



5E MODERN MANUAL

D&D HOMEBREW

Everything a Dungeon Master needs to run a modern-themed campaign for the world's greatest roleplaying game

PREFACE

This manual is intended to serve as an information and rules source for Dungeon Masters running a 5e D&D campaign in a modern setting. I do not take credit for a majority of the materials in this collection. I have cited, to the best of my ability, the authors and artists whose work have contributed to this manual. All images and writings in this manual are for informational and personal use only.

This manual is a living document and is subject to changes and alterations. Currently, best viewed using Google Chrome.

BALANCE

While some of the materials have been reviewed and revised, others have not. I have not had the opportunity to play-test every option in this manual, but I have tried to ensure that much of the materials in this collection are as balanced as possible, either by drawing from sources that have been critiqued, play-tested, and revised; or by including materials that were strongly based on the mechanics of other class/subclass options.

NAVIGATING THIS MANUAL

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PART 1. RACES

The races included in this manual are racial suggestions for players in my own homebrew campaign, and are not intended as definitive options for a modern setting. They instead serve as options for players on races that can easily fit into the lore and history of my personal homebrew world. The race descriptions, as such, are presented to assist players when building their character's backstory.

If you wish to play a race not listed below speak with your DM.

AASIMAR

Children of angels, aasimar bear within their souls the light of the heavens. With this light they journey throughout the world as strident foes of evil; righting wrongs and trying to bring some semblance of law and good to a chaotic and unforgiving world.

Each aasimar is born with a purpose: to serve as a champion of all that is good, receiving visions and guidance from their celestial progenitors through dreams and visions. While many aasimar willingly take up the responsibilities bestowed upon them, some have wandered from their path, choosing instead to ignore the dreams of their bloodline and take up less than angelic pursuits.

Aasimar tend to embrace the lighter aspects of this world, becoming nurses, philanthropists, first-responders, and everyday saints.

This race uses Aasimar stats (Source: Player's Handbook).

BUGBEAR

Nightmarish creatures of folklore and legend, bugbears are a frightening race of humanoid rarely seen in broad daylight. Great hairy bear-like creatures with unnaturally elongated limbs, the visage of a bugbear can evoke intense terror in those caught unprepared. While the true origin of the bugbear is a mystery lost to time, myths persist that they are descended from demons.

With their preternatural stealth and disturbing appearance, bugbears prefer to operate at night, scavenging a living for themselves in whatever way they can find.

This race uses Bugbear traits and stats (Source: Volo's Guide to Monsters).

CENTAUR

A rare race of half-horse, half-fey humanoid from the Feywilds. Sharing an affinity for the natural world some centaur choose to live either in Sasquatch communities in the forests, or in their own communities in the open plains of the American Mid-West. Contemplative and studious, centaur usually focus on passion projects, working to pursue some personal venture or feat. Those who cannot perceive a centaur's true form will often remark at the curious presence of the person on a horse.

This race uses Centaur traits and stats (Source: Mythic Odysseys of Theros).

CHANGELING

A parasitic lizard-like race, changelings infect human children (the only race they can infect) with a dreadful curse, which inevitably alters their being over the course of their life. Very few children survive the physical strain the changeling curse puts on their body. The few who do survive the transformative curse inevitably become changelings themselves. Most changelings remain unaware of their true nature until early adulthood when their true nature begins emerge.

No one is quite certain of the origin of the changelings, but many suspect they are the result of a monstrous fey curse.

Changelings will often infect the children of politicians, celebrities, the wealthy, and other individuals who will be able to successfully support their sickly children into adulthood.

This race uses Changeling traits and stats (Source: Eberron: Rising from the Last War).



ELF

Elves are a magical people of otherworldly grace and ethereal beauty. They are magical beings from the Feywilds, a mutualistic reality that long ago latched on to this reality. The community of elves who do choose to live in this reality jealously conceal the few entrances into the Feywilds.

Elves love art and artistry, music and poetry, magic and riches, and the many luxuries of modern life. Elves can live well over 700 years, and will often accrue knowledge, riches, and wealth over the centuries that affords them a place in high society and among the uber-rich. The oldest elf families of this world give new meaning to the term 'Old Money'.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment. Elves love freedom, variety, and self-expression, so they lean strongly towards the gentler aspects of chaos. They value and protect others' freedom as well as their own, and are good more often than not. Drow are an exception; their exile into the Underdark has made them vicious and dangerous. Drow are more often evil than not.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves do not sleep. Instead they meditate deeply, remaining semi-conscious, for 4 hours a day. The Common word for this meditation is "trance". While meditating, you dream after a fashion; such dreams are actually mental exercises that have become reflexive after years of practice. After resting in this way, you gain the same benefit a human would from 8 hours of sleep.

Keen Senses. You have proficiency in the Perception skill.

Languages. You can speak, read, and write Common and Elven.

CITY ELF

Your heritage as an urban-dwelling elf grants you a number of traits. Compared to their high elven brothers, city elves tend to apply their intellect towards street-smarts and maintaining a low-profile rather than towards the arcane arts. **Ability Score Increase.** Your Intelligence score increases by 1.

Agile Climber. You have a climbing speed of 25 feet. You can't use your climbing speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your climbing speed if you are encumbered.)

Mask of the Urbane. You can attempt to hide even when you are only lightly obscured by crowds, smoke, structures, and other urban features.

City Elf Names. City Elves, as an oppressed people struggling with preserving their heritage or adapting to their situation, typically name their children using High Elven names or names from the dominant culture of the city they were born in.



FAIRY

An enchanted race of raw fey magic, the fairies of the Feywilds are playful and mischievous creatures that adore playing tricks and pranks on others. What they lack in size, fairies certainly make up for in personality.

Ability Score Increases. Your Dexterity score increases by 2.

Age. Fairies reach maturity at the same age as human children and can live to be as old as 200 years old.

Alignment. Fairies tend toward a chaotic nature, but can be of any alignment.

Size. Fairies are a diminutive race. They range in height from 1 foot to 2 feet tall. Your size is Tiny.

Speed. Your base walking speed is 10 feet. You have a flying speed of 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey. Your creature type is fey, rather than humanoid.

Invisibility. As an action, you can magically turn invisible until you attack, cast a spell, or until your concentration on the ends (as if concentrating on a spell). Any equipment you wear or carry is invisible with you. Once you use this trait, you can't use it again until you finish a short or long rest.

Shrink. You can touch an object that is sized for a Medium or Small creature and shrink it to a size appropriate for you. If the object is a weapon, decrease its damage dice by one size unless it has the finesse or light weapon properties (the versatile damage dice of that weapon also decreases). If it is a container, such as a backpack or coin purse, all objects inside shrink proportionately. You can have multiple object shrunk at once but once the object leaves your person, it container or you die, it returns to its original size.

Tiny Limbs. You have disadvantage on Athletics checks, but you are proficient in the Sleight of Hand skill.

Languages. You can speak, read and write Common, Elvish, and Sylvan.

Subrace. Fairy subraces are distinguished by their wings and behavior, each notably similar to insects.

BUTTERFLY

Ability Score Increase. Your Charisma score increases by 1.

Fairy Dust. At 3rd level, you can cast the *levitate* spell once and need to finish a long rest before you can cast it again.

When you reach 5th level, you can also cast the *fly* spell once and need to finish a long rest before you can cast it.

Charisma is your spellcasting ability for these spells.

DRAGONFLY

Ability Score Increase. Your Strength score increases by 1.

Wee Warrior. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal. In addition, when wielding a weapon shrunk by your shrink trait, its damage dice are not reduced.

MOTH

Ability Score Increase. Your Wisdom score increases by 1.

Studious. The details that are typically lost on others are all but apparent to you. You are proficient in the Investigation skill.

BEETLE

Ability Score Increase. Your Constitution score increases by 1.

Heavy Shell. You have a +1 bonus to your Armor Class while you are unarmored.





GNOME

Lively and eager, gnomes exude a love of life and learning. Of the Fey-folk, gnomes have taken exceptionally well to the technological advances of modern society. Magical engineers and alchemical chemists; gnomes throw themselves into their work pushing the boundaries of current technology and magic.

Gnomes are credited with creating all sorts of remarkable feats of magical engineering: body-altering drugs, tech enchantments, and even magical modern weapons.

This race uses Gnome traits and stats (Source: Player's Handbook).

GOLEM (WARFORGED)

Creatures of Jewish folklore, golems are beings crafted of clay or mud, brought to life with holy scripture. The scripture, placed in their mouth, defines the intended purpose of these golems. Very few exist today, but those who do remain have certainly never strayed from their given purpose. Determined and hard-working, a golem will work tirelessly to fulfill its purpose.

While all golem work to accomplish their purpose, rumors persist of some who are able to interpret their scripture loosely enough to explore and live lives beyond their purpose.

The art of crafting a golem is considered a lost art, but not a dead one. A modern golem may even be made of modern materials, such as iron or plastic, as the ritual process only requires a moldable substance.

This race uses Warforged traits and stats (Source: Eberron: Rising from the Last War).

HALF-ELF

Scions of elves and humans, half-elves walk the line between two worlds, while belonging to neither. Combining the ethereal glamour of the elves and the grounded sensibility of most humans, Half-elves often struggle with their personal identity. The clashing customs and beliefs of two very different cultures weigh heavily on the shoulders of half-elves.

This race uses Half-elf traits and stats (Source: Player's Handbook).

HALF-ORC

While the blood of humans moderates the impact of their orcish heritage, many half-orc still tend to be aggressive and brash. Short-tempered and sometimes sullen, half-orc are generally more inclined to action than contemplation and to fighting than arguing.

Half-orc have a strength uncommon to most humans, and a durability associated strongly with their powerful progenitor.

This race uses traits and Half-orc stats (Source: Player's Handbook).

HUMAN

Humans are the most prolific and prosperous of the races, and are often regarded by the other races as being astonishingly adaptable and ambitious. Empire builders and wildly innovate, humans are apex predators, pioneers, scoundrels, prey, and dreamers. Quite unlike the other races, humans come in many, many different forms and with wildly varying beliefs.

Humans, as a whole, are unable to see though the Anesthesium, an arcane veil of magic from the Feywilds, that hides and disguises the strange and mysterious beings who walk among them. The few humans who can see through the veil may have done so in various ways. Some humans may garnered this ability through an exotic lineage in their bloodline, through some otherworldly influence, exposure to an unknown cosmic force, or through meddlings with eldritch and arcane arts.

This race uses Human traits and stats (Source: Player's Handbook).

LEPRECHAUN (HALFLING)

Mischievous and exceptionally social beings, leprechauns love food, practical jokes, and are quite notoriously fond of gambling. Leprechauns can be found anywhere from the front rows of sporting events, to the floors of busy casinos. They may even be found on the bleachers of a children's baseball game if it looks worthy of a bet.

This race uses Halfling traits and stats (Source: Player's Handbook).



NYMPH (GENASI)

Divine servants that inhabit unspoiled corners of the world, nymphs protect places of natural power and infuse their surroundings with the magic of the earth. Some are benevolent and aid those who live off the land, while others embody violent aspects of nature. In either case, nymphs generally avoid other sapient creatures, preferring to mind the cycles of nature, the daily interplay of wild animals, or other cosmic forces. Occasionally, though, groups of the same kind of nymphs congregate in a place of natural power or beauty. In times of special need, deities tied to facets of nature might employ nymphs as messengers, guardians, or scouts.

Your nymph character has certain characteristics in common with all other nymph.

Ability Score Increase. Your Constitution score increases by 2.

Age. Nymphs mature quickly, reaching adulthood at age 6, and can live up to 750 years.

Alignment. Independent and self-reliant, nymphs tend toward a neutral alignment.

Size. Nymphs come in a variety of sizes but are generally built like humans, standing anywhere from 5 feet to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Primordial. Primordial is a guttural language, filled with harsh syllables and hard consonants.

ALSEID (EARTH GENASI - MODIFIED)

Touched with the golden light of the sun, alseids inhabit meadows, plains, and lands of cultivated natural beauty. Many live in closer proximity to human civilization than other nymphs. Farmers of the past were grateful for the presence of alseids on their lands and often left them offerings of mead, honey, flowers, and dates in return for protecting their flocks and making their crops more abundant.

Ability Score Increase. Your Strength score increases by 1.

Earth Walk. You can move across difficult terrain made of earth or stone without expending extra movement.

One With The Earth. You know the *mold earth* cantrip. You can cast the *pass without a trace* once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

OREAD (FIRE GENASI - MODIFIED)

Aggressive oreads number among the most dangerous nymphs, as they embody the wild might of flames, volcanism, and the hidden forces of the earth. These creatures typically dwell in remote mountain crags and near volcanoes, where they caper among the forces of dissolution and rebirth.

During avalanches and volcanic eruptions, groups of oreads might race ahead of the destruction, dancing, singing, and doing what they can to maximize the impending devastation.

Ability Score Increase. Your Intelligence score increases by 1.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Your ties to fiery elements make your darkvision unusual: everything you see in darkness is in a shade of red.

Fire Resistance. You have resistance to fire damage.

Reach to the Blaze. You know the *produce flame* cantrip. Once you reach 3rd level, you can cast the *burning hands* spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

NAIAD (WATER GENASI - MODIFIED)

Naiads live in and near water. They might be spotted among rivers and lakes, on isolated shores, or amid coral labyrinths and deep sea fumaroles. Wherever rivers and seas show their variety and force, naiads gather to revel in nature's might.

Individual naiads often grow fixated with a single type or body of water, potentially preferring a deep sea trench, coastline, or river system above all others. Over time, such a resident nymph often becomes connected with their aquatic home through sightings and stories, becoming a guardian of the place and, in effect, a manifestation of its personality.

Ability Score Increase. Your Wisdom score increases by 1.

Acid Resistance. You have resistance to acid damage.

Amphibious. You can breathe air and water.

Swim. You have a swimming speed of 30 feet.

Call to the Wave. You know the *shape water* cantrip. When you reach 3rd level, you can cast the *create or destroy water* spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

LAMPAD (AIR GENASI - MODIFIED)

Lampads watch over the dark shadowy places of the world. This means lampads are most often spotted in graveyards, crumbling crypts, and tunnels that bore deep into the earth, where their forlorn cries echo throughout the darkness.

Ability Score Increase. Your Dexterity score increases by 1.

Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Unending Breath. You can hold your breath indefinitely while you're not incapacitated.

Mingle with the Wind. You know the *chill touch* cantrip. You can cast the *levitate* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.



RAT-FOLK

Horrific science spawned monstrosities? Magically warped experiments gone wrong? Both? Whatever their origins these spunky filth-stained folk live in the shadows of civilized society scavenging what they can to survive.

Ability Score Increase. Your Dexterity score increases by 2.
Age. Rat-folk reach adulthood at age 8 and live up to 60 years.

Alignment. Rat-folk are typically chaotic neutral, but they often care only for their own needs.

Size. Rat-folk are between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bite. Your teeth are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

Languages. You can speak, read, and write Common and Rat-folk.

STREET

Living on streets, in gardens, parks, burrows and farms, street rat-folk are the most commonly seen variety of rat-folk, and often the most dangerous. Exposed to the many dangers of the streets these rat-folk have developed to be remarkably scrappy and competent fighters.

Ability Score Increase. Your Charisma score increases by 1.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

HIGH-RISE

Preferring to make their nests inside and in high up places such as abandoned buildings, factories, and attics, high-rise rat-folk are excellent at staying out of sight and away from danger.

Ability Score Increase. Your Wisdom score increases by 1.

Agile Climber. You have a climbing speed of 25 feet. You can't use your climbing speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your climbing speed if you are encumbered.)

Mask of the Urbane. You can attempt to hide even when you are only lightly obscured by crowds, smoke, structures, and other urban features.

SEWER

Living amongst the waste and refuse of society, sewer rat-folk are the filthiest and hardiest of the rat-folk.

Ability Score Increase. Your Constitution score increases by 1.

Putrid Constitution. You have advantage on Saving Throws against poison, and you have Resistance against poison damage.

SASQUATCH (FIRBOLG)

Secretive and isolationist, few sasquatch have wandered from the safety of the woods and forests of the American North West. sasquatch often prefer to spend their days in quiet harmony with nature. Some sasquatch have been known to leave their lands for the hustle and bustle of civilization in an effort to protect the interests of nature.

This race uses Firbolg traits and stats (Source: Volo's Guide to Monsters).

SATYR

A race originating from the Feywilds. Satyrs love one thing above all else: partying.

While they are not the most prevalent fey race on this plane, they often have a great deal of cultural influence in the form of music and art. The satyr community was last at the height of their power in the 1960s, specifically during the Summer of Love (1967), satyrs were heavily influential in the Hippy Movement and still promote some of the same concepts and ideals they founded then. Always down for a good time, satyrs can be found in most any party setting imaginable. A party without a satyr is usually regarded as a sober affair.

This race uses Satyr traits and stats (Source: Mythic Odysseys of Theros).

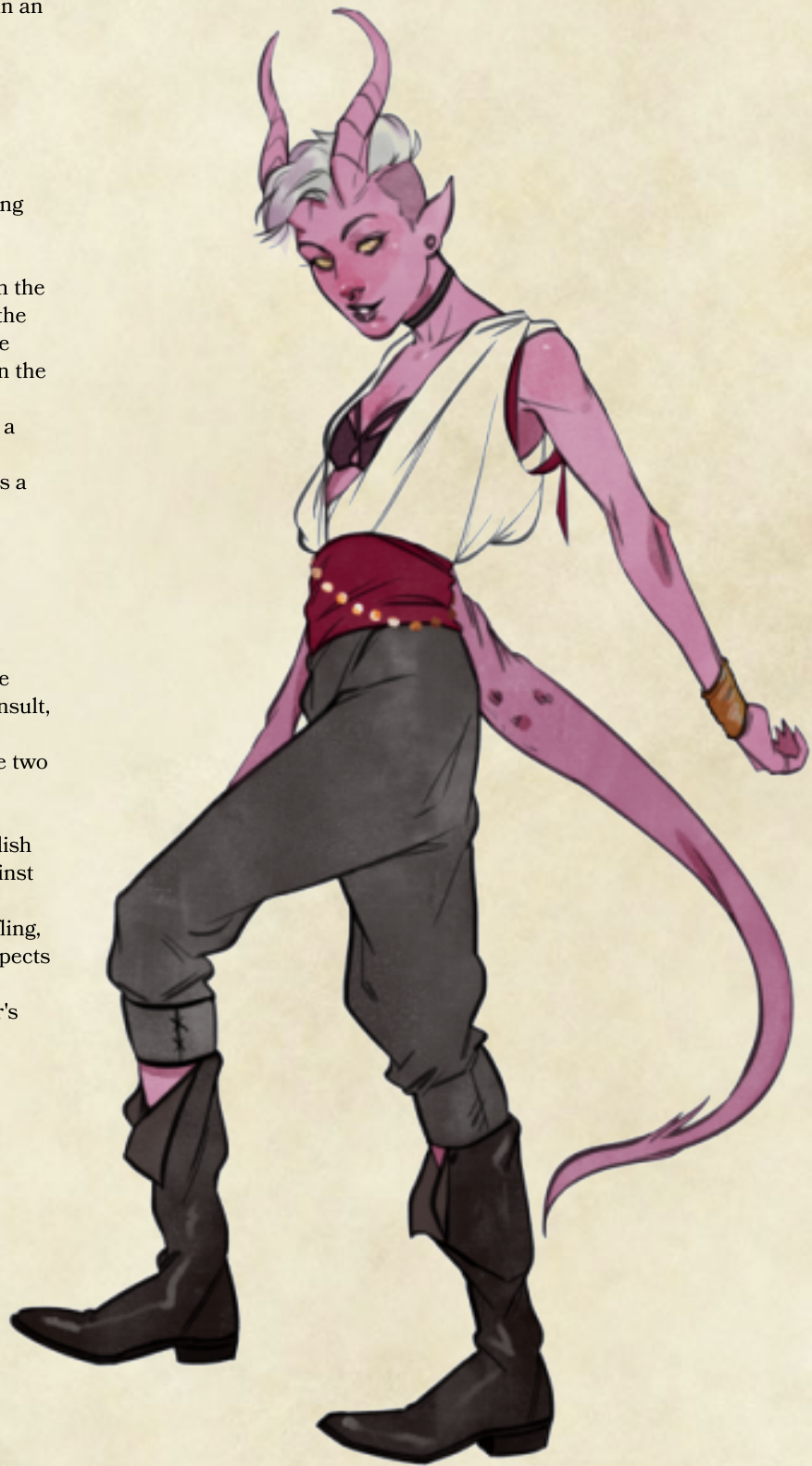
TIEFLING

Being greeted with stares and whispers by those who are able to see their true forms, tiefling suffer violence and insult, to mistrust and fear. The blood of the Nine Hells flows through their veins. Similar to half-elves, tiefling straddle two worlds: Hell and Earth.

Tiefling live in small communities, where they often operate as servants in the worldly schemes of their fiendish progenitors, though some have been known to rebel against their infernal upbringing.

Swindlers, thieves, crime lords, and drug pushers, tiefling, whether by nature or nurture, tend toward the darker aspects of life.

This race uses Tiefling traits and stats (Source: Player's Handbook).



PART 2. SUBCLASS OPTIONS

BARBARIAN

PATH OF THE ATHLETE

COMING SOON

BARD

COLLEGE DROPOUT

College isn't for everyone, and for some bards, attending Julliard just wasn't in the fates. Bards such as these may have attended a few classes at a local college but probably learn anything while there, and certainly didn't graduate. These bards instead choose to learn their skills and hone their talents through real-life experiences, believing that the path to success requires common sense, a willingness to learn, and a decent work ethic.

Many may look down on these bards, viewing their lack of a formal education as reason enough to call them stupid or unsuccessful. For this reason, these bards will sometimes hide their true education, choosing instead to let their actions speak for them.

INFORMAL EDUCATION

College may not have taught you much, but real life certainly has. At 3rd level, you gain proficiency in one skill of your choice, a set of artisan's tools of your choice, a gaming set of your choice, a musical instrument of your choice, and you learn one language of your choice.

IT'S NEVER TOO LATE

At 3rd level, you can offer a humanoid a bit of life advice causing it to reconsider its actions. When a humanoid that you can see within 30 feet of you makes an attack roll against you, you can use your reaction to expend one use of your Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the humanoid makes its roll, but before the DM determines whether the attack roll succeeds or fails. The humanoid is immune if it can't hear you or if it's immune to being charmed.

SAGE ADVICE

Also at 3rd level, if you speak to a humanoid for at least 1 minute, you can attempt to persuade it into taking a long hard look at its actions. At the end of the conversation, the target must succeed on a Wisdom saving throw against your spell save DC or become either charmed, frightened, or stunned (choose one) depending on the advice that was given.

The target is affected in this way for 1 hour, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged.

If the target succeeds on its saving throw, the target has no hint that you tried to charm, frighten, or stun it.

Once you use this feature, you can't use it again until you finish a short or long rest.

FREE THINKER

At 6th level, your words of advice are so grounding that others feel they can overcome whatever obstacles life throws at them. When a creature adds one of your Bardic Inspiration dice to a saving throw against being charmed, frightened, paralyzed, or stunned they can make the roll with advantage.

PERSEVERANCE

At 14th level, your determination and perseverance are an inspiration to others. As an action, choose one or more creatures within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). Without expending any of your Bardic Inspiration uses, each creature gains one Bardic Inspiration die.

Once you use this feature, you can't use it again until you finish a long rest.



CLERIC

CITY DOMAIN

The City domain is concerned with the citizenry, commerce, traffic, and even architecture of modern civilization. In the eyes of a cleric of the city, the center of modern life is a sense and spirit of community, and the gravest enemies of the city are those who seek to harm the common weal of its citizens.

Lady Luck lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

CITY DOMAIN SPELL LIST

CITY DOMAIN SPELLS

Cleric Level Spells

1st	<i>Comprehend Languages, Remote Access</i>
3rd	<i>Find Vehicle, Heat Metal</i>
5th	<i>Lightning Bolt, Protection from Ballistics</i>
7th	<i>Locate Creature, Synchronicity</i>
9th	<i>Commune with City, Shutdown</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the On/Off* cantrip in addition to your chosen cantrips.

BONUS PROFICIENCIES

Also starting at 1st level, you gain proficiency with martial weapons and proficiency with vehicles (land).

HEART OF THE CITY

From 1st level, you are able to tap into the spirit of community found in the city. While you are within any city, you can gain advantage on a single Charisma (Deception, Intimidation, or Persuasion) check, and you are considered proficient in the appropriate skill. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

CHANNEL DIVINITY: SPRITIS OF THE CITY

Starting at 2nd level, you can use your Channel Divinity to call on the city for aid. As an action, you present your holy symbol, and any city utility within 30 feet of you either works perfectly or shuts down entirely for 1 minute (your choice).

Additionally, each hostile creature within 30 feet of you must make a Charisma saving throw. On a failed save, the creature is knocked prone or restrained (your choice) by hazards such as entangling wires, high-pressure water erupting from fire hydrants, pavement collapsing to unseen potholes, and so on. A restrained creature can escape by making a successful Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC.

This effect is entirely local and affects only utilities within 30 feet of you. Determination of what utilities are available within range and how the physical effects of those utilities manifest are left to the DM.

BLOCK WATCH

Starting at 6th level, your awareness while in the city extends preternaturally. While in an urban environment, you are considered proficient in the Insight and Perception skills, and you add double your proficiency bonus to Wisdom (Insight) and Wisdom (Perception) checks, instead of your normal proficiency bonus.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with psychic energy borrowed from the citizens of your city. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra psychic damage increases to 2d8.

EXPRESS TRANSIT

At 17th level, you can use mass transit routes to transport instantaneously to other points in the city. Starting from a bus stop, train station, subway stop, or other suitable mass transit site within the city, you can teleport to any other similar transit stop within the city, as if you had cast a Teleport spell whose destination is a permanent Teleportation Circle you know. Once you use this feature, you must finish a short or long rest before using it again.

ROGUE

ROGUISH ARCHETYPE: GAMBLER

Rogues such as you believe that chance is always on your side. You make sure of this by honing your skills in underhanded strategy and calculations, exploiting any opportunity to turn the game in your favor. Cunning cheats, sly gamblers, and lucky hustlers typically follow this archetype.

The riveting thrill of a high stakes game is almost as fun as the result, but win or lose, a scoundrel such as yourself always believes the next big score is right around the corner.

GAMBLER

Level Feature

- | | |
|----|-------------------------------------|
| 3 | Dirty Tricks, Gaming Proficiencies |
| 9 | Lucky Number, Improved Dirty Tricks |
| 13 | Mulligan |
| 17 | Ace Up Your Sleeve |

DIRTY TRICKS

When you choose this archetype at 3rd level, you learn underhanded tricks that are fueled by special dice called gambling dice.

Tricks. You learn four tricks of your choice. Many tricks enhance an attack in some way. You can use only one trick per attack. You learn two additional tricks of your choice at 9th, 13th, and 17th level. Each time you learn new tricks, you can also replace one trick you know with a different one.

Gambling Dice. Beginning at 3rd level, you have four gambling dice, which are d6s. A gambling die is expended when you use it. You regain all of your expended gambling dice at the end of a short or long rest. You gain an additional gambling die at 9th and 13th level.

Saving Throws. Some of your tricks require your target to make a saving throw to resist the trick's effects.

The saving throw DC is calculated as follows:

Trick save DC = 8 + your proficiency bonus + your Dexterity modifier.

GAMING PROFICIENCIES

Beginning at 3rd level, you gain proficiency in all gaming sets.

LUCKY NUMBER

At 9th level, you find you have a lucky number. Choose any number on a d20 other than 1 and 20. When you roll your lucky number on an attack roll or saving throw the roll is treated as a critical success, and when rolled on an ability check your lucky number is treated as a 20.

IMPROVED DIRTY TRICKS

At 9th level, your gambling dice turn into d8s. At 13th level, they turn into d10s. At 17th level, they turn into d12s.

MULLIGAN

Beginning at 13th level, whenever you make an attack roll, ability check, or saving throw, you can choose to roll an additional d20 and decide which of the d20s is used. You can choose to use this feature after you roll the die, but before the outcome is determined.

You can also use this feature when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

If more than one creature influences the outcome of a roll, all influence is canceled; no additional dice are rolled.

You can use this feature twice between long rests, and three times between long rests at 17th level.

ACE UP YOUR SLEEVE

Starting at 17th level, when you roll initiative and have no gambling dice remaining, regain 1 gambling die.



DIRTY TRICKS

Adrenaline Rush. When you hit a creature with a melee weapon attack, you can expend one gambling die to boost your vitality. You gain temporary hit points equal to the gambling die roll + half your character level, rounded down. All temporary hit points are lost at the end of your next long rest.

Loaded Dice. When you make a Dexterity (Stealth) check or an initiative roll, you can expend one gambling die and add the die to the roll, provided you aren't incapacitated.

Cash Out. When you take the Disengage action, you can expend one gambling die to move an additional 15 feet that turn.

Double Down. When you hit a creature with a weapon attack that does not have Sneak Attack damage applied, you can expend gambling die to deal an extra 1d6 damage to the creature. The amount of the extra damage increases by 1d6 for each gambling die spent, e.g., 3 gambling die = 3d6 extra damage.

You may not use this trick if you have already used Sneak Attack this turn. The attack must use a finesse or ranged weapon.

Double Or Nothing. When you make a weapon attack roll against a creature, you can expend a gambling die and choose Odd or Even. If the weapon attack roll, with modifiers applied, is what you chose, the weapon's damage dice are doubled if the attack hits. If the number rolled is not what you chose, the attack fails and damage is negated.

Even The Odds. When another creature damages you with a melee attack, you can use your reaction and expend one gambling die to reduce the damage by the number you roll on your gambling die + your Dexterity modifier.

Gambler's Intuition. When you make an Intelligence (Investigation), a Wisdom (Perception), or a Wisdom (Insight) check, you can expend one gambling die and add the gambling die to the ability check.

Long Shot. As a bonus action, you can expend one gambling die and make a ranged attack with a weapon that has the thrown property. You can draw the weapon as part of making this attack. If you hit, add the gambling die to the weapon's damage roll.

Lucky Shot. When you make a weapon attack roll against a creature, you can expend one gambling die to add it to the roll. You can use this trick before or after making the attack roll, but before any effects of the attack are applied.

Lucky Streak. When you roll your Lucky Number on an attack roll, ability check, or saving throw, regain one gambling die. You can not exceed your maximum number of gambling dice.

Misdirection. When you move, you can expend one gambling die to improve your odds at evading. Roll the die and add the number rolled to your AC until you stop moving.

Safe Bet. If you fail a saving throw, you can expend one gambling die and add it to the total, possibly changing the outcome.

Press Your Luck. You can reroll one gambling die for any tricks where you would apply the gambling die to the roll. You must use the new roll. You can use this ability a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

Second Nature. When you make a Dexterity (Sleight of Hand) check, a Charisma (Deception) check, or use a gaming set, you can expend one gambling die and add the gambling die to the roll.

Try Your Luck. When you make an ability check with a skill you are not proficient in, you can expend one gambling die and gain advantage on the roll.

Up The Ante. When you hit a creature with a weapon attack, you can expend one gambling die to distract the creature, giving your allies an opening. You add the gambling die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

When The Chips Are Down. When you make a weapon attack against a creature with disadvantage and hit, you can expend one gambling die to add your Sneak Attack damage to the attack's damage roll, even if you have already used Sneak Attack this turn.

ROGUE

ROGUISH ARCHETYPE: SKATER

Skaters are rogues who specialize in unorthodox movement. Traveling via skateboard, roller blades, or scooter is not generally the most efficient way to get around until you master the art. Once you have mastered it, however, it is a powerful boon to anyone, especially during combat. Rogues who focus on this style of movement possess unmatched speed and agility, and will often ride in circles around foes just to show off.

Getting around is one thing, but fighting on a skateboard or scooter is an entirely different issue. It demands an extraordinary degree of precision and care which few people possess.

SKATER EQUIPMENT RULES

For the purposes of this subclass, the terms "vehicle" and "self-propelled vehicles" will be used to refer to skateboarding, roller blading, scootering, or roller skating. With GM approval the definition may be expanded to include other options such as bikes, hoverboards, or other self-propelled vehicles.

- Your skater gear is considered Tiny, Small, or Medium object depending on your choice of vehicle.
- A Tiny vehicle's AC equals 12 + your proficiency bonus + your Dexterity modifier. The vehicle's hit points equal 8(3d4) + your proficiency bonus. (EXA: *roller blade, roller skates*)
- A Small vehicle's AC equals 10 + your proficiency bonus + your Dexterity modifier. The vehicle's hit points equal 10(3d6) + your proficiency bonus. (EXA: *skateboard, scooter*)
- A Medium vehicle's AC equals 8 + your proficiency bonus + your Dexterity modifier. A Medium vehicle's hit points equal 18(4d8) + your proficiency bonus. (EXA: *bicycle*)
- Your vehicle is immune to poison and psychic damage.
- If a vehicle is destroyed or you lose it, you can attempt to repair it, or find a replacement.
- To benefit from this subclasses features you must be proficient with the vehicle.
- Donning and doffing roller blades and roller skates takes 1 minute.
- You must spend 5 feet of movement to mount a skateboard or scooter.
- Self-propelled vehicles have a speed of 40 feet.

SKATER FEATURES

Rogue Level	Features
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3rd	Bonus Proficiencies, Sick Tricks
9th	Bail Out
13th	Unstoppable Grind
17th	Skate or Die

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with two of the following vehicles: skateboard, roller blades, scooter, roller skates. Your GM may allow you to select more options, such as a bicycle or hoverboard. You can add a vehicle proficiency at 9th, 13th, and 17th level.

You can add your Proficiency Bonus to any check you make to control these vehicles in difficult circumstances.

In addition, you have advantage on Dexterity (Acrobatics) and Charisma (Performance) checks made to perform tricks with your vehicles.

SICK TRICKS

At 3rd level, you gain the ability to distract an enemy with a sick trick. You gain an additional way to use your Sneak Attack.

You don't need advantage on the attack roll to use your Sneak Attack against a creature if: you are within 5 feet of it, you can expend 10 feet of movement to perform a trick on your vehicle, you succeed on a DC 12 Dexterity (Acrobatics) or DC 12 Charisma (Performance) check, and all the other rules for Sneak Attack still apply to you.

In addition, you learn how to minimize the damage you take from falling. You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your rogue level.

BAIL OUT

At 9th level, you learn to quickly maneuver yourself away from danger. When you use your Uncanny Dodge feature, you can move up to half your vehicle's movement speed as part of the same reaction. This movement doesn't provoke opportunity attacks.

NO BRAKES

Starting at 13th level, you cannot have your speed reduced while you are moving on your vehicle, and moving through nonmagical terrain costs you no extra movement.

SKATE OR DIE

At 17th level, you have mastered your unique art of fighting. Whenever you first use your vehicle after a short or long rest, you gain 20 temporary hit points. While you still have these temporary hit points, you can reroll any 1's you roll for your Sneak Attack damage.

SORCERER

SORCEROUS ORIGIN: FAME

Some people rise to stardom through hard work. Some people attain it through pure luck. Others still gain fame through money. You, on the other hand, were born to be famous. Your claim to fame is an innate and captivating magic that grants you a natural magnetism. Perhaps you were a child star pushed into the limelight at a young age. Maybe you were born into a famous celebrity family or dynasty. Or you could be a recent sensation, the notoriety having fueled the spark of celebrity in your soul. Whatever your origin, you're here to shine.

STAR STRUCK

Starting at 1st level, you can channel the enchanting energy within you to impress others with your presence. As an action, choose a number of creatures equal to your Charisma modifier (minimum of 1) within 30 feet that can see and hear you. Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by your celebrity until the end of your next turn. While charmed in this way, a creature can do nothing but use its movement to approach you in a safe manner. While an affected creature is within 5 feet of you, it is incapacitated and has a speed of 0 as it simply stares at you in awe.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

QUICK DISGUISE

Beginning at 1st level, you can cast *Disguise Self* without expending a spell slot. Once you cast this spell, you can't cast it again with this trait until you finish a long rest.

SPECIAL TREATMENT

Starting at 6th level, as an action, you can expend 3 sorcery points to activate one of the effects listed below. Only one effect can be used at a time.

15 Minutes of Fame. For the next 15 minutes whenever a friendly creature within 30 feet of you makes a Charisma based skill check or saving throw, the creature gains a bonus to the roll equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

Adoring Fans. You call forth the spirits of your followers to protect you. Using this ability you can cast the spell *Spirit Guardians* at 3rd level without expending a spell slot. You can cast this spell at higher levels, up to a spell level you are capable of casting at, by expending more sorcery points per increased spell level.

Recognition. You can get people to do things for you pretty easily. Using this ability you can cast the *Fast Friends* (Source: Acquisitions Inc.) at 3rd level without expending a spell slot. You can cast this spell at higher levels, up to a spell level you are capable of casting at, by expending more sorcery points per increased spell level.

IN THE SPOTLIGHT

Beginning at 14th level, the power of your presence is simply divine. You can use your action to unleash a divine light that radiates from you. Your transformation lasts for 1 minute, or until you end it as a bonus action.

When you first activate this feature each creature within 30 feet of you must make a Constitution saving throw. On a

failed save, a creature takes 6d8 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. A creature blinded by this feature makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

During your transformation, you shed bright light in a 30-foot radius and dim light for an additional 30 feet, and at the end of each of your turns you and each creature within 30 feet of you take radiant damage equal to half your level (rounded up). In addition, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or spell. The extra radiant damage equals your level. This ability dispels any darkness in its area that was created by a spell. Once you use this trait, you can't use it again until you finish a long rest.

SUPER STARDOM

At 18th level, you've officially made it. You're a superstar. When you make a Charisma (Persuasion) or Charisma (Deception) check, you can treat a d20 roll of 9 or lower as a 10.

Any use of your Special Treatment feature now only costs 1 sorcery point to activate.



WARLOCK

OTHERWORLDLY PATRON: THE LADY

Your patron is an inscrutable goddess of immense reality-bending power, a mysterious deity who serves as patron to gamblers, dare-devils, risk-takers, and fools. The Luck inexplicably deals out her fortune, or misfortune, to whomever she pleases. With warlocks as her pawns, she plays a mercurial game of chance against the fates, adding chaos and improbability into the world. Her motivations in why she chooses her warlocks are as varied as they are mysterious. Perhaps she wishes to support those who take risks, defy fate, or simply play with the lives of boring mortals. Though she may have few true followers, many still pray to The Lady hoping she may smile upon them.

EXPANDED SPELL LIST

Lady Luck lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

LADY LUCK EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>Bane, Bless</i>
2nd	<i>Enhance Ability, Magic Weapon</i>
3rd	<i>Bestow Curse, Remove Curse</i>
4th	<i>Death Ward, Freedom of Movement</i>
5th	<i>Circle of Power, Reincarnate</i>

BEGINNER'S LUCK

Beginning at 1st level, Lady Luck has chosen to smile upon you. You gain the ability to channel good luck for yourself and others. Whenever you or a creature you can see within 60 feet of you makes an attack roll, ability check, or saving throw, you can use your reaction to roll 1d4 and add the number rolled as a bonus to the roll.

You can choose to use this ability after the initial dice roll, but must use it before the DM says whether the roll succeeds or fails.

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all of your expended uses of Beginner's Luck when you finish a short rest.

ALL OR NOTHING

Also at 1st level, you can attempt to push your luck beyond its limits. On your turn, you can choose to instead roll an attack roll, ability check, or saving throw with a d2, instead of a d20.

Choose either Heads or Tails, or roll a d20: 1-10 = Tails, 11-20 = Heads. On a success, the roll is a critical success and you regain a spell slot. On a failure, the roll is a critical failure and you expend a spell slot.

No other feature, ability, or modifier can be used to affect the outcome of this feature. This feature cannot be used with advantage or disadvantage.

Once you use this ability, you must finish a long rest before you can use it again. Starting at 10th level, you can use it twice before a long rest, but only once on the same turn.

EVERYTHING'S LOOKING UP

Starting at 6th level, things just start going your way. You have advantage on all Charisma (Persuasion), Charisma (Deception), and Charisma (Performance) checks against any creature of your choice that isn't hostile toward you.

In addition, you gain an uncanny ability to remain safe in dangerous situations. You have advantage on Dexterity saving throws against effects such as traps and spells. To gain this benefit, you can't be incapacitated.

MILLION-TO-ONE CHANCE

It's a million-to-one-chance, but it might just work! Beginning at 10th level, you can call on your patron to intervene on your behalf when your need is great.

Imploring your patron's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your Warlock level, your deity intervenes. The DM chooses the Nature of the intervention; the Effect of any Warlock spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a Long Rest.

At 20th level, your call for intervention succeeds automatically, no roll required.

ALL THE LUCK

Beginning at 14th level, your patron can grant you all of the luck. For 1 minute you implore your patron to bestow her divine favor upon you, making you the luckiest being alive. For the next 8 hours you can't be surprised and have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you for the duration.

Once you use this feature, you can't use it again until you finish 1d4 long rests.

QUIRKS

Lady Luck may not directly influence the behavior of her warlocks, but a combination of the type of warlock she chooses and the powers she offers may have lasting effects. The following quirks for the Lady Luck patron warlock are made to provide flavor options and inspiration to one who has made a pact with her.

LADY LUCK WARLOCK QUIRKS

d8 Quirks

- 1 You are remarkably easy going and lazy.
- 2 You always have an upbeat and charming attitude.
- 3 You are extremely superstitious, seeing omens and signs in the smallest of things.
- 4 You are oblivious to the hard work of others.
- 5 You have difficulty taking dangerous situations seriously.
- 6 You have odd compulsions and rituals you perform to ward off misfortune.
- 7 You are impulsive, almost never thinking before you act.
- 8 You can't resist taking a risk if there's money involved.

YOUR PACT BOON

The following are suggestions for the appearance and style of your pact boon as a warlock of Lady Luck.

Pact of the Chain. Your familiar may take on a special form in accordance with the nature of your patron. Perhaps a black cat familiar to represent misfortune, a scarab beetle for wealth, or a frog for prosperity. In addition, when you cast find familiar you can also choose one of the following special forms: tressym, or almiraj.

Pact of the Blade. Your pact weapon may appear well-worn and simple, gleaming with an unnatural luster when in just the right light. Alternatively, your weapon may be adorned in complex scrawlings, talismans, and other lucky charms.

Pact of the Tome. Your Book of Shadows may take the form of a tome of ancient occult knowledge, brimming with detailed descriptions of good and bad omens; or it may be a book of old wife's tales and superstitions detailing everything from cheating at dice to curing everyday illnesses.

Pact of the Talisman. Your talisman may take the form of a lucky rabbit's foot, an iron horseshoe, a certain set of dice, or a special metal coin.



WARLOCK

OTHERWORLDLY PATRON: THE MACHINE

Your patron is an incomprehensible machine that wields both intelligence and incredible power over reality. This device may have been created through mortal design, only to far exceed its intended capabilities; or it may have been the instrument of a higher power, preserving order since the birth of the multiverse. The motives of these constructs are often inscrutable, either through deliberate manipulation or a bizarre protocol of communication; nonetheless, their ultimate goals range from carrying out the original directives of their creators to achieving the insane fantasies of a rogue artificial intelligence.

EXPANDED SPELL LIST

The Machine lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

MACHINE EXPANDED SPELLS

Spell Level	Spells
1st	<i>grease, shield</i>
2nd	<i>heat metal, knock</i>
3rd	<i>lightning bolt, sending</i>
4th	<i>fabricate, stoneskin</i>
5th	<i>passwall, telekinesis</i>

MACHINA ARCANA

Beginning at 1st level, you know the *mending* and *shocking grasp* cantrips, which do not count against your known cantrips and are considered warlock spells for you.

WARPED REALITY

Also at 1st level, you can choose to bend and contract space when you make a ranged or melee attack roll to extend its range or reach by 60 feet and grant advantage to the roll.

You can also use this feature when you interact with an object, perform the Use Object action, or cast a touch spell on a willing creature to increase your reach by 60 feet. If you use this feature to pick up a distant object, it can't weigh more than 10 pounds.

Once you use this feature, you can't use it again until you finish a short or long rest.

FORGED BODY

Starting at 6th level, you become your master's canvas, declaring the perfection of artifice over flesh. Whenever you take damage, you can use your reaction to halve the damage dealt to you.

You gain two uses of this feature, which are regained after finishing a short or long rest.

STEEL RESOLVE

Starting at 10th level, your patron's logic-driven rigour teaches you to compartmentalise your thoughts and emotions. You are immune to the frightened condition, and you don't lose concentration on your spells when you are incapacitated unless you are petrified or rendered unconscious.

In addition, when you are forced to make a Constitution saving throw to maintain concentration on a spell, you can choose to automatically succeed after seeing your initial roll but before any of the roll's effects occur. Once you maintain concentration this way, you can't do so again until you finish a short or long rest.

THE MAKER'S MONOLITH

Starting at 14th level, you can summon an imposing column of stone or metal as an action; raising a 15 foot tall monument in an adjacent 5 foot space.

This nigh invincible monolith acts as a conduit for your patron's power into this realm. You can spend 10 minutes forming any basic structures or objects made of non-magical materials, or altering terrain within 30 feet of this monolith. Objects or structures removed from this area will disintegrate after 1 minute, and terrain will revert to its natural form. In addition, you are mentally alerted when a creature of size Tiny or larger enters this area, as long as you are within 5 miles.

You can also teleport yourself and up to 4 other willing creatures within 10 feet to the base of the monolith as an action, as long as you are within 5 miles of it. Once you teleport like this, you can't do so again until you finish a long rest.

This monolith is active as long as you maintain concentration (as if concentrating on a spell). If you concentrate for 1 hour, the monolith and surrounding creations are made permanent until you use this feature again to create another one.

Once you use this feature, you can't do so again until you finish a long rest.

QUIRKS

The behaviour of the warlock of a Machine patron is not often directly influenced by their benefactor, but serving a being so alien to the thoughts and emotions of most living creatures tends to have lingering effects. The following quirks for a Machine patron warlock are made to give a little flavour to one who has made a pact with constructs of immense power.

MACHINE WARLOCK QUIRKS

d8 Quirks

- 1 You are obsessed with the form and function of all objects, particularly ones with moving parts.
- 2 You have an overbearing contempt for any tradition that defies logical reasoning.
- 3 You find it difficult to read or convey subtle emotion.
- 4 You always blink at regular intervals.
- 5 Your movements are always methodical and deliberate unless you make an extra effort to appear natural.
- 6 Your face appears unnervingly perfect, similar to a porcelain mask.
- 7 You can fall asleep immediately if you will it.
- 8 Everything must be ordered, everything must be in place. That book should be in the shelf, that mop should be next to the bucket...

YOUR PACT BOON

The following are suggestions for the appearance and style of your pact boon as a warlock of the Machine.

Pact of the Chain. Machine patrons place great value on surveillance and accumulating meaningful knowledge; while most minions are capable of performing these tasks, the sentinel drone has the methodical intelligence and faculties to see these duties executed with great efficiency.

Pact of the Blade. Your pact weapon may appear extremely utilitarian, with straight edges giving no room for artistic flourish on dull chrome metal. Alternatively your weapon could be a complex amalgamation of clockwork machinery, taking the desired shape through ingenious mechanics.

Pact of the Tome. Your Book of Shadows may take the form of an ancient tome of forgotten designs, with rituals detailed in exact and engineered precision; or it may be a heavy coded log, containing dense machine language only you or your master could understand.

Pact of the Talisman. Your talisman may take the shape of a corroded pocket watch, an enigmatic mechanical cube, or an ornamental socket key.

[For the rules of the Pact of the Talisman, please see here.](#)

PACT OF THE CHAIN FAMILIAR

The following familiar is provided as an additional choice for warlocks who have chosen the Pact of the Chain, and you can choose the construct type when you summon it.

SENTINEL DRONE

Sentinel drones are small hovering automatons created with self-awareness to aid in their duties as guardians and scouts. These constructs vary widely in shape and design, and may be powered by sources ranging from imbued magic to complex machinery and technology.

SENTINEL DRONE

Tiny construct, lawful neutral

Armor Class 15 (natural armour)

Hit Points 13 (3d4 + 6)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	15 (+2)	14 (+2)	5 (-3)

Skills Investigation +6, Perception +6

Damage Immunities poison

Condition Immunities exhaustion, poisoned, prone

Senses darkvision 60 ft., passive Perception 16

Languages understands the same languages as its master but can't speak

Challenge 1 (200 XP)

Assimilation. The sentinel drone can spend 1 minute to completely destroy a Tiny or Small nonmagical object within 5 feet and regain 2d4 hit points.

Immaculate Memory. The sentinel drone can recall a specific creature or object that it has seen or heard before with almost perfect accuracy, even among those of a similar type or appearance

Interface. The sentinel drone can take the Use Object action as a bonus action.

Projection. The sentinel drone can beam images and emit simple sounds of its thoughts and memories anywhere within 60 feet to communicate.

It can also cast the *minor illusion* spell at will with a range of 60 feet and a spell DC of 12.

Actions

Flarebolt. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target creature is illuminated as if affected by the *light* cantrip; the creature can spend an action removing any bolts from its body to end this effect. This attack does not have disadvantage if a hostile creature is within 5 feet.

Searchlight. The sentinel drone begins emitting bright light in a 20 foot radius from itself for 10 minutes.

ELDRITCH INVOCATIONS

The following invocations have been added as additions for the Machine patron. Your DM can lift this restriction to better suit the campaign if these invocations are also appropriate for another warlock patron.

BLOOD AND IRON

Prerequisites: The Machine Patron, 7th level

When you expend a hit die to regain hit points, you can roll the die twice and pick the higher result, and you can also reattach any of your severed limbs during a short or long rest. You also fail only one death save when you would normally fail two, such as when you take a critical hit.

COLD CALCULATION

Prerequisites: The Machine patron

You gain proficiency in the Investigation skill. In addition, if you are not surprised at the beginning of combat, you can add your proficiency bonus to your initiative roll.

FORGED FIST

Prerequisite: The Machine patron, Pact of the Blade feature

Your fists are transmuted into steel and your weapon becomes an extension of your arm when you summon your pact weapon, giving you a +1 bonus to your AC while you aren't using a shield and you can't be disarmed.

You can also replace a single weapon attack to strike a creature with your fist acting as a pact weapon with the *finesse* property, dealing 2d10 force damage and knocking the creature back 20 feet on a successful attack. Once you use this empowered strike, you can't do so again until you finish a short or long rest.

GIFT OF THE MAKER

Prerequisites: The Machine patron, 9th level

You can cast the *animate objects* spell once using a warlock spell slot. You can't do so again until you finish a long rest.

SEAL OF PRIMUS

Prerequisite: The Machine patron, Pact of the Talisman feature

Your talisman can be placed on any entryway as an action, casting the *arcane lock* spell without expending a spell slot or material components. It can also be placed on any mechanism smaller than a 10 foot cube, such as a lever or set of gears, which will cause it to seize up and jam instead of lock. While the object is under this spell you can open, close, activate or deactivate it as a bonus action as long as you are on the same plane of existence and the object wasn't initially locked or disabled.

This spell will end if the lock is dispelled, if the talisman is removed from the target object, or if it is used to cast another spell. Once you use this feature, you can't use it again until you finish a short or long rest.

THE MASTER'S DESIGNS

Prerequisites: The Machine patron, Pact of the Tome feature, 5th level

Your Book of Shadows contains pages that shift and change to represent the designs of any mechanical device (ranging from simple doors to clocks) or construct creature that you encounter. You can study a construct or device for 1 minute while you hold your Book of Shadows, at the end of this period you will know the following (where applicable):

- Movement speed
- Strength, Dexterity and Constitution ability scores.
- Damage immunities, resistances, vulnerabilities and/or thresholds.
- The rough difficulty to unlock or operate a mechanism (how this is described is at the DM's discretion).

If you study a device for 10 minutes, you gain advantage on any *tinker's tools* or Intelligence checks made with regards to this device.

WIZARD

MODERN WIZARD

Ancient tomes, leather-bound journals, and dusty scrolls are relics of the past. No modern wizard would dare be caught with such old trivialities of by-gone eras. Modern wizards exploit and enjoy the countless benefits the Information Age has brought with it. To these wizards, technology is the greatest tool of all; a conduit and storage space for magical energy, as well as a source of vast knowledge, and to some a school of magic all itself.

ELECTRONIC DEVICE

At 2nd level, you trade out your spellbook for an Electronic Device capable of accessing and storing magical data. The device is a Tiny object. The computing power of this device is equivalent to that of a smartphone. You can only attune to one device capable of accessing and storing magical data at any given time.

While touching the device, you can use it in the following ways:

- **Spellcasting Focus.** You can use the device as a spellcasting focus for your wizard spells.
- **Internet Access.** You can add half your proficiency bonus, rounded up, to any Intelligence (History), Intelligence (Nature), Intelligence (Religion) check.
- **Instant Message.** You can cast the Message cantrip at will. The device serves as the material component.

Copying a Spell into the Electronic Device. When you find a wizard spell of 1st level or higher, you can add it to your Electronic Device if it is of a level for which you have spell slots. Using the device's camera, spells can be copied into this device at no cost, however the process of deciphering and understanding a new spell's notation is still required (2 hours per spell level). Once you have spent this time, you can prepare the spell just like your other spells.

Replacing an Electronic Device. You can copy a spell from your Electronic Device into a Storage device (detailed below), if you want to make a backup copy of your device. Backing up the magical data to the Storage device requires 1 hour per spell.

If the device is destroyed or you lose it, you can acquire a new one to replace it. During a short rest or long rest, you can replace the previous device by downloading the magical data from a Storage device onto a new Electronic Device which you become attuned to. The previous device is wiped clean of all information and spells if it still exists.

The Device's Appearance. Your Electronic Device is a unique device with its own quirks and personal design. It might be a plain, functional flip phone that you use as a burner phone, a next generation phone with a rose-gold colored case you received when you upgraded models, or even an older generation gaming device that was updated and rewired to operate like new tech.



TECH CATEGORIES.

At the DM's discretion, all electronic devices fall into one or more of the following categories:

- **Functional.** Electronics built to serve a simple purpose: Lights, stereos, calculators, toasters, etc...
- **Communication.** Electronics built for purposes of communicating over distance: mobile phones, radio, bluetooth, wi-fi, networks, etc...
- **Monitoring.** Electronics built for surveillance and security purposes: Security cameras, motion sensors, GPS, card readers, fingerprint scanners, etc...
- **Storage.** Electronics built for the purpose of storing information: Hard drives, USB flash drives, SD cards, Floppy disks, etc...

ELECTRONIC INTERFACE

At 2nd level, you learn the Shocking Grasp cantrip. The range of this cantrip increases to 30 feet. It counts as a wizard cantrip for you, but doesn't count against your number of cantrips known.

Your work with electronics has given you some ability to magically interface with technology. As an action, you can choose to perform the following additional tasks:

- You can speak through any Communication devices you choose within a 60 foot radius. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the effect. The effect can travel freely around corners or through openings.
- You can see and hear through one Monitoring device within 30 feet if it has an accessible camera and/or microphone. You can see and/or hear through the Monitoring device for 1 minute, or until you lose your concentration as if you were concentrating on a spell. During this time, you are deaf and blind with regard to your own senses.

ELITE HACKER

At 6th level, your body has grown familiar with manipulating electronic fields. You gain resistance to lightning damage. In addition, when you cast a spell that deals lightning damage add your Intelligence modifier to the damage roll.

Beginning at 6th level, as an action, you can perform the additional tasks with your Electronic Interface feature:

- You can attempt to disable one Monitoring device within a 60 foot radius. Make a DC 15 Intelligence (Arcana) check. If you succeed the device is disabled and does not trigger any warning or trap. If you fail, make a DC 12 Intelligence saving throw. On a success, nothing happens, and the Monitoring device is immune to this effect for 24 hours. On a failure, the Monitoring device triggers a warning or trap if any.

- You can access any unencrypted information on a Storage device you are touching. If the information is encrypted you can attempt to decipher the encryption with a DC 20 Intelligence (Arcana) check. On a success, the encryption is broken and the information becomes accessible. On a failure, the encryption remains and the Storage device is immune to this effect for 24 hours.

ARCANE STORAGE SPACE

Starting at 10th level, you engineer the ability to store spells in your Electronic Device. Your Electronic Device can store up to 3 levels worth of spells at a time. You can cast a spell of 1st through 3rd level into the device by touching the device as the spell is cast. The spell has no effect, other than to be stored in the device. If the device can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wielding your Electronic Device, you can cast any spell stored in it. The spell is treated as if you cast the spell normally. A spell cast from the device is no longer stored in it, freeing up space.

ANIMATE ELECTRONICS

Also at 10th level, you develop the ability to bring electronics to life. You learn the spell *Animate Objects*, if you don't already know it. If you do know it, you may choose another wizard spell to learn.

This spell operates as described, with the added restriction that the objects animated must be an electronic device.

NEURAL NETWORK

At 14th level, your ability to interface with technology has advanced greatly. While your Electronic Device is on your person, you have advantage on all Intelligence skill checks, as you can better interface with internet search engines.

In addition, you have learned to push yourself to access and comprehend your spells at an incredible rate. You can change your list of prepared spells over the course of a short rest. Once you use this feature, you can't use it again until you finish a long rest.

Beginning at 14th level, as an action, you can perform the additional task with your Electronic Interface feature:

- You can generate a sustained small electromagnetic pulse (EMP). A sustained burst of electromagnetic energy erupts from you. All electronics within 1 mile are deactivated and cannot be activated for 1 minute, or until you lose your concentration as if you were concentrating on a spell. Once you use this ability, you can't use it again until you finish a long rest.

PART 3. BACKGROUNDS

BACKGROUNDS

Many of the backgrounds presented in the Player's Handbook can be used in a modern setting with a little adjustment, but they don't cover the full range of occupations and lifestyles of a modern era. These backgrounds are presented as a supplement to those in the Player's Handbook.

If converting a Player's Handbook background for use with this manual, add an additional tool proficiency to bring them in line with these backgrounds.

An example of an adjusted Player's Handbook background is given in the Criminal background. It is always worth remembering that backgrounds should be very free-form, so you are free to change anything right down to an individual level.

Backgrounds List

Academic	Dilettante	Military
Adventurer	Doctor	Political
Athlete	Emergency Services	Religious
Blue Collar	Entrepreneur	Rural
Celebrity	Investigative	Student
Creative	Law Enforcement	Technician
Criminal	Madcap	White Collar

ACADEMIC

As an academic, you have spent significant time employed within educational systems. You may have been employed to teach a particular subject, or you may be researching independently.

Academics include librarians, archaeologists, scholars, professors, teachers, and other education professionals. The standard academic typically doesn't cover magical or otherworldly topics, but this is setting dependent.

Skill Proficiencies: History, plus your choice of one from among Arcana, Nature, and Religion

Tool Proficiencies: Two of your choice

Languages: Two of your choice

Wealth Bonus: +3

SPECIALTY

To determine the nature of your academic pursuits, roll a d8 or choose from the options in the table below.

d8 Specialty	d8 Specialty
1 Ancient Languages	5 Professor
2 Prehistory	6 Researcher
3 Librarian	7 Obscure Religion
4 Discredited Academic	8 World Cultures

FEATURE: RESEARCHER

When you attempt to learn or recall a piece of knowledge, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, research laboratory, university, or an expert in that field of knowledge. Your GM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found.

SUGGESTED CHARACTERISTICS

Academics live to learn and teach, and their characteristics often reflect this. Academics typically highly value esoteric or complex information, whether for its own sake or as some means to an end.

Use the suggested characteristics for the Anthropologist or Archaeologist backgrounds in Tomb of Annihilation, or the Sage background in the Player's Handbook for a character with the Academic background, modifying them as necessary to suit your character.

ADVENTURER

You live for thrills and exploration, and spend your time in search for your next big adventure. Many adventurer's have been living this way for most of their lives, although some do turn to the wild life after years of mundanity.

Adventurers include relic hunters, explorers, field scientists, and others called to roam the world for a variety of reasons.

Skill Proficiencies: Survival, plus your choice of one from among Arcana, Nature, and Religion

Tool Proficiencies: One of your choice

Languages: One of your choice

Wealth Bonus: +1

FEATURE: HISTORICAL KNOWLEDGE

When you enter a ruin or dungeon, you can usually ascertain its original purpose and determine who built it, whether they were Aztecs, Egyptians, Babylonians, Mesopotamian, or some other ancient civilisation. In addition, you can correctly determine the monetary value of art objects more than a century old.

SUGGESTED CHARACTERISTICS

Adventurers often have a great curiosity for the world around them, usually expressed by a desire to experience as much of it as is possible.

Use the suggested characteristics for the Folk Hero background in the Player's Handbook or the Archaeologist background in Tomb of Annihilation for a character with the Adventurer background, modifying them as necessary to suit your character.

ATHLETE

Athletes include amateur athletes of Olympic quality and professional athletes of all types, including gymnasts, weight trainers, wrestlers, boxers, martial artists, swimmers, skaters, and those who engage in any type of competitive sport.

Skill Proficiencies: Athletics, plus your choice of one from among Acrobatics, Medicine and Intimidation

Tool Proficiencies: One of your choice

Wealth Bonus: +1

EVENT

To determine your particular athletic specialty, roll a d10 or choose from the options in the table below.

d10	Event	d10	Event
1	Running	6	Ball Games
2	Watersports	7	Gymnastics
3	Archery	8	Weight Lifting
4	Shooting	9	Mixed Events
5	Martial Arts	10	Other

FEATURE: ATHLETIC CONDITIONING

You have conditioned your body for performance under the harshest circumstances. As long as you can exercise for one hour daily, you only need half the amount of food and sleep normally required to avoid exhaustion. In addition, you can hold your breath twice as long as normal.

SUGGESTED CHARACTERISTICS

Athletes usually love competition, and many find the spotlight of their career very appealing. Most have a strong sense of fair play or sportsmanship, but there are always athletes which try to bend the rules.

Use the suggested characteristics for the Entertainer or Folk Hero backgrounds in the Player's Handbook for a character with the Athlete background, modifying them as necessary to suit your character.

BLUE COLLAR

Blue Collar workers are often referred to as the hands of a nation, and in your case this couldn't be more true. You have spent your career doing largely manual labour.

Blue collar occupations include factory work, food service jobs, construction, service industry jobs, taxi drivers, postal workers, and other jobs that are usually not considered to be desk jobs.

Skill Proficiencies: Athletics, plus your choice of one from among Animal Handling, Insight and Intimidation

Tool Proficiencies: One type of artisan's tools (including engineering or mechanic tools), plus one of your choice

Equipment: One set of tools with which you are proficient

Wealth Bonus: +2

FEATURE: WORKING CLASS

You can usually find a place to hide, rest or recuperate among other working class citizens, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you. Additionally, you can usually find someone willing to lend you tools and certain equipment used in manufacturing or shipping.

SUGGESTED CHARACTERISTICS

Working class citizens typically value community and solidarity; your friends and family will matter a lot.

Use the suggested characteristics for the Guild Artisan or Folk Hero backgrounds in the Player's Handbook for a character with the Blue Collar background, or perhaps the Urchin background if you come from a particularly poor background.

CELEBRITY

A celebrity is anyone who has been thrust into the spotlight of the public eye. It's said everyone eventually gains their 15 minutes of fame. The typical celebrity stretches that time into a career. You may have inherited fame, stumbled into it accidentally, or sought it out yourself.

Actors, entertainers of all types, newscasters, radio and television personalities, and more fall under this background.

Skill Proficiencies: Performance, plus your choice of one from among Persuasion, Deception and Sleight of Hand

Tool Proficiencies: One of either disguise kit or one type of musical instrument, plus one of your choice

Languages: One of your choice

Reputation Bonus: +1

Wealth Bonus: +4

DEBUT

There are 101 ways to become famous. To determine the triggering event of your fame, roll a d6 or choose from the options in the table below.

d6	Debut
1	TV Appearance
2	Viral Video
3	News Story
4	Popular Song
5	Live Performance
6	Slow Rise to Fame

FEATURE: BY POPULAR DEMAND

You can always find a place to perform, usually in a nightclub or bar but possibly at a festival or theatre, or even at a private party. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in an area where you have performed, they typically take a liking to you.

SUGGESTED CHARACTERISTICS

Perpetually chasing the spotlight, celebrities often must fight to stay relevant.

Use the suggested characteristics for the Entertainer background in the Player's Handbook for a character with the Celebrity background, modifying them as necessary to suit your character.

CREATIVE

The creative background covers artists of all types who fan their creative spark into a career. A creative may make various forms of art, or they may be a performer particularly dedicated to the spirit of their act.

Illustrators, copywriters, cartoonists, graphic artists, novelists, magazine columnists, actors, sculptors, game designers, musicians, screenwriters, photographers, actors and web designers all fall under this background.

Skill Proficiencies: Persuasion, plus your choice of one from among Insight, Performance and Perception

Tool Proficiencies: One type of artisan's tools or one type of musical instrument, plus one of your choice

Languages: One of your choice

Wealth Bonus: +2

PURSUIT OF PASSION

To determine the nature of your creative pursuits, roll a d10 or choose from the options in the table below

d10	Pursuit
1	Poetry
2	Writing
3	Painting
4	Sculpting
5	Photography
6	Music
7	Performance Art
8	Film
9	Animation
10	Drawing

FEATURE: BODY OF WORK

You can usually find the local haunts of the creative community, and will be welcomed there as one of their own. These places are generally less frequented by the general public, and you can expect some additional privacy there than more mainstream establishments. Additionally, you may be recognised for your work among certain circles, and if someone does so they typically take a liking to you.

SUGGESTED CHARACTERISTICS

Creatives can cover a wide range of people, from struggling bohemians who live for their art to types that see all others as spiritually and intellectually inferior.

Use the suggested characteristics for the Entertainer or Guild Artisan backgrounds in the Player's Handbook for a character with the Creative background, modifying them as necessary to suit your character.

CRIMINAL

Criminals cover all types who have habitually found themselves on the wrong side of the law. Often, people are born into this life and know nothing else, but more rarely people turn to this life with a far-fetched grand plan for vast personal gain.

Criminal covers a huge range of backgrounds, including con artists, burglars, thieves, crime family soldiers, gang members, bank robbers, professional hackers, and any other types of career criminals.

Skill Proficiencies: Deception, plus your choice of one from among Persuasion, Stealth and Intimidation

Tool Proficiencies: Thieves' tools or hacking tools, plus one of your choice

Wealth Bonus: +1

FEATURE: CRIMINAL CONTACT

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt officials, and seedy characters who can deliver messages for you.

CRIMINAL SPECIALTY

There are many kinds of criminal, and whether part of a larger organisation or not most individual criminals have their own specialties.

To determine your particular criminal specialty, roll a d10 or choose from the options in the table below

d10	Specialty	d10	Specialty
1	Blackmailer	6	Hacker
2	Burglar	7	Hired Killer
3	Enforcer	8	Pickpocket
4	Fence	9	Smuggler
5	Mugger	10	Dealer

SUGGESTED CHARACTERISTICS

Most criminals are irreversibly changed by their checkered past, and have usually seen more harrowing events and hardship than most. They often have disdain for authority, viewing it as an oppressive force, though if they were a component of a more structured criminal organisation this may in fact be reversed.

Use the suggested characteristics for the Criminal or Urchin backgrounds in the Player's Handbook for a character with the Criminal background, modifying them as necessary to suit your character.

DILETTANTE

Dilettantes usually get their wealth from family holdings and trust funds. The typical dilettante has no job, few responsibilities, and at least one driving passion that occupies their day. That passion might be a charity or philanthropic foundation, an ideal or cause worth fighting for, or a lust for living a fun and carefree existence.

Skill Proficiencies: Persuasion, plus your choice of one from among Acrobatics, Performance and History

Tool Proficiencies: One set of artisan's tools, plus one of your choice

Languages: Two of your choice

Reputation Bonus: +1

Wealth Bonus: +6

FEATURE: OLD MONEY

While you have significant financial resources of your own, you can also draw on your family's extensive funds in a pinch. However, this assistance is rarely without strings attached. In exchange for additional resources you may be expected to make certain public appearances, or perhaps you may even be set up in an arranged relationship.

SUGGESTED CHARACTERISTICS

Dilettantes often flit between a variety of interests, usually struggling to commit to a single goal or activity for a long period of time. They typically display a great passion in their works before quickly growing bored.

Use the suggested characteristics for the the Noble background in the Player's Handbook for a character with the Dilettante background, modifying them as necessary to suit your character.

DOCTOR

The doctor background covers all forms of medical professionals or anyone that uses anatomical and biological knowledge to treat others

A doctor can be a physician (including general practitioners and specialists), a nurse, a surgeon, or a psychiatrist.

Optionally, you could include rural healers using their knowledge of natural resources to treat ailments and injuries.

Skill Proficiencies: Medicine, plus your choice of one from among Insight, Persuasion and Animal Handling

Tool Proficiencies: Herbalism kit, plus one other of your choice.

Languages: One of your choice

Wealth Bonus: +4

FEATURE: MEDICAL ACCESS

You have access to medical equipment that you might not otherwise be able to requisition, such as X-ray machines and medical labs. In addition, you can write prescriptions for various substances that are otherwise illegal to obtain.

SUGGESTED CHARACTERISTICS

Some doctors enter into the profession through a noble desire to help people and save lives, whereas others might take up the mantle out of desire for financial gain.

Use the suggested characteristics for the the Folk Hero, Guild Artisan, or Sage backgrounds in the Player's Handbook for a character with the Doctor background, modifying them as necessary to suit your character.

EMERGENCY SERVICES

Emergency Services covers all forms of quick response personnel called in to deal with dangerous or urgent situations.

Rescue workers, firefighters, paramedics, hazardous material handlers, and emergency medical technicians fall under this category.

Skill Proficiencies: Athletics, plus your choice of one from among Medicine, Perception and Animal Handling

Tool Proficiencies: One type of civilian vehicles, plus one other of your choice

Wealth Bonus: +2

FEATURE: LOCAL HERO

In the past, you have been involved in at least one incident which caught the public eye - maybe you saved several people from a burning building, or perhaps you disarmed a bomb in a public building. Whatever the incident, you gained significant status locally, and to a lesser extent other areas the incident was reported. People in or around the area of the incident may recognise you, and you can likely find a place to hide, rest or recuperate in the area with ease. To a lesser extent, people recognising you or that are familiar with the event will shield you from anyone searching for you, though they will not risk their lives for you.

SUGGESTED CHARACTERISTICS

Many people go into emergency services work through a sense of heroism, or perhaps just an honest career. In certain situations, people go into emergency services careers due to a particular ideal or cause. For example, certain fire fighters may take up the task due to a love of a particular forest prone to wildfires.

Use the suggested characteristics for the the Folk Hero or Sailor backgrounds in the Player's Handbook for a character with the Emergency Services background, modifying them as necessary to suit your character.

ENTREPRENEUR

Entrepreneurs have an obsession about being their own boss. They believe in themselves, have an abundance of confidence, and the ability to acquire the funds necessary to bankroll their newest moneymaking venture.

These small to large business owners have a knack for putting together business plans, gathering resources, and getting a new venture off the ground. They rarely want to stick around after the launch, however, as they prefer to put their energies into the next big thing.

Skill Proficiencies: Persuasion, plus your choice of one from among Deception, Insight and History

Tool Proficiencies: Mechanic tools, plus one of your choice

Languages: One of your choice

Reputation Bonus: +1

Wealth Bonus: +4

FEATURE: NETWORK

You have a network of contacts in the business and financial world that you can use as a source of information, loans, or equipment requisitions, usually in return for favours. Additionally, you can usually acquire an invite to various business galas and launch events.

SUGGESTED CHARACTERISTICS

Many entrepreneurs would consider their "vision" their most valuable asset, and pride themselves on their ability to anticipate what will work and what will flop.

Use the suggested characteristics for the the Guild Artisan or Noble backgrounds in the Player's Handbook for a character with the Entrepreneur background, modifying them as necessary to suit your character.

INVESTIGATIVE

The Investigative background covers all sorts of people who make your business their business.

There are a number of jobs that fit within this background, including investigative reporters, photojournalists, private investigators, police detectives, criminologists, criminal profilers, espionage agents, and others who use their skills to gather evidence and analyze clues.

Skill Proficiencies: Investigation, plus your choice of one from among Insight, Perception and Stealth

Tool Proficiencies: Forensics kit, plus one of your choice

Languages: One of your choice

Wealth Bonus: +2

FEATURE: CONNECTED

When you attempt to learn or recall a piece of information, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from an anonymous informant, a law enforcement agency, or criminal contacts. Your GM might rule that the information you seek is almost impossible to get out of your sources, or that it simply cannot be found.

SUGGESTED CHARACTERISTICS

Investigative types may simply be the curious sort, or they could be actively suspicious about most they meet. Somewhat ironically, many investigative types have dark secrets of their own which they conceal at all costs.

Use the suggested characteristics for the the Soldier or Sage backgrounds in the Player's Handbook for a character with the Investigative background, modifying them as necessary to suit your character.

LAW ENFORCEMENT

Law enforcement personnel include uniformed police, state troopers, federal police, federal agents, SWAT team members, and military police.

Skill Proficiencies: Athletics, plus your choice of one from among Investigation, Perception and Acrobatics

Armour Proficiencies: Light armour, medium armour

Weapon Proficiencies: Two martial weapons of your choice

Tool Proficiencies: One type of civilian vehicle, plus one of your choice

Equipment: A shotgun or an automatic pistol with 2 box magazines, plus 30 rounds appropriate to the weapon

Wealth Bonus: +1

FEATURE: ENFORCER'S EYE

Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find a local law enforcement agency or a similar organisation, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.

SUGGESTED CHARACTERISTICS

Justice and authority are key ideals to a law enforcer, and to most this is synonymous with the law of the land. They typically see great value in authority and stability.

Use the suggested characteristics for the the Soldier background in the Player's Handbook for a character with the Law Enforcement background, modifying them as necessary to suit your character.

VARIANT LAW ENFORCER: CORRUPT

As a corrupt law enforcer, you have habitually acted immorally or downright illegally throughout your career. Many corrupt officers simply turn a blind eye in return for cash, whereas others actively involve themselves in criminal activity.

You gain an additional +1 Wealth as a corrupt law enforcer, and you might use the suggested characteristics for the the Criminal background in the Player's Handbook.

Additionally, your **Enforcer's Eye** feature is altered to take into account your darker activities. You will naturally be more welcome in dens of criminal activity, though they may still treat you with some suspicion, and honest law enforcers may resent you if they know the truth about you.

MADCAP

You have spent your life seeking thrills and unnecessary amounts of danger, maybe just for kicks or perhaps out of necessity

Madcaps include professional daredevils, big-game hunters, extreme sports enthusiasts, thrill-seekers, storm chasers, and all others called to face danger for a whatever reason.

Skill Proficiencies: Acrobatics, plus your choice of one from among Athletics, Performance and Animal Handling

Tool Proficiencies: One type of civilian vehicles, plus one of your choice

Reputation Bonus: +1

Wealth Bonus: +1

FEATURE: ADRENALINE JUNKIE

Danger runs in your veins, and the threat to your life only spurs you on further. When performing planned out dangerous or showy tasks, you have a knack for coming out unscathed. Additionally, anyone who witnesses you succeed at an unnecessarily dangerous task or stunt is awed by your bravery, and will treat you much more favourably in the future.

SUGGESTED CHARACTERISTICS

Madcaps are usually defined by low impulse control and a headstrong attitude. Many rarely think plans fully through before executing them, though there are always exceptions.

Use the suggested characteristics for the Entertainer background in the Player's Handbook for a Madcap.

MILITARY

Military covers any of the branches of the armed forces, including army, navy, air force, and marines, as well as the various elite training units such as Seals, Rangers, and Special Forces.

Skill Proficiencies: Athletics, plus your choice of one from among Survival, Acrobatics and Perception

Armour Proficiencies: All armour

Weapon Proficiencies: Martial weapons

Tool Proficiencies: One type of military vehicle, plus one of your choice

Equipment: An assault rifle with a rifle box magazine or an automatic pistol with 2 pistol box magazines, plus 30 rounds appropriate to the weapon

Wealth Bonus: +1

FEATURE: RANK & PRIVILEGE

You have a rank from your career as a military officer. Active and former military officers still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other officers and requisition simple equipment for temporary use. You can also usually gain access to events and locations where your rank is recognized.

SUGGESTED CHARACTERISTICS

Authority and discipline are drilled into military personnel, and they inevitable become core values to them. The majority of military personnel also have a strong sense of duty or patriotism.

Use the suggested characteristics for the Soldier or Sailor backgrounds in the Player's Handbook for a character with the Military background, modifying them as necessary to suit your character.

POLITICAL

You are particularly involved in the politics of your chosen region, whether local or national. You may be working towards a significant change, or merely trying to keep the peace.

Politicians, campaigners, councilmen, and members of pressure groups and activists all fall within this category.

Skill Proficiencies: Persuasion, plus your choice of one from among Deception, Insight and History

Tool Proficiencies: One of your choice

Languages: Two of your choice

Reputation Bonus: +1

Wealth Bonus: +2

FEATURE: THE SYSTEM

Your knowledge of how bureaucracies function lets you gain access to the records and inner workings of many organisations and governments you may encounter. You know who the movers and shakers are, whom to go to for the favours you seek, and what the current intrigues of interest in the group are.

SUGGESTED CHARACTERISTICS

Politicians have a large range of personalities. Some work to serve an ideal they believe in, whereas others are only in it for personal gain. A large number of political figures come from privileged backgrounds.

Use the suggested characteristics for the Noble or Guild Artisan backgrounds in the Player's Handbook for a character with the Political background, modifying them as necessary to suit your character.

VARIANT: REVOLUTIONARY

Some individuals become so disillusioned with the reigning political force in a region that they turn to more subversive means to further their cause. You are a member of such a cause, usually seeking some highly significant change.

You only gain a +1 Wealth as a revolutionary, and you might use the suggested characteristics for the the Soldier background in the Player's Handbook.

FEATURE: THE CAUSE

Your passion for the cause helps you survive the most desperate circumstances and you have experience cautiously conveying that spark to someone else.

You are able to discern if person is sympathetic to your cause after having a short conversation with them. This may be facilitated by certain code phrases, or maybe a distinguishing tattoo.

People sympathetic to your cause will aid you and your friends by performing mundane tasks such as providing you a place sleep, giving you information on the local area or treating your wounds. This hospitality may end if you have shown yourself to be a danger to them or have asked them to do something obviously dangerous.

Your cause may have a base of operations which is relatively safe, and may include certain capabilities such as large-scale printing or manufacturing, a weapons store or a place to hide. Work with you GM to determine the capabilities of your particular cause.

RELIGIOUS

Ordained clergy of all persuasions, as well as theological scholars and experts on religious studies fall within the scope of this starting occupation.

Skill Proficiencies: Religion, plus your choice of one from among Insight, Arcana and History

Tool Proficiencies: One of your choice

Languages: Two of your choice

Wealth Bonus: +2

FEATURE: FAITH COMMUNITY

You command the respect of those who share your faith, and you can perform the religious ceremonies of your order. You and your companions can expect to be received favourably at a temple, shrine, or other established presence of your faith. Those who share your religion will offer their personal and financial support to a limited degree.

SUGGESTED CHARACTERISTICS

Religious figure are primarily driven by their faith and resolve, and many work very hard to further their doctrine or religion. Many have a thoughtful disposition, though this can be contrasted by moments of great passion.

Use the suggested characteristics for the Acolyte background in the Player's Handbook for a character with the Religious background, modifying them as necessary to suit your character.

VARIANT: CULTIST

Some individuals use religion and belief to manipulate people to amass power and wealth. This background covers individuals within the leadership of cults that manipulate underlings, and those relatively innocent people that have been manipulated into joining a cult.

You may still be a member of the cult, travelling out into the world to further the cult's doctrine, or you may be an ex-member, who left the cult after a particular event.

As a cultist, and you might use the suggested characteristics for the the Charlatan or Criminal backgrounds in the Player's Handbook.

FEATURE: SECRET SYMBOLISM

You know the secret signs which identify members of your cult. This may be in the form of a hand sign, a particular phrase, a specific tattoo or perhaps some form of ritual mutilation. Your cult may include some influential members, from whom you may be able to secure certain resources. Your cult may also have hidden cloisters scattered among different settlements, where you may be able to secure aid.

RURAL

Farm workers, hunters, and others who make a living in rural communities fall under this category.

Skill Proficiencies: Nature, plus your choice of one from among Survival, Animal Handling and Athletics

Tool Proficiencies: Two of your choice

Wealth Bonus: +1

FEATURE: FARM WISDOM

You have a feel for the countryside, and you can always recall the general layout of terrain, small towns, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

SUGGESTED CHARACTERISTICS

Most rural types pride themselves on their hardiness and perseverance, though they encompass a wide range of peoples. In the modern world, most people which live rurally do so by choice rather than necessity or circumstance.

Use the suggested characteristics for the Folk Hero, Hermit, or Outlander backgrounds in the Player's Handbook for a character with the Rural background, modifying them as necessary to suit your character.

STUDENT

A student can be in high school, college, or graduate school. They could be in a seminary, a military school, or a private institution. A college-age student could also pick a major field of study.

Skill Proficiencies: Two of your choice

Tool Proficiencies: One of your choice

Languages: One of your choice

Wealth Bonus: +1

FEATURE: STUDENT ID

Your student ID gives you access to various services and discounts that are not available to the general public, as well as access to school resources, such as libraries, laboratories and conference spaces. This ID doesn't act as a no-bars pass, and there are likely certain resources which your educational institution will not permit immediate access to.

You have a working knowledge of your institution's personnel and bureaucracy, and you know how to navigate those connections with some ease.

Additionally, you are likely to gain preferential treatment at other educational institutions, as professional courtesy shown to a fellow scholar.

SUGGESTED CHARACTERISTICS

Students come from a huge range of different backgrounds, and they have a great range of different traits. Many share a love of knowledge and learning, but a great number of students merely see their education as a path into a career, or are even just stalling before they need to enter the real world. Students also often have great conviction in their beliefs.

Use the suggested characteristics for the Sage or Noble backgrounds in the Player's Handbook for a character with the Student background, modifying them as necessary to suit your character.

TECHNICIAN

This background covers a wide range of people with technical knowledge and skills.

Characterised by specialised knowledge or skills, this background include scientists, engineers, and professional programmers of all types.

Skill Proficiencies: Perception, plus your choice of one from among Investigation, Nature and Medicine

Tool Proficiencies: Engineering tools, mechanical tools or spy kit, plus one of your choice

Languages: One of your choice

Wealth Bonus: +3

FEATURE: TECHNICAL TAP

Electronic and mechanical devices just seem to work better when you're around, but when they misbehave, sometimes all it takes is a swift kick in the right area to set things right.

SUGGESTED CHARACTERISTICS

Technical jobs are often lucrative, and that is certainly a big draw towards them, for those with the capability. Others are drawn to the careers through technical or scientific passion, or merely a high level of raw talent.

Use the suggested characteristics for the Sage or Guild Artisan backgrounds in the Player's Handbook for a character with the Technician background, modifying them as necessary to suit your character.

WHITE COLLAR

Office workers and desk jockeys, lawyers, accountants, insurance agents, bank personnel, financial advisors, tax preparers, clerks, sales personnel, real estate agents, and a variety of mid-level managers fall within the scope of this background.

Skill Proficiencies: Persuasion, plus your choice of one from among Deception, History and Perception

Tool Proficiencies: Two of your choice

Languages: One of your choice

Wealth Bonus: +3

FEATURE: CORPORATE CHAMELEON

You are familiar with the etiquette and adherence to protocol that comes with working in an office environment. While in such an environment, no one questions your presence, and entry level workers are likely to respond in a submissive manner. Especially if you are carrying a clipboard.

SUGGESTED CHARACTERISTICS

White collar workers may hail from a middle-class background, simply following the expected career path before them. Alternatively, they might come from a poorer family, and are hoping to break out of their family history. Whatever their history, they display a wide range of personalities.



WEALTH AND REPUTATION

The following rules present an alternative way to deal with wealth in a modern world, as well as a way to deal with the reputation of a particular character and what benefits that might confer.

Characters have a **Wealth score** that reflects their total buying power. This is a composite of income, credit rating, and savings. Your wealth score serves as the measure of whether you can afford to purchase equipment and services.

Likewise, characters have a **Reputation score** that represents your social capital. You can Leverage your Reputation to request favours, requisition equipment, and turn social interactions in your favour.

1st-level characters generate these scores by rolling 2d4 for each of them, and adding any bonuses granted by their background. Additionally, characters add their Charisma modifier to their initial Reputation score.

WEALTH

Over the course of play, your Wealth will fluctuate as you purchase expensive items and increase as you earn rewards. Your wealth can never fall below 0, and there is no upper limit on how high your wealth can climb.

Since Wealth is an abstracted number bundling together various real-world concepts, it can be difficult to determine how financially well off you are. To get a general sense of how financially solvent you are at any given time, check the following table.

Wealth	Financial Condition
0	Impoverished or Indebted
1-4	Struggling
5-10	Middle Class
11-15	Affluent
16-20	Wealthy
21-30	Rich
31 or higher	Filthy Rich

PURCHASING EQUIPMENT & SERVICES

Wealth is used to determine what you can afford and what gear you might reasonably have access to. Every object and service has a **Value rating**, rather than an associated monetary cost.

While common objects are readily available, buying less common objects generally takes a number of hours equal to the Value of the object or service, reflecting the time needed to locate the wanted materials and close the deal.

Whether this is necessary is entirely dependent on the specific setting you are playing in and is down to GM discretion. For example, in some settings guns are readily available, whereas in others they are more difficult to acquire.

Any time you purchase an object or service with a Value higher than your current wealth, your wealth goes down.

How much your Wealth is reduced depends on how expensive the object is. Compare the Value of the item to your current Wealth score and consult the table below to see how much your wealth will decrease if you choose to purchase the item.

Along with this loss, any time you buy an object or service with a Value of 15 or higher, you reduce your current Wealth score by an additional 1 point.

This means if you are purchasing something with a Value less than your Wealth score, and with a Value less than 15, your Wealth is not reduced at all. The cost for the item is considered to fall easily within your financial capabilities without any noticeable effect.

Value	Wealth Decrease
15 or higher	1 point
1-10 points higher than your Wealth	1 point
11-15 points higher than your Wealth	1d6 points
16-20 points higher than your Wealth	2d6 points

Your Wealth only goes down if you choose to buy the object or service after the cost has been determined. If you choose not to buy the object or service, you can try again, but not until you have spent a number of hours equal to the value of the object or service representing the time spent trying to find a better price or circumstance.

Note that you cannot purchase an item that has a value that is more than 20 points higher than your current Wealth, nor can you successfully make a purchase that would reduce your Wealth lower than 0.

For example, if a character has a Wealth score of 9 currently, and they wish to purchase an item with a Value of 6, they can do so entirely within their expenses and without any Wealth loss. If the same character wanted to purchase an item with a Value of 16, their Wealth would reduce by 2 points (1 as it's Value is 1-10 points higher than their current wealth, plus 1 as it's Value is higher than 15).

ACCUMULATING WEALTH

There are a number of ways to increase your Wealth score.

Adventuring may result in finding valuable items. One way to gain Wealth is selling such items.

To sell something, you first need to determine its Value. Assuming the object is undamaged and in working condition, the sale value is equal to the object's base Value (as if purchased new) minus 3. A damaged object may have its Value reduced by as much as 10.

Selling an object provides equal to the amount of Wealth you would lose if you purchased an object with a Value equal to the sale Value. If you sell an item with a Value of at least 21 higher than your current Wealth, add an additional 1d6 Wealth per 10 points above 20.

You gain a Wealth increase of at least 1 whenever you sell an object with a sale Value of 15 or higher. If you sell an object with a sale value less than or equal to your current Wealth bonus, and that sale Value is 14 or lower, you gain nothing.

You cannot legally sell restricted objects unless you are licensed to own them, and there are usually further distribution licenses required. You also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually requires that you have contacts in the black market, and reduces the sale Value by an additional 3.

Selling an object takes a number of hours equal to the normal Value of the item.

There are other ways to increase your Wealth score. If you are given a job by a patron, they will likely choose to pay you directly. If so, the reward will be given a Value, and your Wealth score increases as if you sold an object of that Value.

If your character is employed, they may be able to accumulate savings over time, which will translate to a Wealth increase. At the end of each month your character is employed, roll a d20. If the result is greater than their current Wealth, their Wealth increases by 1. For every 10 points by which you exceed your current Wealth, you gain an additional +1 to your Wealth score. Based on your job, the GM may allow you to add an appropriate ability score bonus to the check. Additionally, you may add your proficiency bonus to the check if you are proficient in a skill or tool which is appropriate to the job. For example, a history teacher may add their Intelligence or Charisma bonus to the check, and would add their proficiency bonus if they are proficient in the History skill.

LIFESTYLE

What sort of lifestyle does your character live? Do they drive an exotic car and own a speedboat, throwing lavish parties and flying off to Rio for the weekend?

Or do they subsist on microwave pizza in a one-room apartment? That question is answered, in part, by the objects you own and your current Wealth score.

A character with a mid-range Wealth score (say, 7) can generally afford items costing around \$50 without their Wealth reducing. Such a character can afford a meal at a good restaurant, a ticket to a basketball game, or a new computer game pretty much any time they want. More expensive lifestyle options are always available, but only at the cost of driving their Wealth down - so they can't really live beyond their means for long. Of course, if they already owns a Ferrari, having a lower Wealth score does not mean they have to give it up. They still drive an expensive car - they just can't currently afford to do all the other things people associate with that kind of life.

A poorer character - perhaps with a current Wealth score of 4 - can generally afford a \$20 expense without reducing their Wealth bonus. A night at the movies might be a routine entertainment, but they can't regularly afford anything more expensive. Rich characters, those with Wealth scores of 15 or higher, can easily drop about \$500 at a time, meaning that they will fly first class more often than not.

How Much Is It Really?

Sometimes you just need to know how much something is worth in cash terms. If someone flashes a briefcase full of money at you, it can break the immersion a little to just say it has a Value of 24.

It is often better to know that there's \$5,000 in the briefcase. It's also a good reference for if you're going to split that reward five ways, and what the resulting Value of each share will be.

The following table puts a rough monetary range for most Values players will come into contact with.

While there is no technical limit to a character's Wealth, this table only gives monetary values for Values up to 50. If you require cash values for Value scores greater than this, it shouldn't be too difficult to get a rough estimate based on the patterns in the table. On-Hand Objects

VALUES AND DOLLAR AMOUNTS

Value	Dollar Amount	Value	Dollar Amount	Value	Dollar Amount	Value	Dollar Amount
2	Less than \$5	14	\$275-\$349	27	\$12,000-\$14,999	40	\$500,000-\$649,999
3	\$5-\$11	15	\$350-\$499	28	\$15,000-\$19,999	41	\$650,000-\$899,999
4	\$12-\$19	16	\$500-\$649	29	\$20,000-\$27,499	42	\$900,000-\$1,199,999
5	\$20-\$29	17	\$650-\$899	30	\$27,500-\$34,999	43	\$1,200,000-\$1,499,999
6	\$30-\$39	18	\$900-\$1,199	31	\$35,000-\$49,999	44	\$1,500,000-\$1,999,999
7	\$40-\$54	19	\$1,200-\$1,499	32	\$50,000-\$64,999	45	\$2,000,000-\$274,999
8	\$55-\$69	20	\$1,500-\$1,999	33	\$65,000-\$89,999	46	\$2,750,000-\$3,499,999
9	\$70-\$89	21	\$2,000-\$2,749	34	\$90,000-\$119,999	47	\$3,500,000-\$4,999,999
10	\$90-\$119	22	\$2,750-\$3,499	35	\$120,000-\$149,999	48	\$5,000,000-\$6,499,999
11	\$120-\$149	23	\$3,500-\$4,999	36	\$150,000-\$199,999	49	\$6,500,000-\$8,999,999
12	\$150-\$199	24	\$5,000-\$6,499	37	\$200,000-\$274,999	50	\$9,000,000-\$11,999,999
13	\$200-\$274	25	\$6,500-\$8,999	38	\$275,000-\$349,999		
		26	\$9,000-\$11,999	39	\$350,000-\$499,999		

Why Not Just Track Money?

This financial system is abstract and simplistic, and your Wealth isn't a precise measurement of your character's net worth. However, this system is simpler than tracking your paychecks, credit scores, bank statements, interest rates, and credit limits.

Modern personal finance can be extremely complex; this system saves you from spending as much effort on balancing your character's checkbook as you spend on your own

In the modern world, most people have a lot of stuff - probably a lot more than you're going to write down on your character sheet. These rules account for the mundane and innocuous objects that most people have among their possessions and avoids forcing every character to specifically purchase such objects in order to employ them.

With the GM's permission, you can roll a d20 and add your current Wealth score to see if you have a mundane object on hand, as long as the object has a value of 10 or lower. (The GM determines the value for an object that's not mentioned in this document, using similarly priced objects as a guide.) The DC for this check is equal to 10 + the object's value. You can only do this during play, not at character creation or between adventures. If you succeed, your Wealth score is unaffected, even if the object's value is higher than your wealth score.

RENT OR OWN?

The rules for Wealth don't say anything about paying rent or having a mortgage. That's because such day-to-day expenses as a home, utility bills, and groceries are already built into the Wealth system - your Wealth reflects your buying power after paying for such basics. Since the cost of rent is already built into your Wealth bonus, why should any character want to waste Wealth on something as expensive as a home? The answer in game terms is the same as in the real world: When you own your own home, you aren't subject to someone else's rules on how to use it. Want to build a secret lab in your garage? That's kind of difficult in an apartment building - but you can probably do it if you own a house. To buy a house, you only have to pay for the down payment (that's what the Value in the Housing table represents). You don't have to worry about the monthly mortgage payment, just as a renter doesn't have to worry about rent.

REPUTATION

Over the course of play, your reputation will fluctuate as you gather more notoriety and as you leverage it for various advantages. Your reputation can never fall below 0, and there is no limit to how high your reputation can climb.

LEVERAGING YOUR REPUTATION

Reputation is used to measure your social capital and the influence that you can exert. Similarly to objects and services, favours and requisitions have a Value rating. Any time you Leverage your Reputation to gain a favour or requisition equipment with a Value higher than your current Reputation, your Reputation goes down. How much your Reputation is reduced depends on how valuable the favour or equipment is.

Compare the Value of the favour or item to your current Reputation score and consult the table below to see how much your Reputation will decrease if you choose to go through with the request.

Value	Reputation Decrease
15 or higher	1 point
1-10 points higher than your Wealth	1 point
11-15 points higher than your Wealth	1d6 points
16-20 points higher than your Wealth	2d6 points

This system is functionally identical to purchasing items using Wealth. You cannot request a favour or requisition that is more than 20 points higher than your current Reputation. If your reputation drops to 0, you have exhausted your social capital and cannot request favours or requisition equipment until you have regained some of your Reputation.

SO YOU WANNA BE FAMOUS?

There are a number of ways to build your Reputation. You can spend your downtime rubbing elbows with the elite in your circles. Keep track of the hours you spend networking. When you have accumulated a number of hours equal to your current Reputation score, your Reputation score increases by 1, and you reset your accumulated hours to 0.

Your reputation can also grow as you go about your daily life. At the end of each month, make a Charisma check. If the result is higher than your current Reputation, your Reputation increases by 1.

You may also gain Reputation increases when completing missions, objectives, or goals. Guidelines for appropriate rewards are given below.

Significance of Objective	Reputation Increase
Minor	1
Major	2
Critical	4

CALLING IN FAVOURS

Favours make the world go 'round, and you'll probably want to call in your fair share of them. Favours have a Value rating commensurate with the risk they carry for the one granting the favour, and following the rules for Leveraging your Reputation presented above.

Remember, though, that no matter how much social capital you've gathered, the person you ask a favour from can always say no to a particularly dangerous or suicidal request. Similarly, the GM can rule that the Value for a Favour from a particular individual might be reduced owing to the relationship between them and the character requesting the favour.

Apparent Risk	Value
None	1
Slight (Minor social consequences)	15(10+2d4)
Moderate (Retribution or Minor legal problems)	20(15+2d4)
Extreme (Severe retribution or Major legal problems)	30(20+4d4)
Deadly (Threats or attacks on their person, friends, or family)	50(30+8d4)

REQUISITIONING EQUIPMENT

Those with connections to powerful organizations can often leverage equipment and services that they would otherwise be unable to acquire using personal wealth. The organization evaluates whether you really need the object, how soon they can supply it, and whether they can reasonably expect to get it back when you are done with it.

Requisitioning an item works just like purchasing the item, except you use your Reputation in place of your Wealth, and apply modifiers to the item's Value.

The following table displays all the modifiers that might be reasonably added to the item's Value for the purposes of requisitioning.

Compare your Reputation to the final requisition Value of the item you are requisitioning, and lower your Reputation as if you had just purchased the item. The organization has final say over whether they can supply the object requested, and if they can do so, will provide the item within a number of hours equal to the item's value.

Situation	Value Modifier
Object is necessary for assignment	-6
Object has obvious application for assignment	-4
Object has peripheral application for assignment	-2
Object has no obvious application for assignment	+2
Object is rare	+2
Object is restricted (See Equipment)	
- Licensed	+2
- Restricted	+4
- Military	+6
- Illegal	+8
Character is proficient in use of object	-2
Character returned any requisitioned gear undamaged on previous assignment	-2
Assignment was set by the organisation being requisitioned*	-2

Additionally, when the assignment was set by the organisation being requisitioned, if the item is returned undamaged you regain half the Reputation spent requisitioning it (round up).

For example, Sadie has a Reputation of 9, and wants to requisition a machine gun. The mission will almost certainly involve combat, and she turned in all her requisitioned gear undamaged after her last assignment.

The Value of a machine gun is 19, but it is considered necessary for the assignment (-6), Sadie is proficient in its use (-2), she returned all her gear undamaged (-2), the machine gun is most likely Restricted (+4) at the very least (See Equipment), and the assignment was set by the organisation being requisitioned (-2). This gives a final value of 11. Sadie is able to requisition the weapon at a cost of 1 reputation.

Additionally, Sadie is requisitioning the item from the same organisation who set the assignment, so if Sadie returns the machine gun undamaged, she would regain the 1 Reputation point spent requisitioning it (half of 1 rounded up is 1).

Do I know you?

To determine if one character recognises another based on their Reputation, roll a d20. If the result is lower than the target's Reputation score, the target is recognised. As with requisitioning equipment, certain modifiers may apply to the target's Reputation score for the purposes of being recognised, as described in the following table.

If the character is acquainted with the target, they automatically recognise them without having to make a roll, unless there is a good reason for them not to.

Situation	Reputation Modifier
Character has extensive knowledge of the field(s) making the target renowned	+6
Character is fairly involved in the field(s) making the target renowned	+4
Character is peripherally involved in the field(s) making the target renowned	+2
Character has no connection to the field(s) making the target renowned	-2

If the target is disguised, usually the character must pass a check to see through the disguise before attempting to recognise the target.

When a player character is recognised, they may gain advantage or disadvantage on certain checks, depending on whether their Reputation puts them in a positive or negative light to the individual recognising them, as determined by the GM. For example, a character recognised as an infamous criminal would likely gain disadvantage on many social checks involving law enforcement, but may gain advantage on Intimidation checks.

SOCIAL MANEUVERING

Sometimes your reputation can save you when your charms fail you. When you fail a Charisma ability check you can leverage your Reputation to reroll the result of the check, using the new result instead. Compare your Reputation score to a Value equal to the DC of the ability check you just failed, and lower your Reputation as described above. To do this, the target of the check must recognise you.

The GM has final say over whether you can use this option in any given situation. For instance, if you are using Deception to try to convince a target that you are someone you're not, it would be inappropriate to Leverage your Reputation to succeed.

ADDITIONAL USES FOR REPUTATION

Certain Advance Class features may give you alternative ways to Leverage your Reputation to give various benefits. If you aren't using the Reputation system, alternative abilities with similar functions are provided.

PART 4. MODERN EQUIPMENT

ARMOR

Name	Cost	Armor Class (AC)	Strength	Stealth	Weight	Properties
Light Armor	----	----	----	----	----	----
Heavy Coat	8	11 + DEX mod.	----	Disadvantage	6 lb.	----
Leather Jacket	11	11 + DEX mod.	----	----	4 lb.	----
Undercover Vest	14	12 + DEX mod.	----	----	2 lb.	BDR - 2
Undercover Shirt	15	13 + DEX mod.	----	----	3 lb.	BDR - 2
Medium Armor	----	----	----	----	----	----
Concealable Vest	16	13 + DEX mod. (max 2)	----	----	4 lb.	BDR - 3
Light-Duty Vest	17	14 + DEX mod. (max 3)	----	----	8 lb.	BDR - 3
Tactical Vest	18	15 + DEX mod. (max 2)	STR 10	Disadvantage	10 lb.	BDR Resistance
Heavy Armor	----	----	----	----	----	----
Bulletproof Vest	18	15	STR 10	Disadvantage	15 lb.	BDR Resistance
Plate Vest	19	17	STR 13	Disadvantage	10 lb.	BDR & Slashing - 5
Tactical Plate Vest	20	18	STR 13	Disadvantage	20 lb.	BDR & Slashing Resistance
Shield	----	----	----	----	----	----
Makeshift Shield	----	+ 1	----	----	----	BDR - 1
Riot Shield	12	+ 2	----	----	6 lb.	BDR - 3

BALLISTICS DAMAGE

Ballistic damage is the type of damage that firearms inflict, and is a subset of piercing damage. Several of the armors grant **Ballistic Damage Reduction (BDR)**.

All ballistic damage counts as piercing damage, but not all piercing damage counts as ballistic damage. Magical effects or creature properties that grant resistance to piercing damage also apply to ballistic damage, but effects or properties reducing ballistic damage do not automatically apply to piercing damage.

LIGHT ARMOR

Made from thickly woven and sturdy materials, light armor favors agile adventurers since it offers some protection and discretion without sacrificing mobility.

Heavy Coat. A standard heavy coat made of thick materials.

Leather Jacket. A heavy leather biker's jacket that offers some protection.

Undercover Vest. Designed for deep undercover work in which it is critical that the wearer not appear to be armed or armored. This garment consists of a T-shirt with a band of light protective Kevlar sewn in around the lower torso.

Undercover Shirt. Covering a large area of the torso, this vest provides better protection than the light undercover shirt – but it's also more easily noticeable. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny.

MEDIUM ARMOR

Medium armor offers more protection than light armor, but it also impairs movement more.

Concealable Vest. Standard issue in many police forces. This vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it.

Light-duty Vest. A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack. This armor sacrifices a degree of protection for a modicum of comfort – at least compared to other tactical body armors.

Tactical Vest. The standard body armor for police tactical units. This vest provides full-torso protection in the toughest flexible protective materials available.

HEAVY ARMOR

Of all the armor categories, heavy armor offers the best protection. These armors provide more coverage and defense than lighter armors, and are designed to reduce damage significantly.

Bulletproof Vest. Built like the tactical vest, but incorporating groin and neck protection as well as a light ceramic plate over the chest. This armor provides additional protection in battles against armed opponents.

Plate Vest. A modern body armor consisting of a jacket with ceramic plates over a majority of the torso. This armor provides ample protection against ballistics, and sharp-edged or pointed weapons.

Tactical Plate Vest. The most powerful protection available is built into this durable suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck, and groin guards, and arm protection. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

VARIANT: PLOT ARMOR

You're the protagonist, right? Damn skippy you are! The very narrative structure of the universe itself protects you in battle.

Any armor can be used as plot armor (except shields). A character wearing plot armor gains the benefits of the armor they wear without having to physically wear the armor. It's crazy that your character can miraculously escape danger or survive an obviously fatal situation, but such is the life of a protagonist.

SHIELDS

A shield is made of a durable protective material and carried in one hand. You can benefit from only one shield at a time.

Makeshift Shield. A makeshift shield is an impromptu shield either found or rapidly crafted. Each time you are hit with an attack, roll a d20. On a 10 or lower the makeshift shield breaks or is damaged beyond use.

Riot Shield. A lightweight protective device deployed by police and military organizations.

GETTING INTO AND OUT OF ARMOR

The time it takes to don or doff armor depends on the armor's category.

Don. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the time to don the armor.

Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

Donning and Doffing Armor

Category	Don	Doff
Light Armor	1 Action	1 Action
Medium Armor	1 Minute	30 seconds
Heavy Armor	5 Minutes	1 Minute
Shield	1 Action	1 Action



WEAPONS

Name	Cost	Damage	Weight	Properties
Simple Melee				
Baseball Bat	8	1d6 bludgeoning	2 lb.	Versatile (1d8)
Baton	7	1d6 bludgeoning	2 lb.	Light
Baton, Expandable	8	1d6 bludgeoning	2 lb.	Light, Special
Baton, Stun	9	1d6 bludgeoning + 1d4 lightning	2 lb.	Light, Special
Brass Knuckles	5	1d4 bludgeoning	1 lb.	Covert, Light, Versatile (2d4)
Cleaver	5	1d4 slashing	2 lb.	Light
Hatchet	6	1d6 slashing	2 lb.	Light, Thrown (range 20/60)
Hammer	5	1d4 bludgeoning	2 lb.	Light, Thrown (range 20/60)
Hunting Knife	6	1d4 piercing	2 lb.	Finesse, Light, Thrown (range 20/60)
Machete	6	1d6 slashing	3 lb.	Finesse, Light
Nunchaku	5	1d4 bludgeoning	2 lb.	Finesse, Special, Versatile (2d4),
Pocket Knife	5	1d4 piercing	1 lb.	Covert, Finesse, Light
Stun Gun	7	1d4 lightning	1 lb.	Covert, Light, Special
Simple Ranged				
Pistol	15	2d6 piercing	2 lb.	Ammunition (50/150), Covert, Light, Reload (15 shots)
Pistol, Automatic	20	2d6 piercing	3 lb.	Ammunition (50/150), Burst Fire, Covert, Light, Reload (15 shots)
Revolver	17	2d8 piercing	3 lb.	Ammunition (40/120), Reload (6 shots), Special
Rifle, Hunting	18	2d10 piercing	8 lb.	Ammunition (80/240), Reload (5 shots), Two-Handed
Taser	9	1d4 lightning	2 lb.	Ammunition (15/35), Covert, Special
Martial Melee				
Chain	4	1d8 bludgeoning	6 lb.	Two-Handed, Reach
Chainsaw	10	3d6 slashing	10 lb.	Heavy, Special, Two-Handed
Katana	9	1d8 slashing	3 lb.	Versatile (1d10)
Sledgehammer	6	2d6 bludgeoning	10 lb.	Heavy, Two-Handed
Sword Cane	9	1d8 slashing	3 lb.	Finesse, Special
Whip	7	1d4 slashing	3 lb.	Finesse, Reach
Martial Ranged				
Grenade Launcher	25	Special	12 lb.	Ammunition (40/120), Heavy, Reload (6 shots), Two-Handed
Machine Gun, Heavy	25	2d12 piercing	30 lb.	Ammunition (100/400), Auto Fire, Heavy, Reload (120 shots), Special, Two-Handed
Machine Gun, Light	23	2d8 piercing	20 lb.	Ammunition (100/300), Auto Fire, Reload (120 shots), Two-Handed
Rifle, Automatic	21	2d8 piercing	8 lb.	Ammunition (80/240), Burst Fire, Reload (30 shots), Two-Handed
Rifle, Sniper	22	2d12 piercing	8 lb.	Ammunition (180/540), Reload (2 shots), Two-Handed
Shotgun, Double-Barrel	20	2d8 piercing	7 lb.	Ammunition (30/90), CQC, Reload (2 shots), Two-Handed
Submachine Gun	20	3d6 piercing	6 lb.	Ammunition (80/320), Burst Fire, Reload (30 shots), Two-Handed
Ammunition				
Bullets (10)	2	--	0.5 lb.	--
Shells (10)	5	--	0.5 lb.	For Shotguns Only

WEAPON 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. Drawing the ammunition from a quiver, case, or other container is part of the attack. The ammunition of a firearm is destroyed upon use. Renaissance and modern firearms use bullets and shells as ammunition. At the end of the battle, you can recover half your expended ammunition (non-firearm) by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon.

Auto Fire. A weapon that has the auto fire property can only spray in a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a Dexterity saving throw or take the weapon's normal damage (DC equals to 12 + your proficiency bonus if proficient). This action uses ten pieces of ammunition and it cannot be affected by any of the special "shot" attacks from the Firearms Expert feat.

Burst Fire. A weapon that has the burst fire property can make a normal single-target attack, or it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a Dexterity saving throw or take the weapon's normal damage (DC equals to 12 + your proficiency bonus if proficient). This action uses ten pieces of ammunition and it cannot be affected by any of the special "shot" attacks from the Firearms Expert feat.

Covert. You have advantage on Dexterity (Sleight of Hand) checks to conceal this weapon.

CQC (Close Quarters Combat). You have advantage on attack rolls made against targets within 20 feet or less from you.

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.

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. A Tiny creature is unable to use a heavy weapon at all.

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

Range. A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond the normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds 5 feet to your reach when you attack with it.

Reload. A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character's choice).

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).

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon.

Two-Handed. This weapon requires two hands to use.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

SPECIAL WEAPONS

This section describes weapons that have special rules or require further explanation.

Baton, Expandable. This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton can't be used as a weapon and is given the Covert property. Extending or collapsing the baton is a free action.

Baton, Stun. A stun baton has 5 charges. When you hit a creature with a stun baton, you can choose to expend one charge. When you do so, the target must make a DC10 Constitution saving throw or be incapacitated. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the effect ends on the target.

Chainsaw. A chainsaw must be running to be used as a weapon, otherwise it is considered an improvised weapon. Starting a chainsaw is an action. If you roll a natural 1 on an attack roll with a chainsaw, it stalls and requires an action to restart.

Machine Gun, Heavy. The recoil of this weapon is difficult to control. A creature with a Strength of 12 or lower has disadvantage on attack rolls with this weapon and must make a DC 20 Strength saving throw or be knocked prone.

Nunchaku. This weapon can be flourished any number of times before making an attack. Each successful flourish adds a +1 to the attack roll. Immediately after each flourish, the DM can have you roll a d20. If you roll a 1, you fail and hit yourself with the nunchaku. With each successful flourish the chance of failure increases by 1.

Grenade Launcher. This weapon allows you to propel a fragmentation, smoke or tear gas grenade up to 120 feet away. You can target a creature within 40 feet using a grenade launcher. On a hit you deal 1d6 bludgeoning damage to that creature, and then the grenade effect occurs.

Revolver. Since the character must insert every bullet one by one, reloading this weapon takes an action.

Stun Gun. A creature hit by a Stun Gun takes 1d4 lightning damage and it must make a Constitution saving throw (DC 15) or be paralyzed until the start of your next turn. You can use your action in the following turns to deal 1d4 lightning damage and maintain the target paralyzed for up to 4 turns. The Taser must be recharged after five shots.

Sword Cane. This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. A stowed sword cane can't be used as a weapon and is given the Covert property. Unsheathing the sword cane is a free action.

Taser. A taser has 5 charges. When you hit a creature with a taser, you can expend one charge. The target must make a Constitution saving throw (DC 10) or be paralyzed until the start of your next turn. The taser must be recharged after expending the last charge.

SILVERED WEAPONS

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon or ten pieces of ammunition for \$500 (16 value rating). This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

FIREARMS

FIREARM PROFICIENCY

A character proficient with a firearm does not automatically add any proficiency bonus to the attack roll. Rather, proficiency with a firearm allows a character to use a bonus action to take the **Aim** action, which adds the character's proficiency bonus to the attack roll. Without taking the Aim action (or if a character is using a firearm without proficiency), the shooter receives only the benefit of a Dexterity bonus on the attack roll.

SUPPRESSING FIRE

Every firearm can do suppressing fire. As an action, you can spray in a 10-foot-cube area within the firearm's normal range using up to ten pieces of ammunition. Each creature in the area must succeed on a Wisdom saving throw (DC equal to 8 + the number of bullets used) or be frightened of you until the end of your next turn. If a creature succeeds on its saving throw, it's immune to suppressing fire for 24 hours.

FIREARM AMMUNITION

Firearms come with a wide variety of differently sized ammunition. To simplify the use of ammunition, they have been simplified to **bullets** and **shells**. Bullets cannot be used in firearms that require shells, and shells cannot be used in firearms that require bullets.

Only shotguns use shells as ammunition. All other firearms use bullets.

SPECIAL AMMUNITION

Certain ammunition can be purchased or modified to create special ammunition.

Breaching Shells. Ammunition designed to destroy deadbolts, locks, or door hinges. Each shell deals double damage to doors and others objects/structures.

Silvered Ammunition. Refer to the "Silvered Weapons" section above.

Incendiary Round (Shell). This ammunition for shotguns is designed to fire a large blast of flame. Each shell deals an extra 1d10 fire damage to a creature it hits.

NOISE

A character using a firearm must be careful when choosing to use it as all firearms create a loud noise when fired, potentially alerting enemies. Any shot from a firearm can be heard from 200 feet away.

FIREARM PROFICIENCIES BY CLASS

Class	Firearm Proficiency
Artificer	Simple
Barbarian	Simple, Martial
Bard	Simple
Cleric	Simple, (Martial, if City or War Domain)
Druid	Hunting Rifle
Fighter	Simple, Martial
Monk	Simple
Paladin	Simple, Martial
Ranger	Simple, Martial
Rogue	Simple, Semi-Auto Pistol, Sniper Rifle
Sorcerer	None
Warlock	None, (Simple, if Hexblade or Pact of the Blade)
Wizard	None

EXPLOSIVE DEVICES

Some of the explosives can be bought as a grenade or a planted explosive, giving them particular properties depending on how it's used.

GRENADES

- As an action, a character can throw a grenade at a point up to 60 feet away. With a grenade launcher, the character can propel the grenade up to 120 feet away.

PLANTED EXPLOSIVES

- You need a detonator for each explosive you use.

FLASHBANG

A flashbang is a non-lethal explosive device used to temporarily disorient an enemy's senses. It is designed to produce a blinding flash of light and an intensely loud "bang" without causing permanent injury.

Grenade. As an action, a character can throw a flashbang at a point within 60 feet. Each creature within 20 feet of the point must make a DC 15 Dexterity saving throw or be blinded and deafened until the end of their next turn.

FRAGMENTATION

These explosives are designed to disperse lethal fragments on detonation. The body is generally made of a hard synthetic material or steel, which will provide some fragmentation as shards and splinters.

Grenade. As an action, a character can throw a grenade at a point within 60 feet. Each creature within 20 feet of the point must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one.

Planted. When it's activated, each creature within 20 feet of the point must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one.

PLASTIC EXPLOSIVE

Plastic explosive is a soft and hand-moldable solid form of explosive material. Plastic explosives are especially suited for explosive demolition of obstacles and fortifications by engineers, combat engineers and criminals. It can be cut, formed, wrapped, and combined with others of its type.

Planted. Each creature within 10 feet of the explosive must make a DC 12 Dexterity saving throw, taking 4d6 bludgeoning and 3d6 fire damage on a failed save, or half as much damage on a successful one. It deals double damage against objects and structures.

You can combine units of plastic explosive so they explode at the same time. Each additional pound of plastic explosive increases the bludgeoning and fire damage each by 1d6 (to a maximum of 10d6 and 9d6 respectively) and the burst radius by 5 feet (to a maximum of 20 feet).

In addition, when you combine two or more units, you can change the burst radius to a cone-shaped explosion (you must determine the area affected by the explosive when you plant it).

SMOKE

Smoke grenades are used as ground-to-ground or ground-to-air signaling devices, target or landing zone marking devices, and to create a smoke-screen for concealment. When buying a smoke grenade you can also select the color of the smoke.

Grenade. As an action, a character can throw a smoke grenade at a point within 60 feet. One round after the smoke grenade lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. It disperses after 1 minute, though a moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

TEAR GAS

Tear gas works by irritating mucous membranes in the eyes, nose, mouth and lungs, and causes crying, sneezing, coughing, difficulty breathing, pain in the eyes, and temporary blindness.

Grenade. As an action, a character can throw a smoke grenade at a point within 60 feet. One round after the grenade lands, it emits a cloud of tear gas that creates a heavily obscured area in a 20-foot radius. It disperses after 1 minute, though a moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round. Any creature starting its turn in the gas is considered blinded and it must make a DC 15 Constitution saving throw or be incapacitated. A creature wearing a gas mask automatically succeeds the saving throw.

THERMITE

Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the thermite is set.

Planted. Each creature that ends its turn in the same space of the thermite must make a Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one. It last for 1 minute and it provides bright light for a 5-foot radius and dim light for an additional 5 feet while burning. It deals double damage against objects and structures.

WHITE PHOSPHORUS

White phosphorus devices use an explosive charge to distribute burning phosphorus across the burst radius.

Grenade. As an action, a character can throw a grenade at a point within 60 feet. Each creature within 10 feet of the point must make a DC 15 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. One round after the grenade lands, it emits a cloud of white phosphorus that creates a heavily obscured area in a 10-foot radius. It disperses after 1 minute, though a moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind

(20 or more miles per hour) disperses it in 1 round. Any creature starting its turn in the gas is considered blinded and it must make a DC 15 Constitution saving throw taking 1d6 fire damage on a failed save, or half as much damage on a successful one.

ADVENTURING GEAR

Item	Cost	Weight
Acid (vial)	10	1 lb.
Airhorn	4	--
Antitoxin (vial)	8	--
Arcane focus	4	--
Backpack	6	--
Bag	7	5 lb.
Ball bearings (bag of 1,000)	5	2 lb.
Bandolier, ammo	6	1 lb.
Bandolier, explosives	6	1 lb.
Basket	--	--
Battery	2	--
Bell	2	--
Binoculars	7	1 lb.
Blanket	2	--
Blanket, emergency	4	--
Book	--	--
Bottle, glass	4	--
Bottle, plastic	2	--
Box Magazine	4	0.5 lb.
Briefcase	7	2 lb.
Bullet	3	0.5 lb.
Burner phone	5	--
Caltrops (bag of 20)	5	2 lb.
Camcorder	12	1 lb.
Camera	13	2 lb.
Candle, scented	2	--
Chain (10 feet)	4	--
Chalk (1 piece)	2	--
Charger	3	0.5 lb.
Climber's kit	11	12 lb.
Clothes, common	--	--
Clothes, costume	--	--
Clothes, fine	--	--
Clothes, traveler's	--	--

Item	Cost	Weight
Compass	--	--
Component pouch	6	--
Computer, desktop	16	--
Computer, laptop	15	--
Computer, smartphone	13	--
Computer, tablet	14	--
Crowbar	5	5 lb.
Druidic focus	--	--
EMP device	13	1 lb.
Engineering kit	--	--
Fake ID	7	--
Fire extinguisher	6	2 lb.
First aid kit	5	3 lb.
Fishing tackle	10	4 lb.
Flashlight	4	1 lb.
Flask or tankard	4	--
Forensics kit	--	--
Gas mask	11	3 lb.
Ghillie suit	9	5 lb.
Glowsticks (5)	2	1 lb.
GPS	9	1 lb.
Grappling hook	6	4 lb.
Hacking tools	--	--
Hammer	5	--
Handcuffs	5	3 lb.
HDD (Hard Drive Disk)	--	--
Headlamp	--	--
Holster, concealed	5	0.5 lb.
Holster, hip	5	0.5 lb.
Holy symbol	--	--
Holy water (bottle)	5	1 lb.
Hourglass	--	--
Hunting trap	9	25 lb.
Hydroflask	5	--

Item	Cost	Weight
Infrared goggles	13	1 lb.
Jug (or pitcher)	--	--
Ladder (10-foot)	8	25 lb.
Lighter	2	--
Lock	4	1 lb.
Lock release gun	7	1 lb.
Magnifying glass	2	--
Mechanics tools	--	--
Mess kit	4	1 lb.
Metal detector	9	2 lb.
Mirror, steel	--	--
Notebook, small (10 sheets of paper)	--	--
Oil (bottle)	--	--
Padded case	6	5 lb.
Painkillers, standard (pack of 8)	3	--
Painkillers, strong (pack of 4)	5	--
Paper	--	--
Pen	--	--
Pencil	--	--
Pepper spray	5	0.5 lb.
Perfume (vial)	--	--
Pick, miner's	--	--
Piton	--	--
Poison, basic (vial)	10	--
Pole (10-foot)	3	7 lb.
Pot, iron	--	--
<i>Potion of healing</i>	--	--
Pouch	4	1 lb.

Item	Cost	Weight
Ram, portable	--	--
Rations (1 day)	--	--
Robes	--	--
Rope, hempen (50 feet)	5	10 lb.
Rope, paracord (50 feet)	4	5 lb.
Satchel	6	--
Scale, digital	4	1 lb.
Screwdriver	--	--
Shell (10)	5	0.5 lb.
Shovel	5	5 lb.
Signal flare	4	0.5 lb.
Signal jammer	11	1 lb.
Sleeping bag	4	2 lb.
SSD (Solid State Drive)	--	--
Speedloader	4	0.5 lb.
Spellbook	--	--
Spy kit	--	--
Spike strip	12	22 lb.
Stamp	--	--
Stopwatch	3	0.5 lb.
Sunglasses	3	--
Tent, large	11	10 lb.
Tent, single	7	3 lb.
Two-way radio	5	1 lb.
USB flash drive	4	--
Vial	3	--
Watch, wrist	4	--
Whistle	\$	--
Zip-ties (bag of 20)	3	0.5 lb.

STARTING EQUIPMENT

When you create your character, you receive equipment based on a combination of your class and background. Alternatively, you can start with a dollar amount based on your class and spend them on items from the lists in this chapter. See the Starting Wealth by Class table to determine how much money you have to spend.

You decide how your character came by this starting equipment. It might have been an inheritance, or goods that the character purchased during his or her upbringing. You might have been equipped with a weapon, armor, and a backpack as part of military service. You might even have stolen your gear. A weapon could be a family heirloom, passed down from generation to generation until your character finally took up the mantle and followed in an ancestor's adventurous footsteps.

STARTING WEALTH

To determine a character's starting wealth score, roll 2d4 and add any bonuses granted by their background.

STARTING REPUTATION

To determine a character's starting reputation score, roll 2d4 and add their Charisma modifier and any bonuses granted by their background.

EQUIPMENT PACKS

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The modernized contents of these packs are listed here.

Burglar's Pack. Includes a backpack, a screwdriver, 5 glowsticks, a flashlight, a crowbar, a hammer, a headlamp, 5 days rations, a lighter, and a water bottle. The pack also has 50 feet of hempen rope strapped to the side of it.

Diplomat's Pack. Includes a briefcase or satchel, a set of fine clothes, 5 pens or pencils, a flashlight, a small notebook (10 sheets of paper), a vial of perfume, and a self-inking stamp.

Dungeoneer's Pack. Includes a backpack, a map, a compass, a hammer, 10 pitons, 2 flashlights, a tinderbox, 10 days of rations, binoculars, and a hydroflask. The pack also has 50 feet of hempen rope strapped to the side of it.

Entertainer's Pack. Includes a backpack or satchel, a sleeping bag, 2 costumes, a flashlight, 5 days of rations, a water bottle, and a disguise kit.

Explorer's Pack. Includes a backpack, a sleeping bag, a mess kit, a lighter, a flashlight, 10 days of rations, and a hydroflask. The pack also has 50 feet of hempen rope strapped to the side of it.

Priest's Pack. Includes a backpack or satchel, a blanket, a flashlight, a lighter, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a water bottle.

Scholar's Pack. Includes a backpack or satchel, a book on a scholarly subject, 5 pens or pencils, a small notebook (10 sheets of paper), and a hydroflask.

TOOLS

A tool helps you to do something you couldn't otherwise do. Here are new modern tools you can use.

TOOLS

Item	Cost	Weight
<i>Kits</i>		
Engineering kit	12	8lb.
Forensics kit	12	8lb.
Hacking tools	14	6lb.
Mechanic tools	12	8lb.
Spy kit	16	12lb.

Engineering Kit. This kit includes a soldering gun, wires, clips, wire cutters and various diagnostic tools. Proficiency with this kit lets you add your proficiency bonus to any ability check you make to repair electrical devices and to disarm planted explosives.

Forensics Kit. This kit includes bindle paper, sterile swabs, distilled water, evidence seals/tape, footwear casting materials, personal protective equipment, test tubes and various other tools for collecting evidence at crime scenes without contaminating it. Proficiency with this kit lets you add your proficiency bonus to any ability check you make to investigate any area or body considered as a crime scene.

Hacking Tools. This kit contains the hardware and software necessary to allow access into most computer systems and electronic devices such as automatic port scanning, banner grabbing, footprinting, SQL Injection, web application vulnerability search, DDoS tools and data sniffing. Proficiency with hacking tools lets you add your proficiency bonus to any Intelligence checks you make to connect to or make use of a computer system or electronic device. The kit fits snugly in a backpack or toolbox. You might need a computer, a smartphone or a tablet to use some elements of this kit.

Mechanic Tools. This kit includes basic tools for repairing cars and motorcycles.

Spy Kit. This kit includes items such as camera detectors, sound amplifier, small cameras and microphones, noise generators, frequency and cell phone detectors and tracers. You might need a computer, a smartphone or a tablet to use some elements of this kit.

ELECTRONIC DEVICES

TECH CATEGORIES

At the DM's discretion, all electronic devices fall into one or more of the following categories:

Functional. Electronics built to serve mostly one purpose: Lights, stereos, calculators, lawn mowers, toasters, vehicles, etc...

Communication. Electronics built for purposes of communicating over distance: Phones, radio, bluetooth, wi-fi, networks, etc...

Monitoring. Electronics built for surveillance and security purposes: Security cameras, motion sensors, GPS, card readers, fingerprint scanners, etc...

Storage. Electronics built for the purpose of storing information: Hard drives, USB flash drives, SD cards, Floppy disks, etc...

MODERN MAGIC ITEMS

ITEM DESCRIPTIONS

COMMON

MONSTER ENERGY DRINK OF HEALING

Same abilities as a Potion of Healing

MAGICIAN'S TOPHAT

Same abilities as a Hat of Vermin

BARBARA DOLL

Same abilities as a Talking Doll

UNCOMMON

DOPE SNEAKERS OF ELVENKIND

Same abilities as a Boots of Elvenkind

OVERSIZED HOODIE OF PROTECTION

Same abilities as a Cloak of Protection

BOUGIE GEMSTONE RING

Same abilities as an Elemental Gem

SUPREME FANNY PACK OF HOLDING

Same abilities as a Bag of Holding

LED FLASHLIGHT OF REVEALING

Same abilities as a Lantern of Revealing

RECORDER OF THE SEWERS

Same abilities as Pipes of the Sewers

READING GLASSES OF MINUTE SEEING

Same abilities as Eyes of Minute Seeing

NECK CHOKER OF MIND SHIELDING

Same abilities as a Ring of Mind Shielding

BOY SCOUT SASH OF USEFUL THINGS

Same abilities as a Robe of Useful Things

ALCHEMY HYDROFLASK

Same abilities as an Alchemy Jug

RARE

BAG OF 50 FLAVORS JELLY BEANS

Same abilities as a Bag of Beans

HEALING CRYSTAL OF HEALTH

Same abilities as an Amulet of Health

NECK CHOKER OF HILL GIANT STRENGTH

Same abilities as a Belt of Hill Giant Strength

SIREN SONG FENDER BASS GUITAR

Same abilities as a Siren Song Lyre

GIRL SCOUT THIN MINT COOKIES OF HEROISM

Same abilities as a Potion of Heroism

GAMING CHIP OF GOOD LUCK

Same abilities as a Stone of Good Luck (Luckstone) (exception: +2 bonus)

VERY RARE

MACHETE OF SPEED

Same abilities as a Scimitar of Speed

STOP SIGN SHIELD

Same abilities as an Animated Shield

"HARD BODIES: GET 6 PACK ABS IN 48 HOURS!"

Same abilities as a Manual of Gainful Exercise

LEGENDARY

TAROT DECK OF MANY THINGS

Same abilities as a Deck of Many Things

LUCKY HOCKEY STICK

Same abilities as a Luck Blade

OVERSIZED ANIME BLADE

Same abilities as a Vorpal Sword

VEHICLES

OPPORTUNITY ATTACKS

Vehicles provoke opportunity attacks as normal. When a vehicle provokes an opportunity attack, the attacker can target the vehicle or any creature riding on or inside it that doesn't have total cover and is within reach.

ACTION STATIONS

A creature can use an action of the station it's occupying. Once a creature uses a station's action, that action can't be used again until the start of that creature's next turn. Only one creature can occupy each station.

A creature not occupying an action station is either in a passenger seat or clinging to the outside of the vehicle. It can take actions as normal.

DRIVER'S SEAT

The driver's seat of a vehicle is a chair with a wheel, pedals, and other controls. The driver's seat requires a driver to operate. A vehicle with no driver automatically fails Dexterity saving throws.

A driver proficient with land vehicles can add its proficiency bonus to ability checks and saving throws made using the vehicle's ability scores.

Drive. While the vehicle's engine is on, the driver can use an action to propel the vehicle up to its speed or bring the vehicle to a dead stop. While the vehicle is moving, the driver can steer it along any course.

If the driver is incapacitated, leaves the driver's seat, or does nothing to alter the vehicle's course and speed, the vehicle moves in the same direction and at the same speed as it did during the driver's last turn until it hits an obstacle big enough to stop it.

Bonus Actions. As a bonus action the driver can do one of the following:

- Start the vehicle's engine or shut it off.
- Cause the vehicle to take the Dash or Disengage action while the vehicle's engine is running.

FRONT PASSENGER SEAT

The front passenger seat is a chair with a glove box, and access to the car navigation. The vehicle does not require a front passenger to operate. A vehicle with an missing or incapacitated driver makes Dexterity saving throws with disadvantage instead of automatically failing.

A front passenger proficient with land vehicles can add its proficiency bonus to ability checks and saving throws made using the vehicle's ability scores, if the driver is missing or otherwise incapacitated.

FUEL

A vehicle has a number of charges which determine the distance it can travel before needing to be refueled. A single charge is equivalent to 100 miles.

MISHAPS

Roll on the Mishaps table when one of the following occurs to a vehicle while it's in motion:

- The vehicle takes damage from a single source equal to or greater than its mishap threshold.
- The vehicle fails an ability check (or its driver fails an ability check using the vehicle's ability) by more than 5.

If a mishap has a repair DC, the mishap can be ended by making repairs to the vehicle (see "Repairs" below).

d20 Mishap	Repair DC
1-3 Engine Flare. Fire erupts from the engine and engulfs the vehicle. Any creature that starts its turn on or inside the vehicle takes 10 (3d6) fire damage until this mishap ends.	15 (Dex)
4-6 Locked Steering. The vehicle can move in a straight line only. It automatically fails Dexterity checks and Dexterity saving throws until this mishap ends.	15 (Str)
7-9 Engine Rupture. The vehicle's speed decreases by 30 feet until this mishap ends.	15 (Str)
10-12 Blinding Smoke. The vehicle fills with smoke and is heavily obscured until this mishap ends. Any creature in the driver's seat is blinded by the smoke.	15 (Dex)
13-15 Ugly Dent. The vehicle's damage threshold is reduced by 10 until this mishap ends.	15 (Str)
16-18 Damaged Axle. The vehicle grinds and shakes uncontrollably. Until the mishap ends, the vehicle has disadvantage on all Dexterity checks, and all ability checks and attack rolls made by creatures on or inside the vehicle have disadvantage.	20 (Dex)
19-20 Flip. The vehicle flips over, falls prone, and comes to a dead stop in an unoccupied space. Any unsecured creature holding on to the outside of the vehicle must succeed on a DC 20 Strength saving throw or be thrown off, landing prone in a random unoccupied space within 20 feet of the overturned vehicle. Creatures inside the vehicle fall prone and must succeed on a DC 15 Strength saving throw or take 10 (3d6) bludgeoning damage.	None

VEHICULAR EXHAUSTION

The harsh conditions or extensive damage can cause a vehicle to stop functioning properly, until it eventually breaks down. Such wear and tear can be represented using exhaustion, as described in appendix A of the Player's Handbook, with these modifications:

- When a vehicle reaches exhaustion level 6, its hit points drop to 0, and the vehicle breaks down.
- The only way to remove the effects of exhaustion on a vehicle is to repair the vehicle.

REPAIRS

When a vehicle is damaged, suffers a mishap, or gains one or more levels of exhaustion, a creature can attempt to make repairs to the vehicle. The creature making the repairs must meet the following criteria:

- The creature can't operate the vehicle's driver's seat or one of its other stations while making repairs.
- The creature must be within reach of the damaged area in need of repair.
- The creature must have the right tools for the job (smith's tools or tinker's tools, for example).

Before beginning repairs, a creature must decide whether the repairs are aimed at ending a mishap, removing a level of exhaustion, or restoring the damaged vehicle's hit points. Each option is discussed below.

END A MISHAP

A creature can use its action to make an ability check based on the nature of the mishap (see the Mishaps table), with disadvantage if the vehicle is moving. The creature adds its proficiency bonus to the check if it's proficient with the tools used to make the repairs. A successful check ends the mishap. A mishap with no repair DC can't be repaired.

REMOVE EXHAUSTION

If the vehicle has one or more levels of exhaustion, a creature can spend 1 hour or more trying to reduce the vehicle's exhaustion level. The vehicle must be stationary, and the creature must have spare parts to make the necessary repairs. After 1 hour of repair work, the creature makes a DC 15 Intelligence check, adding its proficiency bonus to the check if it's proficient with the tools used to make repairs. If the check succeeds, the vehicle's exhaustion level decreases by 1. If the check fails, the vehicle's exhaustion level remains unchanged, though the repair can be attempted again using the same replacement parts.

RESTORE HIT POINTS

If the vehicle has taken damage but has at least 1 hit point, a creature can spend 1 hour or more trying to patch the body and replace damaged parts. The vehicle must be stationary, and the creature must have the spare parts to make the necessary repairs.

After 1 hour of repair work, the creature makes a DC 15 Dexterity check, adding its proficiency bonus to the check if it's proficient with the tools used to make repairs. If the check succeeds, the vehicle regains 2d4 + 2 hit points. If the check fails, the vehicle regains no hit points, but the repair can be attempted again using the same replacement parts.

CRASHING

When a vehicle hits something that could reasonably damage it, such as an iron wall or another vehicle of its size or bigger, the vehicle comes to a sudden stop and takes 1d6 bludgeoning damage for every 10 feet it moved since its last turn (maximum 20d6). Whatever the vehicle struck takes the same amount of damage.

If this damage is less than the vehicle's damage threshold, the vehicle takes no damage from the crash.

Regardless of whether or not the vehicle takes damage, each creature on or inside the vehicle when it crashes must make a DC 15 Strength saving throw, taking 1d6 bludgeoning damage for every 10 feet the vehicle moved since its last turn (maximum 20d6), or half as much damage on a successful save.

CRASHING INTO CREATURES

A vehicle can crash into a creature by entering its space. The creature can use its reaction to attempt to get out of the vehicle's way, doing so and taking no damage with a successful DC 10 Dexterity saving throw. If the saving throw fails, the vehicle slams into the creature and deals 1d6 bludgeoning damage to the creature for every 10 feet the vehicle moved since its last turn (maximum 20d6).

A vehicle that is at least two size categories bigger than the creature it crashed into can continue moving through that creature's space if the vehicle has any movement left. Otherwise, the vehicle comes to a sudden stop, and each creature on or inside the vehicle when it crashes must make a DC 15 Strength saving throw, taking 1d6 bludgeoning damage for every 10 feet the vehicle moved since its last turn (maximum 20d6), or half as much damage on a successful save.

FALLING

When a vehicle goes over a cliff or otherwise falls, the vehicle and all creatures on or inside it take damage from the fall as normal (1d6 bludgeoning damage per 10 feet fallen, maximum 20d6) and land prone.

SAMPLE VEHICLES

ECONOMY CAR

Huge vehicle (4,000 lb.)

Creature Capacity 1 crew, 4 passengers

Cargo Capacity 600 lb.

Armor Class 18 (16 while motionless)

Hit Points 60 (damage threshld 10, mishap threshold 20)

Speed 100 ft.

Charges 4

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

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Slam. The Economy Car can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 11 (2d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Economy Car rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Action Stations

- **Driver's Seat (Requires 1 crew and Grants Three-Quarters Cover.** Drive and steer the Economy Car.

Reactions

- **Juke.** If the Economy Car is able to move, the driver can use its reaction to grant the Economy Car advantage on a Dexterity saving throw.

MOTORCYCLE

Large vehicle (500 lb.)

Creature Capacity 1 medium creature

Cargo Capacity 100 lb.

Armor Class 20 (16 while motionless)

Hit Points 30 (damage threshld 5, mishap threshold 10)

Speed 120 ft.

Charges 2

STR	DEX	CON	INT	WIS	CHA
14(+2)	18(+4)	12(+1)	0	0	0

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Jump. If the Motorcycle moves at least 30 feet in a straight line, it can clear a distance of up to 60 feet when jumping over a chasm, ravine, or other gap. Each foot it clears on the jump costs a foot of movement.

Prone Deficiency. If the Motorcycle rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Stunt. On its turn, the driver of the Motorcycle can expend 10 feet of movement to perform one free vehicle stunt, such as a wheelie or a burnout. Before the stunt can be performed, the Motorcycle must move at least 10 feet in a straight line. If the driver succeeds on a DC 10 Dexterity check using the bike's Dexterity, the stunt is successful. Otherwise, the driver is unable to perform the stunt and can't attempt another stunt until the start of its next turn. If the check fails by 5 or more, the Motorcycle and all creatures riding it immediately fall prone as the bike wipes out and comes to a dead stop.

Action Stations

- **Driver's Seat (Requires 1 crew and Grants Three-Quarters Cover.** Drive and steer the Motorcycle.

Reactions

- **Juke.** If the Motorcycle is able to move, the driver can use its reaction to grant the Motorcycle advantage on a Dexterity saving throw.

SAMPLE VEHICLES

PICKUP TRUCK

Huge vehicle (4,500 lb.)
Creature Capacity 1 crew, 8 passengers
Cargo Capacity 3000 lb.
Armor Class 19 (16 while motionless)
Hit Points 120 (damage threshld 10, mishap threshold 20)
Speed 80 ft.
Charges 3

STR	DEX	CON	INT	WIS	CHA
18(+4)	10(+0)	18(+4)	0	0	0

Damage Immunities fire, poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Slam. The Pickup Truck can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 11 (2d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn. Double the damage if the target is an object or a structure.

Prone Deficiency. If the Pickup Truck rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Action Stations

- **Driver's Seat (Requires 1 crew and Grants Three-Quarters Cover.** Drive and steer the Pickup Truck.

BUS

Gargantuan vehicle (25,000 lb.)
Creature Capacity 1 crew, 70 passengers
Cargo Capacity 15,000 lb.
Armor Class 20 (18 while motionless)
Hit Points 240 (damage threshold 10, mishap threshold 20)
Speed 60 ft.
Charges 1

STR	DEX	CON	INT	WIS	CHA
20(+5)	6(-2)	20(+5)	0	0	0

Damage Immunities fire, poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Heavy Slam. The Bus can move through the space of any Huge or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 40 (8d8 + 4) bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 11 (2d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn. Double the damage if the target is an object or a structure.

Prone Deficiency. If the Bus rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Action Stations

- **Driver's Seat (Requires 1 crew and Grants Three-Quarters Cover.** Drive and steer the Bus.

PART 5. MODERN SPELLS



This section describes several new spells that can be included in a modern campaign of Dungeons & Dragons. This section begins with a spell list of the modern spells. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.

SPELL LIST

CANTRIPS (0 LEVEL)

On/Off
Trip

1ST LEVEL

Infallible Relay
Remote Access

2ND LEVEL

Find Vehicle

3RD LEVEL

Haywire
Invisibility to Cameras
Protection from Ballistics

4TH LEVEL

Conjure Knowbot
Synchronicity
System Backdoor

5TH LEVEL

Commune with City
Shutdown

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

COMMUNE WITH CITY

5th-level divination (ritual) (technomagic)

Casting Time: 1 minute

Range: Self

Component: V, S

Duration: Instantaneous

You briefly become one with the city and gain knowledge of the surrounding area. Aboveground, this spell gives you knowledge of the area within 1 mile of you. In sewers and other underground settings, you gain knowledge of the area within 600 feet of you.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area.

- Terrain and bodies of water
- Prevalent buildings, plants, animals, or intelligent creatures
- Powerful (CR 1 or higher) celestials, fey, fiends, elementals, or undead.
- Influences from other planes of existence

- Electrical currents, wireless signals, and active transit lines and tracks.

For example, you could determine the location of powerful undead in the area, the location of major sources of electrical power or interface, and the location of any nearby parks.

Spell Lists. Sorcerer, Warlock, Wizard

CONJURE KNOWBOT

4th-level conjuration (technomagic)

Casting Time: 1 action

Range: Touch

Component: V, S

Duration: 10 minutes

You touch a single computerized device or computer system to conjure a knowbot—a partially sentient piece of software imprinted with vestiges of your own skills and computer abilities. For the duration of the spell, you can use a bonus action to have the knowbot execute a computer related task that would normally require an action. The knowbot makes Intelligence ability checks using your ability score and proficiency bonuses including your proficiency with hacking tools, if applicable.

You have a limited telepathic bond with the knowbot, out to a range of 500 feet from the device or system where the knowbot was conjured. If you move beyond this range, the knowbot disappears in 2d4 rounds, as if the duration of the spell had expired. Moving within range again immediately reestablishes the bond.

The knowbot is bound to the system in which it was created, and it stays there until it is dismissed or the spell's duration expires.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell's duration increases to 1 hour. Additionally, your telepathic bond with the knowbot is effective out to a range of 1,000 feet, and if you leave the range of the bond, the knowbot continues performing its last directed task until the spell expires.

Spell Lists. Sorcerer, Warlock, Wizard

FIND VEHICLE

2nd-level conjuration (technomagic)

Casting Time: 10 minutes

Range: 30 feet

Component: V, S

Duration: 8 hours

You summon a spirit that assumes the form of a nonmilitary land vehicle of your choice, appearing in an unoccupied space within range. The vehicle has the statistics of a normal vehicle of its sort, though it is celestial, fey, or fiendish (your choice in origin). The physical characteristics of the vehicle reflect its origin to some degree. For example, a fiendish SUV might be jet black in color, with tinted windows and a sinister-looking front grille.

You have a supernatural bond with the conjured vehicle that allows you to drive beyond your normal ability. While

driving the conjured vehicle, you are considered proficient with vehicles of its type, and you add double your proficiency bonus to ability checks related to driving the vehicle. While driving the vehicle, you can make any spell you cast that targets only you also target the vehicle.

If the vehicle drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss the vehicle at any time as an action, causing it to disappear.

You can't have more than one vehicle bonded by this spell at a time. As an action, you can release the vehicle from its bond at any time, causing it to disappear.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can conjure a nonmilitary water vehicle large enough to carry six Medium creatures. When you cast this spell using a spell slot of 5th level or higher, you can conjure a nonmilitary air vehicle large enough to carry ten Medium creatures. When you cast this spell using a spell slot of 7th level or higher, you can conjure any type of vehicle, subject to the DM's approval.

Spell Lists. Paladin, Sorcerer, Warlock, Wizard

HAYWIRE

3rd-level enchantment (technomagic)

Casting Time: 1 action

Range: 90 feet

Component: V, S

Duration: Concentration, up to 1 minute

This spell plays havoc with electronic devices, making the use of such devices all but impossible. Each electronic device in a 10-foot-radius sphere centered on a point you choose within range is subject to random behavior while it remains within the area. A device not held by a creature is automatically affected. If an electronic device is held by a creature, that creature must succeed on a Wisdom saving throw or have the device affected by the spell.

At the start of each of your turns, roll a d6 for each affected device to determine its behavior. Except where otherwise indicated, that behavior lasts until the start of your next turn while this spell is in effect.

d6 Effect

- 1 The device shuts down and must be restarted. Do not roll again for this device until it is restarted.
- 2- The device does not function
- 4
- 5 The device experiences a power surge, causing an electric shock to the wielder (if any and one random creature within 5 feet of the device. Each affected creature must make a Dexterity saving throw against your spell save DC, taking 6d6 lightning damage on a failed save, or half as much damage on a successful one.
- 6 The device is usable as normal.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the sphere affected by the spell increases by 5 feet for each slot level above 3rd.

Spell Lists. Sorcerer, Warlock, Wizard

INFALLIBLE RELAY

1st-level divination (technomagic)

Casting Time: 1 minute

Range: Self

Component: V, S, M (a mobile phone)

Duration: Concentration, up to 10 minutes

With this spell, you can target any creature with whom you have spoken previously, as long as the two of you are on the same plane of existence. When you cast the spell, the nearest functioning telephone or similar communications device within 100 feet of the target begins to ring. If there is no suitable device close enough to the target, the spell fails.

The target must make a successful Charisma saving throw or be compelled to answer your call. Once the connection is established, the call is crystal clear and cannot be dropped until the conversation has ended or the spell's duration ends. You can end the conversation at any time, but a target must succeed on a Charisma saving throw to end the conversation.

Spell Lists. Sorcerer, Warlock, Wizard

INVISIBILITY TO CAMERAS

3rd-level illusion (technomagic)

Casting Time: 1 action

Range: 10 feet

Component: V, S, M (a scrap of black paper)

Duration: Concentration, up to 1 minute

Four creatures of your choice within range become undetectable to electronic sensors and cameras for the duration of the spell. Anything a target is wearing or carrying is likewise undetectable as long as it is on the target's person. The targets remain visible to vision.

Spell Lists. Sorcerer, Warlock, Wizard

ON / OFF

Transmutation cantrip (technomagic)

Casting Time: 1 action

Range: 60 feet

Component: V, S

Duration: Instantaneous

This cantrip allows you to activate or deactivate any electronic device within range, as long as the device has a clearly defined on or off function that can be easily accessed from the outside of the device. Any device that requires a software-based shutdown sequence to activate or deactivate cannot be affected by on/off.

Spell Lists. Sorcerer, Warlock, Wizard

PROTECTION FROM BALLISTICS

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Component: V, S, M (a shell casing)

Duration: Concentration, up to 10 minutes

This spell enchants the flesh of the target against the impact of bullets. Until the spell ends, the target has resistance to nonmagical ballistic damage.

Spell Lists. Sorcerer, Warlock, Wizard

REMOTE ACCESS

1st-level transmutation (technomagic)

Casting Time: 1 action

Range: 120 feet

Component: V, S

Duration: 10 minutes

You can use any electronic device within range as if it were in your hands. This is not a telekinesis effect. Rather, this spell allows you to simulate a device's mechanical functions electronically. You are able to access only functions that a person using the device manually would be able to access. You can use remote access with only one device at a time.

Spell Lists. Sorcerer, Warlock, Wizard

SHUTDOWN

5th-level transmutation (technomagic)

Casting Time: 1 action

Range: 120 feet

Component: V, S

Duration: Concentration, up to 1 minute

This spell shuts down all electronic devices within range that are not wielded by or under the direct control of a creature. If an electronic device within range is used by a creature, that creature must succeed on a Constitution saving throw to prevent the device from being shut down. While the spell remains active, no electronic device within range can be started or restarted.

Spell Lists. Sorcerer, Warlock, Wizard

SYNCHRONICITY

4th-level enchantment

Casting Time: 1 action

Range: Touch

Component: V, S

Duration: Concentration, up to 1 hour

The creature you touch feels reality subtly shifted to its favor while this spell is in effect. The target isn't inconvenienced by mundane delays of any sort. Traffic lights are always green, there's always a waiting elevator, and a taxi is always around the corner. The target can run at full speed through dense crowds, and attacks of opportunity provoked by the target's movement are made with disadvantage.

Synchronicity grants advantage to Dexterity (Stealth) checks, since the target always finds a handy piece of cover available. Additionally, the target has advantage on all ability checks made to drive a vehicle.

In the event that two or more creatures under the effect of synchronicity are attempting to avoid being inconvenienced by each other, the creatures engage in a contest of Charisma each time the effects of the spells would oppose each other.

Spell Lists. Bard, Sorcerer, Warlock, Wizard

SYSTEM BACKDOOR

4th-level transmutation (technomagic)

Casting Time: 1 minute

Range: Touch

Component: V, S, M (hacking tools)

Duration: Concentration, up to 1 hour

This spell allows you to bypass system security in order to create a secure login on a foreign system. The login you create allows you administrator-level privileges in any computer system not enhanced through technomagic. The login defeats any technomagic spells of 3rd level or lower.

Once the duration of the spell expires, the login and all privileges are wiped from the system. System logs still show the activity of the user, but the user identification cannot be found or traced.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you are able to bypass technomagic spells if the spell's level is equal to or less than the level of the spell slot you used.

Spell Lists. Sorcerer, Warlock, Wizard

TRIP

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Component: S

Duration: Instantaneous

You twist the fortunes of a Large or smaller creature you can see within range causing it to misstep. The target must succeed on a DC 10 Dexterity saving throw or be knocked prone.

Spell Lists. Bard, Sorcerer, Warlock, Wizard

PART 6: CREDITS

WRITING CREDITS

5e Modern Manual created and adapted by /u/Kennedy_
This document was created using [Homebrewery](#).

RACES

- City Elf: Written by [/u/Valerion](#)
- Fairy: original version posted here on [https://www.dandwiki.com/wiki/Fairy_\(5e_Race\)](https://www.dandwiki.com/wiki/Fairy_(5e_Race)).
Formatting issues? Copy the text to the url instead.
- Rat-folk: inspired by [StrawChowChow](#)'s rat-folk homebrew

SUBCLASS OPTIONS

- Barbarian: Path of the Athlete: Written by /u/Kennedy_
- Bard: College Dropout: Written by /u/Kennedy_
- Cleric: City Domain: [Unearthed Arcana: Modern Magic](#)
- Rogue: Gambler
 - Written by /u/Kennedy_
 - This archetype is directly influenced by [/u/pacomitacomrguapo's excellent version of the Gambler Rogue archetype](#). Seriously go check it out! His version inspired me to write this.
 - This archetype and it's Gambler's Tricks are also directly influenced by many of the Battle Master Fighter Maneuvers.
- Rogue: Skater
 - Originally written by [/u/TheSlothLord7](#)
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BACKGROUNDS

- [Written by Dylan Richards \(Reddit: u/Altavus, Tumblr: decision-paralysis, Blogger: Decision Paralysis\): Modern Conversion: Backgrounds Part 1 & 2](#)
 - "Built heavily upon 'D20 Modern 5e Conversion' by Edward Wilson"

WEALTH AND REPUTATION

- [Document and contents by Dylan Richards \(Reddit: u/Altavus, Tumblr: decision-paralysis, Blogger: Decision Paralysis\)](#)
 - "Built heavily upon 'D20 Modern 5e Conversion' by Edward Wilson"

MODERN EQUIPMENT

- Armor, Weapons, Explosive Devices
 - <https://old.reddit.com/r/UnearthedArcana/comments/6w99p9/m>
 - <https://dndwizards.com/articles/features/my-new-d20-modern-campaign>
 - [Some materials included from d20 Modern Conversion: Armour and Weapons by Dylan Richards \(Reddit: u/Altavus, Tumblr: decision-paralysis, Blogger: Decision Paralysis\)](#)
 - "Built heavily upon 'd20 Modern 5e Conversion' by Edward Wilson."
- Vehicles: Modified "Baldur's Gate: Descent into Avernus" Infernal War Machine mechanics

MODERN SPELLS

- Spells: [Unearthed Arcana: Modern Magic](#)
- Trip Cantirp: Written by /u/Kennedy_

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