

WANTED SCORES



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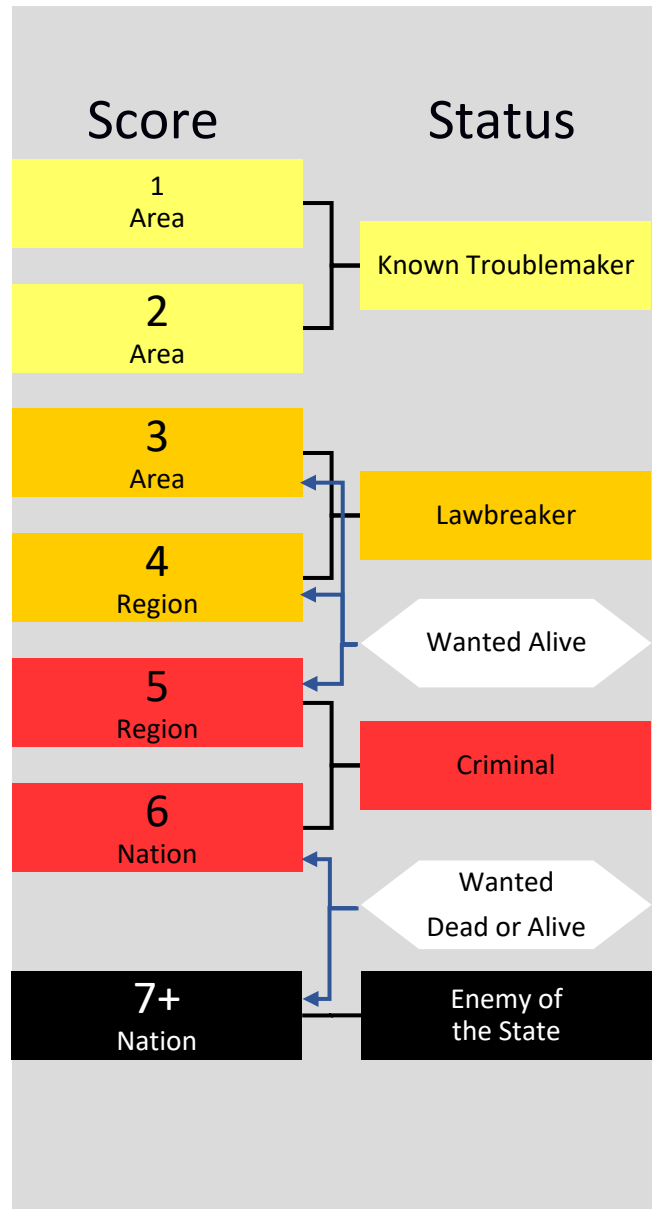
Wanted Scores

In the course of adventuring far and wide, a character (or entire party) can sometimes end up on the wrong side of the law and public opinion. A Wanted Score allows a Dungeon Master to track how characters are perceived by rulers, law enforcement, and citizens of a particular area, region, or nation. This score comes with an attendant status that gives further guidance on how the world reacts to a character's presence based on their past actions.

Like Hit Points, a Wanted Score is an abstract way for the DM to see where things stand at a glance. Increases and decreases to a character's Wanted Score are declared by the DM. The score should not be increased for every minor infraction and it should not be decreased by every heroic deed.

Lines between one score and the next are soft, meaning the DM should make a judgment call as to whether or not a certain incident should increase the Wanted Score, especially if this grants a new status.

The Public Perception and Law Enforcement sections of the following descriptions are addressed to players to help them understand their status. The other sections are guidance for Dungeon Masters.



Areas, Regions, and Nations

It's helpful to break down your campaign map into geographically defined zones. In this supplement, we refer to these zones as Areas, Regions, and Nations.

An **Area** is a town and all villages within about three days travel (~75 miles). Farmers, traders, and travelers regularly traverse between the town and villages and everyone is always interested in the latest news.

A **Region** is considered a major city and all cities, towns, and villages within about seven days travel (~200 miles). For the sake of convenience, this assumes that most towns are within about a week's journey of a city and most villages are within two or three days travel of a town (about 40-60 miles) or other village. Some towns or villages may be more remote.

A **Nation** is geopolitical state that shares a government responsible for law enforcement within its boundaries.

Wanted Scores include a suggested scope for how far and wide a character's misdeeds might be known.

Score 1-2

Known Troublemaker

Scope: Area

Public Perception: *Some people just seem to always be nearby when things go wrong. You might not have broken any laws (or at least not been charged with breaking any) but you've got something of a reputation for disturbing the peace by starting fights, ignoring local customs, or seeking to cause mischief. Common people might think of you as being rude, drunk, incompetent, unpleasant, or unlucky.*

The very sight of you probably prompts a guard to demand that you state your business. When you walk in, tavernkeepers shake their

head as they offer that time-honored, charmingly colloquial double negative, "I don't want no trouble."

Law Enforcement: *Guards and garrisons are likely to keep a close eye on you. They might harass or detain you just to let you know who's boss. Known troublemakers are the first to be rounded up with the usual suspects when there's a disturbance.*

Punishments: If Troublemakers face formal government punishment, it usually amounts to fines of 50-100 gp, a few days in jail, or perhaps some time in the stocks. Suits against them are likely to be civil rather than criminal.

Reducing the score: Unlike lawbreakers and criminals, being a known troublemaker is more about reputation than restitution. As such, it can be hard to lower a score without actively working to improve public image or letting time pass. A Known Troublemaker's score is reduced by 1 for every six months they stay out of trouble (or at least stay away).



Score 3-4

Lawbreaker

Scope: Area (3), Region (4)

Public Perception: *Things get a little more serious when you have a reputation for actually breaking the law. Finger wagging and head shaking turn into actual mistrust and unease. Some folk might refuse to do business with you and others might point you out to law enforcement. Mostly, folks just hope you move on without dragging them into your next confrontation with law enforcement.*

Law Enforcement: *There is a good chance that there is a warrant out for your arrest. Though the farther you are from the site of your last misdeed, the less likely this will be. A competent disguise and keeping a low profile are usually enough to get by without too much notice. Once recognized, however, law enforcement will consider it a priority to arrest you. As long as you remain in their jurisdiction, they want to see you pay for breaking the law and stand trial for everything you've been charged with.*

Amateur bounty hunters will go after a lawbreaker in their area but won't pursue them beyond it. Professional bounty hunters do not usually concern themselves with mere lawbreakers, but they may consider it worth their time if a you have incurred significant fines or caused notable damage. If you wronged an influential person, they might consider hiring someone to track you down and bring you to their idea of justice.

Punishments: Stiffer fines of 150-500 gp are not an uncommon penalty for lawbreaking but paying such fines usually avoids jail time. Most common folk could not hope to come up with this kind of money and would be forced to spend time in prison or at hard labor. Repeat offenders are fined as well as imprisoned.

Imprisonment could be 1d4+1 weeks or to 2d4 months at a time, depending on the severity of the broken laws. Public beatings are not out of the question.



Reducing the score: Being known as a lawbreaker can have unfortunate side effects but it is not an irredeemable condition. Paying fines, repairing damage, serving jail time, turning one's self in, or even just finding the right person to talk to can all lead to a reduction in Wanted Score.

Unless they have a reason to be prejudiced, most magistrates, watch captains, and other officials will listen to a reasonable explanation of mitigating circumstances. Once restitution or excuse has been made to the satisfaction of an official or offended party, a lawbreaker's score is reduced accordingly.

Letting time pass or showing a community they have changed their ways are also ways to reduce a lawbreaker's score. With no other effort, a lawbreaker's score will reduce by 1 a year after the last known incident.

Score 5-6

Criminal

Scope: Region (5), Nation (6)

Public Perception: *Troublemakers and lawbreakers are a nuisance to civilized society, but criminals represent an outright danger. You are seen as an enemy to society and someone to be brought in line or kept out of it entirely. Law-abiding citizens fear you and most will turn you in or assist law enforcement against you.*

Expecting violence or robbery, some common folk might proactively lash out at you or try to drive you away. Courageous good people refuse to do business with you and others are careful not to be seen associating with you.

Law Enforcement: *The hammer comes down once you are considered a criminal. Wanted posters are hung in public and your description is circulated. Your known places of resort and your associates are being watched carefully.*

Bounty hunters and detectives truly enter the picture at this stage. Rewards for your capture are significant and, depending on your crimes, they might be encouraged to swing the club first and ask questions later.

When someone comes after you, they will do it in force. It takes repeated, damaging, or violent crimes to reach this status and groups attempting your capture are not going to worry overmuch about being gentle.

Worse still, is that others are now being scrutinized for having associated with you in the past. Family members might be harassed on a weekly or even daily basis by law enforcement trying to flush you out. Business partners might find their own holdings in danger of being seized and themselves under investigation.

Punishments: Before they are even arrested, a criminal's publicly known assets or property are likely to be seized by the government. If this amounts to considerable value, it might work toward the restitution or repair of some crimes, but prison time measured in years is still more than likely.

Strong evidence of especially violent crimes will almost always lead to execution.

Reducing the score: There is an invisible threshold between being a lawbreaker and being a criminal that could very well be called, "the point of hard return." Unless a player is willing to give their character up to years in prison (more on this later), then their only legal hope is to find a way to clear their name or seek a pardon from a powerful party. Until then, if they want to keep adventuring, they'll have to do it on the lam.

Protected Status



Sometimes a character with Criminal status falls under the protection of a powerful organization or individual. If this happens their score reads 5^P or 6^P. This might be a crime boss, a royal benefactor, or a Dragonmarked House. While the protection lasts, most law enforcement will not attempt to arrest the character and if they do, charges are soon dropped and fines are paid by the protector or waived.

Score 7+

Enemy of the State

Scope: Region (5), Nation (6)

Public Perception: *You are known and reviled across the land, your name whispered with the special disgust and fear reserved for infamous villains. Common folk cower in fear and run away only to tell everyone they know that they once saw you face-to-face and lived to tell the tale. No matter what else happens in your career, your name will be on thousands of lips for years to come.*

Law Enforcement: *Soldiers and guards are required to memorize your likeness, mannerisms, associates, and known possessions. There is a dedicated team of elite agents and detectives dedicated to tracking you down and they often work with foreign governments and agents to find you no matter where you are. Unless granting you asylum, a foreign government will almost certainly extradite you to the nation where your Wanted Score is the highest.*

Famous adventurers and the highest profile bounty hunters constantly dog your heels, looking to make a fortune from your death or capture.

Your disguises and deceptions must be masterful to succeed. If you show even the slightest bit of resistance, anyone confronting you will not hesitate to go for the kill.

Punishments: This status is reserved for insurrectionists, mass murderers, and others who pose an existential threat to civilized lands. The hallmarks of this status are incontrovertible evidence of significant death or destruction, widespread public knowledge of crimes, and personal offense to the most powerful people in the land. Swift death is the only punishment to be expected and the more public, the better. If an enemy of the state eludes capture long enough, some of their associates might be put to death if they refuse to aid in the capture.

Reducing the score: The only possible ways to expunge the Enemy of the State status are a full royal pardon (sometimes at the risk of the people still taking justice into their own hands), divine intervention, or a display of utterly epic heroism witnessed by hundreds or thousands of people (things like single-handedly fighting off a horde of enemies at the gates of the city, slaying a dragon in the castle courtyard, defeating a demon lord in the town square). Even then, some crimes may never be forgiven.



Min-Maxing Wanted Scores

Think carefully about whether or not a given action should push a character into another status.

In the course of a bad week, a certain character might inadvertently humiliate a town priest, ruin a noble's vacation, and accidentally startle a bull into charging through a cabbage stall. Even though each of these three instances would likely increase that character's Wanted Score by 1 (granting them the status of Known Troublemaker), they do not gain status as a Lawbreaker for the third event. A third troublemaker event simply restarts the clock on how long that nation collectively remembers the character as a Known Troublemaker.

The main difference between a Lawbreaker and a Criminal is whether or not the crimes are violent, pose a repeated threat to public safety, or involve a significant amount of property damage or stolen goods.

On the other side of the spectrum, there are actions that push a Wanted Score up to a specific status. If a character with a Wanted Score of 0 is caught in a compromising situation and charged with murder, law enforcement wouldn't shake their heads and say, "What a troublemaker you are. Well, it's your first offense so just don't let me see you do it again." In such a case, their Wanted Score immediately increases to 5. If that event is resolved to the satisfaction of law enforcement (turns out the butler did it), the Wanted Score is reduced proportionately. However, in most cases a character should retain a Wanted Score of at least 1 to show that the stain on their reputation does not immediately go away.

You got a familiar face, stranger.

The chance of a character with a Wanted Score being recognized is a percentage equal to their Wanted Score times 10. For instance, a character with a Wanted Score of 1 has a 10% chance of being recognized and treated as a

Known Troublemaker. A character with a Wanted Score of 4 has a 40% chance of being recognized and treated as a Lawbreaker.

Recognition rolls are usually made when a character first meets someone or enters a populated area in the nation where they have a Wanted Score. The more people there are, the more likely someone will connect a character with what they've heard about a similar person. As a general rule of thumb, roll once a day in a city, once a week in a town, and only once when entering a village or thorp. Whether or not someone does anything once they recognize a wanted individual is up to you.



What do you mean you've never heard of me?

Then again, perhaps the only thing worse than being recognized is *not* being recognized at all. Immediately outside a given Area, Region, or Nation (depending on Wanted status), the percentage chances of being recognized are cut in half.

Your Honor, I have never seen this person before in my life.

Disparate Wanted Scores can and should cause conflict between characters, but not players. The classic example is the pickpocketing, backstabbing Rogue opposed to the honest and honorable Paladin. Without a powerful story reason to continue adventuring together, it can strain credulity to keep the party dynamic the same over the course of the campaign.

This kind of inter-party conflict can lead to fun and exciting roleplaying opportunities as long as everyone is having fun. Is there an optimistic character who believes the criminal can change? Is a virtuous character being seduced into bending the rules in the name of the greater good? What actions are unforgivable?



I know when I'm not Wanted

Here are some other ways to reduce a Wanted Score other than the more legitimate examples given in the status descriptions.

The Black Market: With the help of forgery, theft, destruction of evidence, and bribery, it's possible to reduce a Wanted Score by finding a competent agent of the black market. If the character has no such existing contacts, it takes a DC 18 Intelligence (Investigation) check and

1d6x100 gp to find one in a major city. If this check fails, the money lost and the check cannot be made again in that city for one month. Attempting to do so will bring reprisals from law enforcement and the criminals hiding from them.

It costs a character's current Wanted Score times 1,000 gp to reduce their score in one any one nation. It does not have to be the nation in which they are contacting the Black Market. It takes one week for the reduction to take effect and another reduction cannot be made this way for one month.

For example, a character with a Breland Wanted Score of 5 must pay 5,000 gp to have their Breland Wanted Score reduced by 1. Their new Breland Wanted Score will be 4. If they wish to reduce it by 1 again, they must wait a month and then pay 4,000 gp.

Wanted Scores of 1 or 2 cannot be lowered this way.

Connections: If a character knows someone of particular civic or social status, that character can petition them use their influence. They may ask for help reducing their own Wanted Score or one of their associates. Doing so depends highly on the strength, age, and nature of the relationship. In almost all cases, the connection will want something in return that approximates the values given under the Black Market section.

There's Always a Bigger Fish: Sometimes a character can get their own Wanted Score reduced if they cooperate with law enforcement to nab an even more wanted criminal. This could involve testifying at trial, undercover work, inside information, revealing secret locations, or even government sanctioned assassination.

This option goes particularly well with a character under Protected Status. Excitement, plot twists, and peril are constant companions as a character tries to avoid being crushed between the hammer of the law and the anvil of organized crime or international intrigue.

Crime and Punishment

With few exceptions, encounters with law enforcement should not be fatal to characters. If reduced to 0 hit points, an adjacent member of law enforcement uses their action to stabilize a dying player character.

Resisting arrest and/or breaking out of prison increases a character's Wanted Score by 1 (max 6).

Once caught, unless a character is broken out or their name is cleared, they likely face time in prison or execution. If the former is true, here are two ways to deal with a player character doing time.

Shelving a character: If Hiblin Fuego, a Warlock with a fascination for fiery arson, is arrested and convicted of burning down The Harmless Dove inn, his prison sentence is five years. If Hiblin's player decides she doesn't want to break Hiblin out and live as a fugitive, she can instead opt to create a new character. Hiblin hasn't died or been erased from the campaign. For now, his character sheet can sit on the shelf until he gets out for good behavior or the group decides they need his particular expertise with combustibles.

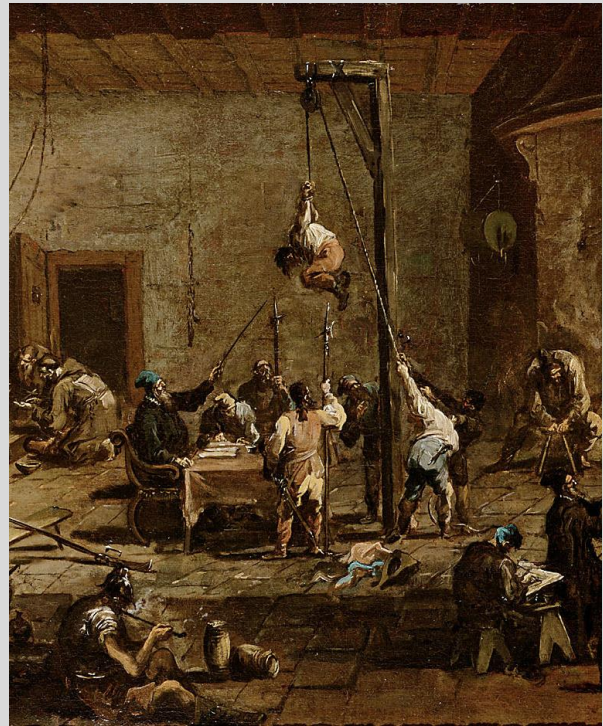
Fast forward: If a player doesn't want to give up playing an incarcerated character, another option is to turn the clock forward the appropriate number of weeks or months. If a character is going to be incarcerated longer than 1 year, it may be best to think about shelving them for now.

Imprisonment is a punishment for doing wrong and getting caught. It isn't fair for every other character's development to be stalled while they wait. Other characters should grow in experience, wealth, connections, or equipment. Players can narrate what their character has been up to during that time.

Such a decision should involve the entire group. risk of missing out on these rewards is what gives crime its thrilling edge. A complete lack of consequences makes for an unrealistic

and unsatisfying experience with Wanted Scores. Besides, perhaps the character imprisoned has made a number of connections or even picked up a few new skills while serving their sentence (like proficiency with Brewer's supplies. Don't ask.)

Time on the inside with a friend on the outside.



While a character is in prison, give the following rewards to their free companions. See DMG Chapter 6: Between Adventures for more ideas.

1-4 weeks:	Treasure and XP equal to an encounter of medium difficulty for the party level.
3 months	Gain a new social or business connection related to your Background, Class, or Race
6 months	Choose 1 new language or a new tool proficiency from the Artisan, Gaming, or Musical Instrument lists (PHB 154).
9 months	Treasure and XP equal to an encounter of hard difficulty for the party level.
1 year	Roll on Magic Item Table F (DMG 146).

Wanted Score Record Sheet

Character/Party _____

Nation/Region/ Area: _____ Wanted Score/Status _____

Incidents, Crimes, or Misunderstandings: _____

NPCs/Organizations Involved: _____



Wanted Score Record Sheet

Character/Party _____

Nation/Region/ Area: _____ Wanted Score/Status _____

Incidents, Crimes, or Misunderstandings: _____

NPCs/Organizations Involved: _____

Town Watch/Guard/Soldier

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Watch Detective

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. The detective uses a bonus action to Dash, Disengage, or Hide.

Sneak Attack (1/Turn). The detective deals an extra 7 (2d6) damage when it hits a target and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and the detective doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Captain of the Watch

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The Captain has advantage on saving throws against being frightened.

Actions

Multiattack. The Captain makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 3) slashing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the Captain can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add 1d4 to its roll provided it can hear and understand the Captain. A creature can benefit from only one Leadership die at a time. This effect ends if the Captain is incapacitated.

Reactions

Parry. The Captain adds 2 to its AC against one melee attack that would hit it. To do so, the Captain must see the attacker and be wielding a melee weapon.



Amateur Bounty Hunter

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor) **Hit**

Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. Amateur bounty hunters have advantage on an attack roll against a creature if at least one ally of the bounty hunter is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Truncheon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Anyone can call themselves a bounty hunter if they notice a Wanted Poster and decide they are capable (or desperate) enough to confront a criminal. Their favored tactic is to surprise a target and then beat them into unconsciousness; always in groups, rarely sober.



Tracker

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The tracker has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Trackers are adept at tracking wrongdoers across the countryside or into the wilderness.

Quick Bounties

Lawbreaker
¼ of debt or fines. The bounty for a character who owes 400 gp is 100 gp.

Criminal
½ character level
X
1,000 gp

Professional Bounty Hunter

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +5, Perception +3,
Survival +3, Stealth +4

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The bounty hunter makes two longsword attacks. If it has a shortsword drawn, it can also make a cudgel attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Cudgel. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Bola. A bola is a cord with weights on each end thrown at the legs of a fleeing target. *Ranged Weapon Attack:* +4, range

30/50., one target. *Hit:* (1d4+2) bludgeoning damage. A large or smaller creature hit must succeed in a DC 13 Dexterity saving throw or become grappled. DC 12 Strength check to break. The bola has 4 hit points.

A bounty hunter may use a Bola during an attack of opportunity even if the target has used the Withdraw action.



Professional Bounty Hunters are tough and dogged in their pursuit, but they're also experienced enough to know when a target is out of their league. They'll team up with other bounty hunters if they have to, but they'll also hire mercenaries or even work with enemies of the target.

Bounty Hunter Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared: Cantrips (at will): *fire bolt, light, message, ray of frost*

1st level (4 slots): *detect magic, mage armor, magic missile, sleep, disguise self*

2nd level (3 slots): *ray of enfeeblement,*

suggestion, hold person,

3rd level (3 slots): *counterspell, fly, clairvoyance*

4th level (3 slots): *greater invisibility, locate creature, polymorph*

5th level (1 slot): *dominate person*

Actions

Staff. *Melee Weapon Attack:* +5 to hit, one target.

Hit: 7 (1d8 + 2) bludgeoning damage.

Though they are often looked down on by their more studious peers, some mages turn to bounty hunting as a profession to fund their research or pay for more materials. Bounty hunter mages focus on spells that can bring a target in alive.





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