10 piercing	125 lb.	Bullets	Ammunition (range 80/240), automatic, heavy, mounted, reload (40, 2 actions), two-handed
Grenade Launcher	X	2d8 fire	10 lb.	Grenades	Ammunition (40/120), explosive, loading, two-handed
Light Cannon	X	2d12 bludgeoning	225 lb.	Cannon-balls	Ammunition (range 80/240), explosive, heavy, reload (1, 2 actions), mounted, two-handed
Light Machine Gun	X	2d8 piercing	60 lb.	Bullets	Ammunition (range 80/240), automatic, heavy, reload (40, 2 actions), two-handed
Magnum	X	2d8 piercing	6 lb.	Bullets	Ammunition (range 40/120), heavy, reload (6)
Pump Shotgun	X	2d6 piercing	7 lb.	Shells	Ammunition (range 80/240), reload (8), scatter (2d8), two-handed
Rocket Launcher	X	2d10 fire	20 lb.	Rockets	Ammunition (range 80/240), explosive, heavy, reload (1, 2 actions), two-handed
Sniper Rifle	X	2d8 piercing	8 lb.	Bullets	Ammunition (range 160/480), heavy, reload (4), sighted, two-handed

Weapon Properties

All firearms produce a loud boom (or in the case of blasters, a loud pew or zap), audible out to half a mile. Additionally, as shown in the Firearms table, firearms share a number of special properties.

Ammunition. You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. The ammunition of a firearm is destroyed upon use.

Automatic. When you make an attack with this weapon on your turn, you can choose to make two attacks with disadvantage instead. These attacks always have disadvantage, regardless of circumstance. These attacks use double the normal amount of ammunition.

Concealable. You have advantage on Dexterity (Sleight of Hand) checks made to hide this weapon.

Explosive. When this weapon's projectile hits a target, it explodes in a 5-foot radius. The projectile can be fired at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a DC 14 Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Foregrip. This weapon can be used with one or two hands. If used in two hands, its normal and long ranges double.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Mounted. This weapon is normally used while attached to a tripod, vehicle, or other bracing mount. You can mount or unmount this weapon as an action. While it is mounted, it can't be moved. It can only be used to make an attack while unmounted if held by a Medium or larger creature with a Strength score of at least 15.

Reload. This weapon can be used to make a number of attacks before it must be reloaded. If you are not proficient with the weapon, reloading it takes an action. If you are proficient, you can reload it as a bonus action. Some weapons require longer to reload, even if you have proficiency, which is specified in the Reload property. If reloading a weapon requires longer than one action, the weapon can't be used to make attacks until reloading is finished.

Scatter. If you make an attack against a target that is within half this weapon's normal range, you deal the damage value listed in parentheses instead of the weapon's normal damage dice.

Sighted. This weapon has disadvantage on attack rolls made against targets within 20 feet.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

Two-Handed. This weapon requires two hands when you attack with it.

SPECIAL WEAPONS

Weapons with special properties are described here.

Bayonet. This weapon can be mounted to any two-handed crossbow, blaster, or firearm or removed from it as an action. While mounted, you can use the bayonet to make a two-handed melee weapon attack, which deals 1d8 piercing damage on a hit.

Machete. This weapon deals double damage to plants and creatures of the plant type.

Taser. When a creature is hit with this weapon, it can't take reactions until the start of its next turn.

Armor						
Armor	SRD Name	Cost	Armor Class (AC)	Strength	Stealth	Weight
Improvised Armor						
Junk Armor	—	—	13	—	Disadvantage	10 lb.
Light Armor						
Leather Jacket	Leather	X	11 + Dex modifier	—	—	4 lb.
Motorcycle Armor	Studded	X	12 + Dex modifier	—	—	10 lb.
Sports Gear	Studded	X	12 + Dex modifier	—	—	15 lb.
Medium Armor						
Tactical Vest	Chain shirt	X	13 + Dex modifier (max 2)	—	—	8 lb.
Heavy Emergency Gear	Scale mail	X	14 + Dex modifier (max 2)	—	Disadvantage	40 lb.
Concealable Ballistic Vest	Breastplate	X	14 + Dex modifier (max 2)	—	—	6 lb.
Tactical Ballistic Vest	Half plate	X	15 + Dex modifier (max 2)	—	Disadvantage	15 lb.
Heavy Armor						
SWAT Gear	Chain mail	X	14	Str 13	Disadvantage	40 lb.
Hardplate Armor	Splint	X	17	Str 15	Disadvantage	30 lb.
Blast Suit	Plate	X	18	Str 15	Disadvantage	75 lb.
Shield						
Riot Shield	Shield	X	+2	—	—	8 lb.

Chapter 3: Spells

The following spells are presented in alphabetical order.

Antiballistics Field
7th-level abjuration

Casting Time: 1 action
Range: Self (40-foot-radius sphere)
Components: V, S, M (a pinch of wet gunpowder)
Duration: Concentration, up to 10 minutes

An invisible 40-foot-radius field of magic extends from you, disrupting bullets and causing firearms to malfunction. Within the sphere, attacks with firearms fail, and firearms used to make an attack immediately jam. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

Firearms outside the sphere which are fired into it have disadvantage on attack rolls and deal only half damage on a successful hit.

Antivirus
1st-level abjuration (ritual) [technomancy]

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 24 hours

You ward a device that you touch from digital interlopers. For the duration, this device can't be disabled by magical effects, such as the *technical difficulties* or *logic bomb* spell. Additionally, creatures have disadvantage on Intelligence (Data) checks made to hack this device.

Badgerman's Heroic Antics
3rd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a domino mask)
Duration: 8 hours

Striking a courageous pose, you summon up all the powers of the fearsome Badgerman. For the duration of this spell, you gain all of the following abilities:

Heroic Landing. You take no damage from falling less than 120 feet.

Pow! For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of your unarmed strikes. Additionally, you can roll a d6 in place of the normal damage of your unarmed strikes.

Tumbling. You can use a bonus action to perform an acrobatic dive through another creature's space, allowing you to move through it. On a turn in which you've moved through another creature's space, you don't provoke opportunity attacks from that creature.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage die of your unarmed strikes increases to a d8.

Badgerman's Quickchange
Transmutation cantrip

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Instantaneous

When you cast this spell, you can instantly exchange the armor or clothing you are wearing for armor or clothing you are holding. You can also don or doff a shield and draw or stow a weapon when you cast this spell.

Badgerman's Radical Roadster
4th-level conjuration

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a key fob)
Duration: 1 hour

A quasi-real vehicle appears on the ground in an unoccupied space of your choice within range. You decide on the vehicle's appearance. This vehicle has no key, so any creature can drive it.

This vehicle has the statistics of a sports car, except that it has a cruising speed of 120 mph. When the spell ends, the vehicle gradually slows to a stop and fades away, giving its passengers 1 minute to exit it. You can use your action to dismiss the vehicle, ending the spell early.

Blood Print
1st-level necromancy (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (an ounce or more of blood)
Duration: Instantaneous

At your touch, wet blood on a surface shifts and reforms into a pattern of crimson blotches. This blood print is unique to the particular creature to whom the blood belongs, but you can determine the creature's kind (such as

human, gnoll, deer, or fire giant) by examining the general shape. A print can be preserved by pressing a sheet of paper against the it. If this spell is cast twice, it is possible to match samples of blood originating from the same creature by comparing the prints.

Bullet Storm
1st-level evocation

Casting Time: 1 action
Range: 40 feet
Components: V, S
Duration: Instantaneous

You bring into existence an ethereal gun and rapidly fire six shots. Make 6 spell attack rolls with disadvantage against targets you can see within range. These attacks always have disadvantage, regardless of circumstance. On a hit, a target takes 1d8 force damage.

At Higher Levels. When you cast this spell using spell slot of 2nd level or higher, you can make two additional attacks with disadvantage for each slot level above 1st, to a maximum of 6 additional attacks.

Bullet Trick
1st-level abjuration

Casting Time: 1 reaction, which you take in response to a ranged firearm attack being made against you or passing within 5 feet of you
Range: 60 feet
Components: V, S
Duration: Instantaneous

With lightning speed, you snatch a bullet from the air in your hand. If you were not the original target of the firearm attack, you become the attack's target. Make a spell attack roll, contested by the attacker's attack roll. On a success, you catch the bullet in your hand and take no damage from the attack. On a failure, you can only deflect the bullet, and take half damage from the attack.

Bursting Shot
Evocation cantrip

Casting Time: 1 action
Range: Self
Components: V, S, M (a firearm)
Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. On a hit, the shot bursts, dealing thunder damage equal to your spellcasting ability modifier to the target and 1d6 to each other creature within 5 feet of it.

The spell's damage to creatures other than the target increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Carlos' Comfy Couch
2nd-level conjuration

Casting Time: 1 minute
Range: 30 feet
Components: S, M (a potato)
Duration: 8 hours

You conjure a remarkably cozy couch in an unoccupied space you can see within range. The couch fills a 10-by-5-foot space, can comfortably seat four Medium or smaller creatures, and persists for the duration. Any creature that takes a short rest while on the couch can choose to reroll any hit die it spends to regain hit points, and must use the new roll. Additionally, once during the rest, each creature resting on the couch can expend a hit die to remove one level of exhaustion.

Chromatic Bullet
1st-level evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (a firearm)
Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 1d4 damage. You can choose for the weapon's damage, as well as this additional damage, to be either acid, cold, fire, lightning, poison, or thunder damage. You do not need to pick the same type for both, and you can leave the weapon damage as whatever type would normally be dealt by the weapon.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

Clue
1st-level divination (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a magnifying glass and pipe)
Duration: 10 minutes

When you cast this spell, all footprints and fingerprints within a 45-foot radius of a point you touch become highlighted and glow faintly for the duration. At the time of

casting, choose any period of time up to the last 10 days to the present; only footprints and fingerprints left within that time will be highlighted. Each creature whose footprints or fingerprints are detected by the spell is assigned a unique color, but are not otherwise identified. Any creature that moves or touches objects in the area will also leave colorful footprints and fingerprints, which might reveal invisible creatures in the area.

CONCEALED SHOT
Illusion cantrip

Casting Time: 1 action
Range: Self
Components: S, M (a firearm)
Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. The spell then masks any audible or visible output from the weapon, making it impossible to see or hear where the shot came from.

This spell only conceals the first shot you make; any additional shots are not concealed.

CONJURE CANNONBALL
3rd level conjuration

Casting Time: 1 action
Range: 600 feet
Components: V, S, M (a small replica cannon)
Duration: Instantaneous

You summon a cannonball, mid-flight and at full velocity, which explodes on impact. Make a spell attack roll against a target you can see within range. On a hit, the target takes 4d10 bludgeoning damage, and each creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes half as much damage as the target.

CONSULT INTERNET
6th-level divination (ritual)

Casting Time: 1 minute
Range: Self
Components: V, S
Duration: Instantaneous

Your mind plunges through the recesses of Cyberspace, retrieving information as if you deeply researched a subject on the internet. You cast this spell when you perform an Intelligence check to recall something, allowing you to replace the result of the roll with a 18.

Not all information can be obtained or inferred from the internet, and even a successful Intelligence check might only be partly successful, containing some misinformation mixed in with the truth.

DIGITAL EXPLOIT
4th-level abjuration [technomancy]

Casting Time: 1 action
Range: Touch
Components: V, S, M (a magnet)
Duration: Instantaneous

You magically leverage the various system backdoors on a digital device that you touch, granting you access to its most secure data and protocols. Choose one of the following effects:

Ghost Access. For the next 24 hours, you can't be tracked or identified on this device and no records of your activity on this device (including that you used the device at all) are stored on it.

Identify Users. You can access the records of each individual that has used this device within the last 24 hours. Users are identified only using information entered into the device. For example, if a user entered their first and last name into a computer, you would learn that information, but if they only entered a username, you would learn that instead. You can also determine what each individual did on the device when they used it.

Purge Data. You can delete any of the device's files instantly and you can remove any identifying details, such as user records, you choose from the device.

FAKE ID
2nd-level illusion (ritual)

Casting Time: 1 minute
Range: self
Components: V, S, M (an identification card)
Duration: Concentration, up to 1 hour

You change the face of an identification card to display whatever a viewer most expects to see. A bouncer at a club might see a unremarkable adult identification card, while a corporate security guard might see an employee access pass. Any creature examining the card can make an Intelligence (Investigation) check against your spell save DC, revealing the true face of the card on a success.

FALSE REFLECTION
1st-level illusion

Casting Time: 1 action
Range: 120 feet

Components: V, S, M (a compact mirror)
Duration: Concentration, up to 10 minutes

You change the reflections on a Large or smaller object you can see within range to be whatever you choose. These reflections are not accompanied by corresponding objects and are purely visual, but move convincingly to the observer. You can use your bonus action to cause the reflection to change, for objects within the reflection to move within it, or to switch the target of this spell to another reflective object within range.

If you create the reflection of a bright object (such as the sun), the reflective object sheds dim light out to 20 feet. You can render a transparent object opaque by bombarding it with bright or rapidly-shifting reflections. If you choose to remove all the reflections on an object made entirely of glass or similarly transparent material, the object is rendered invisible.

Finger Guns
Evocation cantrip

Casting Time: 1 bonus action
Range: 40 feet
Components: V, S
Duration: 1 minute

You extend your index finger and thumb, a dangerous gesture mimicking a gun. For the duration, you can use your action to make a spell attack roll against one creature you can see within 40 feet, dealing 1d8 force damage on a hit.

Your finger gun does not require ammunition, but is still considered to be a firearm for spells and effects such as *bursting shot* and *protection from ballistics*.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Free Throw
1st-level transmutation

Casting Time: 1 action
Range: Self
Components: S, M (a scrap of pigskin)
Duration: 1 round

As part of the casting of this spell, you throw a handheld object weighing 5 pounds or less. For the duration of the spell, you choose the object's exact trajectory, up to 150 feet of distance. The object can navigate around obstacles and corners, and ignores half and three-quarters cover if it is directed at a creature. If the object strikes a creature, that creature must make a Dexterity saving throw or take 3d4 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can throw with this spell increases by 5 pounds and the damage increases by 1d4 for each slot level above 1st.

Heat Barrel
2nd-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a piece of iron and a flame)
Duration: Concentration, up to 1 minute

The barrel of a firearm you can see glows white hot. For the duration, the firearm can't be used to make more than one attack per round, and you subtract 2 from attack rolls using it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional firearm within range for each slot level above 2nd.

Jam Weapon
2nd-level transmutation

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet attacks with a firearm
Range: 60 feet
Components: V, S, M (a pinch of wet gunpowder)
Duration: Instantaneous

The loaded firearm you can see jams upon firing. The attack fails, and the firearm is jammed. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional firearm within range for each slot level above 2nd.

Jethro's Instant Reload
2nd-level conjuration (ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (a spent bullet casing)
Duration: 1 hour

One firearm you are holding becomes enchanted to reload itself automatically. When the weapon's ammunition is depleted, new ammunition teleports from your person into the weapon, reloading it. If the weapon has the Loading property, you can ignore this for the duration. If the weapon takes an action or longer to reload (such as with the Reload (2 actions) property), it reloads itself at the end of your turn.

If you are not carrying sufficient ammunition for the weapon to reload, the spell ends.

Logic Bomb
4th-level enchantment [technomancy]

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a component from a construct core)
Duration: Concentration, up to 1 minute

Circuits of arcane energy reach out from your fingertips and embed themselves in nearby technology, afflicting everything it touches with a magical virus. Unattended magical technology you choose within range is disabled for the duration. Each creature you choose that is wearing or carrying magical technology (or has embedded or integrated technology on their person) must make an Intelligence (Technology) check against your spell save DC at the beginning of each of its turns or be unable to use this technology. On a successful save, the spell ends for this target.

Each construct you choose within range must make a Wisdom saving throw. On a failed save, it is incapacitated, even if it would otherwise be immune to being incapacitated, and its speed is reduced to 0 for the duration. At the beginning of each of its turns, a construct can repeat this saving throw, ending the effect on itself on a success.

Magic Mic
Transmutation cantrip [technomancy]

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

You conjure into existence a spectral microphone, which can hover in front of you or be held in one hand. Speaking through the microphone amplifies your voice to a booming level and allows you to distort your voice. This distortion can change your voice's pitch, cause an echo, make it sound metallic, add a layer of static noise, or any other simple audio effect. It cannot be used to completely duplicate another person's voice. You can change the mic's volume and change the nature of the distortion on your turn (no action required.) Your voice also projects through radio waves allowing you to be heard on comm sets and communication systems within 10 miles.

You can use your action to shout into the mic. When you do so, each creature within 10 feet of you must make a Constitution saving throw or take 1d4 thunder damage.

The spell's damage increases when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Perforating Smite
2nd-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you make an attack with a firearm attack before this spell ends, the shot is accelerated to an incredible velocity. Instead of making an attack roll against a single target, the shot becomes a 5-foot-wide line that extends from you out to the weapon's normal range. All creatures in that line must make a Dexterity saving throw, taking the weapon's normal damage on a failure or half as much damage on a successful one.

Sandbags
1st-level conjuration (ritual)

Casting Time: 1 bonus action
Range: 10 feet
Components: V, S, M (a duck figurine)
Duration: Concentration, up to 1 hour

You conjure a low wall of sandbags, a perfect source of cover, at a point you can see within range. The wall is 18 inches thick and is composed of three 5-foot-long-by-3-foot-high segments. Each segment must be contagious with at least one other segment.

A Medium creature that hunkers behind the sandbag wall has half cover from ranged attacks and a Small creature that hunkers behind it has three-quarters cover from ranged attacks. A prone creature has full cover behind the wall. The wall can be leapt over the wall without using any additional movement.

The sandbag is an object that can be damaged and thus breached. Each segment has AC 10 and 120 hit points. Reducing a segment of the wall to 0 hit points causes it to crumble, destroying it.

Once summoned, the sandbags from the wall can be removed from the wall or rearranged into a different configuration. The wall and all its sandbags disappear when the spell ends.

Text
1st-level evocation (ritual) [technomancy]

Casting Time: 1 bonus action
Range: Self
Components: S

Duration: Instantaneous

With a flurry of typing gestures in the air, you send a text message of up to 50 words without using any sort of electronic device. You must know the recipient's contact information to send them a text message.

Technomancy
Transmutation cantrip [technomancy]

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

With a complex input gesture, you can manipulate a technological device you can see within range. You can use this ability to perform any basic operation on the device, including, but not limited to, pressing an external button, entering a dozen keystrokes of data, activating an authorized operation (such as opening an unlocked door), dimming or brightening a screen, or muting a device that has a speaker. You can't disconnect or reconnect wires, or perform an unauthorized operation, such as crashing a device or changing its password without knowing the original.

Meme
Enchantment cantrip [technomancy]

Casting Time: 1 bonus action
Range: Touch
Components: S, M (a phone)
Duration: Instantaneous

With the flick of a finger, you conjure into being and send a humorous image to a recipient's computer or phone. The image is always topical, and you can choose for it to express a mood of your choosing or to follow a theme, such as "cat pictures" or "Badgerman fanart". You must know the recipient's contact information to send them an image.

Parking Space
2nd-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a handful of loose change)
Duration: 4 hours

When you cast this spell, the ground warps at point you choose within range, magically expanding (and moving adjacent vehicles and obstacles without harming them) until it is large enough for a Huge vehicle to be parked there. Once a vehicle is parked in the newly-created space, you can use your action to cause the ground to contract away with the vehicle, storing it in an extradimensional space. You can also use your action to expand the ground again to access the vehicle. Passengers can be inside the vehicle when it is stored within the extradimensional space, but any passenger that exits the vehicle is ejected from the extradimensional space and can't return to it. When the spell ends, the vehicle is ejected from the extradimensional space (possibly causing it to collide with obstacles) as the ground contracts to normal dimensions.

Protection from Ballistics
2nd-level abjuration

Casting Time: 1 action
Range: Self (20-foot sphere)
Components: V, S
Duration: Concentration, up to 1 minute

You project a shimmering sphere of energy in a 20-foot sphere around yourself for the duration. Creatures within the sphere are protected against attacks made by firearms located outside of the sphere—such attacks have disadvantage and the creatures have resistance to any damage they would deal.

Sanitize
Transmutation cantrip

Casting Time: 1 action
Range: Touch
Components: V, S, M (a drop of rubbing alcohol)
Duration: Instantaneous

An object you touch which can fit within a 10-foot cube is rendered utterly sterile, cleaning it completely and removing all disease and poison present on it. Any food or drink affected by this spell is ruined, becoming inedible.

Prognosis
3rd-level divination (ritual)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a stethoscope)
Duration: Instantaneous

When you cast this spell, select a target you can see within range. You instantly sense and identify all diseases and poisons affecting the target, how many levels of exhaustion the target has, and how many hit points it has.

Tag
Illusion cantrip

Casting Time: 1 action
Range: touch

Components: S, M (a bit of paint)

Duration: Instantaneous

You press your hand against a flat plane on an object and imprint an elaborate and vibrant image onto the surface. The image can contain a message up to three words in length, and can include art, caricatures, or identifying logos in any combination of colors, decided when you cast the spell. Nonmagical cleaning supplies cannot remove the image, which fades after seven days.

Technical Difficulties
1st-level transmutation [technomancy]

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a bit of frayed wire)

Duration: Concentration, up to 1 minute

This spell causes lights to flicker, blasters to malfunction, and arcane terminals to crash. Choose a piece of magical technology within range. The device malfunctions in unpredictable ways, such that it is unusable for the duration.

Synchronicity
3rd-level abjuration

Casting Time: 1 action

Range: self

Components: V, S, M (a garage door opener)

Duration: Concentration, up to 1 hour

This spell alters the flow of reality around you to avoid the inconveniences of city life. Taxis arrive precisely when you need them, stoplights are always green, and crowds subtly shift out of your way. For the duration, you are unaffected by difficult terrain, and opportunity attacks against you have disadvantage. Additionally, you have advantage on ability checks made in chases for the duration.

Zone of Fortification
7th-level conjuration [renaissance]

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a replica castle figurine worth at least 100 gp)

Duration: 24 hours

You conjure defenses to protect up to 5,000 square feet of floor space (an area approximately 70 feet square, or two hundred 5-foot squares or fifty 10-foot squares). The protected area can be up to 20 feet tall, and shaped as you desire. You can fortify several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the spell.

When you cast this spell, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

Zone of fortification creates the following effects within the fortified area:

Corridors. Caltrops fill all the fortified corridors. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it can hear gunfire from one randomly-determined direction.

Ballistic Protection. You can place up to two fixed instances of the protection from ballistics spell in two locations of your choice within the fortified area.

Doors. All doors in the fortified area are magically locked, as if sealed by an *arcane lock* spell. In addition, you can replace up to ten doors with armored bulkheads that are immune to nonmagical damage and feature gunports that allow creatures adjacent to the door to make ranged attacks through them, while benefiting from full cover against anyone on the other side.

Sandbags. You can also place up to twenty-five sections of sandbags anywhere in the fortified area. Each section is five feet long and one foot thick, has 10 HP, 16 AC and is immune to all damage except thunder. The sections must be supported by solid ground and can be contiguous, but do not have to be. Sandbags confer half cover to anyone crouched behind them.

Stairs. Stairs in the fortified area are sown with ball bearings from top to bottom. These balls reappear in 10 minutes if they are dispersed while spell lasts.

The entire fortified area radiates magic. A *dispel magic* cast on a specific effect, if successful, removes only that effect.

You can create a permanently fortified structure by casting this spell there every day for one year.

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