



#1



SURVIVE THIS!!

VIGILANTE CITY



THE ROLEPLAYING GAME
CORE RULES

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SURVIVE THIS!! is based on the world's most popular
1970s Fantasy Roleplaying Game.
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*This book is dedicated to my wife and best friend, Jaime.
I've enjoyed growing up with you and look
forward to growing old with you.*

*I love you,
Eric*

*This book is dedicated to Stan Lee, Jack Kirby, Chris Claremont, Jim Lee,
Bob McLeod, Bill Sienkiewicz, Louise Simonson and all others involved
with the mutant titles of the 70s, 80s & 90s.
Josh*

*This game would not exist if not for the inspirations I found in the works
of these talented folks:*

*Alan Burnett, Paul Dini, Eric Radomski, Bruce Timm, Shirley Walker,
Danny Elfman, Kevin Conroy, Mark Hamill, Arleen Sorken, Bill Finger
and Bob Kane.*

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FORWARD:

HEY KIDS! THIS IS IVAN, HOW YA DOIN?

OFTEN, I END UP IN DISCUSSIONS WITH OTHER RPG ENTHUSIASTS ABOUT GAMES & GAMING IN GENERAL. JUST THE OTHER DAY WE WERE HAVING ONE OF THOSE CONVERSATIONS & MY FRIEND JOSE REMINDED US OF ONE OF THE HOLY GRAILS OF RPG DESIGN. THE GAME WITH A PLETHORA OF OPTIONS FOR PLAYERS SO THEY CAN BUILD THE CHARACTER THAT MATCHES THE CONCEPT IN THEIR HEAD, WHILE AT THE SAME TIME HAVING A SIMPLE & ELEGANT "RULES-LIGHT" FRAMEWORK SO THAT IT IS EASY AND COMFORTABLE TO RUN AS A GAME MASTER. - WHEN I READ VIGILANTE CITY I KNEW THAT I WAS LOOKING AT ONE OF THOSE GAMES.

ERIC BLOAT HAS BEEN A VERY BUSY BOY. HIS SURVIVE THIS!! SERIES OF GAMES HAVE MADE QUITE THE IMPACT IN THE OSR COMMUNITY & STRUCK A CHORD WITH MANY GAMERS. MY FIRST IMPRESSION OF ERIC WAS THAT HE HAD A SERIOUS ZOMBIE PROBLEM. WE MET THROUGH THE YOUTUBE & FACEBOOK RPG COMMUNITIES. EVERYTHING WAS ALL ZOMBIES, ALL THE TIME. HIS SURVIVE THIS!! ZOMBIES!, CAUGHT A LOT OF PEOPLE'S ATTENTION & WAS QUICKLY FOLLOWED BY THE ZOMBIE HACK, & WHITE BOX ZOMBIES. ALL OF THESE ARE FUN GAMES USING ADAPTATIONS OF FAMILIAR RULE SETS TO PLAY SURVIVORS OF A ZOMBIE APOCALYPSE, ALTHOUGH CONTINUED SURVIVAL WAS NOT GUARANTEED!

ERIC DEMONSTRATED HIS LOVE OF THE GRITTY VIGILANTE STYLE "YOU'RE NOT A SUPERHERO" GENRE WITH HIS VIGILANTE HACK & A CITY FULL OF SINNERS, BUT QUICKLY PUT THIS CRIME FIGHTING GENRE ON HOLD TO PRODUCE THE MUCH BELOVED DARK PLACES & DEMOGORGONS RPG - AN UNHOLY MIXTURE OF THE BREAKFAST CLUB & SCOOPY DOO SET IN THE 1980S WHERE MONSTERS THREATEN THE CITY & IT IS UP TO A BUNCH OF HIGH SCHOOLERS WITH BAD HAIRSTYLES TO SAVE THE DAY. HAVING LIVED THROUGH THE 80S I CAN ATTEST TO THE FACT THAT HE GOT THE FEEL RIGHT.

SO, I WAS PRETTY INTERESTED TO SEE WHAT ERIC (AND TEAM) WOULD COME UP WITH FOR VIGILANTE CITY. - THIS IS AN ENTIRELY DIFFERENT ANIMAL THAN VIGILANTE HACK. SURE, YOU CAN STILL PLAY SOMEWHAT "NORMAL" HUMANS, ALTHOUGH THEY ARE A LOT TOUGHER THAN THE OPTIONS IN THE HACK, AND THERE ARE A LOT MORE TYPES TO CHOOSE FROM. HOWEVER, VIGILANTE CITY INCLUDES A SELECTION OF "MEGAHUMANS" RANGING FROM THE TRULY BIZARRE ANTHROPOMORPHS TO THE CLASSIC COMIC BOOK TYPE MUTANTS, TO ACTION MOVIE INSPIRED CYBORGS, POWERED ARMOR PILOTS, & SUPER SOLDIERS. WHATEVER KIND OF CRIME-FIGHTING TROPES YOU ARE INTO, YOU CAN FIND THEM IN VIGILANTE CITY. A NICE TOUCH IS THAT THE GM IS FREE TO RULE ANY CLASSES OR OPTIONS OFF THE TABLE, SO IF YOU DON'T WANT A FREE FOR ALL, YOU CAN TAILOR THE FEEL OF THE GAME TO A PARTICULAR GENRE OR TONE.

SPEAKING OF OPTIONS, THIS GAME HAS SERIOUS OPTIONS WHEN IT COMES TO CHARACTER CREATION AND ABILITIES. I REMEMBER READING THROUGH MY PREVIEW COPY AND THINKING THAT THIS IS ONE OF THOSE GAMES WHERE THE GM NEEDS TO TELL THE PLAYERS THAT THEY ARE RESPONSIBLE FOR KNOWING HOW THEIR CHARACTER ABILITIES WORK BECAUSE THERE IS NO WAY THAT YOU'LL BE ABLE TO REMEMBER ALL OF THE ABILITIES AND OPTIONS IN THE BOOK. IF YOU HAVE NIT-PICKY PLAYERS WHO WANT OPTIONS THIS BOOK WILL SHUT THEM UP IN A HURRY. LET THEM HAVE FUN, GO TAKE THE DOG FOR A WALK, WASH YOUR CAR, GET A PIZZA. JUST GIVE THEM AN ULTIMATUM REGARDING WHEN THE GAME STARTS.

ALTHOUGH VIGILANTE CITY IS BASED UPON THE FAIRLY LETHAL OSR SET OF RULES, ERIC (AND TEAM) HAS DONE A NICE JOB OF REDUCING THE IMMINENT THREAT OF DEATH, MAKING CHARACTERS TOUGHER AND INCLUDING NON-LETHAL CONSEQUENCES, THUS REINFORCING THE HEROIC FEEL AND TONE THAT THE GAME IMPLIES. THIS DOESN'T MEAN THAT YOU CAN'T GET SQUASHED LIKE A BUG BY A SUPER VILLAIN! IT JUST GIVES YOU A BIT MORE OF A CHANCE TO SURVIVE (THIS) WHEN YOU MAKE A WRONG MOVE. HEROES NEED TO BE ABLE TO LEARN FROM THEIR MISTAKES, AND COMING BACK AFTER BEING TROUNCED BY THE BAD GUYS IS A THEME THAT NEVER GETS OLD IN THIS GENRE.

I REALLY DIG THE ART AS WELL. AS I TALKED ABOUT IN RPGADAY 2018, RPG ART CAN BE HIT OR MISS FOR ME, BUT THE ILLUSTRATIONS BY BRANDISH GILHELM ARE EXTREMELY EVOCATIVE, PUTTING ME RIGHT IN THE MINDSET OF CLASSIC COMIC BOOK MEETS GRITTY URBAN MEETS GONZO OVER THE TOP CRIME FIGHTING PASTICHE (YOU KNEW THAT WAS A GENRE, RIGHT?).

ONCE AGAIN IT LOOKS AS THOUGH ERIC (AND TEAM) HAS DONE A HECK OF A JOB, AND TO BE HONEST, THEY KEEP GETTING BETTER. I'M JUST HAVING TROUBLE CHOOSING BETWEEN MY FIRST VIGILANTE BEING AN ANTHROPOMORPHIC EARTHWORM THAT IS AN ESCAPED GOVERNMENT EXPERIMENT, A SHADOW MUTANT WITH AN ICE BLAST, A SHOTGUN WIELDING STREET PREACHER, OR A POWERED ARMOR PILOT WITH A RETRACTABLE SWORD. I BETTER TELL ERIC TO GO AHEAD AND WALK THE DOGS WHILE I THINK THIS ONE OVER...

IVAN PODGWAITE
8/19/2018



CHECK OUT IVAN'S YOUTUBE CHANNEL:

IVANMIKE1968

FOR AWESOME RPG CONTENT!

Vig•i•lan•te Noun

: a self-appointed dealer of a perceived justice, often seeking revenge for a wrong that was done to them or someone close to them, by a criminal element.

THE BASICS

What is a roleplaying game? Great question! A roleplaying game is a game that is played by a small group of people, usually around a kitchen table, that involves several “players” who, like yourself have created “characters” or “Vigilantes” in **SURVIVE THIS!! – Vigilante City** (or VC for short) and they then take their Vigilante through a world and scenarios created by the Game Master or “Villain” and role play or do battle to overcome the situation or to reach a goal and advance their characters up in levels.

What do I need to play? Not a lot really. You will need some paper and a pencil, The Vigilante’s Handbook (this book) and a set of roleplaying dice. The Game Master will want a copy of The Villain’s Guide to assist in running their game, and most importantly, you will need your imagination. Do not forget that!

Some terms that you will quickly become familiar with are:

GAMEMASTER or GM: This is the person who is responsible for creating a world for you to play in. The GM should be thought of as the “Woman or the Man with the plan”. The GM should have a good understanding of the rules, the mechanics and be able to answer any questions a player might have. If you are ever unsure about what to do, the GM should be able to provide guidance.

PLAYER: This is you! A player is the person who the GM creates the world for to enjoy. A player is not to be confused with a character or Vigilante. A character is who the player controls in the game. Furthermore, during game play it is okay for one Vigilante to disagree or even be mad at another Vigilante, but you would not want one player to be mad at another player; remember we are all playing this game to have fun!

NON-PLAYER CHARACTERS or NPCs and **VILLAINS**: NPC and Villains are characters that appear in the game world, interacting with the Vigilantes, and are controlled by the GM.

DICE REFERENCE: In the coming booklets, you will begin seeing over and over what is referred to as dice reference. An example would be: d6. What this refers to is what type of die you will roll and how many times you will roll it. In the example of d6, means you will roll 1 six-sided die, 1 time and total would be the number that lands face-up on the die. If you were to see 3d6, then you would roll 3 six-sided dice once (adding the dice totals together) or roll one six-sided die 3 times for the total.

RULES VS RULINGS

VC requires a minimum of 2 participants: 1 Player and 1 Game Master. It is the Game Master's duty to make fair rulings and it is the Player's duty to accept these rulings as final without argument. The Game Master should work with all Players to make the most enjoyable experience possible.

GETTING STARTED

All roleplaying adventures truly begin at character creation. This is where you shape and mold your character into the person that you are going to be portray in the game world. If you have any questions during this process, your Game Master will be able to assist you.

To start you will need some paper, the before mentioned roleplaying dice set and a pencil. Start in pencil as you will be changing or adjusting things during this process and may require some erasing on your behalf.

On the next page, there is an example blank character sheet to serve as a guide. Each player can lay out their character sheet however it makes the most sense to them but if this is your first time, we recommend copying this template verbatim.

Once you have your blank character sheet copied, you're ready to begin creating your first Vigilante character. Have fun and be creative!

CODE NAME:	CLASS:	
TRUE IDENTITY:	LEVEL:	XP:
ALIGNMENT:		
BACKGROUND:		
	DESCRIPTION:	
	HEIGHT:	WEIGHT:
HP:	HAIR:	EYES:
AC:	SEX:	AGE:
INITIATIVE BONUS:	OTHER:	
ATTACK BONUSES:	MELEE:	RANGE:
ATTRIBUTES:	SAVING THROWS:	
STR: ()	COURAGE:	
INT: ()	CRITICAL:	
WIS: ()	DEATH:	
DEX: ()	MAGIC:	
CON: ()	MENTAL:	
CHA: ()	POISON:	
SUR: ()		
	MONEY:	
MOVE:	VIGILANTE POINTS:	
SPECIAL ABILITIES:	LANGUAGES:	

SKILLS	RANKS	BONUSES	TOTAL

WEAPONS	ARMOR	KITS	OTHER

VIGILANTE CREATION

ATTRIBUTES
HIT POINTS
SAVING THROWS
ALIGNMENT DESCRIPTION
BACKGROUND/ORIGIN
CHOOSING A VIGILANTE CLASS
BASE HIT BONUS
DETERMINE STARTING
POSSESSIONS
ARMOR CLASS

ATTRIBUTES

Each Vigilante in Vigilante City at their core are a collection of 7 Attributes. These Attributes are **STRENGTH, INTELLECT, WISDOM, DEXTERITY, CONSTITUTION, CHARISMA & SURVIVAL.**

To determine your Vigilante's Attributes, you will roll 4 six-sided dice or 4d6 (dropping the lowest single number) and record the total of the three remaining dice, giving you a score of 3-18. You will do this a total of 7 times. Then you can assign and record your scores on your Vigilante Sheet as you desire. Only MegaHumans may have attributes over 18.

ATTRIBUTE CHECKS

When a character must make an Attribute Check, they roll a d20 to see if they are successful. If their roll is equal to or lower than the applicable attribute, they are successful. If the attribute is 20 or higher, they can still fail on the roll of a 20.

UNIVERSAL ATTRIBUTE MODIFIER TABLE

ATTRIBUTE	DESCRIPTION	MODIFIER
3	Pitiful	-3
4-5	Below Average	-2
6-8	Minimal Average	-1
9-12	Average	0
13-15	Average Plus	+1
16-17	Above Average	+2
18-19	Optimum	+3
20-21	Super Human	+4
22-23	Super Human	+5
24	Super Human	+6

STRENGTH

Strength represents the Vigilante's ability to lift heavy items, bend bars, break free, force open stuck or locked doors and pull themselves or others up who may be hanging from something.

The Strength modifier gives the Vigilante a bonus/negative when attacking hand to hand, with a thrown weapon or with a melee weapon.

INTELLIGENCE

Intelligence represents the Vigilante's wit, the ability to use and understanding of technology and problem-solving capabilities.

All Vigilantes can speak and read their native tongue and also receive 1 additional language for each INT modifier.

WISDOM

Wisdom represents the Vigilante's insight, perception, and judgment.

Any Vigilante with a WIS score of 13 or higher gains 1 additional Experience Point per play session.

DEXTERITY

Dexterity represents the Vigilante's ability to move easily on unsteady terrain, reflexes, nimbleness and precision during combat.

The Dexterity modifier bonus gives the Vigilante a bonus/negative to Armor Class, ability to hit with a ranged weapon and the Vigilante's Initiative roll.

CONSTITUTION

Constitution represents the Vigilante's overall health and toughness, showing how long a Vigilante can maintain a physical activity before rest is required and effects how much damage a Vigilante can endure.

The Constitution modifier bonus gives the Vigilante a bonus/negative to Hit Points. Beginning at level 1 and each time an increase to HP is rolled add the CON modifier to the total rolled.

CHARISMA

Charisma represents the Vigilante's natural ability to lead a group, to intimidate or to charm another and Vigilante's appeal to others.

The Charisma modifier is often used when a character interacts with NPCs.

SURVIVAL

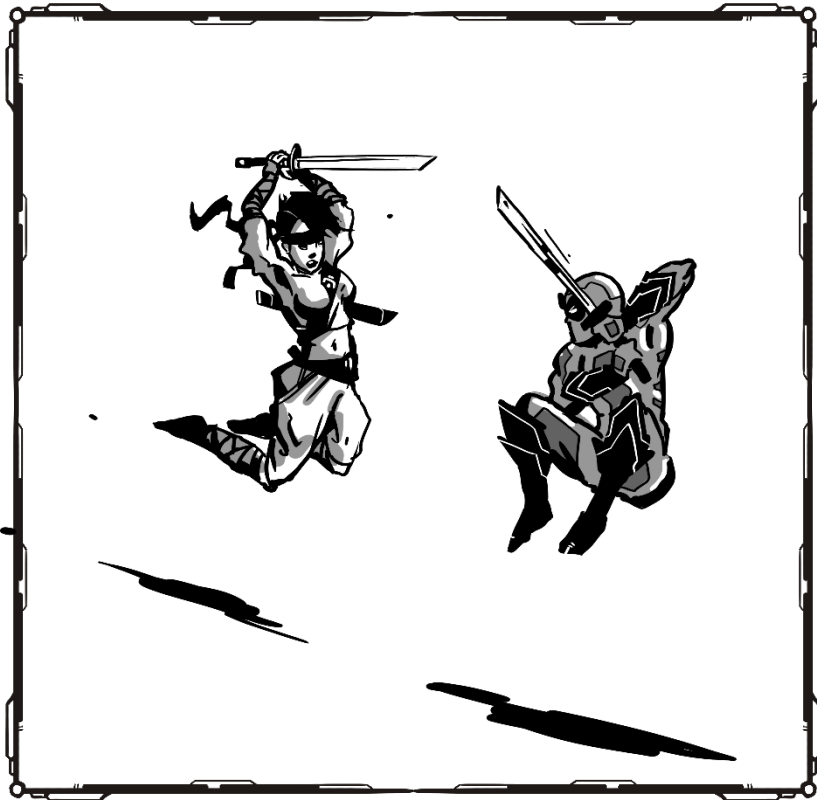
Survival Points represents a Vigilante's in game ability to re-roll a failed attempt on a dice roll at the cost of 1 Survival point per re-roll. Each failed dice roll can only be re-rolled once. If the player fails again, then the player must take the second roll as final (even if the second roll is less advantageous than the first failure) and cannot spend another point to re-roll. NPCs do not use this stat.

There is no limit as to how many Survival points can be spent per gaming session up to the Vigilante's Survival point score. However, Survival points are only recovered at 1 point per gaming session, so spend them wisely. If playing a one-shot session, it is recommended that each player has 5 points.

HIT POINTS

All Vigilantes start at 2d6 HP +/- CON modifier. Then each time the Vigilante goes up in Levels, the Vigilante rolls d6 +/- CON modifier and adds the result to their existing HP (1 HP minimum). If a Character reaches 0 HP they are considered Out of Action and are unconscious until healed. See Death save (See p.16).

HP are lost as the Vigilante takes damage during the course of a session but can be regained with rest. Resting for 4 hours will regain 50% of the Vigilante's lost HP, while resting for 8 hours will bring the Vigilante back to full HP.



SAVING THROWS

Saving Throws give Characters a second chance where they would normally suffer devastating (possibly life ending) effects. Each Character has **6 Saving Throws: COURAGE, CRITICAL, DEATH, MAGIC, MENTAL & POISON.**

To determine the Character's starting number for each Saving Throw, simply roll 4d4 and add the Character's Constitution modifier. Each time a Character increases in Level, the Character gains 2 additional Saving Throws points that can be distributed among the 6 Saving Throws to a maximum score of 18.

In determining a successful Save, the player simply rolls d20 and attempts to roll *under* or *tie* the corresponding Saving Throw score. If the player rolls *higher* they fail the save. Rolling a 20 is an automatic failure.

COURAGE saves are rolled when a character's morale is challenged by encountering a non-supernatural, non-MegaHuman opponent or dangerous obstacle for the first time. Every time a character fails a Courage save, they receive a cumulative +1 to all future Courage saves against the same adversary or occurrence. Failed Courage or Terror checks require rolls on the Failed Courage/Terror Effect chart.

Whenever a Character encounters a monster or NPC with a Terror stat for the first time, or if they have never made a successful Terror Check against them, they must attempt a Terror Check. The DC is the Monster's TERROR stat. If they fail, roll on the chart below (unless otherwise specified), and then they must re-roll when they see the monster again (or next feel its direct presence) after coming to their senses. If they ever make a successful roll, they do not need to make future Terror Checks against that monster. For every point of Courage, a Character has above 12, they get a +1 to Terror checks.

***NOTE: TERROR CHECKS ARE NOT SAVING THROWS.**

FAILED COURAGE/ TERROR EFFECT

Roll	Failed Courage	Terror Effect
1	Spooked	You run away at full speed and are terrified for 30 seconds.
2	Stunned	You take 2 steps back and lose your next action.
3	Urinate	Lose your actions this round, you are at -1 to all rolls & AC for the encounter
4	Faint	Pass out for 1 minute
5	Run & Hide	Hide for 30 seconds
6	Scream	Lose all actions this round and next.

CRITICAL saves are rolled when a Character suffers a major physical trauma. When they take 50% or more damage from their maximum HP in a single attack they must roll this save. If the Critical Injury save is successful, then the Character suffers only the HP loss with no other negative impact. However, if the Character is unsuccessful then the Character loses all bonuses and is at a -4 on all die rolls for 12 hours.

DEATH saves are rolled when a Character sustains damage taking them below 1 HP and they are taken Out of Action. They are considered unconscious. When the fight is over, they are out of danger or are healed the Character rolls on the table below to see what happens to them. If they survive they regain d4 of the lost HP.

OUT OF ACTION
1 – KO'd Just knocked out, 2d4 Minutes.
2 – Concussed Suffers Disadvantage for the remainder of the game session unless Magically healed or healed to at least ½ their starting HP.
3 – Cracked Bones STR, DEX and CON are temporary -2 for 48 hours or until Magically healed.
4 – Crippled STR or DEX is permanently reduced by 1.
5 – Disfigured CHA reduced by 2, permanently.
6 – Dead You sadly kick the bucket.

MAGIC saves are rolled against certain magic spells or effects. Non-Damage inducing spells, if the save is successful, the character suffers no ill effects (unless, otherwise noted in the spell description). For damage inducing spells, if the save is successful, the character takes half-damage. However, if the character fails their roll, they succumb to the full effect or influence of the attack.

MENTAL saves are rolled when a character's will power is tested or their mind is assailed by a psionic attack. If the roll is successful, they suffer no ill effects (unless otherwise noted). However, if they fail they succumb to the full effect or influence of the attack.

POISON saves are rolled when a Character inhales or ingests poisons of any kind including those from contaminated food or medicine or gas. If the Poison save is successful, then the Character suffers no ill effects. However, if the Character fails the Poison save then she succumbs to the effects of the poison.

NPC SAVING THROWS

NPCs, unless otherwise noted, have a generic Saving Throw for each save. The base save is 8 + their hit dice (with a maximum of Saving Throw of 18).

ALIGNMENT

This is one of those terms in gaming that people either love or hate. Those who hate it, say they want to play their characters without fear of being restrained by a Game Master who punishes based on in game actions. On the other hand, those that love alignment say that it provides a needed and meaningful framework for their character's behavior. In Vigilante City, we have rules for alignment, but much like everything else in this game, it may be used or not based on what type of game your GM wishes to run.

For Vigilante City, we will not be concerned with Good or Evil. Those are terms that are relative based on position and point of view. How many times have you heard a villain exclaim they were only behaving a certain way because they felt justified and were acting for the greater good. No, in Vigilante City, Law and Chaos, much like in the 1974 game this is based off, will be the touchstones for alignment. To begin our discussion on how this impacts the game mechanically, it is important to define Alignment, which for game purposes we will say is a social agreement or alliance which determines how society will react to a character based on their actions.

Some synonyms for Law and Chaos are below to help further define what each may be in game terms:

LAW

Reliability
Propriety
Principled
Righteous
Regularity
Regulation
Methodical
Uniform
Predictable
Prescribed Rules
Order

CHAOS

Unruly
Confusion
Turmoil
Unrestrained
Random
Irregular
Unmethodical
Unpredictable
Disordered
Lawless
Anarchy

Basically, lawful people will act in a way that is consistent with societal norms and chaotic people will not. This makes it possible for a villain to be embraced by society overall because they appear to not “technically” break any laws or for a Vigilante to be chaotic because they take the law into their own hands.

Alignment is not meant to be a static attribute. Based on how your character behaves, your alignment can change quite dramatically in a single game. As seen above, the environment will change based on how you behave and can add some interesting new conundrums that face our Vigilantes. Each Character starts with Law or Chaotic alignment.

VIGILANTE POINTS (Optional)

When a Character acts or reacts, their actions have consequences. Their reputation within Vigilante City will increase or decrease. A Vigilante’s reputation effects how people react to them and their overall treatment by certain aspects of society. A higher-ranking score means the public is in favor of your efforts and your interactions with law enforcement and the government are generally more favorable. You may also catch the eye of a super hero team or law enforcement agency for recruitment.

Characters with a poor or negative ranking will find themselves very unpopular with the public and with the police force. This will make your job as a Vigilante very difficult. However, if you wish to draw the attention of a criminal or super-villain organization for recruitment, having low points would be helpful.

All Characters start as true vigilantes with no reputation, good or bad, and 0 V Points.

VIGILANTE POINTS TABLE

Action	Points
Apprehend a Petty Criminal	+1
Apprehend a Dangerous Criminal	+2
Apprehend a Super Villain	+3
Defeat a Known Villain in Public	+1
Defeat a Known Villain Team in Public	+2 or more
Diffuse an Active Crime Scene without Violence	+1
Assist the Police in Dangerous Situation	+1
Assist a Known Hero in a Dangerous Situation	+1
Appear on TV in a Positive Light	+1
Save a Bystander from Emanate Danger	+1
Save a Group of Bystanders	+2
Have Law Alignment (static bonus)	+1
Have Chaos Alignment (static bonus)	-1
A Criminal that you Apprehended is Exonerated	-1
Appear on TV in a Negative Light	-1
Torture Somebody	-1
Have a Bystander Die During a Fight	-2
Destroy a Building During a Fight	-3
Kill a Criminal by Accident in Public	-3
Cause the Death of a Teammate	-4
Kill Someone in Public on Purpose	-5

V POINTS BONUSES/ PENALTIES

V Points	Bonus/ Penalty
+15 or Better	You Gain a Benefactor That Will Supply You and Your Team
+10 or Better	Public Hero (People Idolize & Support Your Efforts)
+6 or Better	+2 to Skill Interactions w/ Uncorrupt Law Enforcement
+3 or Better	+2 to Public Skill Interactions
-2 to 2	True Vigilante (Just Another Super Hero Wannabe)
-3 or Worse	-2 to Public Skill Interactions
-6 or Worse	-2 to Skill Interactions Uncorrupt Law Enforcement
-8 or Worse	Police Will Attempt to Arrest You on the Spot
-10 or Worse	Police Will Use Lethal Force to Apprehend You
-12 or Worse	You are a Most Wanted Criminal
-14 or Worse	You Draw the Attention of a Criminal Organization for Recruitment
-20 or Worse	Gain – Terror: 12. People fear your presence

VIGILANTE ORIGIN (OPTIONAL BACKGROUND)

Your GM may choose to have you roll once or twice on the Random Background Chart to give your character an interesting background. The GM can weave this info into the game to enhance the overall gaming experience for the player. Re-roll any background that contradicts the character class you plan to play.

HUMAN VIGILANTE ORIGINS (2d12)

Roll	Result
2	Your parents were murdered by a famous Super Villain's henchmen. (+1 to attacks & damage when fighting henchmen)
3	Your parents were murdered by gang related crossfire. (+1 to attack & damage vs street gangs)
4	You were abandoned as a baby in a dumpster. You grew up in dozens of orphanages before running away and growing up on the streets. (+2 to Street Smart)
5	You were abandoned as a baby at a church, mosque or synagogue. You grew up there and are devoutly religious and hope to convert others by your actions. (+2 to Knowledge – Your Religion)
6	You were bullied as a child, and over compensate with aggression. (+2 to Intimidation)
7	You were bullied as a child, and over compensate with compassion. (+2 to Persuasion)
8	One of your parents were killed by a corrupt cop. You distrust law enforcement. (-2 to all social interactions with law enforcement)
9	One of your parents is doing life in prison. You have sworn to prove their innocence. (+2 to Knowledge – Law)
10	You have always been drawn to fighting but have maintained a sense of fairness. (+2 VIG Points)
11	You have always been drawn to fighting and will cheat to gain the advantage. (+1 to Surprise Attack damage)
12	One of your parents was crippled in a bank robbery. You grew up dirt poor & took care of them. You have an intense hatred of criminals. (+2 to melee damage to & - 2 to all social interactions with known criminals)

13	You had an abusive parent that mistreated you & your family. You are over protective of the innocent. (+1 to all attack, Initiative & skill rolls when directly aiding a normal citizen in need)
14	A corporation cheated your parents out of their house when you were young. You have a strong hatred of mega-corporations. (+2 to melee damage to & -2 to all social interactions with large corporation members)
15	You were a super athlete in high school. You were recruited to a crime fighting organization or criminal organization. (+2 to Athletics at +2)
16	Your parents were Circus Acrobats. (+2 to Athletics)
17	You committed a major crime when you were younger and are seeking atonement. (+2 to all skill rolls while aiding someone in need)
18	You were kicked out of the Army for being insubordinate. You do not take orders well. (+1 to Combat Training & -2 to all social interactions with the military)
19	Your parents were spies/ agents. (+2 to Subterfuge)
20	Your family has been in law enforcement for 100+ years. However, they were framed by a criminal and dirty cop and are no longer respected. You have vowed revenge. (+1 to attacks, damage & -2 to all social interactions with the crooked officials & cops)
21	Your mom was a Prostitute and was killed by her pimp. (+1 to attack & damage towards pimps and those actively mistreating a woman)
22	A.S.P. Corp took your family's home when you were a teen. (+1 to attack & damage against A.S.P. Corp agents)
23	One of your parents was mauled to death by a wild animal. You feel at unease around dangerous animals and Anthropomorphs. (+1 to attack dangerous animals and Anthropomorphs)
24	Your parents were murdered by a famous Super Villain. (-1 AC, +2 to attacks & damage vs that villain & his henchmen)

MEGA-HUMAN ANTHROPOMORPHS, MUTANTS, MYSTICS & PSIONS ORIGIN TABLE (d20)

Roll	Result
1	You fell in a vat of nuclear waste. (Gain Toughness: Radiation +2)
2	You are an escaped experiment from a chemical research company. (+1 to Death save stat)
3	A magic curse brought out your powers. (Gain Weakness: Magic & +d6 extra HP)
4	An ancient tome gave you your powers. It disintegrated afterwards. (Gain +1 extra Knowledge & Language skill)
5	An ancient relic gave you your powers. It disintegrated afterwards. (+2 to Mechanics & Mathematics)
6	You were struck by lightning during an equinox. (+2 to Initiative)
7	Your parents were secret mutants or psions. (You may re-roll or ignore damage from a Push roll once a day)
8	While traversing the sewers, you were exposed to an unknown ooze. (Choose: Gain Advantage on any Permanent Mutation Table roll or ignore the first 3 points of Push damage a day)
9	You were made in a test tube and are being monitored by a secret corporation. (Gain +1 to all Save stats)
10	You were bitten by a radioactive animal. (Choose: Only add 10 to each additional Push attempt or ignore the first Push damage you take in a day)
11	You carry a mutant or psionic gene that manifested during a childhood trauma. (Whenever you fail a Saving Throw, you gain a d4 extra HP for 1 hour)
12	You were struck by lightning while climbing an electrical tower. The massive power surge caused you to develop powers. (Gain Toughness: Electric at +2)
13	You were bitten by a radioactive hobo. (Gain Toughness +1)

14	While on vacation, you come upon an exotic plant that sprays you with an orange chemical. Your powers manifested on the way home. (Gain +3 to Poison save stat and have orange eyes)
15	You are an escaped experiment from a government research company. (+1 to Death save stat)
16	While spelunking, you discovered a large obelisk in a cavern. Upon touching it, you were bestowed with powers. (Re-roll your first Critical Fumble each day)
17	You voluntarily signed up to be experimented on by a mega-corporation. You are employed by them and may receive further mutations or powers. (You may re-roll a starting Mutant Power or your Mutant Race. Psions may select an additional Level power)
18	An alien bequeathed your powers to you via an item you carry (choose). You are not a mutant, cannot Push and cannot be Pushed. (Roll an extra Mutant power and gain it, even Psions)
19	You are an alien with the Reactive Adaption Mutant power.
20	You have mutated into an Anthropomorphic appearance. If you are an Anthropomorph, roll 2 animals and you are an amalgam. If you are a Mutant or Psion, you roll an animal appearance and gain their traits as well. You can be Pushed.

MEGA-HUMAN BORG, POWERED ARMOR & SUPER SOLDIER ORIGINS TABLE (d20)

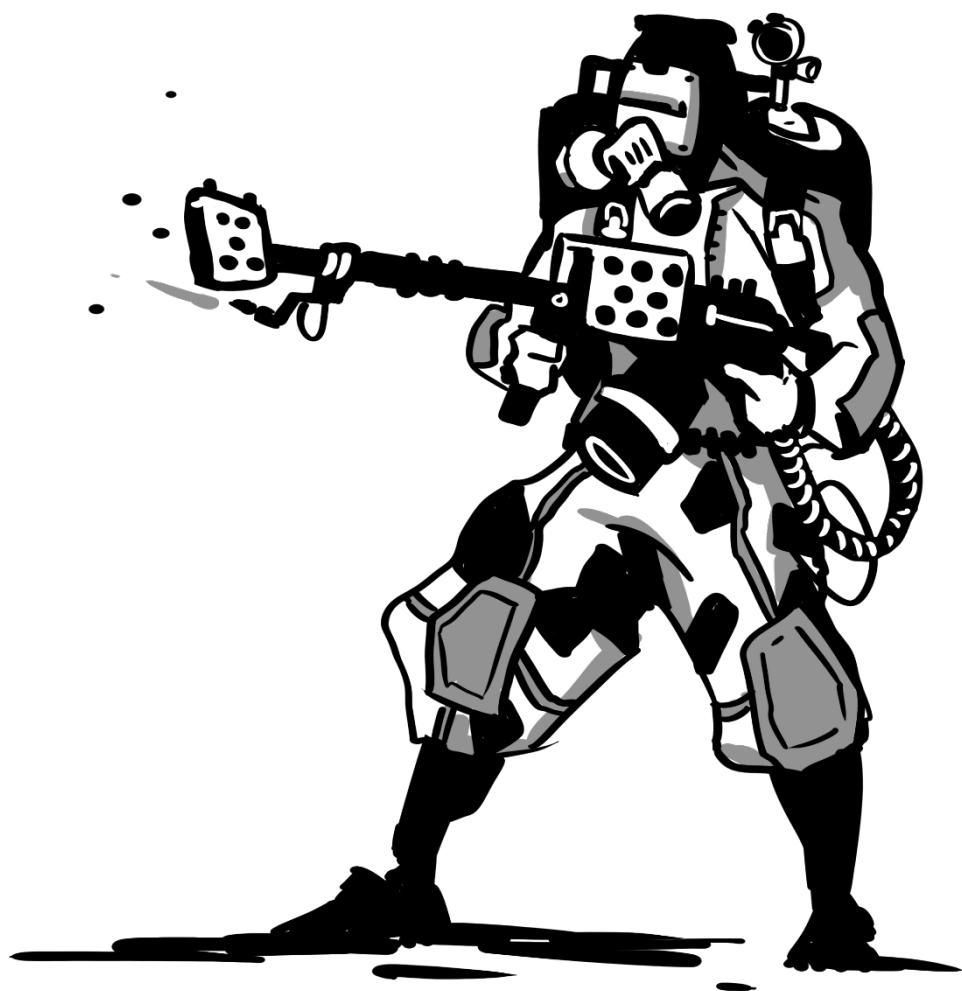
Roll	Result
1	You grew up physically weak and dreamed about augmenting your feebleness. (+2 to Courage stat)
2	You are pretty normal, but you knew you would need augmentation to be a successful crime fighter. (-1 to an Attribute but gain 1 Level 1 augmentation. No extra save required)
3	You lost an arm in a car accident. (Gain a Level 1 Cybernetic Arm upgrade)
4	You lost a leg in a car accident. (Gain a Level 1 Cybernetic Leg upgrade)
5	A Super Villain crippled you and left you for dead. A Super Hero team is your benefactor. (-1 to DEX or STR & Gain 1 extra Level 1 augmentation. No extra save required)
6	You were a prisoner that volunteered for an experimental augmentation and government service for a reduced sentence. (Gain 1 Level 1 augmentation and roll on the Permanent Mutation Chart)
7	You were mortally injured while serving as a police officer. A mega-corporation is your benefactor. (+2 to Knowledge: Law)
8	You were mortally injured while servicing as an EMT or Field Medic. The Government is your benefactor. (+2 to First Aid)
9	You have the heart of a lion but are very sickly. The Government is your benefactor. (-1 CON, +4 to Courage save stat)
10	You are addicted to augmentations. You just cannot get enough power. (-1 to Poison save stat & gain 1 additional Level 1 augmentation.)
11	You were born paraplegic and volunteered. The Government is your benefactor. (You can walk but are at -2 DEX. Your upgrades & boosts cost 20% less)
12	You escaped from a Super Villain's lab and seek revenge. (Roll once on the Permanent Mutation Chart. You gain +1 to attacks & damage against that Super Villain or their henchmen)

13	You are an adrenaline junkie. You signed up for augmentation to get a higher rush. (+1 to Courage save stat, +1 to CON & -1 to WIS)
14	You were a famous athlete that was severely injured. A Super-Hero team is your benefactor. (+1 to STR, DEX or CON)
15	You were kidnapped and were experimented on by a mega-corporation. You have escaped and have a different benefactor but have horrible nightmares. (-2 to your Mental save stat, +4 HP & +2 to your Death save stat)
16	You lost a limb in an industrial accident. A mega-corporation is your benefactor. (Gain a Level 1 Cybernetic limb upgrade)
17	You were mortally injured while deployed in combat. The Government is your benefactor. (+1 to Combat Training & +1 to Knowledge – Military)
18	You were born into a very rich family and were crippled as a teen. Your family is your benefactor. (You have access to a large amount of money)
19	You are augmented by a secret organization that uses highly experimental augmentations. (Add +1 to your Overcharging rolls, roll at Disadvantage on the Critical Overuse Chart, your weapons have -10% less range, but your weapon upgrades & boosts cost 15% less)
20	You were a P.O.W. and were experimented on by another government or Super Villain team. You were liberated by the Government and they are your benefactor. You have fierce loyalty to them. (Your upgrades cost 20% less)

STARTING MONEY CHART (d00)

Roll or select from the table (re-roll if it contradicts your origin or character type, or your GM can weave it into your background).

Roll	Money	Notes
1-3	1	Currently homeless. (+1 to Street Smart)
4-6	2d6	Recently homeless, living with squatters (+1 to Sleight of Hand)
7-9	3d6	Living in your car (+1 to Pilot: Basic)
10-12	4d6	Lives in the sewers under the city (+1 to Street Survival)
13-20	50	Poor, living with your immigrant family (Extra Language)
21-24	150	Parents were dancers (+1 to Dancing)
25-30	250	Parents were hackers (+1 to Computer Hacking)
31-34	1000	Parents were math teachers (+1 to Mathematics)
35-47	1200	Parents were middle class & normal.
48-50	1250	You grew up just outside of town in the woods. (+1 to Wilderness Survival)
51-55	1500	Parents were paramedics (+1 to First Aid)
56-60	1750	Parents were animal trainers. (+1 to Animal Training)
61-65	2000	Parents were artists (+1 to Arts & Music)
66-70	2500	Parents were mechanics (+1 to Mechanics)
71-74	3000	A Parent used to fall down in Winn-Dixie for a living (You are adept at lying. +1 to skill and attribute checks involving lying)
75-79	5000	Parents were disgraced investors or scam artists (+1 to Persuasion)
80-82	7500	Parents were linguists. (Gain 3 extra languages)
83-84	10k	Parents were corporate spies (+1 to Subterfuge)
85-89	10k	Parents were world famous cat burglars (+1 to Stealth)
90-91	25k	Parents were pioneers in Bionics, but their life's work was stolen by ASP Corp (+1 to Bionics)
92-94	40k	Parents are high ranking ASP Corp officials (+1 to Science)
95-96	70k	Parents are corrupt city officials (+1 to Intimidation)
97	100k	Parents were doctors (+1 to First Aid)
98	300k	Parents have old money (+1 to Knowledge – Local History)
99	500k	Parents own a Munitions Company (Ranged Weapons or +1 to Demolitions)
00	d4 Million	Tech millionaire parents (+1 to Computer Skills)



CHOOSING A VIGILANTE CLASS

Vigilantes in VC are separated into two racial categories: Human and MegaHuman. Check with your Game Master to see if there is a restriction on the type of race you can play before making your character.

HUMAN

Humans are normal people like you and I that for some reason or another have chosen to don a costume try to punch criminals in their turkey-necks! If your GM has decided only to allow Human Vigilantes that is because she is running a grittier game that is more grounded in reality. But do not worry, you are not missing out! There are still 15 classes to choose from and they are: Archer, Athlete, Crime Fighter, Dark Avenger, Gadgeteer, Genius, Hardboiled Detective, Knight Nurse, Martial Artist, Mentor, Mercenary, Protégé, Sharpshooter, Street Preacher and True Vigilante.

MEGAHUMAN

It has only been 20 years or so since MegaHumans became known to the world at large and in that time, they have gone from being feared and hunted to tolerated, and in some cases accepted. MegaHumans come in a wide range of powers, abilities and appearance. From Mystics, to Psions, to Borgs, to Mutants and more, MegaHumans have assimilated and exist among the “normies” with relative ease. Although Powered Armor Pilots are not truly MegaHuman, their class counts as MegaHuman due to their power.

Some MegaHumans choose to hide their power out of fear or shame. There are those that even self-loathe their abilities. Less than 5% of the population have been identified as having the “potential” to be a MegaHuman and less than 2% have actively developed or manifested their ability in any real way.

A NOTE ABOUT POWER & GAME BALANCE

Players should check with their Game Master before creating a character in VC to see if any classes are off limits. For instance, some GMs may choose not to have any MegaHumans in their game world or may limit only certain classes like Borgs and Power Armors, because they are too powerful or Anthropomorphs because they are too *silly*.

Much care was given in making the Human classes as balanced as possible. However, when it comes to the MegaHumans, they are simply more powerful than the Human classes. This does not mean that Humans and MegaHumans cannot co-exist in the same game world. Quite the opposite actually! It is this designer's philosophy that games are best when Gameplay Experience takes precedence over Game Balance. So, while designing VC Game Balance was definitely something that was much deliberated on, Gameplay Experience was ultimately the deciding factor for most of the creative decisions and "unbalancing" that may have occurred.



ARCHER

Like the fabled Robin Hood of old, the Archer is a highly skilled bowman or Ranged Weapons Specialist, who is deadly accurate over great distances. Employing a wide variety of arrow tips, the Archer always seems to have to perfect tip for the job.

PRIME ATTRIBUTE:

DEXTERITY. An Archer must have a minimum DEX score of 12. A high INT is also recommended.

SAVING THROWS:

Archers are used to encountering poison gas and as such receive a +2 to Poison Saving Throw stat.

SKILL TRAINING:

- Athletics: Basic
- Combat Training
- Parkour
- Ranged Combat
- 3 other skills
- +1 to attack and damage with a bow
- -1 to attack in Melee

CLASS BONUS: The Archer gains a one-time bonus of +1 to DEX and INT and a -1 to CHA.

STARTING GEAR:

- Short Bow
- Quiver
- 100 Arrows
- Kit of your choice
- Padded Armor
- Moderate Clothes & Uniform
- Switchblade Knife
- Grappling Hook Arrow (d6-2/ 50' range)
- Silver Tipped Arrow (d6+1)
- Smoke Arrow x2 (- dmg) 30' Darkness
- Stunner Arrow x2 (d6-3) Critical save or they are Stunned
- Roll on Money Chart.

Level	Archer Level Progression
2	+1 to attack & damage with a bow. Increase all bow ranges by 50%. Can shoot in Melee range or into a crowd without penalty.
3	True Shot: Once per day, you may add your INT modifier to an attack and damage roll with a bow. Craft Special Arrows (1/2 price to you – see p. 241).
4	+1 to attack & damage with a bow. You can now shoot a bow while running with no penalties.
5	True Shot can be used twice a day. +1 extra action per round.
6	+2 to attack and +1 damage with a bow.
7	+3 to Climbing & Parkour checks. +1 to DEX or INT. You take ½ damage from falling.
8	+2 to attack and +1 damage with a bow.
9	True Shot can be used three times a day. +2 to Basic Athletics or Parkour.
10	Advantage on all bow attacks.



ATHLETE

Whether you played High School Football, College Basketball, Minor League Hockey, Professional Baseball or you were an Olympic level Gymnast, Athlete is class of choice for naturally gifted, physical specimens to whom sports come easy. Athletes are fit and excel at physical tasks. They find it easy to transition to crime fighting.

PRIME ATTRIBUTE:

CONSTITUTION, DEXTERITY & STRENGTH. An Athlete must have a minimum score of 11 in CON, DEX & STR.

SAVING THROWS:

Athletes are accustomed to taking hard bumps and hits. They receive +2 to Critical Saving Throw stat.

CLASS BONUS:

The Athlete gains a one-time bonus of +1 to STR, DEX and CON and a -1 to WIS and INT.

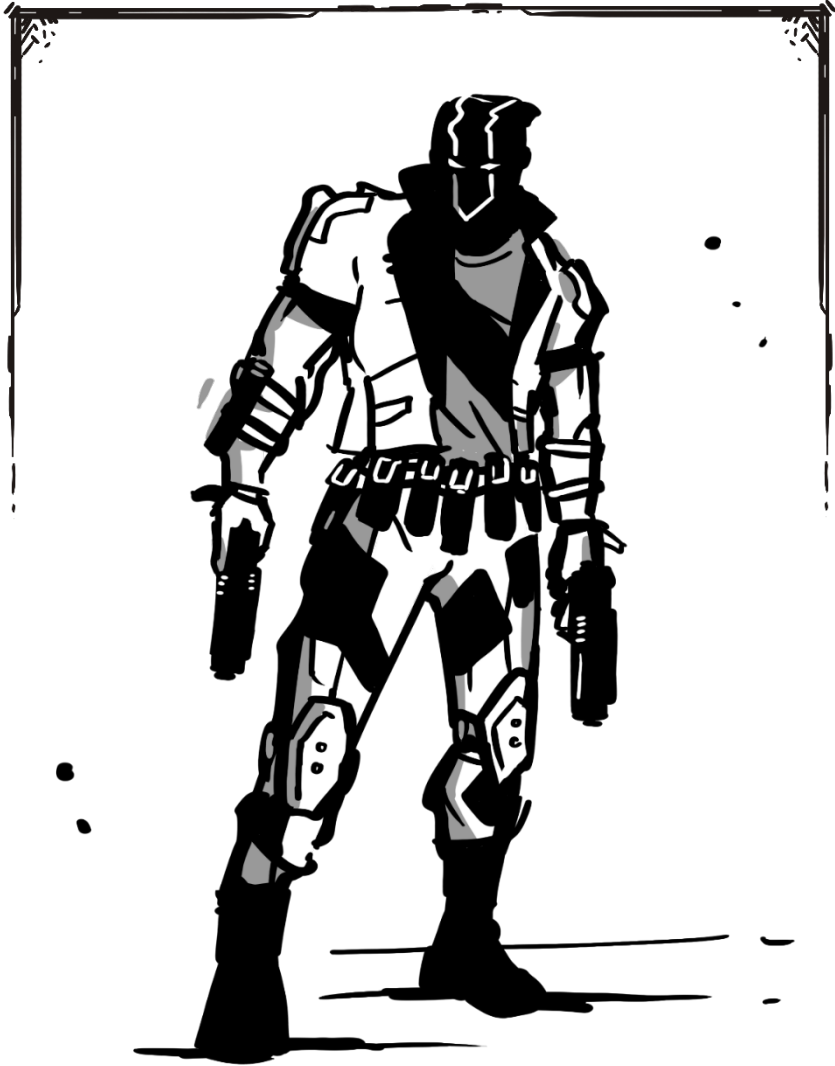
SKILL TRAINING:

- Athletics: Basic at +2
- Combat Training
- First Aid
- Fighting skill of your choice
- 3 other skills
- +2 to Move
- +1 to Initiative

STARTING GEAR:

- Light Melee Weapon
- Padded Armor
- First Aid Kit Simple
- Clothes, Moderate/Uniform
- Kit of your choice
- Roll on the Money Chart.

Level	Athlete Level Progression
2	Choose 2: +1 to Melee damage, +1 to Melee attacks, +2 to Athletics: Basic or +3 to Move.
3	+1 to Melee attacks. +3 HP. +1 damage to thrown weapons. +3 to Courage stat & +2 to Terror Checks.
4	+2 to Athletics: Basic. +1 to CON, DEX or STR. Can run x3 your Move.
5	+1 to melee attacks and melee damage. +10 to Move while Charging.
6	+1 extra action each round. Gain Seize the Moment:1. Can run x4 your Move.
7	Advantage on all Athletics: Basic skill checks. +3 to Move or +3 to Terror checks. +1 to CON, DEX or STR.
8	Choose 1: Advantage on all CON, DEX or STR checks. +1 to attacks. Can run x5 your Move.
9	Choose 1: Advantage on all CON, DEX or STR checks. +1 to attacks.
10	+1 to STR, DEX & CON. +1 to Seize the Moment.



CRIME FIGHTER

What is right is right and what is wrong can be fixed. Crime Fighters are special individuals who were drawn to uphold the laws and protect their community. They believe no one is above the law, not even themselves or their friends and team mates.

PRIME ATTRIBUTE:

CONSTITUTION. A Crime Fighter must have a minimum CON score of 12.

SAVING THROWS:

Crime Fighters receive no additional bonus vs Saving Throws except those normally gained from attributes.

CLASS BONUS:

The Crime Fighter gains a one-time bonus of +1 to CON or INT and a -1 to another attribute.

SKILL TRAINING:

- Combat Training
- Fighting skill of your choice
- Investigation at +1
- Knowledge: Law
- Ranged Weapons
- Stealth
- Street Smart
- 2 other skills
- +1 to attack those with Chaos alignment

STARTING GEAR:

- Light Melee Weapon
- Light Ranged Weapon with ammo
- Padded Armor
- Kit of your choice
- Handcuffs
- Roll on the Money Chart.

<u>Level</u>	<u>Level Progression</u>
2	+2 to Investigation. +2 to Stealth or Street Smart. +1 to all attacks.
3	+1 to Ranged or Melee attack. +1 damage to those with Chaos alignment.
4	+3 extra skill points & 1 new Language.
5	+1 AC against those with Chaos alignment. +1 to Ranged or Melee attack. Gain Seize the Moment +1.
6	Advantage on Investigation skill checks. +1 to AC. +1 to all attacks.
7	+1 extra action each round. +3 Street Smart or Stealth. Toughness +3 against Chaos.
8	Choice 1: Gain Outsmart +1 or Seize the Moment +1. +1 to all attacks.
9	Can run x4 your Move if in pursuit, +1 to CON
10	You may use one extra SUR point on any failed roll.



DARK AVENGER

Usually a victim of crime themselves (or a crime done to a loved one), Dark Avengers are out to make sure criminals suffer. It is not just enough to get revenge on those who wronged them but the Dark Avenger wants to punish all criminals. Unlike the Crime Fighter, the Dark Avenger, worries not about upholding the law and civil liberties, she is rage and revenge, and crime must pay.

PRIME ATTRIBUTE:

STRENGTH. A Dark Avenger must have a minimum score of 12.

SAVING THROWS:

Dark Avengers are determined to make crime feel the pain and are not be easily deterred and as such receive +2 to Mental Saving Throw stat.

SKILL TRAINING:

- Combat Training
- Fighting skill of your choice
- Interrogation at +2
- Intimidation at +1
- Street Smart
- 2 other skills

CLASS BONUS:

The Dark Avenger gains a one-time bonus of +1 to STR and DEX and a -1 CHA and SUR.

STARTING GEAR:

- 2 Light Melee Weapons
- Padded Armor
- Moderate Clothes/Uniform
- Kit of your choice
- Roll on the Money Chart

<u>Level</u>	<u>Level Progression</u>
2	+2 to Street Smart. +2 to Interrogation. +2 to Intimidation.
3	Choose 2: +2 to AC, +4 to Courage save stat or + 2 to Melee attacks.
4	Avenging Smite: Twice per day you may add your Intimidation score (not bonuses) to a single melee attack roll and its damage.
5	+1 to Melee damage. +2 to the Courage save stat & Terror checks. Gains Terror: 8 against criminals.
6	+1 extra attack each round. Gain Seize the Moment +1. Can use Avenging Smite x4 a day.
7	Choose 1: Advantage on all Interrogation or Intimidation skill checks.
8	Fearless. +1 to all attacks. Terror becomes 12 against criminals.
9	+1 to any attribute. +1 to AC. Can use Avenging Smite x6 a day.
10	May use a Survival point to re-roll any failed attack or Saving Throw.



Gadgeteer

Always up to date on the latest developments in cutting edge, next-generation technology, the Gadgeteer fights crime with their brain and tech, allowing her toys to do the brunt of the heavy lifting in their crime fighting compacity.

PRIME ATTRIBUTE:

INTELLIGENCE. A Gadgeteer must have a minimum INT score of 12.

SAVING THROWS:

Gadgeteers receive Advantage on all Saving throws involving technology or electricity.

SKILL TRAINING:

- Combat Training
- Computer Skills
- Electronics at +1
- Mathematics
- Mechanics at +1
- Ranged Weapons
- 3 other skill point

- At 1st level: -2 to all attacks without a gadget.

CLASS BONUS:

Upon selecting the Gadgeteer Class, the Gadgeteer gains a one-time bonus of +2 INT and a -1 to STR and CON.

STARTING GEAR:

- Padded Armor
- Technician Kit
- Gadgets (Armor, Big Gun, Gloves, Ear Piece & Boots)
- Moderate Clothes/Uniform
- Light Melee Weapon
- Roll on the Money Chart.

Level	Level of Progression
2	+2 extra skill points. +2 to Computer Skills. +1 to Range Attacks.
3	Toughness: Electricity +1. +2 to Mechanics.
4	Advantage on all skill checks involving the use of technology you have encountered before. Gain Outsmart.
5	+3 to Mechanics. +1 to INT.
6	+2 to Range Attacks. +1 to Outsmart.
7	+1 extra action per round. +1 to each number of upgrades your Gadgets can have.
8	Tech Adept: You can use any technology you encounter after d4 rounds of study (no skill check needed). +2 to Range Attacks.
9	Fixer Extraordinaire: You can fix almost any machine or computer (Advantage on all attempts to fix them), +1 to each number of upgrades your Gadgets can have.
10	+1 to Outsmart. +1 to INT or SUR.

GADGETEER GADGETS

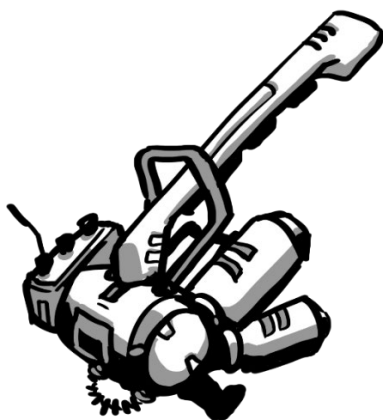
Gadgeteers are masters of tinkering with simple devices and weapons and changing them into multi-usage tools or dangerous killing machines. They can try to jury-rig just about anything mechanical, so GMs should allow reasonable creativity when Gadgeteers create or upgrade items. Gadgeteers can activate 1 non-attacking ability a round as a free action. Gadgeteers can make a Mechanics skill check to attempt to repair one of their upgrades (DC varies by difficulty).

At 1st Level a Gadgeteer starts with a pair of gloves, an armor, a pair of boots, The Big Gun, an ear piece and goggles. Each gadget starts with 1 upgrade and you get additional upgrades equal to your INT modifier. You can switch upgrades on your gadgets, but it takes d4 hours each. If a gadget is destroyed, you can rebuild it to the same specs as before or choose a new build within your upgrade limit.

Level II or III Upgrades require the previous level of their upgrade.

Levels 2-10

At each level you get to add one upgrade to each of your gadgets + an additional upgrade for each INT modifier you have (limit 1 per gadget).



GADGETEER UPGRADABLE ITEMS

ARMOR

Maximum # of upgrades: 6 Upgrades/ 8 at 5th Level/ 10 at 9th Level

Your main suit of armor worn by the Gadgeteer. You may not wear armor below this armor. Armor starts with +2 AC, 5 HP, counts as Light for Gadgeteers/ Heavy for others. The armor still functions at 0 HP, just no longer absorbs damage. (X) Represents the maximum number of how many of that upgrade an armor can have.

ARMOR PLATTING (2) +2 AC

ARMOR REINFORCEMENT I (2) Toughness +1 & 10 HP

ARMOR REINFORCEMENT II (1) Requires 5th Level. Toughness +3 & 15 HP

BODY REINFORCEMENT (2) +15 HP to suit

BODY SPIKES (1) +1 to AC, anyone that hits you with a hand to hand attack takes 2 damage

EXTRA SET OF ARMS (1) Requires 5th Level: +1 extra action, +2 STR, +5 to Climb

FORCE FIELD I (1) Creates a force field around you that gives you +1 AC & has 10 HP (5-minute recharge)

FORCE FIELD II (1) Requires 5th Level. Force Field gives you an additional +1 AC & has 20 HP (10-minute recharge)

GLIDING SUIT (1) Can glide and may make a DEX check when falling to take no damage (you take ½ damage if you fail)

HYDRAULICS (1) +2 STR

JET PACK (1) Requires 4th Level: Add +10 to Jump. Can use for 1 minute. While active you can Jump 50' or fly at 10 Move (needs to recharge for 5 minutes)

NANO-REPAIR BOTS (1) Requires 4th Level. You can take an action to repair d6 HP to one of your gadgets or to begin to repair a gadget. The time it takes to repair varies by item. You can only fix one thing at a time.

PARACHUTE (1)

PREHENSILE TAIL (1) Requires 5th Level. Adds a prehensile tail (STR 12). +1 additional attack with tail, +5 to Climb, +5 to balance checks, tail whip does d4 damage or it can wield a weapon (-3 to hit with tail if attacking behind you).

RADAR (1) Cannot be Blinded or surprised, +2 to Initiative, +1 to DEX

SHIELDED (1) The Armor is protected from EMPs and electrical disruption

SHIELDING ARMOR (1) Can have only 1 shielding at any time.

- Cold: Toughness/ Cold +5
- Electricity: Toughness/Electricity +5
- Fire: Toughness/ Fire +5
- Sonic/ Sound: Toughness/ Sonic +5
- Water: Toughness/ Water +5, fully waterproof to 500'

SPIDER LEGS (1) Requires 6th Level. Attached to back. Retractable. Adjustable length (10'-20'). When out: Can climb walls & ceilings, Advantage on Climb checks, +10 to Climb, +10 to Balance checks, +4 to DEX, +1 attack per round with spider legs - d4+1 damage.

SPOTLIGHT (1) Mounts on the shoulder. Telescopes out up to 10'.

SYSTEM COMPUTER (1) Requires 4th Level: You have an intelligent computer system that assists you. It will talk to you and sometimes gives you important information. Gain the following while in armor: +1 to INT, +1 to Initiative & warns of damage or potential system failures.

WINGS, GLIDING (1) Requires 6th Level: Large, folding wings on the back. Can be used to glide if falling (no damage) or to fly at 18 Move if you have a Jet Pack.

THE BIG GUN

Maximum # of upgrades: 6 Upgrades/ 9 at 6th Level)

Large, oversize gun that acts as the primary weapon for most Gadgeteers. Switching the type of gun that is active is a free action during your action.

The Big Gun starts with following with full ammo:

Basic Gun – Ballistic Range: 40' Damage: 1d8 ROF: 1-2
Ammo: 20

Laser Gun – Energy Range: 200' Damage: 2d6 ROF: 1-2
Recharge: 2 rounds

Targeting System: +1 to Range attacks with The Big Gun
15 HP

ARMOR CASING (2) Your gun is reinforced. It has Toughness +3 and has 20 HP. It can be used to parry.

BASIC GUN UPGRADE I (1) +40' to Range & +2 to damage.

BASIC GUN UPGRADE II (1) Requires 4th Level. +40' to Range & d8 damage.

BASIC GUN UPGRADE III (1) Requires 7th Level. +80' to Range, +2 damage & ROF becomes 1-3.

BOOMERRANG (1) Use an action to return your Big Gun to your hand within 1000'.

FLAME THROWER (1) Range: 30' Damage: 2d6/ Round + Ignites target. 6 Shots.

GAS DISPENSER (1) Holds 4 canisters. Used canisters instantly fill a 50' area with gas. Types: **Poison gas** (d6 damage per round/ Poison save to ignore for a round/ lasts d6 minutes). **Knockout gas** (Poison save each round or pass out for d4 minutes/ lasts 1 minute). **Berserker gas** (Poison save each round if effect is unwanted/ gives all gassed characters +1 to all attributes and pushes all mutants/ lasts d10 rounds). **Smoke Cloud** (causes darkness/ lasts d4 minutes).

GRENADE LAUNCHER (1) Requires 3rd Level. Ballistic. Damage by grenade type. Holds 6 grenades. Range: 120'

HEAT SEEKERS (1) Ballistic. 10 Rounds. Shoot as Basic Gun. +4 to hit the target if it emits heat & it deals +2 damage.

LASER GUN UPGRADE I (1) Requires 3rd Level. +100' to Range & +d6 damage

LASER GUN UPGRADE II (1) Requires 5th Level. +100' to Range, +d6 damage, recharging takes 1 less round

LASER GUN UPGRADE III (1) Requires 8th Level. +100' to Range, +d6 damage & reduces the first 3 points of Toughness: Energy.

MEGA-WEAPON (1) Requires 8th Level. Once every other round. Shoots your Basic & Laser gun at the target (roll as 1 attack). On a hit, the target must make a STR check at Disadvantage or be knocked back 10' per 10 damage dealt.

OIL SLICK (1) Shoots a spray of oil. Creates a 10'x10' area of oil (Disadvantage on DEX on Balance checks on oil), if Ignited adds +d6 damage a round (4 charges)

ROCKET LAUNCHER (1) Requires 4th Level. Range. Ballistic. Holds 4 missiles. Range: 1000'. Damage: 4d6 in a 10' area.

SHIELDED (1) The Big Gun is protected from EMPs and electrical disruption

TARGET SYSTEM UPGRADE I (1) Additional +1 to range attacks

TARGET SYSTEM UPGRADE II (1) Requires 4th Level. Additional +1 to range attacks & +2 to Initiative

TARGET SYSTEM UPGRADE III (1) Requires 6th Level. Additional +1 to range attacks & your Big Gun range attacks ignore d4 Toughness with each hit.

BOOTS

Maximum # of upgrades: 3 upgrades/ 5 at 4th Level/ 7 at 7th Level)

BLADE (1) Retractable blade. d4 damage.

BOUNCE BOOTS (1) Springs release for +10 to Jump or add d4 damage to a kick

CALTROP DROPPERS (1) Releases a 10' area of caltrops that do d4 damage when stepped on (1 minute to recharge)

FLIPPERS (1) Retractable. +20 to Swim & +10 to Swim Move

LEVEL BOOTS (1) Small thrusters level you when you fall, so always land on your feet. Negates any fall damage below 200'. Negates knock backs.

LEVITATION (1) Requires 3rd Level. You can float up to a 1' in the air for up to 5 minutes (10 minute recharge)

QUIET BOOTS (2) +4 to Stealth

QUICK BOOTS (2) +1 to DEX & +12 Move

ROCKET BOOTS (1) Requires 5th Level. Can jump 40' (needs 1 minute to recharge)

SHIELDED (1) Boots are protected from EMPs and electrical disruption

TRACELESS (1) +1 to Stealth, anyone Tracking you is at Disadvantage, you leave no trace

WALL WALKER (1) Requires 3rd Level. Can walk on walls and ceilings (1/2 Move maximum)

WATER WALKING (1) Can walk on water (for up to 1 minute with a 1-minute recharge)

EAR PIECE

Maximum # of upgrades: 2 upgrades/ 3 at 5th Level/ 4 at 8th Level)

ARMORED (1) Waterproof to 300', piece is bulletproof (30 HP), gain Toughness: Sonic +1, homing beacon (50 miles)

BASIC (1) +6 to Listen checks, small radio (2 miles), voice recorder

HEAD CASING (1) Requires 5th Level. Creates a small force field. Advantage on Mental saves. Blocks telepathy & mental probing. +1 to AC.

INVISIBLE (1) The ear piece is clear and fits in the ear unseen

RADIO SYSTEM (1) Advanced radio system (100 miles), recorder, Microphone extension, +3 to Listen checks

RADIO SCRAMBLER (1) Basic radio (10 miles), radio scrambler (25 miles), basic bug detector 20', +1 to Listen checks

VOICE MODULATOR (1) Can change voice, amplify your voice & throw voice. Microphone extension. +2 to Intimidation or Persuasion

GLOVES

Maximum # of upgrades: 3 upgrades/ 5 at 4th Level/ 7 at 7th Level)

CLAWS (1 - Backhand or Fingers) Retractable 18" claws that do d6 damage.

COMPUTER (1) Forearm computer with ports, small screen, some hacking usage.

FINGER USB DRIVE (2) USB Drive, information storage, basic encyclopedia – gain or add +1 to Knowledge: General, shock touch (1 damage)

FLAME PUNCH (1) Melee attack releases a short fireball from the knuckles. Deals d8 damage (30 seconds to recharge)

GARROTE (1) 10' of piano wire that does d4 + STR damage

KNOCKOUT GAS (1) Shoots gas at a target within 5'. They must make a Poison save or pass out for d4 minutes. Has 2 charges.

KNUCKLE LIGHTS (1) 30' area light or a 50' spotlight

KNUCKLE SPIKES (1) Adds d4 damage to punches

LANGUAGE TRANSLATOR (1) Translates spoken languages within 300'

LASER FINGER (1) Requires 2nd Level. Energy range attack Range: 40' Damage: d4+1 ROF: 1

LASER PALM (1) Requires 4th Level. Energy range attack Range: 120' Damage: 2d6 ROF: 1-2 Needs to recharge for 1 minute to reuse

ROCKET FIST (1) Requires 3rd Level. Shoot your glove at a target (range attack) does 2d6 damage, returns to you at the end of the next round. While gone, you gain no other benefits of that glove.

SHIELDED (1) Gloves are protected from EMPs and electrical disruption

STRENGTH (2) +1 to STR, +2 to Climb

STUN GUN (1) Stuns the target for 1 minute (CRIT save negates) on a hit (in palm)

THIEVES' GLOVES (2) +3 to Sleight of Hand

GOGGLES

Maximum # of upgrades: 2 Upgrades/ 3 at 5th Level/ 4 at 8th Level)

ARMORED (1) +1 AC, shielded (immune to EMPs & electrical disruption), unbreakable glass

BASIC (1) +4 to Spot checks, minor magnifier, polarized (cannot be blinded by light), small camera (2 hours of recording)

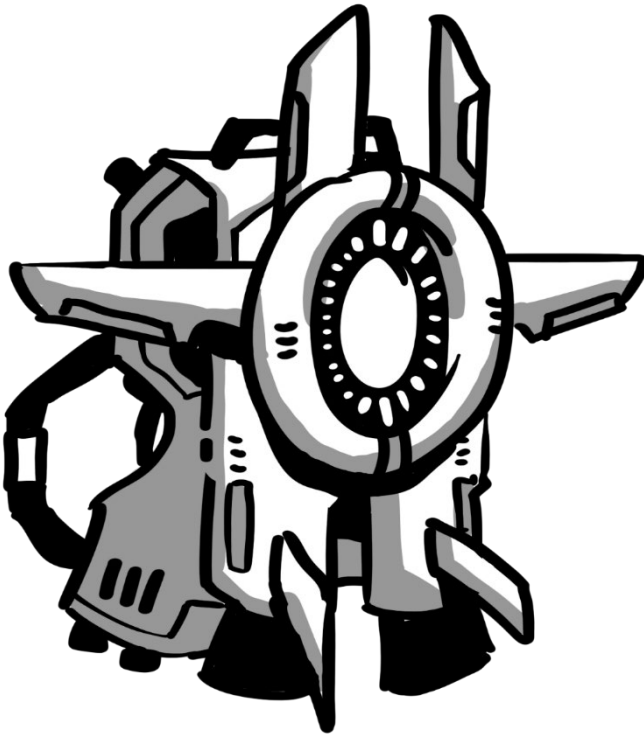
HYPNO-GLASSES (1) +4 to Persuasion checks

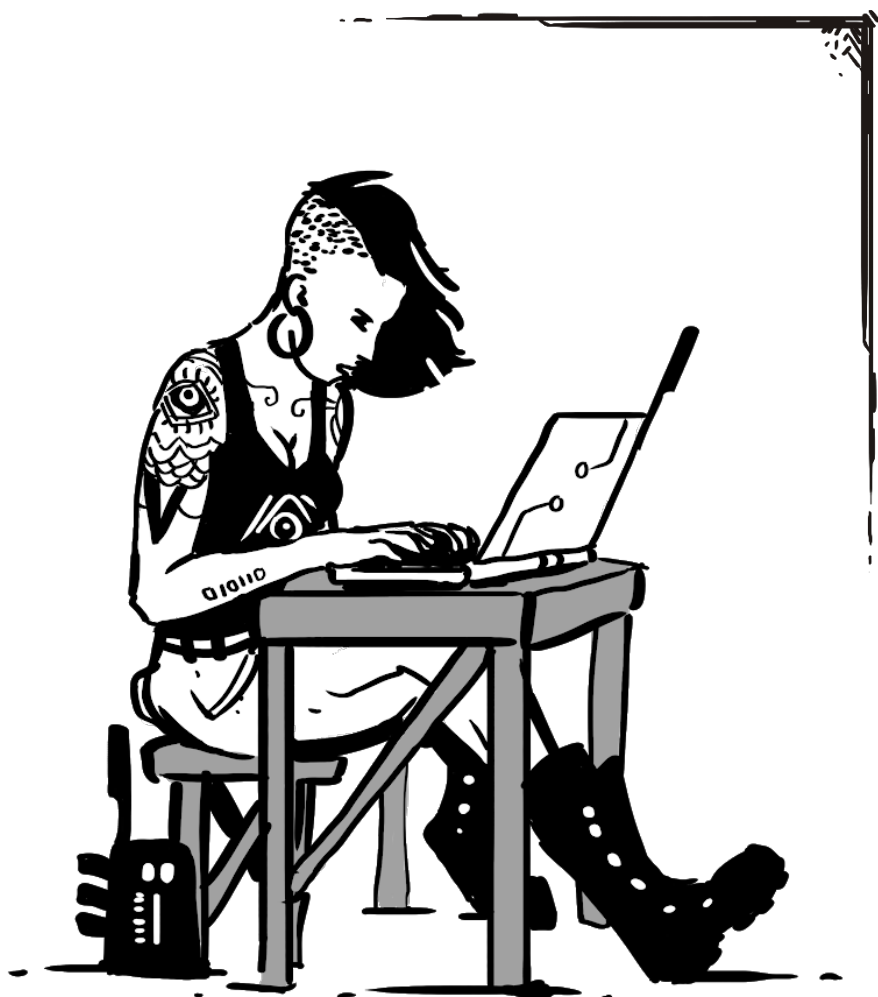
INFRA-RED (1) Can see heat and movement. +2 to attack any target that emits heat.

REVERSE CAMERA (1) You can see behind you. +1 to AC, cannot be surprised

TARGETING SYSTEM (1) +2 to range attacks, advanced compass

X-RAY GOGGLES (1) Cool swirly look, but they do not work yet. Releases a small drone with a camera. You control it and can see what it sees. 1000' range.





GENIUS

Being born with such a high IQ makes it difficult for you to fit into society. Perhaps you will withdraw into a library or university to study, use your gifts for the greater benefit of the advancement of mankind or perhaps you were born to conquer humanity and reshape it into a greater form.

What path will you take?

PRIME ATTRIBUTE:

INTELLIGENCE & WISDOM. A Genius must have a minimum score of 16 INT and 12 WIS.

- 5 other skill points
- -1 on all attacks
- You have Outsmart

SAVING THROWS:

The Genius receive a +2 to the Mental save stat.

CLASS BONUS:

The Tactician gains a one-time bonus of +1 to INT & WIS and -1 to CON & STR.

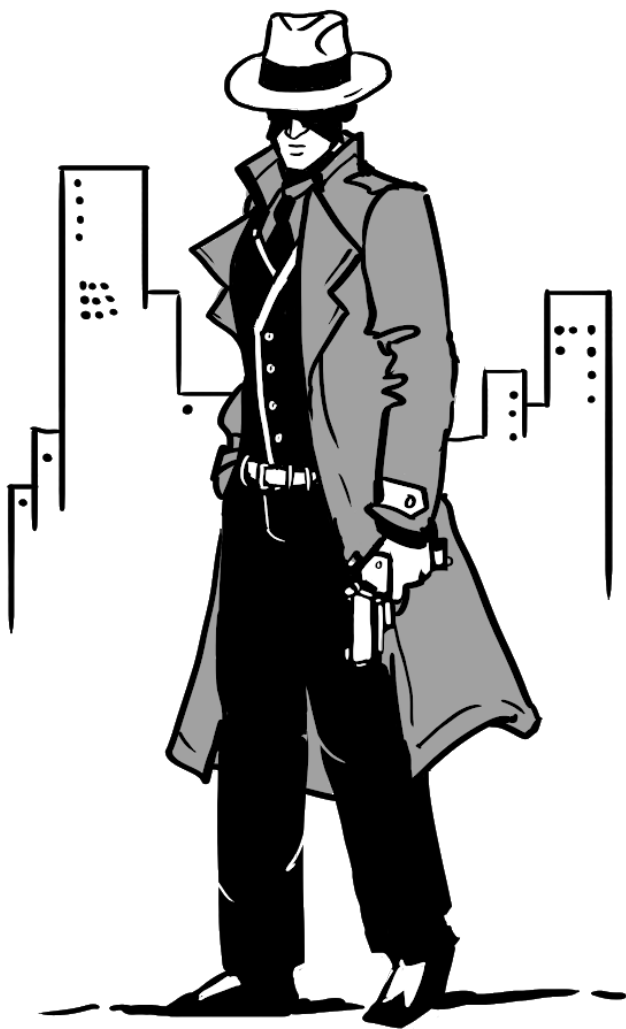
SKILL TRAINING:

- Computer Skills
- Knowledge- General at +5
- Knowledge- Any at +2
- 2 additional Languages
- Mathematics
- Science

STARTING GEAR:

- Portable Computer
- Knife
- Moderate Clothes/Uniform
- Large Book collection
- Medi-Pack I
- Kit of your choice.

Level	Genius Level Progression
2	+1 to WIS. +1 to Outsmart. +2 to AC if you are being Defended.
3	If you roll a natural 20 on Outsmart, you gain an additional Outsmart for the day. +1 INT.
4	Gain Advantage on all Knowledge skill checks. Tactics: As a Free Action, once per round, you can instruct any ally that can hear or see you. They receive a bonus of your choice until the end of the round: +1 to all attacks, +1 to AC, +2 to Move, +1 to all save stats or +2 to all non-physical skills checks.
5	+2 to Outsmart. +1 extra Outsmart per day. +3 extra skill points.
6	+1 extra action per round. Allies within 60' gain your INT modifier on non-physical skill checks.
7	Tactics II: As a Free Action, once per round, you can instruct any ally that can hear or see you. They receive any 2 bonuses of your choice until the end of the round: Immunity to Seize the Moment actions, cannot be Surprised, immediately heal d4 HP, +1 to all attacks, +1 to AC, +2 to Move or +1 to all save stats. Replaces I.
8	Nothing can use Seize the Moment on you. +2 to Outsmart. +1 to AC.
9	You may re-roll any failed roll by using an extra SUR point. +2 to INT.
10	You may attempt to Outsmart the first attack on you each round without using one of your Outsmart attempts.



HARDBOILED DETECTIVE

You are skilled at gathering information in several different ways. You can silently follow someone on a busy street. You can climb a rusty fire escape with a bag of electronics to peep on an unknowing suspect. You can tail an oblivious gangster to his boss' hideout. Versatility is your trademark.

PRIME ATTRIBUTE:

DEXTERITY & INTELLIGENCE.

A Hardboiled Detective must have a minimum score 10 DEX & INT.

SAVING THROWS:

A Hardboiled Detective's versatility gives them +1 to all Saving Throw stats.

SKILL TRAINING:

- Athletics: Basic
- Combat Training
- Computer Skills
- Electronics
- Fighting- of your choice
- Investigation at +3
- Knowledge- General
- Piloting: Basic at +2
- Ranged Weapons
- Stealth at +1

- Street Smart
- Street Survival
- Subterfuge
- 2 other skills.
- You gain +2 to Move while tailing (foot or vehicle)

CLASS BONUS:

The Hardboiled Detective gains a one-time bonus +1 to DEX & INT and -1 to STR & SUR.

STARTING GEAR:

- Bullet Proof Trench Coat
- Surveillance Kit
- 2 Light Weapons
- Moderate Clothes/ Uniform
- 1 Hand Pistol (w/ ammo)
- Roll on the Money Chart.

Level	Hardboiled Detective Level Progression
2	+2 to Listen & Spot checks. +3 to Urban Tracking. +2 to Electronics or Street Smart.
3	+2 to Computer Skills, Pilot: Basic or +3 to Stealth You can fall 30' without damage.
4	Insight: As an Action, make an Investigation check (DC:8 + target's Hit Dice or level). If you make the check, you know all Toughness abilities and Weaknesses the target has. They lose a d4 of one of those Toughness abilities for d4 minutes. Does not stack.
5	+1 extra action per round. +1 AC. Gain Outsmart.
6	+2 to Subterfuge or Investigation. +1 to DEX or INT. Advantage on Tracking checks.
7	Advantage on Investigation checks. +2 to Pilot: Basic. Disappear: Twice a day you may disappear, even in a crowd. Make a DEX check to Disappear. You may reappear anywhere within 50' at the beginning of the next round. Re-roll Initiative.
8	Anyone tracking you is at Disadvantage. Outsmart at +1 +1 to attack with Range weapons.
9	+3 to Move while tailing (foot or vehicle). Insight now reduces a d8 from 2 Toughness abilities for d8 minutes.
10	You may use an extra SUR point on any failed dice roll. +2 to Listen & Spot checks.



KNIGHT NURSE

Knight Nurses are medical personal that have been recruited by the police, corporations and hero teams for the purpose of aiding their officers or personnel while they are in the field. Although by no means masters of combat, Knight Nurses are trained to survive the rough streets of VC and can take care of themselves in a pinch.

PRIME ATTRIBUTE:

INTELLIGENCE & WISDOM. A Knight Nurse must have a minimum score of 12 in INT and WIS.

SAVING THROWS:

Knight Nurses receive a +2 to Courage Saving Throw stat.

SKILL TRAINING:

- Combat Training
- First Aid at +3
- Knowledge- Local Geography
- Piloting: Basic
- Street Survival
- Choose 2 other skills
- You are at -2 to all attacks
- +1 to AC
- You may Mend Wounds during combat. You may do this 1 time per day equal to your level + your WIS modifier

- Gain **Into the Fray**: If you are going to aid an injured target you may re-roll your Initiative (adding your WIS & DEX bonus to the roll), gain +d6 Move and gain Advantage on all First Aid checks for 2 minutes.

CLASS BONUS:

The Knight Nurse gains a one-time bonus of +1 to INT & WIS and -1 to STR & SUR.

STARTING GEAR:

- Padded Armor
- Moderate Clothes/ Uniform
- 2 Light Melee Weapons
- Flashlight
- Medic Kit
- 3 extra Medi-Pack I
- Access to an ambulance
- Roll on the Money Chart.

Level	Knight Nurse Level Progression
2	You can set broken bones and stop bleeding with Mending Wounds. +1 to AC. Using Mending Wounds takes you 1 round for healing and basic procedures and it heals d6.
3	All allies within 60' gain +2 to Courage save stat & Terror checks. Anytime you heal someone by any means, they gain 1 extra HP. +2 to First Aid.
4	You can use Mending Wounds during combat without a First Aid roll and you can use it on yourself, +1 to WIS.
5	All Mending Wounds attempts now take you 1 action and heals d8 HP. Into the Fray lasts 4 minutes. +1 extra action per round.
6	You may use First Aid skill check to attempt field amputations, blood transfusions and lifesaving procedures. Fearless.
7	Nightingale Aura: All allies within 100' gain +1 to all save stats, +1 AC and +3 to Terror checks.
8	Anyone you heal gains +2 Move for d6 minutes (does not stack). Your Mending Wounds heal d10 HP.
9	Miracle Worker: Gain Advantage on all First Aid attempts. When you successfully Mend Wounds on an Out of Action Character they heal back to 8 HP and do not have to roll on the Out of Action chart.
10	You may use an extra SUR point on any dice roll in which you are trying to aid someone in need. +1 to INT & WIS.



MARTIAL ARTIST

Ranging from silent Shaolin Monks to loud mouthed MMA Fighters to Ninjas and everything in between, Martial Artists come in all styles and disciplines. Dedicated, trained and focused, these masters of martial combat are not to be taken lightly in any combat situation.

PRIME ATTRIBUTE:

CONSTITUTION and WISDOM. A Martial Artists must have a minimum score of 12 in both CON and WIS. A high DEX is also helpful but not required.

SAVING THROWS:

Martial Artists can dish out the punishment and receive it too. They receive a +2 to Critical Saving Throw stat.

SKILL TRAINING:

- Athletics: Basic
- Combat Training at +1
- Stealth
- 3 other skills

- Martial Artists cannot select a Fighting skill
- +1 to attack
- +1 to AC

CLASS BONUS:

The Martial Artist gains a one-time bonus of +1 to DEX & WIS and a -1 to INT & CHA.

STARTING GEAR:

- 2 Light or Medium Melee Weapons
- Leather Armor
- Shuko
- Kit of your choice
- Roll on the Money Chart.

Level	Martial Artist Level Progression
2	Choose 3: +2 to AC, +2 to attacks, +2 to Initiative, +4 to Move or +2 to melee damage
3	Choose 1: Quickened or Iron Fists.
4	Choose 2: Quickened, Iron Fists, Great Defense or Cobra Strikes.
5	+1 extra action per round.
6	+2 to AC. +2 to attacks. +2 to Move. +1 to Melee damage.
7	+2 to Initiative. Choose 2: Quickened, Iron Fists, Great Defense, Cobra Strikes, Dirty Fighter, Elemental Fists or Steel Body & Mind.
8	+1 to attacks. Choose 1: Quickened, Iron Fists, Great Defense, Cobra Strikes, Dirty Fighter, Elemental Fists, Steel Body & Mind, Unmovable Mountain or Perfect Strike
9	+1 extra action per round. Choose 1: Quickened, Iron Fists, Great Defense, Cobra Strikes, Dirty Fighter, Elemental Fists, Steel Body & Mind, Unmovable Mountain or Perfect Strike
10	Choose 2: Any of the abilities from below.

Martial Artist Special abilities cannot be taken multiple times. Special abilities do stack (i.e. An Iron Fist attack can also have Elemental Fists and Perfect Strike on it).

Special Ability	Notes
Cobra Strikes	For the entire round you can take -2 to your damage to gain an extra melee attack and get +2 to attacks.
Dim Mak	Cannot be used with any other special attack. Choose to use Dim Mak and the chosen affect before making an attack. It can be your only attack of the round and can only be used against a living creature. If you miss with the attack you lose d4 HP (Toughness does not prevent this). When you strike an opponent with a successful melee punch choose 1 of the following effects (only one of each may be active simultaneously on a target): • They lose all of their attack bonuses and damage bonuses for d6 minutes • Knock your opponent unconscious for d6 minutes (Critical save negates, but they still take damage) • Ignore your damage. The target loses half of their HP (rounded down) • Heal yourself d6 damage and they take that much Magic damage (in addition to your normal damage) • Ignore all Toughness and they get -2 to AC for the next d6 minutes (you still deal damage) • <i>Evil Alignment only:</i> Ignore your damage. Kill your target if their maximum hit points are below half of your maximum hit points. They get a Death save but they must add your WIS bonus to their roll.

Dirty Fighter	+2 to all Surprise Attacks, all Surprise Attack damage does an additional d4 damage, you roll Trip attacks at Advantage and gain Seize the Moment +1.
Elemental Fists	x3 + your WIS modifier times a day you may add Cold, Fire, Electrical, Water, Magic, Psionic or Air damage to a Melee attack. They deal an additional d6 damage.
Great Defense	Whenever an opponent hits you with a melee attack you may add your WIS bonus +1 to your AC against them for X minutes (X is your level). Does not stack.
Iron Fists	X times a day you can lose -X to an attack and gain +X to damage for the attack (X is equal to your WIS bonus +1). Iron Fist attacks negate 3 points of Toughness if they hit.
Perfect Strike	Any melee attack you make that is successful by 5+, or is a natural 20, ignores all Toughness and the target's AC is at -1 for the next minute.
Quickened	+3 to Move, +1 to AC, +2 to Initiative, Gain Seize the Moment +1 & you run at x3 your Move
Steel Body & Mind	Toughness +2, +1 to AC, +6 HP, +4 to Mental save stat, cannot be Mind Controlled or Suggested
Unmovable Mountain	Fearless, cannot be Knocked Back or Tripped, +1 to AC, +1 to STR, +1 to CON, -2 Move



MENTOR

Once you served as a trainer or leader in the armed forces or police department, or maybe you were a respected detective or scout master in your younger days. You have a knack for teaching and empowering your students. You have been forced out of retirement to teach the new generation of heroes the ways of crime fighting.

PRIME ATTRIBUTE:

WISDOM. A Mentor must have a minimum score of 13 in WIS.

SAVING THROWS:

Mentors receive a +2 to the Courage save stat.

CLASS BONUS:

All Mentors start with a bonus 2d6 HP, because you start at 40+ years old.

SKILL TRAINING:

At 1st Level Select your path of Mentorship: **Trainer, Tutor or Weapon Master.**

Trainers

- Athletics: Basic
- Combat Training at +1
- Fighting of your choice
- First Aid
- Intimidation
- 4 other skills
- +1 to Melee attacks.

Tutors

- Arts & Music
- Computer Skills
- First Aid
- Investigation
- Knowledge- General at +4
- 2 extra languages
- Mathematics
- Pilot: Basic
- Science
- 3 other skills
- Add your WIS modifier to any non-physical skill checks.

Weapon Masters

- Athletics: Basic,
- Combat Training at +1
- Mechanics
- Pilot: Basic
- Ranged Weapons
- Street Smart
- 2 other skills
- +1 to ranged attacks

Trainers gain +1 to WIS, -1 DEX & -2 CON

Tutors gain +2 to INT, +3 to WIS, -1 to DEX & -3 to STR.

Weapon Masters gain +1 to DEX, +2 to WIS, -2 to CHA and -2 points among your CON and STR.

STARTING GEAR:**Trainers**

- Leather or Padded Armor
- Brass Knuckles
- 2 Light or Medium Melee Weapons
- Knife
- Medi-Kit
- Roll on the Money Chart.

Tutors

- Knife
- Medi-Pack I
- Forensics or Science Kit
- Small portable computer
- Journal
- Book collection
- Roll on the Money Chart
-

Weapon Masters

- Leather or Padded Armor
- Moderate Clothes/ Uniform
- 2 Light Melee Weapons
- 2 Medium Melee Weapons,
- 1 Hand Pistol (w/ ammo)
- 1 Automatic Rifle (w/ ammo)
- Smoke Grenade & Frag Grenade
- Medic Kit
- Hidden Cache of Weapons
- Roll on the Money Chart

Level	Mentor Level Progression
2	Trainers: All allies within 100' get +1 to all melee attacks. Tutors: All allies within 100' add your WIS modifier to their non-physical skill checks. Weapon Master: All allies within 100' get +1 to all ranged attacks.
3	All allies within 100' add your WIS modifier to their save stats.
4	Trainers: All allies within 60' gain Seize the Moment +1. Tutors: You gain Outsmart and your allies within 100' get +2 to all non-physical skill checks. Weapon Master: You and your allies within 100' have their ROF penalty is reduced by 1.
5	+1 to WIS or INT. +1 extra action per round. -2 points among CON, DEX and STR.
6	Trainers: You gain Seize the Moment +1 and your allies within 60' gain +3 to Seize the Moment attacks. Tutors: All allies within 100' with Outsmart get +2 to Outsmart. Weapon Master: You and your allies within 100' using a weapon may re-roll a critical fumble miss at +2. If they miss that attack they are at -3 to all attacks for the next d4 rounds.

7	+1 to WIS or INT. +2 to Courage save stat. -1 to Move. -2 points among CON, DEX and STR.
8	Trainers: You and your allies within 100' gain +1 AC and +1 to melee damage. Tutors: You and your allies within 100' may add your WIS modifier to their AC. Weapon Master: You and your allies gain +2 to Surprise Attacks and Surprise Attack damage with weapons.
9	Fearless. +1 to WIS. +1 to AC. -2 to Move. Gain no HP this level & your CON, DEX & STR cannot exceed 16.
10	Trainers: You and all allies within 100' get Advantage on Seize the Moment attacks and +2 to damage to melee attacks the round after you take melee damage. Tutors: You and all allies within 100' gain Advantage on any non-physical skill checks on skills that you have at least 6 ranks in. Weapon Master: You and your allies within 100' that successfully attack with a weapon bypass d4 Toughness.



MERCENARY

Often former Elite Military, Special Ops or just a Gun for Hire, Mercenaries are highly trained in combat tactics and warfare. These Soldiers of Fortune often serve as criminal bounty hunters and asset recovery specialist for the highest bidder.

PRIME ATTRIBUTE:

CONSTITUTION. A Mercenary must have a minimum score of 12 in CON.

- 2 other skills
- +1 to Range attacks
- +3 to Tracking

SAVING THROWS:

Mercenaries are battle-hardened and as such receive a +1 bonus to all save stats.

CLASS BONUS:

The Mercenary gains a one-time bonus of +2 to CON and -2 to CHA.

SKILL TRAINING:

- Athletics: Basic
- Combat Training at +1
- Demolitions at +1
- Fighting of your choice
- Piloting: Basic
- Ranged Weapons
- Street or Wilderness Survival at +1
- Subterfuge

STARTING GEAR:

- Plastic Armor
- 3 Light Melee Weapons
- 2 Medium Melee Weapons
- Hand Gun (w/ ammo)
- Demolitions or Survivalist Kit
- Medi-Pack I
- Roll on the Money Chart.

Mercenaries receive +1 HP & +1 to a save stat at each level (18 Maximum)

Level	Mercenary Level Progression
2	Choose 3: +1 to Melee attacks, +1 to Ranged attacks, +2 to Tracking, Toughness +1 or +2 to Initiative.
3	+2 to Demolitions, Piloting: Basic & Subterfuge.
4	Die Hard: You recover 1 SUR point a day and gain +1 HP when healed. +1 to Initiative. Gain Seize the Moment +1.
5	+2 to AC. +2 to attacks. Toughness +1.
6	+1 extra action per round. +1 damage to Surprise Attacks. You can run and shoot without penalty (ROF penalties still apply).
7	Tough as Nails: When you make a save roll or an attribute check you may subtract your CON modifier from the roll. +1 to Melee or Range attacks.
8	Choose 2: Gain Advantage on skill rolls for Athletics: Basic, Demolitions, Piloting: Basic, Subterfuge or Survival (Either).
9	Choose 2: +2 to AC, +2 to Range attacks, +2 to Melee attacks, +4 to Tracking or Toughness +2.
10	You may use an extra SUR on any failed roll. Gain Seize the Moment +1.



PROTÉGÉ

No longer referred to as “Side-kicks”, Protégés are Vigilantes in training. Usually under the tutelage of an experienced Vigilante, the training Protégé are often younger, some as young as middle school age, but not always. There is no age restriction. The only requirement is a desire to be a Vigilante and a willingness to learn.

PRIME ATTRIBUTE:

CHARISMA and DEXTERITY. A Protege must have a minimum score of 12 in DEX and 10 CHA.

SAVING THROWS:

Protégé are brave and willing to help anyone in trouble. +2 to your Courage save stat.

SKILL TRAINING:

- Athletics: Basic
- Combat Training
- Fighting style of your choice
- First Aid
- Stealth
- 4 other skills.
- At 1st level you select 2 Supports from below.

CLASS BONUS:

The Protégé gains a one-time bonus of +1 to DEX & CHA and -1 to STR & WIS.

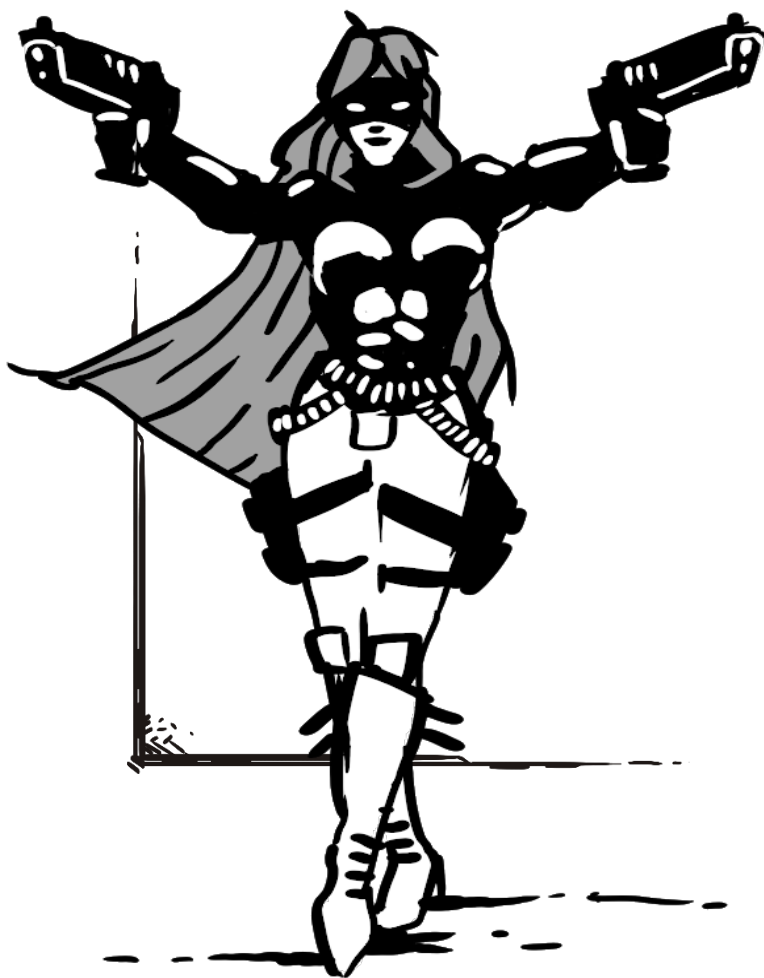
STARTING GEAR:

- Leather or Padded Armor
- Light Melee Weapon
- Kit of your choice
- Moderate Clothes/ Uniform
- First Aid Kit: Simple
- Roll on the Money Chart.

Level	Protégé Level Progression
2	Choose 2 Supports. Underestimated: Add your CHA modifier to your AC.
3	Choose 3: +1 to AC, +3 to Move, +1 to all attacks or +3 to any save stat or +2 to Initiative.
4	Symbol of the People: You may have 2 Supports active at once. Choose 1 Support or +2 to attacks.
5	Choose 2 Supports. +1 to CHA & DEX. You can run at x3 Move.
6	Join the Party: You gain the Support bonus from your Support abilities. Choose 1 Support.
7	Learn from the Best: When fighting alongside an ally within 100' with more maximum HP than you, you gain +1 to your AC, +1 to all of your attacks, +1 to your damage, +4 to all skill checks & you gain Advantage on all save rolls.
8	Rally: Twice a day, you may instantly switch a Support as a Free Action and it will change immediately. +2 to attacks or +2 to Initiative.
9	+1 extra action each round. You can run at x4 Move.
10	Choose 2 Supports & all of your Support abilities now get a 30' area bonus for each CHA modifier.

Proteges may only have one Support ability active at a time. Starting or changing a Support does not require an action but the new Support does not begin until the start of the next round. A maximum of 3 Support abilities may be active on a character at one time and they do not stack. You gain a 10' area bonus to each of your Support abilities for each CHA modifier you have.

Support	Support Ability
Alert	Your allies within 60' gain +3 to Initiative and +1 to AC.
Bolster	Your allies within 60' gain +1 to AC and Toughness +1.
Eyes of a Hawk	Your allies within 60' gain +2 to all Range attacks & +4 to all Spot checks.
Fight	Your allies within 60' gain +2 to all Melee attacks and do +1 to Melee damage.
Heart of a Lion	Your allies within 60' gain Advantage on all Courage saves & Terror checks.
Hustle	Your allies within 60' gain +3 to Move and +1 to Initiative.
Peace	All living beings within 60' cannot do any aggressive actions unless they make a Mental save each round.
Retreat	Your allies within 60' gain +8 Move and ignore hindering terrain while fleeing.
Sneak	Your allies within 60' gain Advantage on Stealth and DEX checks.
Survivalist	All living beings within 60' gain +4 to AC, +3 to Move, Toughness +2, Advantage on all saving throws & attribute checks. If they make an aggressive action this Support ability stops working for them.
Tactics	Your allies within 60' ignore the first 2 Toughness on any attack and gain +2 to all INT & WIS attributes on checks.



SHARPSHOOTER

Highly trained, long ranged gun experts are in high demand in VC. They are essential support for those on the ground trying to wipe crime off the street.

Training for Sharpshooters is long and arduous and is not for the weak at heart.

PRIME ATTRIBUTE:

DEXTERITY & CONSTITUTION. A Sharpshooter must have a minimum score of 12 in DEX and 10 in CON.

SAVING THROWS:

Sharpshooters receive a +1 to all save stats.

SKILL TRAINING:

- Athletics: Basic at +1
- Combat Training
- Fighting- of your choice
- Ranged Weapons
- 2 other skills.
- +2 to Ranged attacks
- -2 to Melee attacks
- Can use any Ranged Weapon as if trained to use it.

CLASS BONUS:

The Sharpshooter gains a one-time bonus of +1 to DEX & CON and -2 to CHA.

STARTING GEAR:

- Padded or Leather Armor
- Hunting Rifle (w/ ammo)
- Hand Pistol (w/ ammo)
- Force grenade & Smoke grenade
- Knife
- Kit of your choice
- Moderate Clothes/ Uniform
- Roll on the Money Chart.

Level	Sharpshooter Level Progression
2	Choose 1: <u>Bombarder, Gunslinger or Sniper.</u> Bombarder: You are a master of raining down doom upon enemies at long range, but you still may injure allies that are near your target. Gain +1 to Range attacks. Gunslinger: You are a master of using two handguns at once. Gain – You can attack with two hand guns at once as an action. Sniper: You are the master at taking down enemies at long range without them knowing you are there. +1 to Surprise Attack damage.
3	Choose 2: +3 to Climbing, +1 to DEX, +2 HP or +1 to Initiative.
4	Bombarder: Area damage you cause to allies is reduced to 1 if they make a DEX check. This only works if the ally is aware of your attack. Gunslinger: You can draw your guns and attack in one action without penalty & you gain +3 to Initiative. Sniper: +3 to attack and damage to a Range target that has not moved yet this round. You can shoot into a crowd without penalty.
5	+1 to Range attacks. You may attack within 5' or in Reach of an enemy without penalty and it does not allow a Seize the Moment. You can fall 30' without taking damage. +1 extra action per round.

6	Bombarder: Enemy DEX checks against your area damage add your DEX bonus to their roll. +1 to Initiative. Gunslinger: Your ROF penalty is 1 less. +1 to Initiative. Sniper: You can attack at double range with guns with no penalty. +1 to Initiative.
7	+1 to attacks. Any Cover AC bonus against you is halved (rounded down). You can run away without giving an opponent a Seize the Moment action.
8	Bombarder: You can throw a bomb/ grenade up to 50' further than the range with no penalty. +1 to base area damage. Gunslinger: You can run and attack without penalty. Advantage on Initiative. Sniper: Your Surprise Attack damage deals an additional d10 instead of d4.
9	Killshot: Your Range attacks bypass the first 2 points of Toughness. If you put a target Out of Action or critically hit a target, you immediately gain an extra action against another target that round (once per round).
10	Choose 2: +2 to Range attacks, +1 to Initiative, you may re-roll the first critical fumble you have each day or +2 to AC.



STREET PREACHER

The mean streets of VC have bred a new kind of Street Preacher. Although mostly fearless and ever-confident as ever, this new breed of Street Preacher is hardened by the ever-deteriorating quality of morality in VC. Some seek to punish the sinful, others will rush into a fight to try to heal those that defend the faith and others use their presence and words to inspire the masses. Street Preachers can be any religion, especially those that evangelize.

Street Preachers have limited psychic abilities, but they do not count as MegaHumans.

PRIME ATTRIBUTE:

Crusader – Minimum STR & WIS of 10. **Evangelist** – Minimum CHA & WIS of 11. **Spiritual Healer** – Minimum WIS of 12.

SKILL TRAINING:

Crusaders

- Athletics: Basic
- Combat Training at +1
- Fighting- Brawling or Ranged Weapons
- Intimidation
- Knowledge- Religion
- Street Smart
- Street Survival
- 1 other skill
- You gain +1 to attacks & damage.
- You cannot knowingly lie.
- Cannot gain Madness points.

Evangelists

- Intimidation or Persuasion
- Knowledge- Philosophy
- Knowledge- Religion at +3
- Street Smart
- 1 extra Language
- 2 other skills
- +1 to AC

Spiritual Healers

- Combat Training
- First Aid +1
- 1 extra Language
- Persuasion
- Street Smart
- Street Survival

SAVING THROWS:

All Street Preachers gain +4 to the Courage stat.

CLASS BONUS:

Crusaders gain +1 to STR & -1 to INT.

Evangelists gain +1 to CHA, +1 to WIS, -1 to STR & -1 to INT.

Spiritual Healers gain +2 to WIS & -2 to STR.

- 1 other skill
- You may touch a target to Heal a d4 HP (X times a day. X = to your WIS modifier). This is a psychic ability.

STARTING GEAR:

Crusaders

- Leather or Plastic Armor
- Medic Kit
- Religious Clothes/ Uniform
- Brass Knuckles
- The Battle Cross (6' Two-Handed Iron Staff that does d6+1 damage)
- Shotgun (w/ ammo) *if you have Ranged Weapons
- Roll on the Money Chart

Evangelists

- Medic Kit
- Religious Clothes/ Uniform
- Book Collection
- Personal Holy Item
- Roll on the Money Chart

Spiritual Healers

- Padded Armor
- Staff
- Religious Clothes/ Uniform
- Medic Kit
- Roll on the Money Chart.

Level	Street Preacher Level Progression
2	All allies within 100' gain +1 to AC and +1 to all Saving Throw stats.
3	Crusaders: You & your allies ignore 1 point of Toughness on attacks. Evangelists: Gain Call to Defense: you and your allies within 100' gain +2 AC. Gain Call to Arms: you and your allies within 100' gain +1 to attacks & +1 to the Courage save stat. Only one Call may be active at a time. Spiritual Healers: You get 2 more Heals per day, your Heals have a 15' range and add +1 HP to all Heals & Mending Wounds you do.
4	Fearless. +1 to an attribute.
5	Crusaders: Your Battle Cross now has +2 to attack/+4 to attack MegaHumans, does d10 damage & can return to your hand as a Free Action within 100'. If you have the Ranged Weapons skill, you gain +3 to Range attacks. Evangelists: You and your allies within 100' may add or subtract 1 from any non-damage dice roll they make. Spiritual Healers: Your Heals now have a 30' range. Anytime you roll the maximum dice number on a Heal, you get 2 more Heals per day.
6	All allies with 100' are Fearless. +1 to WIS. +1 extra action per round.

7	Crusaders: Gain Seize the Moment +1. When you hit a Chaotic opponent with your Battle Cross with a roll that was at least 5 higher than needed, you are psychically healed 2 HP. If you hit with another weapon you are healed 1 HP. Evangelists: You and all allies within 100' gain Toughness +5 against one of the following: Air, Cold, Electricity, Fire/ Heat, Light, Shadow or Water. It takes an Action to change the type. This is a psychic ability. Spiritual Healers: You gain Mass Heal- heal yourself & all allies within 100'. They all heal 1 HP and then you roll a d20 and add your WIS modifier. You divvy up the rest of the healing among those in the 100'. If you rolled a Natural 20, roll another d20 and that to the healing as well. Usable once a day.
8	Righteous Aura: Critical Hits and Surprise Attacks against you do normal damage. You take 2 less damage from area damage.
9	Crusaders: You and your allies may Charge up to 50' further and ignore any hindering ground items. If the target is Chaotic you may add the attacker's CHA & WIS modifiers to the damage. Evangelists: Gain Call to Judgment: you and your Lawful allies within 100' gain +2 to melee attack, +2 psionic damage to melee damage & +2 AC against those that are Chaotic. Spiritual Healers: Whenever you Heal an ally you gain +1 AC & Toughness +1 for 10 minutes. Mass Heal is one heal.
10	You may use an extra SUR point on any failed roll.

***Street Preacher's area buffs do not stack with other Street Preachers.**



TRUE VIGILANTE

“The crime in this city is getting out of hand and the problem is not going to fix itself. If City Hall and the Police Force is too crooked or too scared to do something about it then I’ll just do it myself!”

You have decided to go full Vigilante and clean up the streets of Vigilante City yourself. Using Chaos, although at slightly more controlled level, against itself is your method.

PRIME ATTRIBUTE:

DEXTERITY and STRENGTH. A Vigilante must have a minimum score of 12 in DEX and STR. Must have Chaos as an alignment.

SAVING THROWS:

Vigilantes receive a +2 to Courage save stat.

SKILL TRAINING:

- Athletics: Basic
- Combat Training at +1
- Fighting Skill of your choice
- Interrogation at +1
- Investigation
- Ranged Weapons
- Street Smart
- +1 to damage

- Can run at x3 your Move
- -2 to any skill check while interacting with the authorities.

CLASS BONUS:

The Vigilante gains a one-time bonus of +1 to DEX & STR and -1 to CHA & INT.

STARTING GEAR:

- Plastic or Leather Armor
- 2 Light Melee Weapons
- 1 Hand Gun (w/ ammo)
- Dagger or Knife
- Moderate Clothes/Uniform
- Ski Mask
- Kit of your choice
- Roll on the Money Chart.

Level	True Vigilante Level Progression
2	Choose 3: +1 to AC, +1 to Melee attacks, +3 to Move, +1 to your Initiative or +2 to any save stat
3	Hard Justice: You get +1 to your AC against, +1 to Initiative, +1 to attacks & +1 to damage against known criminals or those committing crimes. +2 to Street Smart. Gain Seize the Moment +1.
4	Choose 3: +4 to Courage stat, +1 to AC, +1 to attacks, +2 skill points or +3 to any skill
5	Extreme Justice: Gain an additional +1 to your Harsh Justice bonuses. +1 to attacks. +3 to Interrogation or Street Smart.
6	+1 extra attack each round Can run x4 your Move or x5 your Move if in the pursuit of a wrong-doer.
7	Fearless. +1 to attacks. +1 to damage.
8	Gain Advantage on a skill of your choice. +2 to Investigation.
9	Ever Ready: You gain +3 to Initiative, +1 to AC, +3 to Move & Seize the Moment +1
10	Dangerous Justice: Gain an additional +1 to your Extreme Justice.



"ALONE, SILENT, SHE STALKS THE NIGHT. THOSE WHO BREAK THE LAW SHALL FEEL HER WRATH! SHE IS PROTECTOR OF THE WEAK, GUARDIAN TO THE CITY. CRIMINALS CALL HER THE DEVIL. THOSE SHE SAVES SWEARS SHE'S AN ANGEL. SHE IS EVER PRESENT, HER DEDICATION UNWAVERING. FROM HER ROOFTOP PERCH SHE WAITS, LISTENING FOR SCREAMS, SCANNING THE STREETS BELOW FOR DANGERS. SUDDENLY SHE LEAPS INTO THE BLACK OF THE NIGHT. SHE IS ON THE HUNT. VILLAINS BE WARNED! THE VIGILANTE IS COMING FOR YOU!"

MEGAHUMANS

MegaHumans are those that have been augmented by some event (see p. 24). Be it radiation, mystical training, lab accident, cybernetic augmentation, mental discipline or medical experiment, their abilities have been heightened beyond the normal. MegaHumans attributes may exceed the maximum of 18. 24 is the maximum for any MegaHuman attribute.

MegaHumans do not have a basic class like normal humans. They select a skill pack specialty if that type of MegaHuman offers one. Some MegaHumans are so specialized in their development they do not receive a skill pack and just level as their type of MegaHuman.

MegaHuman classes are Anthropomorphs, Borg, Mutant, Mystic, Powered Armor Pilot, Psion, Super Soldier & Super Speedster.

Powered Armor Pilots are counted in the MegaHuman category due to the power of their suits. They themselves are just normal humans when it comes to the attribute limit of 18 and for other physical matters (cannot be Pushed, etc.).

For more powerful campaigns GMs may wish to allow MegaHumans to have a normal human class, or even allow them to be Powered Armor Pilots. Just replace their skill training with the chosen class.



Anthropomorphs

Anthropomorphs are humans, or occasionally another type of animal, that have mutated into a form that is part animal, part human. They stand upright, have human hands, have human intelligence, can speak, have enhanced senses and are of normal humanoid size (5'-7'). Your animal appearance varies by each mutant (roll on the Animal Appearance Chart I & II below). Listed below are what each animal type has unique to its breed. ***All Anthropomorphs have natural heightened senses (+1 to Initiative and +1 to all Spot & Listen checks).*** Anthropomorphs do not start with any Mutant Powers, but they can be PUSHED by effects (p.136).

Anthropomorphs have only been around for the past 20 years or so and are treated like second class citizens. Some are fighting for acceptance, but progress is slow. Anthropomorphs are rare in the nicer parts of Vigilante City, aside from an occasional Bodyguard or Security Guard. The authorities will usually harass Anthropomorphs and encourage them to stay in the ghetto, sewers or on Anthropomorph Island where they think they belong.

PRIME ATTRIBUTE:

SURVIVAL. Anthropomorphs must have a minimum SUR score of 10.

SAVING THROWS:

Anthropomorphs do not receive any bonuses.

SKILL TRAINING:

Anthropomorphs select a Skill Pack at 1st level.

Anthropomorphs Skill Packs: Bruiser, Commando, Gumshoe, Hacker, Leader, Scholar or Street Rat.

CLASS BONUS:

Anthropomorphs do not get an attribute bonus beyond their mutations.

STARTING GEAR:

By Skill Pack.

ANIMAL APPEARANCE CHART I (d6)

Roll	Notes
1	You look very animalistic, quite savage and you hover at the 7' mark. (+1 STR, -1 CHA)
2	You look very animalistic but have some human features. (+1 DEX, -1 CHA)
3	You have an animal head, but a normal human body.
4	You look as much human as animal but are smaller (5'-5' ½", -1 STR, +1 DEX).
5	You look like a human with strong animalistic traits, as if a great costume.
6	You look like a human with some animalistic traits (+1 CHA).

ANIMAL APPEARANCE CHART II (d00)

Roll to see what animal you look like or choose from below.

Roll	Animal	Abilities
1	AARDVARK	• +2 to AC • +1 STR • Claws do d4 damage • +10 to Dig checks • You have a long tongue.
2	ALLIGATOR/ CROCODILE	• +2 to AC • +2 STR • +2 HP • Toughness +1 • Bite does d6 damage • +10 to Swim • +2 to Intimidation
3	ANKYLOSAURUS	• +4 AC • Toughness +2 • +1 STR • +3 HP • Tail Attack does d6 damage • Spikes on back (if hit from behind by a non-Reach Melee attack, the attacker takes 2 damage) • -3 Move
4	ANT	• +4 STR • Extra Arms (Mutant Power) • +3 to Tracking • Wall Climbing • Pincers do d4 damage
5	ARMADILLO	• +3 to AC • Toughness: Fire/ Heat +1 • Claws do d4 damage • Roll into a ball to gain +10 to AC (cannot attack while in ball)
6	BABOON	• +2 STR, +1 DEX, +1 INT • Prehensile Feet • +10 to Climb • Bite does d4 damage

7	BADGER	• Claws and Bite do d4 damage • +1 STR & +2 CON • +10 to Dig checks • Toughness: Cold +1 • Rage: Whenever you go below half HP in a fight, you enrage – gain +3 STR, +3 CON, -2 DEX, +1 extra attack & +3 to Melee damage for d6 minutes.
8	BAT	• Radar (Mutant Power) • Wings (Mutant Power – but Bat like instead of Angelic) • Bite & Claws do d4 damage • +2 DEX
9	BEAVER	• Large Teeth for gnawing (does d4 damage) • +10 to Swim • +1 INT, +1 DEX • Toughness: Cold +1
10	BEETLE	• +3 AC • Toughness +2 • +1 STR • Wings (Mutant Power, but bug like)
11	BLACK BEAR	• +4 STR & +2 CON • +5 HP • Claws & Bite do d6 damage • Toughness +2 • + 5 to Charge Move • +3 to Intimidation
12	BLACK WIDOW	• Wall Climbing • +2 DEX • Bite does d4 damage + Poison (Save against Poison each round or lose 1 CON a round until they pass) • Web Shot (50', hit immobilizes/ successful STR check breaks) • +3 to Stealth
13	BOAR	• +2 STR • + 5 to Charge Move • +3 HP • Tusks do d4 damage • Toughness +1

14	BUFFALO	• +4 STR • +1 extra HP per level • Toughness +2 • + 5 to Charge Move
15	BUTTERFLY	• Wings (Mutant Power, but they are bug like) • +2 DEX • +1 Initiative • Fly at ½ Move if wet • -3 to Intimidation
16	CAMEL	• Bite does d4 damage • Spit Attack: 30' Blinds target if they fail a DEX check • Kick does d6 damage • +1 STR • +2 HP • Water Storage
17	CAT, DOMESTIC	• +4 DEX • +3 to Move • +6 to Climb • +5 to Track • Claws & Bite do d4 damage • Can run at x3 Move
18	CENTIPEDE	• Extra Arms (Mutant Power) • +2 AC • +1 to DEX • +5 Move • Advantage on Poison saves • Bite does d4 damage + Poison (Save against Poison or take 1 extra damage and be at ½ move for 1 minute)
19	CHEETAH	• +1 DEX • +10 Move • Can run x5 Move speed • Claws & Bite do d6 damage • Pounce Attack (Jump 10'+ to do double melee damage)
20	CHICKEN	• Beak attack does d4-1 damage • Glide Flying • +3 to Charge Move • +1 DEX

21	CHIMPANZE	• +2 STR, +2 DEX & +1 INT • Prehensile Feet • +10 to Climb • Bite does d4 damage
22	COBRA	• +4 to Initiative • +2 to Melee Attacks on bites • +1 AC • +4 to Poison save stat • Fangs do d4 damage + Poison (Save against Poison each round or take an additional d4-1 damage each round until they pass)
23	COCKROACH	• +2 AC • Toughness +1 • +1 STR, +2 CON & -6 CHA • +1 to Initiative • Immune to Diseases • Advantage on all Critical, Death & Poison save rolls
24	COW or BULL	• +1 to AC • Toughness +3 • +2 STR & -1 DEX • +3 HP • -3 Move • +5 to Charge Move. • Males have Horns that do d4 damage.
25	CRAB	• +4 AC • Toughness +2 • Claws do d6 damage • Can breathe underwater • +5 Move underwater
26	CROW	• +1 INT • Wings (Mutant Power, but bird like) • +5 to Hide • Beak Attack d4-1 damage • +1 extra XP per session
27	DEER	• +1 to AC • +1 STR • Toughness +1 • +2 HP • +1 to Initiative • Horns do d4 damage • + 5 to Charge Move

28	DOG, DOMESTIC	• +1 INT • +5 to Track • +3 to Spot checks • Bite does d4 damage • Pack Animal (if in a group of 5+, gains +1 to attack & damage)
29	DOLPHIN	• +2 INT • +1 Initiative • +10 to Swim • +20 Move underwater • Bite does d4-1 damage
30	DUCK	• +10 to Swim • +1 CHA • Floating • Wings (Mutant Power – but bird like) • Toughness: Water +3 • Bite does d4-1 damage
31	EAGLE	• +2 DEX • Wings (Mutant Power – but bird like) • Supervision (can see 2 miles in flight, +6 to Spot checks) • +1 to Initiative • Beak/ Talon attack do d4 damage • +1 to Melee attacks
32	EARTHWORM	• Regenerate 1 HP every 2 minutes (including limbs) • +1 AC • +10 to Dig • Cannot be Critically hit • +4 to Critical & Death save stats • +10 Tunneling
33	ELEPHANT	• +3 to AC • +3 to STR & +1 INT • +4 HP • Toughness +2 • Tusks do d6 damage • + 5 to Charge Move • Prehensile Trunk • -3 Move

34	FALCON	• +2 DEX • Wings (Mutant Power – but bird like) • Supervision (can see 2 miles in flight, +6 to Spot checks) • +1 to Initiative • Beak attack/ Talon do d4 damage • +5 to Track
35	FIRE ANT	• +3 STR • Extra Arms (Mutant Power) • +3 to Track • Wall Climbing • Pincers do d4 damage +1 extra damage a round for d6 rounds (CON check each round to negate) • +3 to Poison save stat
36	FLY	• +4 DEX & -5 CHA • Wings (Mutant Power, but Bug like) • +2 to Initiative • You can survive on almost any biological material
37	FOX	• +4 DEX • +3 to Move • Bite does d4-1 damage • +5 to Tracking • +3 to Dig checks • +1 to Stealth
38	FROG	• +3 DEX • +15 to Jump • +10 to Swim • Tongue Lash to grab things at 10'
39	FROG, POISON DART	• +2 DEX • +10 Jump • +10 to Swim • Immune to Poison • Poison skin secretion (if anyone touches the poison, they must save against Poison or take d4 damage. Each round they re-roll the save or take d4 more. If they fail 5 times in a row, they are Out of Action).

40	GIRAFFE	• +2' to Height • Reach +5' with bite or headbutt • Bite does d4-1 damage • +2 Move • +1 STR • +2 HP • Needs very little sleep
41	GOAT	• +3 CON • Advantage on all Saving Throws • +3 to Jump • Bite does d4-1 damage • Kick does 1 extra damage
42	GORILLA	• +4 STR & +1 CON • Toughness +2 • + 5 to Charge Move • +4 to Intimidation • +3 HP
43	GRASSHOPPER	• +10 to Jump • +2 DEX • Bite does d4-1 damage • +1 AC • +2 to Initiative • Glide Flying
44	GRIZZLY BEAR	• +4 STR & +2 CON • Claws & Bite do d6 damage • Toughness +2 • + 5 to Charge Move • +4 to Intimidation • +5 HP
45	HIPPOPOTAMUS	• +2 AC • Toughness +3 • +3 STR • Bite does d6 damage • +5 to Swim, • +4 HP • +2 to Intimidation • -4 to Move
46	HORSE	• +2 STR • +5 to Jump • Toughness +1 • +3 HP • Bite & Kick do d4 damage • Can run at x4 Move

47	HYENA	• +2 DEX • Bite does d4 damage • -2 to Courage save stat • +5 to Track • Pack Animal (if in a group of 5+, gains +1 to attack & damage)
48	JAGUAR	• +2 DEX & +1 STR • +10 to Climb • Claws & Bite do d6 damage • Pounce Attack (Leap 10'+ to do double Melee damage), can run at x4 Move
49	KANGAROO	• +2 DEX • +2 to Melee attacks • Kick does d6 damage • +12 to Jump • Can run at x4 Move
50	KOMODO DRAGON	• +2 STR • +2 AC • Toughness +1 • Bite does d6 damage + Poison (Save against Poison or lose 1 CON each round until passed) • Claws do d4 damage • +4 to Poison save stat
51	LEOPARD	• +1 DEX • +2 STR • +10 to Climb • Claws & Bite do d6 damage • Pounce Attack (Leap 10'+ to do double damage) • Can run at x4 Move
52	LION	• +2 STR & +1 CON • Toughness +1 • Claws & Bite do d6 damage • Roar (takes 1 action all enemies within 60' must save against Courage or flee for a minute) • Pounce Attack (Leap 10'+ to do double damage)

53	LIZARD	• +2 DEX • +1 AC • Toughness +1 • +5 to Swim • +5 to Climb • Bite & Claws do d4 damage • Regenerates 1 HP every 2 minutes (grows back limbs).
54	LOBSTER	• +3 AC • Toughness +1 • Claws do d6 damage • Can breathe underwater • +10 Move underwater
55	MAMMOTH	• +4 STR & +2 CON • Toughness: Cold +3 • +1 AC • Tusks do d4 damage • -2 Move
56	MINK	• +4 DEX & +1 INT • +5 to Climb • +2 to Move • +5 to Dig • Claws & Bite does d4-1 damage
57	MONKEY:	• +2 DEX & +1 INT • +15 to Climb • Prehensile Feet & Tail (+1 action per turn)
58	MOOSE	• +3 STR • +1 AC • Toughness +1 • +4 HP • Antlers do d6 damage • + 5 to Charge Move
59	MOUNTAIN LION	• +2 DEX & +1 STR • +5 to Tracking • +10 to Climb • Claws & Bite do d6 damage • Pounce Attack (Leap 10'+ to do double damage) • Can run at x4 Move
60	MOUSE	• +3 Move • +5 to Dig • +5 to Stealth • +5 to Jump • +2 DEX

61	MUSKRAT	• +10 to Swim • +1 to Initiative • +1 DEX • Bite does d4-1 damage • Toughness: Water +2 • Can hold breath x2 longer
62	OCTOPUS	• +2 INT • +10 to Swim • +20 Move underwater • Can breathe underwater • Bite does d4 damage • Tentacles can Grab & attack (+1 extra action a round) • Ink Cloud x3 a day (darkness in 50' area, but you can see in ink)
63	OPPOSUM	• Prehensile Tail • +10 to Climb • Play Dead • Bite does d4-1 damage • +1 to CON • +1 to all save stats
64	OSTRICH	• +3 Move • Bite does d4-1 damage • +1 to melee attacks • +1 to Initiative • +5 to Charge Move • Can run at x4 Move
65	OTTER	• +1 INT & +1 DEX • Bite does d4-1 damage • Tail slap deals d4-1 damage • Can Float • +10 to Swim • Toughness: Water +2 • Can hold breath x2 longer
66	OWL	• Wings (Mutant Power – but like a bird) • Beak/ Talon does d4-1 damage • +1 WIS • Can turn head 270 degrees • +2 to Initiative
67	PANDA BEAR	• +2 STR & +1 CHA • +1 HP each level • Toughness +1 • Claws & Bite do d6 damage • -4 Move

68	PANTHER	• +2 DEX & +1 STR • +7 to Climb • +5 to Tracking, Claws & Bite do d6 damage • Pounce Attack (Leap 10'+ to do double damage) • +5 to Stealth • Can run at x4 Move
69	PENGUIN	• +10 to Swim • +15 Move underwater • -3 Move • Toughness: Cold +5 • Beak does d4-1 damage
70	PIG	• +1 to all save stats • +1 HP per level • +1 INT & +1 CON • Bite does d4-1 damage
71	POLAR BEAR	• +4 STR & +2 CON • +5 to Swim • Claws & Bite do d6 damage • Toughness: +4 • + 5 to Charge Move
72	PORCUPINE	• +2 AC • +5 to Tracking & Digging • Shoot Quills (range attack, 50', d6 damage) • Can use quills as a dagger • Cannot be Grabbed • +5 to Track
73	PTERODACTYL	• Wings (Mutant Power – but leather like) • +2 AC • Toughness +2 • Bite & Talons do d6 damage
74	RABBIT	• +12 to Jump • +2 DEX • Bite does d4-1 damage • +5 to Tracking & Digging
75	RACCOON	• +1 INT & +1 DEX • +10 to Climb • +5 to Dig • Bite & Claws do d4-1 damage

76	RAT	• +5 to Swim • +1 INT • +5 to Digging & Tracking • Bite does d4-1 damage • Advantage on all disease saves
77	RHINOCEROS	• +4 STR • +2 AC • Toughness +2 • Horn does d6 damage • + 3 to Charge damage • -2 Move
78	SABERTOOTH TIGER	• +2 STR & +2 CON • Claws & Bite do d6 damage • Roar (takes 1 action all enemies within 60' must save against Courage or flee for a minute), • Toughness +2 • Pounce Attack (Leap 10'+ to do double Melee damage)
79	SALAMANDER	• +1 DEX • Regenerates 1 HP every 2 minutes (including limbs) • +5 to Swim • Toughness: Water +2 • Can breathe underwater
80	SHARK	• +2 STR & +4 CON • Toughness +1 • Can breathe underwater • Bite does d6 damage • +10 to Swim • +10 Move underwater • Advantage on all disease saves
81	SHEEP	• +1 AC • Toughness: Cold +2. • Males have horns that do d4 damage & have Charge Attack (double damage if charging 10'+)
82	SKUNK	• Claws & bite do d4-1 damage • +5 to Dig • + 4 to Balance checks • Spray (30' range, target must make a CON check or become ill for d6 rounds. They are at Disadvantage on all rolls during that time).

83	SNAIL	• +4 AC • Toughness +1 • Eye Stocks (can turn them 360 degrees) • -1 Initiative • -4 Move • Excrete slime from feet (slows anyone else that steps in it by $\frac{1}{2}$ Move).
84	SPIDER	• +2 DEX • Wall Climbing • +5 to Jump • Bite does d4-1 damage • +3 Move • Web Shot (50' range, hit immobilizes, STR check breaks)
85	SQUIRREL	• +4 DEX • +10 to Climbing • +3 to Digging • Claws do d4-1 damage • Advantage on all Balance & Climbing checks
86	SQUID	• +1 INT • +10 to Swim • +20 Move underwater • Can breathe underwater • Bite does d4 damage • Tentacles can Grab • Ink Cloud x3 a day (Darkness in 50' area, but you can see in ink)
87	STARFISH	• Regenerates 1 HP a minute (including lost limbs) • +2 AC • +1 CON • Can breathe underwater • Toughness +1 • Toughness: Water +3
88	TICK	• +2 AC • +1 STR, +1 CON & -5 CHA • Bite does d4 damage + disease (Con save or lose 1 DEX for an hour) • Extra Arms (Mutant Power)

89	TIGER	• +3 STR & +1 CON • +5 to Climbing & Jumping • Claws & Bite do d6 damage • Roar (takes 1 action all enemies within 60' must save against Courage or flee for a minute) • Pounce Attack (Leap 10'+ to do double damage) • Toughness +2
90	TRICERATOPS	• +4 to AC • Toughness +3 • +2 STR, +2 CON & -2 DEX • -4 Move • Horns do d4 damage • + 3 to Charge damage
91	TURKEY	• Glide Flying • +2 Extra HP per level • Beak attack does d4-1 damage • +1 CON
92	TURTLE	• +4 AC • +1 CON • +10 to Swim • Toughness +1 • Can hold breath x3 longer
93	TYRANNOSAURUS REX	• +2 AC • +2 STR • Toughness +2 • Bite/ Headbutt does d6 damage (able to Grab and hold things well with mouth) • Smaller arms (-2 to melee attack with them) • + 5 to Charge Move
94	VELOCIRAPTOR	• +4 DEX • +10 to Jump • Toughness +1 • Bite & Claws do d6 damage • Pounce Attack (if you jump 10'+ and attack, it does double damage)

95	WASP	• +2 DEX & +1 STR • +3 to Poison save stat • Wings (Mutant Power, but bug like) • Poison Sting does d4 damage + Poison (Save against Poison or take 1 extra damage each turn until they pass)
96	WEASEL	• +4 DEX • +4 to Climbing & Digging • +1 to Initiative • +1 to Melee Attacks • Claws & Bite does d4-1 damage
97	WILD BIRDS (Blue Jay, Cardinal, Robin, Wren, etc.)	• Wings (Mutant Power – but bird like) • +1 to Initiative • +1 to CHA • Beak/ Talon attack does d4-1 damage • Bird Song: As an action you can sing to give all allies within 200' the ability to add or subtract 1 from their first roll of the round.
98	WILDCAT	• +2 DEX • +10 to Climbing • +5 to Tracking & Digging • Claws & Bite do d4 damage • Pounce Attack (if you jump 10'+ and attack, it does double damage)
99	WOLF	• +5 to Track • Toughness: Cold +2 • Bite does d6 damage • +1 INT • Pack Animal (if in a group of 5+, gains +1 to hit & damage)
100	WOLVERINE	• +1 STR & +1 CON • +5 to Dig • Toughness +2 • Rage: Whenever you go below half HP in a fight, you enrage – gain +3 STR, +3 CON, -2 DEX, +1 extra attack & +3 to Melee damage for d6 minutes.





BORG

Candidates for Borg Conversion are often sponsored by a corporation, law enforcement organization or super team, because the cost of Borg Conversion can be astronomical. The sponsoring corporation or team usually requires some sort of repayment or full membership as either a security enforcer at their facility, an agent of corporate espionage against a rival corporate competitor or sometimes something even more diabolical. In the game of Borg Conversion, one thing is for sure, no body rides for free.

PRIME ATTRIBUTE:

A Borg's abilities are powered by their internal power system., which is based on CONSTITUTION. So, a minimum Constitution is 13. They can also augment their other attributes. You can roll stats as normal for a Borg, or you may use an alternate point system. *

*For the alternate points system, roll as normal for INT, WIS, CHA & SUR. Start with a 10 in STR, CON & DEX. You get 10 points to distribute among those 3 attributes (No more than 8 can go into any stat).

SAVING THROWS:

Borgs get no specific Saving Throw bonuses.

SKILL TRAINING:

Borgs start with a skill pack at 1st Level. They can acquire other skill packs from upgrades.

Borg skill packs: Bruiser, Commando, Gumshoe, Hacker and Scholar

CLASS BONUS:

Borgs gain no class bonus, but do begin with -2 to CHA

STARTING GEAR:

By Skill Pack.

BORG PROGRESSION BY LEVEL

These upgrades are given to you by your benefactor at each level increase. You may buy or acquire other systems from beyond the Borg class progression.

ALL BORGS START WITH THE FOLLOWING AT 1ST LEVEL:

- **Shelf Recharging Power Source.**
- **Power reserve is your CON x 10 in minutes.**
- **Basic functions can run indefinitely (certain functions will drain the supply).**
- **It takes 1 hour off-line to recharge 100 minutes.**
- **+1 to AC**
- **+20 HP**
- **Toughness at +1**
- **Choose 2 Level 1 Weapon Upgrades**
- **Choose 1 Level 1 Ear Upgrade**
- **Choose 1 Level 1 Eye Upgrade**

Level	Borg Level Progression
2	Choose 1 Level 1 Body Upgrade Choose 1 Level 1 Weapon Upgrade +5 HP
3	Choose 1 Level 2 Body Upgrade Choose 1 Level 2 Weapon Upgrade +1 to a save stat of your choice +2 to AC
4	Toughness at +1 Choose 2 Level 2 Upgrades or 3 Level 1 Upgrades +10 HP Seize the Moment:1
5	Choose 1 Level 3 Upgrade or 2 Level 1 or 2 Upgrades +2 to Intimidation
6	Choose 1 Level 1, 2 & 3 Body Upgrade Choose 1 Level 2 Weapon Upgrade +10 HP
7	Choose 1 Level 3 Weapon Upgrade +2 to a save stat of your choice
8	Choose 1 Level 4 Body Upgrade Choose 1 Level 3 Upgrade +2 to Intimidation +10 HP
9	Choose any 1 Level 3 or 4 Upgrade Choose any 2 Level 1 or 2 Upgrade
10	Choose any 2 Upgrades +10 HP

LEVEL ONE BODY UPGRADES

*Upgrade name (number you can have) Cost. Notes.

ARMOR PLATING Level 1 (1) \$20,000 +1 to AC & +10 HP.

BIONIC LUNG (1 per Lung) \$30,000 each holds 1 hour of extra air each and you can hold your breath x3 longer). + 4 to Poison save stat & +1 to CON.

BODY SPIKES (1) \$23,000 +1 to AC, anyone that hits you with a hand to hand attack takes 2 damage.

CYBERNETIC HAND (1 per Hand) \$30,000 Steady hand: +1 to attack, +3 to Sleight of Hand. Unbreakable Grip: Grip can only be broken by something equal to, or stronger than you.

FINGER USB DRIVE (1 per Finger, Max 4 Fingers) \$15,000 each. USB Drive, information storage, basic encyclopedia – gain or add +1 to Knowledge: General, shock touch (1 damage).

EAR IMPLANT (1 per Ear) \$25,000 each

- **Basic:** +6 to Listen checks, small radio (2 miles), voice recorder.
- **Radio System:** Advanced radio system (100 miles), recorder, +3 to Listen checks.
- **Radio Scrambler:** Basic radio (10 miles), radio scrambler (25 miles), +1 to Listen checks.

EYE IMPLANT (1 per Eye) \$25,000 each

- **Basic:** +4 to Spot checks, minor magnifier, polarized (cannot be blinded by light), small camera (2 hours of recording).
- **Infrared:** Can see heat and movement. +2 to attack any target that emits heat.
- **Targeting System:** +2 to Range attacks.

GILLS (1) \$25,000 Can breathe underwater.

POWER SUPPLY 1 (1) \$30,000 Adds 30 minutes to your power supply. Located in chest.

SHIELDING ARMOR (1) \$23,000 Can have only 1 shielding at any time.

- Cold: Toughness/ Cold +5
- Electricity/ Lightning: Toughness/ Electricity +5
- Fire: Toughness/ Fire +5
- General Shielding: Toughness +1
- Sonic/ Sound: Toughness/ Sonic +5
- Water: Toughness/ Water +5, fully waterproof to 500'

SPOTLIGHT (2) \$15,000 Attached on shoulder or neck. Telescopes out up to 10'. Casts bright light.

VOICE MODULATOR (1) \$20,000 each Can change voice, amplify your voice & throw voice. +2 to Persuasion and Intimidation.

LEVEL TWO BODY UPGRADES

*Upgrade name (number you can have) Cost. Notes.

ARMOR PLATTING LEVEL 2 (1) \$80,000: adds additional +2 to AC, +10 HP & +2 Toughness. Cannot wear body armor.

CYBERNETIC FOREARM (1 per Arm) \$100,000 each +1 to STR, empty compartment in forearm, can attach weapons.

CYBERNETIC LEG (1 per leg) \$100,000 +1 to DEX, +5 to Move.

CYBERNETIC SHOULDER (1 per Shoulder) \$100,000 +1 to STR, can use a shoulder mounted weapon.

GAS FILTER (1) \$60,000 Located in mouth. Advantage on all gas, poison & toxins saves or checks. Blocks all basic air & water pollutants. Voice Modulator (see Level One).

POWER SUPPLY 2 (1) \$60,000 Adds 60 minutes to your power supply. Requires Power Supply 1 & is not cumulative. Located in chest.

RADAR (1) \$100,000: Cannot be blinded or surprised, +2 to Initiative, +1 to DEX.

REFLEX UPGRADE (1) \$100,000 Gains +2 to DEX.

SHIELDED \$100,000: Your systems are immune to EMPs and Flash Grenades.

LEVEL THREE BODY UPGRADES

*Upgrade name (number you can have) Cost. Notes.

ARMOR PLATING LEVEL 3 (1) \$150,000: adds an additional +2 to AC, +10 HP & Toughness +3. Cannot wear body armor.

BRAIN BOOST (3) \$200,000 +1 to INT, +1 to WIS, learn 4 non-physical skills at 1 rank or gain extra 4 skill points for non-physical skills.

EXTRA SET OF ARMS (1) \$250,000 +1 extra attack per round, +2 STR, +5 to Climb.

EXTRA SET OF LEGS (1) \$250,000 +2 to DEX, +5' Move, +10 to Jump, +10 to Swim.

JET PACK (1) \$200,000 Use 2 minutes of power to add +20 to Jump. Use 3 minutes to Jump 50'. Use 10 minutes of power to fly at 10' move for 3 minutes. Use 20 minutes of power to fly for 5 minutes if you have wings.

POWER SUPPLY 3 (1) \$125, 000 Adds 90 minutes to your power supply. Requires Power Supply 2 & is not cumulative. Located in chest.

SHIELDING ARMOR (1) \$125,000 Can have only 1 shielding at any time.

- Cold: Toughness/ Cold +12
- Electricity/ Lightning: Toughness/ Electricity +12
- Fire: Toughness/ Fire +12
- Sonic/ Sound: Toughness/ Sonic +12
- Water: Toughness/ Water +12, fully waterproof to 800'

SPIDER LEGS (1) \$200,000 Attached to back. Retractable. Adjustable length (10'-20'). When out: Can climb walls & ceilings, Advantage on Climb checks, +10 to Climb, +10 to Balance checks, +4 to DEX, +1 attack per round with spider legs (d4+1 damage).

WINGS, GLIDING (1) \$200,000 Large, folding wings on the back. Can be used to glide if falling or to fly at 18' move if you have a Jet Pack.

LEVEL FOUR BODY UPGRADES

*Upgrade name (number you can have) Cost. Notes.

AQUATIC CONVERSION (1) \$350,000 Fully water & pressure proof (to 2500'). Toughness/ Water +10. Can breathe underwater. Radar (Level 2 Upgrade). +25 to Swim checks. 50' Move underwater. +4 to DEX underwater. Gas Filter (Level 2 Upgrade). Spotlight (Level 1 Upgrade).

ARMOR PLATTING LEVEL 4 (1) \$250,000: adds an additional +3 to AC, +10 HP & Toughness +2. Cannot wear body armor.

BRAIN CASING (1) \$275,000 Requires Brain Boost upgrade. Advantage on Mental, Critical & Death saves. Blocks telepathy & mental probing.

HYDRAULIC LIFT (1) \$275,000 Adds +2 to STR. Use 5 minutes of power to add +2 to STR for 1 minute. Can be stacked three times.

POWER SUPPLY 4 (1) \$250,000 Adds 120 minutes to your power supply. Requires Power Supply 3 & is not cumulative. Located in chest.

SHIELDING ARMOR (1) \$300,000 Can have only 1 shielding at any time.

- Magic: Toughness/ Magic +10. Magical item. (Very rare)
- Psionics: Toughness/ Psionics +10. +2 to Mental save stat. Magical item. (Very rare)

TANK TREADS (1) \$275,000 Remove all legs & DEX bonuses. You have tank treads as legs. You can easily roll over most terrain and obstacles. Add +2 STR, +10 to Balance checks, +1 to attacks, base Move at 9. Ram attack: On a successful charge you run over the target instead of knocking them back. Run over: does an extra d6 + STR damage.

WEAPONS

Ballistic Weapons for Borgs only use case-less ammunition. This is due to the need to not have the ejection port for normal ammo. Ballistic weapons can be mounted either on the shoulder, or forearms.

Energy weapons for Borgs can be mounted on the shoulder or forearm. Each energy weapon draws from the Borg's own power supply, as shown in the chart below.

- 1d4 damage drains 1 minute
- 1d6 damage drains 5 minutes
- 1d8 damage drains 8 minutes
- 1d10 damage drains 10 minutes

Borgs may increase the rate of fire of their attached weapons by 1, but it increases the critical fail chances by 3 (a natural 1-4). You may do this up to three times. Normal ROF modifiers still apply.

OVERCHARGING BALLISTIC TABLE (2d6)

Whenever you roll a critical fail with a ballistic cybernetic, roll on the overcharging table below.

Rolls	Notes
2	Normal Miss
3-5	Weapon Jam (1 action to clear)
6-8	Ammo explosion (d4 damage to Character, weapon jams for 1 round)
9-10	Ammo explosion (d6 damage to character, d4 damage to all others within 10', weapon destroyed)
11	Ammo explosion (d8 damage to character / d6 damage to others within 10' / weapon destroyed)
12	Weapon explodes (d10 damage to character / d8 damage to others within 20' radius / weapon destroyed / mounting point damaged)

OVERCHARGING ENERGY TABLE (2d6)

Rolls	Notes
2-3	Normal Miss
4-5	Weapon Failure (1 round to reset)
6-7	Weapon Overload (take d4 damage)
8	Weapon Overload (take d6 damage)
9	Weapon Overload (take d6 damage, others within 20' take d4 damage)
10	Cascading Overload (take d6 damage, others within 20' take d6 damage)
11	Massive Overload (everything within 20' takes d8 damage, weapon destroyed)
12	System Failure (everything within 20' takes d10 damage, weapon destroyed, your energy weapon systems lock for d4 rounds)

LEVEL ONE WEAPONS UPGRADE

*Upgrade name (number you can have) Cost. Notes.

METAL JAW (1) \$20,000 Melee. Bite does d4+ STR damage.

PALM GUN (1 per hand) \$20,000 Range. Ballistic. Requires Cybernetic Hand. Does d6 damage/ 30' range/ 10 shots per clip.

RETRACTABLE FINGER CLAWS (1 per set of hands) \$25,000 Melee. Does d4 + STR damage. +3 to Climb.

RETRACTABLE SWORD (1 per arm) \$25,000 Melee. Does d6 + STR damage.

RETRACTABLE TALON CLAWS (1 per set of feet) \$25,000 Melee. Does d4 + STR damage. +3 to Climb.

STUN GUN (1 per hand) \$17,500. Melee. Built in the palm. Stuns the target for 1 minutes (Critical save negates). Uses 1 minute of power for each use.

WRIST GARROTE (1 per hand) \$17,500. Melee. Piano wire (12'). Does d4 + STR damage. Can use as whip (d6-1 damage).

LEVEL TWO WEAPONS UPGRADE

*Upgrade name (number you can have) Cost. Notes.

FLAME THROWER (1 per arm) \$50,000 Range. Must have cybernetic forearm. d6 damage per round (10 shots per canister).

FOREARM GUN (1 per arm) \$55,000 Range. Ballistic. Must have cybernetic forearm. Gun does d6 +1 damage/ 60' (18 shots per clip).

FOREARM LASER GUN (1 per arm) \$65,000 Range. Energy. Must have cybernetic forearm. +1 to attack with this gun, 400' range. d8 max damage

FOREARM/ SHOULDER MACHINE GUN (1 per arm/ shoulder) \$60,000 Range. Ballistic. Must have a cybernetic forearm or shoulder. Machine Gun does d6+2 damage/ 65' (40 shots per clip).

FOREARM/ SHOULDER SNIPER RIFLE (1 per arm/ shoulder) \$60,000 Range. Ballistic. Must have a cybernetic forearm or shoulder. Sniper Rifle does d6+2 damage/ 500' (15 shots per clip). +2 to attack over 200'.

RETRACTABLE 1' CLAWS (1) \$65,000 Melee. Does d6 + STR damage. +5 to Climb.

LEVEL THREE WEAPONS UPGRADE

*Upgrade name (number you can have) Cost. Notes.

FOREARM LASER RIFLE (1 per arm) \$110,000. Range. Energy. Must have a cybernetic forearm. +1 to attack with this gun, 400' range.

GAS DISPENSER (1) \$150,000 Located in the chest. Holds 4 canisters. Used canisters instantly fill a 50' area with gas. Types: Poison gas (1d6 damage per round/ Poison save to ignore for a round/ lasts d6 minutes). Knockout gas (Poison save each round or pass out for d4 minutes/ lasts 1 minute). Berserker gas (Poison save each round if effect is unwanted/ gives all gassed characters +1 to all attributes and Pushes all mutants/ lasts d10 rounds). Smoke Cloud (causes darkness/ lasts d4 minutes).

GUN ARM (1 per arm) \$120,00 Range. Ballistic or Energy. - 1 STR. +1 to attack with Range attacks. Can shoot energy or ballistic ammunition. Replaces the forearm & hand with this weapon. Ballistic does d6+3 damage/ 100' range/ 60 shots per clip.

PALM LASERS (1 per hand) \$100,000 Range. Energy. Requires Cybernetic Hand. 300' Range.

SHOULDER GRENADE LAUNCHER (1) \$100,000 Range. Ballistic. Must have a cybernetic shoulder. Damage by grenade type. Holds 10 grenades. Range: 120'.

SHOULDER LASER CANNON (1) \$150,000 Range. Energy. Must have a cybernetic shoulder. +2 to attack & add +2 to damage. 500' Range

SHOULDER ROCKET LAUNCHER (1) \$125,000. Range. Ballistic. Must have a cybernetic shoulder. Holds 6 missiles. Range: 1000'. Damage: 4d6 in a 10' area.





MUTANT

Mutants come from all walks of life and backgrounds. Their powers often come into focus upon reaching their teens (see p. 24 for Mutant origin table). Many mutants will hide their powers in order to feel like they are not “weird” or “different” and to keep their families safe from mutant hating organizations. While others will flaunt their powers and seek to dominate “normals.”

PRIME ATTRIBUTE

CONSTITUTION and SURVIVAL. Mutants are tough, natural survivors. They must have a minimum SUR of 11 and a CON of 9.

SAVING THROWS

Mutants roll saving throws as per normal, but some gain bonuses or negatives based on their mutations.

SKILL TRAINING

Mutants start with a skill pack at first level.

Mutant skill packs:
Bruiser, Commando,
Gumshoe, Hacker,
Leader, Scholar and
Street Rat.

CLASS BONUS

Mutants gain no class bonus.

STARTING GEAR:

By Skill Pack.



PUSHING

If you are a mutant with an ability that you can push beyond your limits (i.e. a mutant with Super Strength that tries to lift more than it normally can, or if a mutant with an energy blast uses more blasts than allotted in a day) they PUSH. You may Push and use the action in the same turn, if the Push was successful. Before the action happens roll on the Push chart (p. 136).

MUTANT ABILITIES CHART I (d10)

Roll to see what Mutant Abilities you have. Some GMs may allow a player to select the 2 or 3 abilities they want.

Roll	Mutant Abilities
1	Roll 3 Mutant Abilities and choose 2.
2	Roll 3 Mutant Abilities and choose 2. Roll twice on the Mutant Deformity table and choose 1.
3	Roll 4 Mutant Abilities and choose 2. Lose 1 extra skill point each level.
4	Roll 4 Mutant Abilities and choose 2. Roll once on the Mutant Deformity table.
5	Roll 5 Mutant Abilities and choose 2. Roll on the Mutant Deformity table. Lose 1 extra skill point at 1st Level
6	Roll 3 Mutant Abilities. Roll on the Mutant Deformity table.
7	Select 1 Mutant Ability and roll 1 other. Lose 1 extra skill point at 1st Level.
8	Select 1 Mutant Ability and roll 1 other.
9	Roll 4 Mutant Abilities and choose 3. You do not select a class or skill pack, but you still get your 4 skill points per level.
10	Select 1 Mutant Ability and roll 2 others. You do not select a class or skill pack, but you still get 4 skill points per level. Roll once on the Mutant Deformity table.

MUTANT ABILITIES CHART II (d00)

Below are the mutant powers that have thus far been witnessed in Vigilante City.

1.9 LIVES

You truly have 9 lives. You gain +2 to all Saving Throw stats. When you die (go to negative HP below your CON), you reappear at full health anywhere within 100' or at your home base (your choice) in d4 rounds. This can happen 9 times. Afterwards, you just die. If you are put Out of Action (go to 0 HP, but not die) you may spend a SUR point to awaken with d8 HP. Each time you reappear you gain +1 to an attribute of your choice (cannot select the same attribute twice in a row), +1 to a saving throw of your choice and extra 1 HP.

Mutation: You look slightly older each time you reappear.

2.ADHESION

You can stick to objects and climb surfaces. You get +2 to DEX, +1 to STR & +20 to Climbing. You can shoot strands of a sticky substance from your fingers (40' +10' per level) to swing with or to incapacitate a body part of a target (STR check to break). You may shoot 3x your level per day. You may PUSH to shoot beyond your daily limit, to double the range of a shot or to take no damage from a fall.

Mutation: Things tend to stick to you.

3.ANIMAL CONTROL

You can talk to and empathize with animals at will. You can control animals per day equal to your CHA + your level (lasts d6+1 minutes per level). You cannot control an animal with more starting HP than you have. You may PUSH to control past your allotted daily limit or to double the duration of a control effect.

Mutation: You tend to take on the personality traits of an animal you control for the rest of the day.

4.ARMORED SKIN

You have plates or scales on your skin. You gain +1 AC at 1st level and each other level. You gain Toughness +1 at level 1, 4 & 8.

Mutation: You have scales/ plates on your skin

5.BEAUTY

You are a specimen of pure beauty & human perfection. You start with at least a 17 CHA. You gain +1 to CHA at each level. You gain a +4 skill bonus to all interactions with those attracted to your sex at level 1 & 8. Those attracted to your sex are at -2 to Initiative & -2 AC when you are within 100'. All of your allies gain +1 to all saving throws when you are within 100'.

Mutation: You are so beautiful that you rarely get any peace. You attract those that wish to follow you.

6. BUG MASTERY

You can speak with, control summon and control arachnids and insects. You can control any of them within 100' +10' per level at will. You can summon arachnids and insects that are within 2 miles, 2x your level per day. Feel free to be creative with your actions with your bug friends and discuss with your GM what they will allow in their game. You may PUSH to control beyond your daily limit or to increase your summoning range by a mile.

Mutation: Bugs are always hanging around.

7. CHAMELEON

You can blend into your environment. You gain +2 AC & +2 to Stealth. You can chameleon 3x your level per day for d10+1 minutes per level. You are effectively Invisible if immobile. If you move at up to ½ your move you must make a Stealth DC:15 per round or become visible. If you move at more than ½ of your move, you become visible. You may PUSH to transform past the allotted daily amount or to double your chameleon duration.

Mutation: You will occasionally change colors for a brief second.

8. CLONE SELF

You can create temporary, extra copies of yourself equal to your level. The copies share your attributes, skills & memories. You can see and feel what they experience. They are controlled by you and last for d6+1 hours per level. You can negate your clones at any time. The clones disappear upon reaching 0 HP. You may PUSH to create an extra clone beyond your level.

Mutations: You share the physical & emotional experiences of your clones. When they disappear, you feel weaker for d6 minutes (-1 to all save stats & CON for each clone).

9. COMBAT SENSE

You know how to fight in melee & know how counter melee attacks. You cannot gain a Fighting skill (replace if you have one). Any melee opponent fighting you is at Disadvantage on attacks and is at -4 on Initiative. You gain +1 to AC at level 1, 3, 7 & 9. You gain +1 to Initiative at level 1, 4 & 8. You gain +1 to melee attacks at each odd level. You gain Seize the Moment +2. You may PUSH to gain Advantage on Melee attacks & Initiative for d4+1 minutes per level or gain an immediate Seize the Moment attack.

Mutation: You often brag of your combat ability or try to teach people how to fight, even when the advice is unwanted.

10.DANGER SENSE

You can have a sixth sense that tells you when you are in harm's way. You gain +2 AC at level 1, 4, 7 & 10. You cannot be the target of Seize the Moment. You gain Advantage on Initiative, range attacks on you are at Disadvantage, you cannot be surprised & you can detect if your mind is being probed. You may PUSH to gain +6 AC, +4 to Initiative & Advantage on all saving throws for d4+1 minutes per level.

Mutation: You become slightly jumpy in a group that you do not know.

11.EARTH POWERS

You can control the very ground you walk upon. You cannot be surprised by anything on the ground. You can activate your Earth Powers 2x your level per day for d6+1 minutes per level. You gain Ground Shake: 20' + 5' area of effect (All others have ½ Move for 30 seconds. All others standing in the area make a DEX check or fall, taking d4 damage). You can create a rock wall (30'x 30', Toughness +3, absorbs 100 HP). You can throw earth/ rocks (100'/ d6 damage). You can detect seismic movement within 100' + 10' per level (like a motion detector) at any time. You may PUSH to activate your powers beyond the allotted daily amount or to double the duration of your power.

Mutation: You always kick up a trail of dust or mud as you walk.

12.ELASTICITY

You can stretch your body. You may extend your body parts 2x your size at level 1, 3x at level 2, 4x at level 3, etc. You get Toughness +1 at level 1, 3, 6, 8 & 10. You have Reach as far as you can stretch. You get +3 to your Critical save stat. You may PUSH to stretch at 1 level higher.

Mutation: Your body parts will occasionally grow without your control.

13.ELECTRO-MAGNETIC PULSE

You are able to emit an EMP. You may touch electrical devices to disrupt/ shut them down (50% + 5% per level). You can emit an EMP 2x your level per day. The EMP is an area effect (50' + 5' per level) or a direct blast (60' + 10' per level). The EMP shuts down electrical devices until they are fixed at 50% + 5% per level by someone with Electronics or Mechanics. It does not affect bionics, power armors or protected circuits. You may PUSH to activate your powers beyond the allotted daily amount, double your range or to increase your success chance by 25% for 1 hour.

Mutation: Simple electronics fry when you touch them.

14.ENDURANCE

You never get tired and only need a few hours of sleep each night. Your start with at least 16 CON. You get +1 to CON at each level, +1 to all save stats at each level & you have Advantage on all CON checks. You may PUSH to re-roll a failed Saving Throw or CON check, or to instantly heal d8 HP.

Mutation: It looks like you do not breathe.

15.ENERGY ABSORPTION

You and the clothing/ gear on you are immune to all forms of energy attack. When you absorb 10 points of energy damage you may release it do one of these actions: energy blast (d6+1 damage per level, 60' +10' per level), heal d6 HP, add +2 to STR, +2 to DEX, +2 to Melee Damage or +3 AC for d6 minutes or double your Move for d6 minutes. These effects are cumulative. You may PUSH to use one of these abilities with only 5 points of damage.

Mutation: Your fingertips and palms are always charred black.

16.ENERGY BLAST: ACID

Each blast does d6+1 damage per level & the target takes an additional d4 damage next round unless they make a CON save. Range: 40' +10' per level. May use 2x your level per day. You have Toughness: ACID +5. May PUSH to double range, add d6 damage or use another blast past your daily limit. You may make small amounts of acid at will. You may touch someone for d4-1 damage at will.

Mutation: Your lips, mouth & tongue are a silvery teal.

17.ENERGY BLAST: COLD

Each blast does d6+1 damage per level & Stuns the target for 1 minute unless they make a CON check. Range: 60' +10' per level. May use 2x your level per day. You have Toughness: COLD +5. May PUSH to double range, add d6 damage or use another blast past your daily limit. You may create ice at will. **Mutation:** You radiate an aura of cold.

18.ENERGY BLAST: ELECTRICITY

Each blast does d6+1 damage per level & the target is knocked out for d4-1 minutes unless they make a CON save. Range: 60' +10' per level. May use 2x your level per day. You have Toughness: ELECTRICITY +5. May PUSH to double range, add d6 damage or use another blast past your daily limit. You may turn basic electronics off or on within your range. You may short out basic electronics by touch.

Mutation: You constantly maintain a static charge and have yellow pupils.

19.ENERGY BLAST: FIRE

Each blast does d6+1 damage per level & the target Ignites. Range: 60' +10' per level. May use 2x your level per day. You have Toughness: FIRE +5. May PUSH to double range, add d6 damage or use another blast past your daily limit. You may ignite small items nearby & create a flame in your hand at will.

Mutation: You smell of sulfur when you use your power.

20.ENERGY BLAST: FORCE

Each blast does d6+1 damage per level, knocks the opponent back d6x10 feet unless they make a STR check. Range: 60' +10' per level. May use 2x your level per day. You are immune to Knockbacks and Trips. May PUSH to double range, add d6 damage or use another blast past your daily limit. You have very limited telekinesis (you may push small objects at will).

Mutation: Lose some of your sense of touch from the use of your power. -2 to all Sleight of Hand checks.

21.ENERGY BLAST: LIGHT

Each blast does d6+1 damage per level & Blinds the target unless they make a DEX check. Range: 60' +10' per level. May use 2x your level per day. You have Toughness: LIGHT +5. May PUSH to double range, add d6 damage or use another blast past your daily limit. You may cause any part of your body to glow at will.

Mutation: Your eyes have an increasing glow to them as you level.

22.ENERGY BLAST: SONIC

Each blast does d6+1 damage per level & Stuns the target for a minute unless they make a CON check. Range: 60' +10' per level. May use 2x your level per day. You have Toughness: SONIC +5. May PUSH to double range, add d6 damage or use another blast past your daily limit. You may create noises within your range to distract or annoy people.

Mutation: You have weaker hearing (-2 to all Listen checks).

23.ENERGY VAMPIRISM

You can drain the energy from a being with 2 or more HP that you are within 100' + 10' per level. You can drain 2x your level per day. Range drain attempts make everyone else with the range to save against Death. Each creature that fails loses d4 HP, 1 CON & are at -1 to all rolls for 1 hour (stacks). For each failure, you gain 1 HP for 1 hour (double your base HP MAX). For every 3 failed saves, you can choose 1 ability for 1 hour: +1 STR, +1 CON or +1 to all saves (MAX of +3 of each). If you touch a creature and drain, they must save against Death at Disadvantage. If they fail, they lose d4 HP, 2 CON & are at -1 on all rolls for 1 hour (stacks). You gain 2 HP (double your base HP MAX), +1 STR, +1 DEX & +1 to all saving throws (+3 MAX of each). You can PUSH to drain beyond your daily limit or to double your drain range.

Mutation: You grow fangs and long fingernails.

24.EXCESSIVE GIRTH

You are a person with a large body mass. You gain Toughness: Physical & Energy +3 at level 1, 5 & 10. You gain +2 AC at level 1, 3, 5, 7, & 9. You gain +1 STR at level 1, 3, 5, 8 & 10. You are immune to Knockbacks and anyone attempting to Trip you is at Disadvantage.

Mutation: You are very large & heavy (around 1000 lbs.). You have -3 Move, -6 to Climbing & Jumping checks and your maximum DEX is 14.

25. EXPLOSIVE CHARGING

You can touch non-living items and imbue them with an explosive energy charge. At will you can touch any non-living item for a second and imbue it with a charge that does d4 damage when thrown (it explodes when it hits something or 10 seconds after being thrown). 2x your level per day you can charge an item longer. Charging an item for 1 full round makes it do d8 damage. Charging it for 2 full rounds makes it do d12 damage. After 4th level, charging it for 3 or more full rounds makes it do a d20 damage. Range: 40' + 5' per level. You may PUSH to charge beyond your daily limit, double your range or to double the damage of a charged item.

Mutation: The palms of your hands and fingers are charcoal black.

26. EXTRA ARMS

You have an extra set of arms. You gain an additional action per round, +4 to Climbing, +2 to Sleight of Hand and you get +2 STR.

Mutation: You have an extra set of arms.

27. EXTREME AGILITY

You have crazy reflexes and agility. You get +1 to DEX at level 1, 3, 5, & 7 & 10. You gain Advantage on Initiative rolls. You have Seize the Moment +2. You have Advantage on any DEX check. You get +4 to Climbing & +4 to Jumping checks.

Mutation: When you move in an agile manner, you appear to flitter or blink in and out of view sometimes.

28. FEAR EATER

You thrive on the fear of others. You gain Advantage on Courage saves & Terror checks, -2 CHA & +4 to Intimidation. 2x your level per day you can Cause Fear: All targets you choose within 50' + 10' per level make a Courage save or become paralyzed until they pass (roll each round). For each failed save you gain 1 HP & +1 to a non-Charisma attribute point for d6+1 minutes per level (MAX of 6 points each). You may PUSH to Cause Fear past the allotted daily amount or to put all enemies within 200' at Disadvantage with Courage saves & Terror checks for d6 minutes.

Mutation: You think you are ugly and you do not like showing yourself in public, unless engorged with fear.

29.FORCE FIELD

You can create force fields. You have a natural +1 AC bonus. You can create force fields 2x your level per day. You can create a bubble in a 30' + 5' per level area that lasts up to an hour. All within the bubble are immune to physical, energy & magical damage from outside the bubble. The bubble can absorb 100+10 damage per level, before dissipating. You can make a personal field around yourself. It absorbs 40+10 damage per level. It lasts up to an hour. You can shoot a force field at someone for d6+1 per level damage at 40'+10' per level. You may PUSH to use another force field past the daily limit, to double the size of your bubble or to double its damage absorption.

Mutation: You often have trouble picking up small items (your force field pushes them away)

30.FORM: DIAMOND

You may transform your body into diamond. While in diamond form you gain +4 to AC, an additional 3d6 HP, Toughness +4, +2 to DEX & you are immune to energy damage. You can transform 2x your level per day and may remain in diamond form for d10+1 per level minutes. You may PUSH to remain in diamond form for an additional d4 minutes or to transform beyond your daily limit. You may not transform again for d10 minutes.

Mutation: You have clear pupils.

31.FORM: FIRE

You can transform into the shape of fire. You can transform 2x your level per day for d10+1 minutes per level. While in fire form you are immune to all energy damage, gain +2 AC, gain Toughness +2, can fly at 24 Move, shoot fire (100', d4+1 damage per level + Ignites), extinguish flame at will & cause minor fires at will. You may PUSH to transform past the allotted daily amount, to double your transform duration or to Flame Burst (everything else within 50' +5' per level take 2d6+1 damage per level and they Ignite).

Mutation: You always have a slight burning smell and your hair is always bright red & yellow.

32.FORM: ICE

You can transform into solid ice. You can transform 2x your level per day for d10+1 minutes per level. While in ice form you are immune to cold & light-based damage, gain +5 to AC, gain Toughness +3, Ice Slide: you can slide up & down on ice sheets at 36 Move, Shoot Ice: (100', d4+1 damage per level + stun for 30 seconds (CON check negatives)/ freeze for 30 seconds unless they make a CON save), Create Ice at will & lower temperature at will. You may PUSH to transform past the allotted daily amount, to double your transform duration or Ice Burst: (everything else within 50' +5' per level take 2d6+1 damage per level & stun/ freeze for 30 seconds (CON check negatives)).

Mutation: Your breath is always icy & visible. Your hair is light blue and/ or white.

33.FORM: LIGHT

You can transform into a figure of light. You can change into light form 2x your level per day for d10+1 minutes per level. While in light form you gain: You can walk through solid objects, you are immune to physical & non-shadow energy, you cannot deal physical damage, you can see in the dark, you can teleport within line of sight (100') & shoot Light Daggers: 100'/ d4+1 damage per level/ creates light with 10' area & blinds the target for 1 minute unless they make a Critical save. You may PUSH to transform past the allotted daily amount, to double your transform duration or Blinding Flash (all others within 100' + 10' per level must make a Critical save or be blinded for d4 minutes).

Mutation: Your hair turns platinum.

34.FORM: METAL

You may transform your body into metal. While in metal form you gain +8 to AC, an additional 3d6 HP, Toughness +3, +5 to STR, you move at ½ Move & you cannot be Stunned or Knocked back. You can transform 2x your level per day and may remain in metal form for d10+1 per level minutes. You may PUSH to remain in metal form for an additional d4 minutes or to transform beyond your daily limit.

Mutation: You feel weak unless you are in your metal form and always feel heavy.

35.FORM: MUD

You can transform into mud. You can transform 2x your level per day for d10+1 minutes per level. While in mud form you are immune to physical & water damage, gain Toughness +3, can swim perfectly, can breathe underwater, can shoot mud at will (100', d4+1 damage per level), Mudslide :100', 20' area of effect, d6 damage, knock back 20' on a failed STR check, grow up to 20' +5' per level (you get per 10': +2 STR, +4 HP, Toughness +1 & +1 Melee damage) & everything else within 20' of you moves at ½ speed. You may PUSH to transform past the allotted daily amount, to double your transform duration or to double your size for 2 minutes.

Mutation: You leave muddy footprints.

36.FORM: SAND

You can transform into sand. You can transform 2x your level per day for d10+1 minutes per level. While in sand form you are immune to physical damage, gain Toughness +4, can shoot sand at will (100', d4+1 damage per level), Sandstorm: (100', 40' area of effect, d4 damage per round, causes all others within the area to be at Disadvantage on all rolls until they leave the area), grow up to 20' +5' per level (you get per 10'/+2 STR, +4 HP, Toughness +1, +1 Melee damage). You may PUSH to transform past the allotted daily amount, to double your transform duration or to double your size for 2 minutes.

Mutation: You leave sandy footprints.

37. FORM: SHADOW

You can transform into a ghastly shade. You can change into a shadow 2x your level per day for d10+1 minutes per level. While in shadow form you gain: you can fly at 18 Move, you can walk through solid objects, you are immune to physical & non-light energy, you cannot deal physical damage, you can see in the dark & have Shadow Bolt: 100'/ d4 damage/ creates darkness with 10' area). If you touch a person's skin while in shadow form, they must make a Courage save or become Stunned for 1 minute. You may PUSH to transform past the allotted daily amount, to double your transform duration or Create Total Darkness within 100' + 10' per level for d6 minutes.

Mutation: You weigh less than you should & have jet black eyes.

38. FORM: STONE

You may transform your body into stone. While in stone form you gain +7 to AC, an additional 2d6 HP, Toughness +4, +4 to STR & you lose ½ your Move. You can transform 2x your level per day and may remain in stone form for d10+1 minutes per level. You may PUSH to remain in stone form for an additional d4 minutes or to transform beyond your daily limit.

Mutation: Your skin begins to turn grey as you level.

39. FORM: WATER

You can transform into the shape of water. You can transform 2x your level per day for d10+1 minutes per level. While in water form you are immune to physical & fire damage, gain Toughness +3, can swim perfectly, can breathe underwater, can shoot water at will (100', d4+1 damage per level), water blast (100', no damage but a knock back 20' on a failed STR check), grow up to 20' +5' per level (you get per 10': +2 STR, +4 HP, Toughness +1, +1 Melee damage) & drown (make a melee touch attack, if successful they must save against Death or they lose all actions begin to drown – taking d4 damage a round until removed from water). You may PUSH to transform past the allotted daily amount, to double your transform duration or to double your size for 2 minutes.

Mutation: You always seem damp.

40. GENUINE GENIUS

You are very intelligent. You start with at least 16 INT. You get +1 to INT at each level, +3 Skill points at each level & you gain Outsmart. You get +1 to Outsmart at 4th & 7th level. You may PUSH to use Outsmart past the allotted daily amount.

Mutation: You blink more often than most people.

41. GIANT GROWTH

You may grow up to an additional 2' per level. For each 2' you grow you get +1 STR, Toughness +1, +1 Melee Damage & -1 DEX (-5 MIN). You can transform 2x your level per day and can stay enlarged for d10+1 minutes per level. If you grow past 10' you gain Reach. You may PUSH to stay enlarged for an additional d4 minutes, to grow an additional 2' or to grow beyond your daily limit. You cannot grow again for d10 minutes.

Mutation: You have slightly larger hands & feet than normal.

42. HEALING TOUCH

You can heal people by a mere touch. You heal yourself 2 HP every time you heal another person. You can heal 2x your level per day. You heal d6+1 per level HP & the target gains +2 to all saves for the next 10 minutes (this touch damages Undead or negative energy beings). You may PUSH to heal beyond your allotted heals or double the HP gained.

Mutation: You give off a golden aura when healing. Your hair turns gold or platinum colored.

43. ILLUSION CREATOR

You can create illusory copies of yourself, another person or item. You gain a natural +1 AC. You may create illusions 2x your level per day. When you create an illusion, you create d6+1 illusions per level at a time. All illusions will mimic you or just stand still (your choice) & they require no concentration to maintain. They last until dismissed or struck for 1 HP damage. You may PUSH to create illusions beyond your daily limit or to double the amount of illusions you have created.

Mutation: You give off multiple reflections in a mirror.

44. IMMORTALITY

You can effectively live forever. You gain +2 WIS, +1 CON, +2 SUR, Outsmart, Advantage on all Saving Throws, you heal 1 HP a minute (even if Out of Action) & you are immune to all diseases and poisons. You can only die if you are reduced to ash or disintegrated.

Mutation: After returning to life you have a near insatiable hunger for a day.

45. INTANGIBILITY

You can turn intangible 2x your level per day for d6+1 minutes per level. You can carry 100 lbs. + 25 lbs. per level and it remains intangible. You may PUSH to stay intangible for d6 additional minutes, turn intangible beyond your daily limit or double the weight you can carry. While intangible you are immune to energy & physical damage.

Mutation: You will occasionally walk through items when you have no intention to.

46. **INVISIBILITY**

You can turn invisible 2x your level per day for d6+1 minutes per level. You can carry 100 lbs. + 25 lbs. per level and it remains invisible. You may PUSH to stay invisible for d4 additional minutes, turn invisible beyond your daily limit or double the weight you can carry.

Mutation: You have a slight ghostly aura about you.

47. **INVULNERABILITY**

You cannot come to harm from gas, poison, disease, physical damage and energy damage. You still need to breath and eat, you can feel pain and are still vulnerable to magic and psychic powers. **Mutation:** Your skin is a bit tougher than normal and your hair is also indestructible.

48. **IRON CONSTITUTION**

You can eat almost anything and have a strong constitution. Your starting CON is at least 14. You gain +1 CON at each level. You get an extra d4 HP per level. You never get sick and are immune to normal diseases. You have Advantage on all Death and Poison saving throws. You can eat & digest almost any substance.

Mutation: You hungry more than usual.

49. **LEAPER**

You can leap and bounce around like a super monkey on crack. You gain +2 AC, +10 to Jumping & Parkour, +4 to Climbing, +d4 extra damage per 20' to leaping melee attacks & gain Advantage on DEX checks. You can do a standing leap (30' +5' per level). You take no falling damage under 200'. You may PUSH to double your leap distance/ height or to re-roll a failed physical skill attempt.

Mutation: You have very muscular legs and tend to be drawn to places off the ground.

50. **LINGUIST**

You can speak, write and read any language you encounter. You are adept at cracking codes & solving problems (+1 to INT, +1 to WIS & +2 extra skills point each level)

Mutation: Your eyes are dark purple.

51. **LUCKY**

You are so lucky that you do not even notice you are lucky or have a mutant ability. You have advantage on ALL ROLLS! Anyone attacking you is at Disadvantage. Nothing can Seize the Moment or Surprise you.

Mutation: You notice nothing unusual. However, your blood has a golden tint to it and contains a mutation that can be used to heighten others luck. Medical companies and the military would pay a high bounty for your blood.

52.MAGIC EATER

You disrupt and are empowered by magic. You are immune to magic. All magic users and familiars within 100' + 10' per level Move at 5 less and are at Disadvantage on Initiative rolls & Saving Throws. When you absorb 10 points of magic damage you may release it do one of these actions: Energy Blast (d6+1 damage per level, 60' +10' range per level), heal 4 HP, add +2 to STR, DEX, Melee Damage or AC for d6 minutes or double your Move for d6 minutes. These effects are cumulative. You may PUSH to use one of these abilities with only 5 points of damage.

Mutation: Your hair, fingernails, tongue & toe nails are purple.

53.MAGIC RESISTANCE

You have Toughness: Magic 5. You get an additional +1 at each level. You get +4 to your Magic save stat. You gain Advantage on all magic based Saving Throws & attribute checks. When you are affected by a magic effect, its duration is halved (rounded down). You may PUSH to double your resistance for d6 minutes or to re-roll a failed magic related save or check. **Mutation:** Your hair has a purple tint.

54.MAGNETISM

You can attract & control metal. You can attract metal with 100' +10' per level. You can throw it at targets to do d6+1 per level damage. You get +3 to AC against range attacks. Anyone attacking you in melee with a metal weapon is at Disadvantage. Anyone attacking you at range with a metal projectile is at Disadvantage and if they miss, you may attack them back for half the damage at +2 to attack (free action). You can fly at 18 Move. You may PUSH to double your range, add a d6 damage or to double your Range AC bonus for 2 minutes.

Mutation: You attract some metal without control.

55.MASTERMIND

You are super intelligent & accumulate wisdom at a rapid rate. You start with at least 15 INT & WIS and 2 additional Language skills. You get +1 to INT or WIS at each level, 1 new skill each level & you gain Outsmart +2. You may make a skill roll on any knowledge/ language related skill, even if you do not have that skill. You may PUSH to re-roll a failed skill check or Outsmart.

Mutation: You are physically weak. You get -2 STR, -2 CON, Disadvantage on melee attacks and get 1 less HP at each level.

56.MECHANICAL INTUITION

You can build, invent or fix almost any mechanical device. You can build machinery but will need time to do so and will be dependent upon level, type of machine being built, availability of parts and Game Master's decision. You gain +2 to Mathematics, +6 to Mechanics & +4 to Computer Skills & gain Language: Binary. You gain Advantage on all Driving checks with machines.

Mutation: You occasionally will mumble aloud in Binary.

57. MEMORY POWERS

You have a perfect memory and can visually project it. You gain +1 INT and +1 WIS. You gain +1 skill point at each level. You remember all things in great detail. You can project memories on any flat surface or on a TV screen. You can also transfer memories by touch.

Mutation: You sleep less than normal and have teal eyes.

58. METAL CLAWS or TALONS

You have sharp metallic claws growing from your hands or feet. They add an additional d6 damage to your hand to hand attacks. You get +1 to hand to hand attacks at level 1, 4 & 7.

Mutation: You have giant claws/ talons.

59. METAL WINGS

Player may fly at 24 Move. You may use your wings as a Melee weapon (d6+1 damage). Add +1 AC at level 1, 6 & 10. Add +1 to Melee attacks with your wings at level 3, 6 & 9.

Mutation: You have large, metallic wings on your back.

60. MIND BLOCK

Your mind is an impenetrable fortress. You are immune to mind reading, suggestion & mind control. You gain +1 WIS & Advantage on Mental skill checks or Saving Throws.

Mutation: You have heterochromia.

61. MIND CONTROL

You have a natural charisma and can attempt to control the minds of others. You gain +1 to CHA at level 1, 4, 7 & 10. You can try to mind control 2x your level per day. The target must be within line of sight & within 200' + 25' per level. The target makes a MENTAL save adding your CHA bonus to their roll. If they pass, nothing happens. If they fail, you control them for d6+1 minutes per level. If you ever make a command that would go completely against someone's alignment, they get another MENTAL save (without your CHA bonus) to try to break the control. You must concentrate to maintain control. You may PUSH to make a control attempt beyond your daily limit or to make a target re-roll a successful save against you.

Mutation: You tend to stare off in the distance and your eyes change color daily.

62. MIRROR COMMANDER

You can shift your essence & an additional 100 lbs. + 25 lbs. per level into any reflective surface in line of sight at will (you cannot pull an unwilling being into a mirror). You can leave the reflective surface or go to another reflective surface anytime. While in the surface, you and your cargo are immune to physical & energy damage and lose all actions except watching or attempting to leave. If the surface breaks, you fall to the ground in front of it (make a DEX check or be Prone). Entering, leaving or going to a surface costs an action. You can PUSH to double your weight allowance for an hour.

Mutation: You have a shine to your skin (add +1 to CHA).

63.MUTANT TRACKER

You can sense mutants within 100' + 20' per level. At level 3 you can sense the nature of their mutant powers. At level 6 you can identify all of their mutant powers. You have +4 to Tracking.

Mutation: You have a super sensitive sense of smell.

64.NEGATOR: MAGIC POWERS

You have the ability to negate magic powers. When you are within 20'+5' per level of a magic user or familiar, all durations and ranges of their magic powers are halved (rounded up). You may try to negate the activated magic abilities/ spells of a person within 100' + 25' per level by spending an action to make them save against DEATH (if you touch them, they roll at Disadvantage). If they fail, they lose all activated magic powers for d8 minutes. This does not affect you or the static abilities of magic users and familiars. You may PUSH to make a target re-roll a successful DEATH save against you or to double your range for d6 minutes.

Mutation: You are more susceptible to illness (-1 CON & -2 to Poison save stat).

65.NEGATOR: MUTANT POWERS

You have the ability to negate mutant powers. When you are within 20'+5' per level of a mutant, all durations and ranges of mutant powers are halved (rounded up). You may try to negate the activated mutant abilities of a person within 100' + 25' per level by spending an action to make them save against DEATH (if you touch them, they roll at Disadvantage). If they fail, they lose all activated mutant powers for d8 minutes. This does not affect you or the static abilities like claws, wings, invulnerability of mutants. You may PUSH to make a target re-roll a successful DEATH save against you or to double your range for d6 minutes.

Mutation: You have a naturally weak Constitution (-2 CON).

66.NEGATOR: PSYCHIC POWERS

You have the ability to negate psychic powers. When you are within 20'+5' per level of a psychic, all durations and ranges of their magic powers are halved (rounded up). You may try to negate the activated psychic abilities of a person within 100' + 25' per level by spending an action to make them save against DEATH (if you touch them, they roll at Disadvantage). If they fail, they lose all activated psychic powers for d8 minutes. This does not affect you or the static abilities of psychics. You may PUSH to make a target re-roll a successful DEATH save against you or to double your range for d6 minutes.

Mutation: You are more susceptible to harsh injuries (-2 to Critical & Death save stats).

67.PHEROMONE CONTROL

You emit strong pheromones and are able to control others pheromones. The opposite sex is strongly attracted to you. You may make minor suggestions toward those attracted to you (Persuasion DC: based on suggestion made). Targets will not do anything against their alignment when suggested. As an action, you can try to reduce a target's CHA by d6 for 10 minutes (They may attempt a Death save adding your CHA modifier to their roll to negate). You get +1 to CHA each level & Advantage on all Persuasion checks.

Mutation: The opposite sex is extremely attracted to you, almost to the point of annoyance.

68.PLANT MASTERY

You can speak with, summon and control plants. You can control any of them within 100' +10' per level at will. You can summon plants that are within 2 miles 2x your level per day. Feel free to be creative with your actions with your plant friends and discuss with your GM what they will allow in their game. You may PUSH to increase your summoning range by a mile.

Mutation: You have a light greenish skin and have flowers & vines growing in your hair.

69.POWER DRAIN

You can touch people and drain their memories & powers. You may attempt to drain 2x your level per day. When you touch a person's skin the person makes a CON check (they add +1 to their roll for each level you have). If they fail they pass out for d6 minutes and you gain their memories, mutant powers & psychic abilities for d6 minutes. If they pass, nothing happens. You can use their abilities as they are allotted but use your level to modify. You may PUSH to attempt a drain past your allotted daily amount or to make a target re-roll a passed CON check on an attempted drain.

Mutation: You retain a fragment of the memories of those you drain and you have a slight headache when you lose a drained power/memory.

70.POWER OF THE NIGHT

You thrive and are powered by the Moon & the night itself. While the Sun is down you get +4 STR, +2 CON, +2 to AC, +2 to Initiative & +2 to all save stats (these abilities are halved if it is very cloudy or if you are inside during the night). You can always see in the dark. You can store up energy to use during the day. Once a day per your level, you may release the lunar energy. You gain your full bonuses for d6+1 minutes per level. You must be exposed to at least an hour of moonlight each day to store its power. You can PUSH to add 2 additional minutes of power, to use your power without absorbed sunlight or to double your bonuses for 2 minutes. **Mutation:** You are pale and cannot tan. When you use your lunar powers, you glow silver.

71. PREHINSEL HAIR

You have very long hair (4'+) that can move and grab things on its own. Your hair has STR equal to your STR. You can Grab, Blind, Trip, choke, etc. with your hair as an additional action. You gain an additional action with your hair each round and +1 to attack with your hair at each level. Hair whip does d4 damage. If your hair is longer than 6', it has Reach.

Mutation: You have really long hair that grows at four times faster than normal. It will often move on its own.

72. PYROTECHNICS

You can create fireworks from out of nowhere. You can create fireworks 3x your level per day. Fireworks: 50' + 10' per level/ can be used to blind for d4 minutes (Range attack & then Critical check), distract or damage (Range attack d4 damage). You can create minor fireworks & create harmless light bursts at will. You may PUSH to create fireworks past the allotted daily amount, double your range or Fireworks Show (all non-allies within 100' + 10' per level must make a Critical save or be blinded for d4 minutes).

Mutation: You occasionally create odd noises & pops.

73. RADAR SENSE

You have radar sense. You can feel things moving around you (200' + 50' per level). You gain +3 AC, gain Advantage on DEX checks & gain Advantage on Initiative rolls. You cannot be surprised & are unaffected by Blindness. Seize the Moment attacks on you are at Disadvantage.

Mutation: You feel dizzy when you stop running for a few moments.

74. RADIATION MASTERY

You are powered by radiation. You are immune to the ill effects of radiation. You gain Toughness +1 at level 1, 4 & 8 & and gain an additional 1 HP at each level. 2x your level per day you can Manipulate Radiation by shooting a Radiation Blast (100', d6 damage, save against Critical or they lose 1 CON for an hour) or by Powering Up for d10+1 minute per level (grow 10', add +4 AC, +4 STR, +d6 HP & each Melee attack you make drains 1 CON from the target for 1 hour unless they save against Critical). While powered up, anyone that ends their round within 5' of this character must save against Critical or lose 1 CON for an hour. You may PUSH to Manipulate Radiation beyond your daily limit, to double your blast range, to double your blast damage or to double your Power Up bonuses for d4 minutes. You have Advantage on all PUSH rolls.

Mutation: You lose all body hair and are slightly radioactive. When using your powers, you glow green and are very radioactive.

75. REACTIVE ADAPTATION

You can immediately adapt to whatever physical situation you encounter. You are immune to all diseases, gases, radiation & poisons. You can breathe underwater, in smoke, in a vacuum, etc. Your eyes adjust to darkness, bright light, foggy situations, etc. You are immune to pressure or lack of pressure & can move freely underwater or if hindered. You may PUSH to re-roll a failed Saving Throw or attribute check.

Mutation: You appear to never breathe.

76. REGENERATION

You heal at an accelerated rate & are resistant to disease. You heal d6 HP per minute. You gain Toughness +1 level 1, 4, 7 & 10. You gain Advantage on all CON checks and disease related saves. You may PUSH to instantly heal d10 and remove any disease or illness.

Mutation: Your hair & fingernails grow at a faster rate. You age at 1/3 the rate of a normal person.

77. RESISTANCE: ACID

You have Toughness: Acid 5. You get an additional +1 at each level. You gain Advantage on all acid, gas or poison-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes.

Mutation: Your hair has a teal or azure tint.

78. RESISTANCE: ENERGY

You have Toughness: Energy 5. You get an additional +1 at each level. You gain Advantage on all energy-based Saving Throws & attribute checks. When you are affected by an energy effect, its duration is halved (rounded down). You may PUSH to double your resistance for d6 minutes.

Mutation: Your hair has an orange tint.

79. RESISTANCE: METAL

You have Toughness: Metal 5. You get an additional +1 at each level. You gain Advantage on all metal-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes.

Mutation: Your hair has a silver tint.

80. RESISTANCE: PSYCHIC

You have Toughness: Psychic 5. You get an additional +1 at each level. You gain Advantage on all psychic based Saving Throws & attribute checks. When you are affected by a psychic power, its duration is halved (rounded down). You may PUSH to double your resistance for d6 minutes.

Mutation: Your hair has a metallic blue tint.

81. SECOND SIGHT

You have visions of the future and can see places far away. You gain +1 to Initiative at each level, +2 to AC at level 1, 4 & 8 and you occasionally get flashes of the future (your GM can incorporate this into your game). 2x your level a day you can attempt to Remote View a location or a specific person. You need full concentration, a picture of the location or person to attempt and be within 500 Miles + 500 Miles per level. You have a 40% + 5% per level success chance. Add 10% if you have been to the location, add 10% if you have meet the target & add 15% if you have a personal item of the target. Viewing lasts d6+1 minutes per level. You may PUSH to activate your powers beyond the allotted daily amount, double your viewing range, double your viewing duration or to increase your success chance by d20 %.

Mutation: You constantly have flashes of future events, even when you sleep.

82. SHAPE CHANGER: ANIMAL

You can shape change to any animal that you have seen (you cannot shape change into a creature with higher Hit Dice). You can change into an animal 2x your level per day for d10+1 minutes per level. You have the maximum stats of the animal & can revert back to human at will. While in animal form you may communicate with animals of the same type. If you pass out or go Out of Action in animal form, you return to human form passed out for d4 minutes. You may PUSH to transform past the allotted daily amount or to double the duration of your change.

Mutation: You retain some tendencies of the animal you mimicked for d10 minutes.

83. SHAPE CHANGER: HUMAN

You can change your shape into any human you have seen. You can change into a person 2x your level per day for d20+5 minutes per level. You take on all the physical & vocal characteristics of the person, but not their powers or memories. You can copy wings, claws, spikes, etc. but they are superficial and are not functional. You may PUSH to transform past the allotted daily amount or to double your transform duration.

Mutation: Your eyes and hair color randomly change each morning.

84. SHRINK

You may shrink to 1' tall & 1 less inch per level. When you shrink to 1' you get -4 STR, -3 Melee Damage, -1/2 your Move, +4 DEX, +2 to AC, +4 to Stealth. For each inch you shrink below 1' you get -1 STR (3 MIN), +1 DEX, +1 AC & +1 to Stealth. You can shrink 2x your level per day and can stay small for d10+1 minutes per level. You can PUSH to stay shrunk for an additional d4 minutes, to shrink an additional 1" or to shrink beyond your daily limit. You cannot shrink again for d10 minutes.

Mutation: You have a squeaky or high-pitched voice.

85.SKELETAL GROWTHS

You have spikes sticking out from your body. You get +2 AC & Toughness +1. You may pull one out and use it as a melee or thrown weapon (d6 damage). Anyone performing an unarmed Melee attack against you take d6-1 damage. You can PUSH to shoot a projectile at everything within 30' or add +4 AC for d6 minutes.

Mutation: You are covered by bony spikes.

86.SUNLIGHT ABSORPTION

You thrive & are powered by solar energy. While in sunlight you get +4 STR, +2 CON, +2 to AC, +2 to Initiative & +2 to all save stats (these abilities are halved if it is very cloudy or if you are inside during the day). You can store up energy to use at night. Once a day per your level, you may release the solar energy. You gain your full bonuses for d6+1 minute per level. You must be exposed to at least an hour of sunlight each day to store its power. You can PUSH to add d4 additional minutes of power, to use your power without absorbed sunlight, use your ability beyond the daily limit or to double your bonuses for 2 minutes.

Mutation: You tan much faster and have a glow when using your absorbed powers. For some reason you are immune to cancer. Many corporations have bounties out for this type of mutant.

87.SUPER RESILIENCE

You are tougher than a \$2 steak. You gain Toughness +1 at level 1, 3, 5, 7 & 9. You gain maximum HP at each level. When you re-roll a Saving Throw or attribute skill check with a SUR point and succeed, you gain a SUR point. You may PUSH to use an extra SUR point after a failure.

Mutation: Your hair looks dull and rusty.

88.SUPER SPEED

You move at extreme speeds. You Move at double the speed of a normal human at level 1 (24) and you gain +5 to Move at each level past 1. You can run at 6 times your Move speed. You get no penalties for moving and attacking. You gain Seize the Moment +1. You gain Advantage on all DEX checks. You gain +1 AC at level 1, 3, 5, 7, 9. You gain Toughness +1 at level 4, 8 & 10. May PUSH to run at 8 times your Move speed and you are able to run through solid objects for d6 minutes.

Mutation: Your hair grows faster & turns grayer each level. You are hungry more often than not.

89.SUPER STRENGTH

You have exceptional strength. You start with at least 16 STR. You gain +1 to STR at each level & +1 to Melee damage at each level 2, 4, 6 & 8. You can lift & carry around a ton with ease. You gain Advantage on all STR checks. You may PUSH to double your lifting ability & add +4 damage to all Melee attacks for 3 minutes.

Mutation: You tend to enjoy showing off your might.

90. TELEPORTATION

You can teleport 2x your per level day. You gain +1 AC at level 3, 6 & 9. You have Advantage on all DEX checks. You can teleport within line of sight within 25' + 25' per level. You can carry the items on you and the things you are holding when teleporting (100 lbs. + 25 lbs. per level). You may PUSH to double your range, weight allowance or teleport beyond your daily limit. You may also PUSH to attempt to avoid a successful attack. After you are hit roll on the PUSH chart. If you are successful the attack is fails. At 7th level you may teleport into places that are out of sight, but still within range.

Mutation: You occasionally will disappear and immediately reappear.

91. THOUGHT EATER

You disrupt and are empowered by psychic energy. You are immune to psychic energy & mind control. All psychics within 100' + 10' per level Move at -5 and are at Disadvantage on Initiative rolls & Saving Throws. When you absorb 10 points of psychic damage you may release it do one of these actions: Energy Blast (d6+1 damage per level, 60' + 10' range per level), heal 4 HP, add +2 to STR, +2 to DEX, +2 to Melee Damage, +2 AC for d6 minutes or double your Move for d6 minutes. These effects are cumulative. You may PUSH to use one of these abilities with only 5 points of damage.

Mutation: Your finger & toe nails are crimson.

92. TRUE AIM

You are a master of Ranged attacks. You gain +1 to Ranged attacks at each odd level. You gain +1 to Range damage at level 1, 4, & 8. You get more range out of weapons – double range at level 3 and triple at level 7. You can see twice as far as a normal person. You fight in melee at -2. You may PUSH to gain Advantage on Range attacks for d4 +1 minutes per level. **Mutation:** You squint a lot.

93. UNDERWATER POWERS

You can live out of water and suffer no penalties while on land, but you feel better underwater. While underwater you gain +5 STR, +5 DEX, +5 CON, +3 to all Saving Throw stats, double your HP, water breathing, free movement (Swim at 48 Move), immunity to pressure, Sonar (300' + 50' per level, you effectively can see in the dark underwater and cannot be surprised) & you can communicate with sea creatures. You can PUSH to gain your underwater powers while on land for d6+1 minutes per level (you can breathe air and maintain your 48 Move).

Mutation: You have small gills on your neck.

94. UNTRACABLE

You cannot be properly tracked or traced. You gain +2 AC & +10 to Stealth. You give off no smell. You leave no trace wherever you go (even in mud or snow). You do not appear on video or on radar (including your clothing & items you are carrying). You can look into the eyes of a person with 10' and try to make them forget you or a recent event (they must make a MENTAL save at Disadvantage or forget).

Mutation: Your voice is very low.

95. VENOMOUS

You have retractable fangs & claws and venomous blood. Your fangs & claws deal d4 damage + poison. Your poison deals 1 cumulative damage every round until the target makes a Poison save (they add +1 to their save roll per your level). You can spit or bleed on to a target to poison them. You are immune to poison.

Mutation: Your lips and fingernails are green tinted and your blood is dark green.

96. WEATHER CONTROL

You can manipulate local weather. You have the ability to make it rain, make it snow, feel warmer, feel colder, make windy, etc. in your local area. You can walk on air and water. 2x your level per day you can do the following: Fly (24 Move, for d10 minutes, +2 to AC), Shoot Lightning (100' range, d6+1 per level damage), Wind Blast (100' range, d6 damage and knocks the opponent back d6x10 feet & to the ground unless they make a STR check) or Blizzard (100' range, create a 20' +5' area per level of a blizzard – all others in the blizzard are effectively Blind, take d6 damage per round & must make a CON check each round or pass out). You may PUSH to activate a power beyond your level limit or to double the damage & range/ duration of an ability.

Mutation: You slightly levitate unless actually try not to. You take no damage from falling and cannot be Tripped.

97. WINGLESS FLIGHT

You can fly without wings. You get +2 AC while in flight. You fly at 24 + 2 Move per level. While flying, can use body as a battering ram due to crash into solid objects doing d6+1 damage per level to the target. You take no damage from this or any fall & this does not end your flight. You may PUSH to double your flight speed for d10 minutes.

Mutation: You always levitate slightly, cannot be Tripped & are extremely light (+5 to Climbing & Jumping attempts).

98. WINGS

Fly at 18 Move. Add +1 AC & +1 to attack in flight at level 1, 3, 5 & 8.

Mutation: You have large, feathery wings on your back.

99. WISDOM OF THE AGES

You are extremely wise and learn very quickly. You start with at least 14 WIS. You gain +1 WIS each level. You gain 1 extra skill point each level. Anytime you fail a skill check, you gain an accumulative +1 to your next skill check of the same type. Once you pass, the bonus is gone. You gain OUTSMART +1.

Mutation: You find it very difficult to remain silent when some is doing or saying something dumb.

100. X-RAY VISION

You can concentrate to see through solid materials. It takes about a second to see through an inch of material. You cannot see through lead. You gain +1 to Initiative and +4 spot checks. You can PUSH to see through materials at 3 inches a second. **Mutation:** You have big eyes.

PUSH CHART (d00)

When you PUSH or become PUSHED you must roll on this chart. Each time you PUSH in a day add 15 to your next PUSH roll. If the PUSH is a successful, the attack happens first, then the effect occurs.

Rolls	Success?	Notes
01-05	Yes	Allies within 100' gain +1 STR for 1 hour
06-10	Yes	Allies within 100' gain +1 to attacks and damage for 1 hour
11-15	Yes	Allies within 100' gain Advantage on their next roll
16-20	Yes	Allies within 100' gain +1 to all save stats & +2 HP for 1 hour
21-25	Yes	You grow 4' & gain +2 STR, Toughness +2, +2 Melee Damage & -2 DEX for d6 minutes
26-30	Yes	Lose 1 CON for 1 hour
31-35	Yes	You have Disadvantage for 1 round
36-40	Yes	Take d6 Energy damage
41-45	Yes	Pass out for d4 rounds after action
46-50	Yes	Lose 1 STR for 1 hour
51-54	No	Nothing happens
55-56	Yes	Disappear for d4 rounds
57-58	Yes	Everything else within 20' takes d6 Energy damage
59-60	No	Everything within 20' takes d6 Radiation damage
61-62	No	You take d6 Radiation damage
63-64	Yes	Darkness fills a 30' area
65-66	No	Get knocked up d4x10' into the air
67-68	Yes	Gain immunity to all Energy for d6 minutes
69-70	No	100' wave of energy breaks all glass & knocks back everyone 10' unless they make a STR check
71-72	Yes	Flash of light blinds everyone else within 100' unless they make a DEX save
73-74	No	20'x20' sinkhole appears below you. Everyone within 20' must make a DEX check or fall in the pit.
75-76	Yes	100' Radiation burst. All must save against DEATH or lose 1 CON for an hour.

77-78	No	Everything within 100' is Stunned for d4 rounds unless they make a CON check
79-80	No	All metal within 40' is pulled 20' above your head and then drops. (STR negates held items being pulled)
81-82	No	Gravity reverses within 100' for a few seconds. Anything that is not flying or holding something falls 30' when it returns. All actions are lost.
83-84	Yes	Everything within 100' has their feet encased in ice (STR check & action to break)
85	Yes	Roll on the Permeant Mutation Chart at Advantage
86	Yes	-2 to AC for the next d6 minutes
87	No	All simple and unprotected electronics turn off.
88	No	Everything within 100' must make a Critical save or be Deaf for d4 minutes (Sonic effect).
89	Yes	A 30' area (centered on you) disappears and reappears d4 rounds later
90	No	Turn Invisible for d6 rounds
91	Yes	The ground 100' around you becomes covered in 6" of mud (all Moves & Jumps are ½)
92	No	Green gas instantly fills the area 100' around you for d4 minutes. It does d4 Acid damage a round & visibility is ½
93	Yes	Heal everything d6 HP within 100'
94	No	Switch sexes for 1 day
95	Yes	Every living thing within 100' can only speak in an unknown alien language for d4 minutes
96	Yes	PUSH everything else within 100'
97	No	PUSH everything else within 100'
98	No	Everything within 100' must make a Critical save or be Stunned for d6 rounds
99	No	Everything within 100' takes d10 Energy damage. You become Stunned for d4 rounds
00+	No	Roll on the Mutant Deformity Chart.

MUTANT DEFORMITY CHART (d00)

Your PUSH fails and you take on a new, permanent mutation.

Roll	Mutation
1	Gain another random Mutant Power & roll again on this chart ignoring 1 & 100
2	You grow Gills (You can breathe underwater)
3	Your skin turns orange
4	Your skin turns purple
5	Your skin turns crimson red
6	Your skin turns powder blue
7	Your skin turns dark green
8	Your skin turns chromatic silver
9	Your skin turns gold
10	You skin slightly hardens (+1 AC)
11	You grow a fin on your back (+4 to Swim)
12	You emit an unpleasant odor (-1 CHA)
13	You lose your sense of smell
14	You lose your sense of taste
15	You grow a third eye on your forehead (+2 to Spot checks & +2 to Mental save stat)
16	You gain sharp fangs (d4 damage)
17	You gain sharp claws (d6 damage)
18	You gain a prehensile tail. (+1 DEX, +4 to climb, you can grab things & +1 extra action with tail per round)
19	You sprout feathery wings (see Mutant power)
20	You change sexes
21	You grow an extra set of tentacle limbs (+1 extra action, +2 STR, -4 CHA)
22	Your hair turns orange
23	Your hair turns purple
24	Your hair turns blood red
25	Your hair turns sky blue
26	Your hair turns bright green
27	Your hair turns silver
28	Your hair turns gold
29	Your hair turns chromatic (all colors)
30	You lose all body hair below your head
31	You no longer can eat food. You subsist on the blood of the living
32	You go blind but gain Radar (see Mutant power).
33	You grow an extra, dead arm. (-1 CHA)
34	You grow an extra set of arms. (Mutant power)

35	You gain Invisibility (Mutant power), but when visible your top layer is skin is not visible
36	You sprout small tusks from under your bottom lip (Add d4 damage to headbutts)
37	You become covered in burns and tumorous growths. Gain Regeneration (Mutant power) & -4 CHA
38	Your eyes become bug like. -2 CHA & +5 to Spot
39	You grow an extra set of eyes (Advantage on all Spot checks, +2 to Initiative)
40	You grow a small mutant in your stomach. It is intelligent & retractable. GM should have fun
41	You grow an extra set of legs (+2 DEX, +5 Jump, +5 Move)
42	You grow an extra heart (+1 to all save stats, +1 HP per level)
43	You grow an extra set of lungs (+1 to CON, gain Advantage on all gas related saves or checks)
44	You grow a third eye on the back of your head. You cannot be Surprised if uncovered.
45	You grow retractable eye stocks (grow out 6", can turn 360 and in different directions)
46	Your face melts off, but you survive. You gain Terror: 14 if your face is visible & -5 CHA
47	You sprout small horns on your head (add d4 damage to headbutts)
48	You sprout large, jutting horns (add d6 damage to headbutts)
49	You grow large talons on your feet (d6 damage from feet strikes). Good luck boot shopping!
50	Your lower body becomes snake-like (-3 CHA, +5 move, +1 AC, tail attack/ d4 damage, cannot be Tripped)
51	You grow a long, forked tongue
52	You go Blind and gain Radar (Mutant power)
53	You smile, laugh and joke almost all of the time. -2 CHA and immunity to mind probes, suggestion & control.
54	Your face becomes snake-like (-4 CHA, long tongue & bite does d4 damage)
55	Your face becomes covered with eyes (-4 CHA, Advantage on all Spot checks, +2 Initiative)
56	You sprout a set of bug-like antenna (+2 to Initiative)
57	Your brain increases in size, as does your head (+2 INT)

58	Your sense of touch increases (+3 to Sleight of Hand checks)
59	You gain a new Mutant Power, but your right leg falls off (will not grow back)
60	You gain a new Mutant Power, but your left arm falls off (will not grow back)
61	You gain a hard carapace (+4 AC & Toughness +1)
62	Your body grows open sores that leak acid (Gain: Toughness: Acid +5, the acid eats through normal clothes, does d4-1 damage upon touch)
63	You become gaunt and weaker (+2 DEX, -2 CON & -1 to all Save stats)
64	You lose the ability to feel pain (+2 Courage & -1 to DEATH & CRITICAL save stats)
65	You gain an energy aura that reflects ¼ of all melee damage (rounded up) you take back to the attacker in the form of energy. You cannot touch things properly (-1 DEX)
66	You gain d4 extra fingers (+1 Sleight of Hand per extra finger)
67	You grow 2' (+1 STR, -1 DEX)
68	You shrink 2' (-1 STR, +1 DEX)
69	Your hands & feet become webbed (+5 to Swim)
70	You gain hemophilia (when you take damage, you take 1 HP extra damage and you take 1 extra HP damage when bleeding)
71	Your ears enlarge slightly and are pointy (+2 to Listen checks)
72	You sprout large quills on your back (+2 AC, Toughness +1 & if you struck from behind by a melee attack they take d4 damage)
73	You can rotate your head 360 degrees (+1 to Initiative) and you take ½ damage from Surprise Attacks (rounded up).
74	Your shadow burns whatever it sits upon for more than 1 round (d4 radiation damage each round touching it)
75	You lose the ability to speak. You gain minor telepathy (can talk and hear thoughts, but if the target is unwilling, the telepathy fails). When using telepathy, the veins in your head grow larger & throb
76	Anyone that sees you from more than 50' away sees you as a blur (+4 to Range AC, +5 to Stealth)
77	You become sun sensitive. You take 1 HP damage per 5 seconds of direct sun exposure.

78	You skin turns green, small plants & veins grow on you & you can use photosynthesis (as long as you get some sunlight, you do not need to eat)
79	One of your hands turns into a large crab claw (d6 damage)
80	Your age reverses by d12 years (you retain all of your memories, abilities and powers)
81	You age d12 years
82	You sprout 8 large, spider legs. You can walk on walls, gain +10 to Jump & gain Advantage on Poison saves
83	You gain a weakness to metal (double damage)
84	You gain a weakness to wood (double damage)
85	You gain a weakness to fire & heat (double damage).
86	You gain a weakness to ice & cold (double damage)
87	You gain a weakness to magic (double damage)
88	You gain a weakness to poisons (double damage)
89	You gain a weakness to sonic energy & loud noises (double damage)
90	You gain a weakness to electricity (double damage)
91	You take on a demonic visage. Your hair and skin turn red or black (or both) & you grow a Prehensile Tail & wings (+1 DEX, +4 to Climb, -2 CHA, +4 to Intimidate, +1 extra action per round & Wings Mutant power)
92	You take on an angelic presence. Your hair turns gold, you grow wings & your skin takes on a soft light aura (+6 CHA, +d6 HP, Angelic Wings power & +4 to Persuasion)
93-98	You take on an anthropomorphic animal form (roll on the Mutant Animal Chart & gain their basic abilities) p. 84
99	You take on the form of a large insect with 6 legs & bug wings (d4 damage bite, bug wings 12 Flying Move, +1 to Initiative, +5 ground Move, + 5 Jump, +2 DEX, your CHA becomes 3)
00	You turn into a pile of radioactive goo! You die.



MYSTIC

Mystics derive their magical abilities from invisible rune-tattoos that they receive at great risk to their own personal safety. There is a very real and significant chance of bodily harm when receiving a magical rune-tattoo. Even non-Mystics can get a rune-tattoo and be imbued with the power of that spell but their chance of harm is much greater. When you cast a spell, the corresponding rune-tattoo will glow for 1 minute per level of the spell.

PRIME ATTRIBUTE:

CONSTITUTION and INTELLIGENCE. A minimum INT of 13 is required. A minimum CON of 10 is required.

SAVING THROWS:

Mystics gain a +2 bonus to the Death & Magic Saving Throw stats.

SKILL TRAINING:

Mystics spend years honing their craft and have little time to spend on other skills.

- Knowledge – Magic at +2
- Knowledge of your choice
- 2 other skills
- -2 to all non-magic attacks.

CLASS BONUS:

Mystics get a one-time +1 to INT & -1 to STR

STARTING GEAR:

- Staff
- Medic Kit
- Padded Armor, Moderate Clothes/ Uniform
- Books
- Roll on Money Chart.

Level	<u>Mystic Level Progression</u>
2	+2 to Mental save stat & +1 to INT. You may Step into the Void when casting a spell to add your level to the spell's damage.
3	+2 to Magic save stat. You may Step into the Void when casting a spell to add your level x10' to the range of a spell.
4	+1 to INT, +1 to WIS, +2 to Death save stat & +2 to Ranged magic attacks. You may add your INT modifier to any save roll or attribute check a target attempts against your spells.
5	+4 to Knowledge: Magic & +1 AC You may Step into the Void to have a spell target an additional target or to double the spell's duration. Make just 1 attack roll if needed.

6	+1 to INT. Your damaging spells bypass a number of Toughness equal to your level.
7	Choose 1: <u>FIGHT THE VOID</u> - When you Step into the Void, you may subtract your WIS attribute from your roll. You may see the roll first. Ignore the first Madness point you gain each day. <u>EMBRACE THE VOID</u> - When you Step into the Void, you gain +1 to AC, +1 HP and your spells deal +1 additional Shadow damage for 5 minutes (This stacks). You gain Weakness: Magical Light during this period.
8	+1 to INT & +3 to Knowledge – Magic. You gain an extra action per round. If you cast a second spell for that action you must Step into the Void when you cast it.
9	You may cast a spell without speaking or moving by Stepping into the Void.
10	Choose 1: <u>ONE WITH ALL</u> – You cannot be Surprised, gain +3 AC, gain Immunity to Light and you cannot lose any of your senses. You gain Flying at 18 Move. You know any language you encounter and gain Advantage on all Step into the Void rolls. You can speak telepathically with any willing target. You feel the need to aid others. <u>SPEED of DARKNESS</u> – You always have Initiative (if a tie, you act simultaneously), gain +20 Move, gain +20 to Stealth, gain +4 AC, gain Immunity to Shadow and you can immediately adapt to any environment. You ignore all effects that slow you or hinder your movement. You can turn intangible as an action, but it stops if you attack or cast a spell on another target. You feel no compassion with humanity or feel the need to help anyone.

ACQUIRING RUNE-TATTOOS

Mystics will receive access to new spells and extra tattoos as they level. As they adventure they may find books, scrolls or sages that may teach them knowledge that grants them access to new spells and rune-tattoos. If you attempt to learn a new spell, not granted by leveling, you must study for 1 day per level of the spell and then roll an INT check. Add the spell's level to the roll and then subtract your level. If you pass the check you learn the spell and can use it once you get the appropriate rune-tattoo. If you fail the check you do not learn the spell and may not try to learn that spell again for a d6 days.

When a Mystic has a rune-tattoo completed for a spell that is not learned by leveling, they are temporarily reduced to 0 Hit Points and must make a save against Death at Disadvantage. If they fail the Death save they must roll on the Failed Knowledge Table once for each level of the spell and pay the price for being greedy and over stepping their bounds. Pass or fail, the Mystic will remain asleep for 2d6 hours afterwards and awaken at full health with the rune-tattoo on their body.

Additional Tattoos can be bought at any time as long as the buyer can find the right rune-tattoo artist and has the money to pay their fee! The average rune-tattoo costs \$1000 per spell level.

Non-Mystics may acquire rune-tattoos at a much greater risk. They can only be 1st level spells, they must first learn the spell as a Mystic does, they must have a Knowledge- Magic of at least 5 ranks, require at least a 13 INT and they must save against Death at Double Disadvantage (roll 3 dice and take the worst)!! If they fail they must roll on the Failed Knowledge Table twice as much as the Mystic. Afterwards, they can use 1st level spells equal to their INT modifier per day. Higher spells can be learned, but that knowledge is sealed in another tome.

FAILED KNOWLEDGE TABLE (d10)

Roll	Penalty
1	Gain 1 Madness point
2	Lose 1 point of Death Save permanently
3	Lose 1 Move permanently
4	Lose d6 DEX for d6 days
5	Lose d6 CON for d6 days
6	Lose d6 STR for d6 days
7	Sleep for an additional d20 hours
8	Lose ½ your base HP for d6 days
9	All Saving Throw attempts are done at Disadvantage for d4 days.
10	Nothing unusual occurs



MYSTIC SPELLS LEARNED EACH LEVEL

You gain this number of spells (plus your INT modifier), along with their corresponding rune-tattoos, when you achieve the appropriate level without danger. You cannot attempt to learn or cast any spell that is a level higher than a spell you can learn on the table below.

Level	1	2	3	4	5
1	+3	-	-	-	-
2	+2	-	-	-	-
3	+1	+2	-	-	-
4	+1	+1	-	-	-
5	+0	+1	+2	-	-
6	+0	+1	+1	-	-
7	+0	+0	+1	+0	-
8	+0	+0	+1	+1	-
9	+0	+0	+0	+1	+0
10	+1	+1	+1	+1	+0

MAXIMUM RUNE-TATTOOS PER LEVEL

This is the maximum number of rune-tattoos you may have at each level

Level	1	2	3	4	5
1	6	-	-	-	-
2	10	-	-	-	-
3	16	6	-	-	-
4	20	12	-	-	-
5	20	16	6	-	-
6	20	20	12	-	-
7	20	20	16	4	-
8	20	20	20	9	-
9	All	All	20	15	5
10	All	All	All	20	10

MAXIMUM SPELLS PER DAY

This is the maximum number of spells you can cast each day without having to Step into The Void. Add your INT modifier to this number.

Level	1	2	3	4	5
1	3	-	-	-	-
2	5	-	-	-	-
3	8	3	-	-	-
4	10	5	-	-	-
5	12	8	2	-	-
6	13	9	4	-	-
7	15	10	6	2	-
8	18	12	8	4	-
9	Any	15	10	6	1
10	Any	Any	12	6	1

ACTIVATING A RUNE-TATTOO

Activating a rune-tattoo spell is as easy as the caster wants it to be. The caster can simply will the spell to fire with a series of magical words & phrases or wave their hands in a divine way to cast the spell. It is the caster's choice. Anytime a spell is cast, the corresponding tattoo lights up and becomes visible for 1 minute per level of the spell. The spell also leaves behind an intangible, magic rune that hovers above the ground for d6 minutes – your INT modifier (1 minimum). It can possibly be read by people with Knowledge – Magic. They can determine the spell's level (DC:10), the name of the spell (DC:13), the caster's level (DC:18) and magically track the caster (DC:22 per 100').

A Mystic must have at least one hand free for spellcasting or be able to speak. If any of these conditions are not met, they will be unable to cast the spell.

Some spells require multiple rounds to cast. If a Mystic takes damage while casting a multiple round spell they must make an INT check, adding the amount of damage they took to their roll. If they fail, the spell fails and is wasted.

STEP INTO THE VOID TABLE

If you cast a spell that requires you to Step into the Void, you roll on this table first and apply the result to the spell. You only roll once on this table when you Step into the Void, even if multiple Step into the Void effects require you to roll. However, add 15 to any roll on this table for each Step into the Void past the first.

Example: A Mystic casts a spell beyond their daily limit, requiring them to Step into the Void. They also use their ability to increase the spell's range and use their ability to increase the spell's damage. Both of those abilities require the Mystic to Step into the Void. Instead of rolling 3 times, they roll once and add +30 to their roll.

Roll	Spell Fails?	Result
01-15	No	You resist the Void. You may subtract up to 10 from your next Step into the Void roll.
16-30	No	You resist the Void. You may subtract up to 5 from your next Step into the Void roll.
31-35	No	Add d6 Shadow damage to the spell or double its duration.
36-40	Yes	The Void eats the spell.
41-45	No	The Void eats the spell for d6 rounds. At the start of the round after that the spell reappears and effects the closest thing.
46-48	No	The Void eats the spell for d6 days. When it returns it is cast on the nearest living creature within 100'.
49-53	No	The spell now targets you.
54-55	Yes	Everything within 100' gains Weakness: Shadow for 1 hour.
56-57	No	After the spell, Darkness fills a 60' area around the target.
58-59	Yes	You may roll 2 dice the next time you cast by Stepping into the Void. Select the one you wish to happen.
60-61	No	After the spell, everything within 100' is healed d6+ your INT modifier.
62	No	The spell's damage, area & duration are doubled. You gain Madness +1.
63-64	No	You escape the Void, but a presence follows you. You are at -1 to all save stats for 1 day.
65-66	Yes	A purple rain pours in a 100' area around you. Everyone else must make a Poison save at the beginning of each round or take d6 Shadow damage. Anyone that takes 12 or more damage from this in a day gains Madness +1.
67-68	No	The spell goes off and then dispel all magic within 100'.
69-70	No	The spell occurs, then a portal opens and a 60' tentacle emerges and attacks everyone (AC:15, HP:40, Toughness +2, 2 attacks at +2 for d6+2 Shadow damage).
71	No	The sky fills with a field of purple tentacles and the air fills with the screams of tortured souls. Everyone within 200' saves against Death or gain 1 Madness
72	No	After the spell, a shadow covers a 500' area around the caster for 10 minutes. Everyone under has their Critical Fumble range for attacks and skills increased to 1-3.
73-74	Yes	A 60' area of purple grass appears below the caster for d4 hours. It tries to grab everyone on it each round (DEX check or get snagged). Once snagged you cannot move until you pass a STR check (action).
75	Yes	A 60' giant, pulsating, purple egg comes up from the ground under the caster. GMs have fun.

76-77	No	The spell goes off, then you disappear for d4 rounds. You reappear 40' above where you disappeared.
78-79	Yes	Darkness descends upon a 100' area around you for d4 minutes. Anyone else in this area at the end of a round takes d4 Shadow Magic damage. For every 20 points of damage they take they gain 1 Madness.
80-83	No	The spell goes off, then a sinkhole opens in a 30' area below the target. It is 30' deep. DEX check to take ½ damage.
84-87	Yes	The Void Vortex appears over a 100' area 10' above the caster for d6 minutes. Everything under it must Step into the Void when they cast any spell. All rolls under it are at Disadvantage.
88-89	Yes	All basic electronics within 100' of you are fried. All radios begin transmitting demonic voices.
90-91	No	The spell effects everyone within 60'.
92-93	Yes	A portal opens. A Doppelganger* of you emerges and attacks everyone for d4 minutes. *Exact copy of you, but Chaotic and with a purple aura.
93-94	Yes	A portal opens. A Doppelganger of your target or targets emerges and attack everyone for d4 minutes. *Exact copy of the target.
95	Yes	A portal opens. A Demon appears and attacks everything for d6 minutes. (HDE appropriate) Everyone in sight must make a WIS check or gain Madness +1.
96	Yes	The Void stains your hair and eyes violet. Gain Madness +1
97	Yes	The Void scars your heart. Permanently lose 1 HP and gain Madness +1
98	Yes	The Void breaks your spirit. Permanently lose 1 HP and gain Madness +1
99	Yes	The Void consumes part of your mind. Lose 1 WIS permanently.
00+	Yes	The Void consumes you. You are forever lost.

MADNESS

When you Step into the Void you may return with part of your mind gone and with some Madness. For every point of Madness you accumulate, you come closer to losing your mind. You can acquire Madness from other effects and from some creatures. Madness points are permanent, but they can be removed through some Mystical means. If your Madness exceeds your Wisdom score, you are forever lost to the Void. More information on Madness will be revealed in future tomes.



SPELLS

These are the spells available to Mystics. If a spell takes more than one round to cast it will be noted below.

- You may only have 1 magical Armor applied at a time.
- Magical Armors will not activate on anyone wearing anything but Light or no armor.
- You may dispel any spell you have cast as a free action.
- Touch spells cannot affect anyone in armor (they must touch skin or hair).

LEVEL 1 MYSTIC SPELLS

BRAVERY AURA Duration: 10 minutes Range: 50'

All allies within 50' gain Advantage on Courage saves & Terror checks.

CREATE FIRE Duration: Instant Range: 120'

Ignite a target (DEX check negates) or create small amounts of fire.

CREATE ICE Duration: Instant Range: 120'

Creates up to your level in pounds of ice or a 30' patch of ice (DEX check or they fall down at the end of each round they are standing on it).

COMMUNICATE WITH ANIMALS Duration: 1 hour Range: Self

You can empathize with, speak to and understand animals.

COMPREHEND LANGUAGES Duration: 1 hour per level Range: Touch

The target can understand and speak any language they hear.

COUNTERSPELL Duration: Instant Range: 60'

When you see another spellcaster begin to cast a spell you can try to negate their spell. Each caster rolls a d20 adding their INT modifier & their level to the roll. If you have the higher number you counter their spell. You may do this during another player's action, but you lose your next action.

DETECT MAGIC Duration: 10 minutes Range: 75'

You can sense any Magic item, rune or person within the range. It gives the caster +10 to Knowledge – Magic.

DETECT RADIATION Duration: 5 minutes per level Range: 75' You can sense any radiation or residual radiation within the range.

DISPEL MAGIC Duration: Instant Range: 30'

Dispel any continual 1st or 2nd level spells you choose within 30' of you.

ENCHANTED WEAPON Duration: 1 hour Range: Touch

Touched Melee weapon has +1 to attack and +1 to damage.

FROG LEGS Duration: 10 minutes + 1 per level Range: Self

You gain +20 to Jump and +10 to Swim.

HEAL Duration: Instant Range: Self or Touch

You heal the target d6+ your INT modifier. Stops bleeding and stabilizes severe injuries.

HELPING HAND Duration: 1 hour per level Range: 50'

Creates a ghostly hand that follows and helps you. It has 12 STR. It cannot attack.

ILLUSION Duration: 10 minutes + 5 per level Range: 40'

You can create an illusion of anything smaller than 7' and control it (free action). Anyone seeing it may make a Magic save to see through it. If they touch the illusion they may try to save again.

LIGHT Duration: 20 minutes + 5 per level Range: 100'

Light fills a 30' area. You can cast this spell on someone's face to try to blind a target for d6 rounds (DEX check negates).

LIGHT AS A FEATHER Duration: 5 minutes per level Range: 50' or Touch

You fall at a slower rate and take no falling damage. You gain +10 to Jump and +5 to Climb.

LOCK Duration: Permanent Range: 100'

You can lock any door, container, window, etc. Any attempt to open it is at Disadvantage. You may open the item at any time.

MONKEY CLIMB Duration: 20 minutes Range: Self

You gain +20 to Climb and take ½ damage from falling.

MYSTIC ARMOR Duration: 1 hour Range: Self

The caster gains +2 AC and Toughness +1.

MYSTIC BOLT Duration: Instant Range: 200' + 25' per level

Make a ranged attack and shoot a magic bolt at a target. Add your level & INT modifier to the attack roll. The bolt deals d6 damage.

MYSTIC CHAINS Duration: 5 minutes +1 per level Range: 120'

Target must save against Magic or be bound to the spot. They can act as normal but cannot leave that spot and lose all DEX bonuses.

OPEN Duration: Instant Range: 100'

You can open things that are non-magically locked or closed.

PROTECTIVE AURA Duration: 1 minute per level Range: Touch or Self

The target gains Toughness: X +1. X can be Fire, Cold, Electricity, Earth, Air, Physical, Shadow or Light. Effects are cumulative.

PURIFY Duration: Instant Range: 100'

All food and drink within the 30' are free of any toxins, poisons, corruption or curses.

SLEEP Duration: Instant Range: 120'

The target must make a save against Magic or fall asleep for d6+1 rounds. This will not work on anything with that is not alive and has 20+ HP.

SPARKING TOUCH Duration: Instant Range: 40'

Attempt a range attack that does d4 damage to the target & 1 HP damage to everything within else 10' of the target.

STIFF AS A BOARD Duration: 1 round Range: Self

You turn yourself into an unmovable, living statue with Toughness +20 against everything for a round. You cannot do anything else during the round. You turn back at the beginning of your first action during the next turn. You may cast this during any turn, before another's action occurs.

TAP INTO THE BRAIN Duration: 20 minutes Range: Self or Touch

Target gains +1 INT & +1 to the Mental save stat

TAP INTO THE CROWD Duration: 20 minutes Range: Self or Touch.

Target gains +2 CHA and Advantage on Persuasion checks.

TAP INTO THE GUT Duration: 20 minutes Range: Self or Touch.

Target gains +1 CON, +1 HP and +1 to the Death save stats

TAP INTO THE LIGHTNING Duration: 20 minutes Range: Self or Touch.

The target gains +1 DEX & +10 Move.

TAP INTO THE PAST Duration: 20 minutes Range: Self or Touch

Target gains +1 to WIS & +1 to all non-physical skill checks

TAP INTO THE POWER Duration: 20 minutes Range: Self or Touch

The target gains +1 to STR.

LEVEL 2 MYSTIC SPELLS

DARKNESS Duration: 20 minutes + 5 per level Range: 100'
Darkness fills a 30' area.

DARK VISION Duration: 1 hour Range: Self or Touch
The target can see 60' in Darkness as normal.

DETECT SECRET SPACES & TRAPS Duration: 20 minutes Range: Self
You can sense hidden spaces within 50'

EARS OF THE VOID Duration: 1 hour Range: Self or Touch
Target gains +12 to Listen checks, +2 to AC, +2 to Initiative and they cannot be surprised. You may subtract 1 from any Step into the Void roll.

FIRE ARMOR Duration: 1 hour Range: Self
You gain +1 AC, Toughness +1/ +6 against Fire/ Heat and +1 to Critical save stat. Anything touching you will take 2 Fire Damage and Ignite (DEX check negates Ignite).

FIREBALL Duration: Instant Range: 60'
Shoots a blast of fire at a single target for d6+ your INT modifier damage and Ignites the target. DEX check to take ½ damage and avoid Ignition.

FLYING Duration: 20 minutes + 10 per level Range: Self
You can fly at 24 Move. Add +1 to AC.

GLAMER Duration: 1 hour + 1 per level Range: Self or Touch
You can change the appearance of yourself, your items and your clothing.

HEAL II Duration: Instant Range: Self or 30'
You heal the target d10+ your INT modifier. Stops bleeding and stabilizes severe injuries.

ILLUSION II Duration: 15 minutes + 5 per level Range: 80'
You can create an illusion of anything smaller than 10' and control it (free action). Anyone seeing it may make a Magic save to see through it. Add your INT modifier to their roll. If they touch the illusion they may try to save again.

INVISIBILITY Duration: 5 minutes + 1 per level Range: Self
You become Invisible. The spell breaks if you attack anyone or cast a spell.

LONG ARMS Duration: 10 minutes +1 per level Range: Self or Touch
The target's melee attacks have +5' extra Reach.

MIRROR ARMOR Duration: 30 minutes + 5 per level Range: Self
You are covered by an armor of mirrors. You gain +2 AC, Immunity to Light, Toughness: Energy +5 and a +3 to the Magic save stat.

MIRROR SELF Duration: 5 minutes +1 per level Range: 20'
You create d4 illusionary copies of yourself that mimic your movements. If a copy is touched, it disappears.

PACK MULE Duration: 20 minutes + 10 per level Range: Touch
The target can carry twice the number of items before becoming encumbered.

SLEEP II Duration: Instant Range: 150'
The target must make a save against Magic or fall asleep for d6+1 rounds. This will not work on anything with that is not alive and has 40+ HP.

STRIKE WEAKNESS Duration: Instant Range: 30'
Your target gains +10 to their next attack and a damage bonus equal to your INT modifier. Negate any Critical Fumbles on that attack. If they Critical hit, they get a +5 to their next attack.

TAP INTO THE TOMES Duration: 20 minutes Range: Self or Touch
The target gains +5 to all non-physical skill checks & Advantage on all INT & WIS checks.

TRUE SIGHT Duration: 1 hour + 10 minutes per level Range: Self
You can see in any environment and can see through any illusion. You gain +10 to Spot checks.

VAPORS OF THE VOID Duration: 1 minute per level
Range: 40' area around the caster. 2 Rounds to Cast.
The Void opens and releases a purple toxic cloud of poison. Everyone else must save against Magic or become Sickened. Each round in the vapors requires a Magic save attempt at the beginning of their first action. Anyone Sickened that fails the save takes d6 damage. Anyone that fails the save three times in a row gains Madness +1.

LEVEL 3 MYSTIC SPELLS

BITE THORN ARMOR Duration: 20 minutes Range: Self

An armor of thorns surrounds you. You gain +3 AC, Toughness +1, +3 to Poison save stat and anytime you take Melee damage the armor deals that much Magic damage to the attacker. They must make a Poison save. If they fail they take d6 Poison damage and are Sickened.

CHAIN LIGHTNING Duration: Instant Range: 200'

Make a Range attack. It does d6+1 per level to the target and then d4+1 per level to everything adjacent to the target. Then it does 1 point of damage to anything adjacent to those targets that have not taken damage from this spell yet. DEX check reduces damage by half rounded down. Damage is Electrical & Magic.

DARKNESS II Duration: 20 minutes + 5 per level Range: 150'

Darkness fills a 60' area.

DISPEL MAGIC II Duration: Instant Range: 60'

Dispel any continual 1st thru 4th level spells you choose within 60' of you.

FIREBALL II Duration: Instant Range: 100'

Shoots a blast of fire at a single target for d10+ your INT modifier damage and Ignites it. DEX check to take ½ damage and avoid Ignition.

FLYING II Duration: 20 minutes + 10 per level Range: Self

You can fly at 36 Move. Add +2 to AC. If you fall you take no damage.

HEAL III Duration: Instant Range: Self or 60'

You heal the target d12+ your INT modifier. Stops bleeding and stabilizes severe injuries. Removes poisons and any non-magical diseases.

ICE ARMOR Duration: 1 hour Range: Self

You gain +1 AC, Toughness +1/ +6 against Cold and +1 to Critical save stat. Anything touching you will take 2 Ice Damage and -3 to their Move for 1 minute.

ILLUSION III Duration: 25 minutes + 5 per level Range: 120'

You can create an illusion of anything smaller than 15' and control it (free action). Anyone seeing it may make a Magic save to see through it. Add your INT modifier to their roll. If they touch the illusion they may try to save again.

INVISIBILITY II Duration: 5 minutes + 1 per level Range: Self

You become Invisible. The spell breaks if you attack anyone or cast a spell on another target.

LIGHTNING BOLT Duration: Instant Range: 100'

A bolt of lightning strikes the target for d10 + INT modifier damage. DEX check negates ½ the damage.

MYSTIC ARMOR II Duration: 1 hour Range: Self

The caster gains +5 AC and Toughness +3.

SLEEP III Duration: Instant Range: 200'

May be cast on up to 3 targets. The targets must make a save against Magic or fall asleep for d6+1 rounds. The spell will fail if the target's total HP is higher than 60.

TAP INTO THE BRAIN II Duration: 30 minutes Range: Self or Touch

Target gains +2 INT & +2 to the Mental save stat

TAP INTO THE CROWD II Duration: 30 minutes Range: Self or Touch.

Target gains +4 CHA and Advantage on Persuasion checks.

TAP INTO THE GUT II Duration: 30 minutes Range: Self or Touch.

Target gains +2 CON, +2 HP and +2 to the Death save stats

TAP INTO THE LIGHTNING II Duration: 30 minutes Range: Self or Touch.

The target gains +2 DEX & +20 Move.

TAP INTO THE PAST II Duration: 30 minutes Range: Self or Touch

Target gains +2 to WIS & +2 to all non-physical skill checks

TAP INTO THE POWER II Duration: 30 minutes Range: Self or Touch

The target gains +2 to STR.

TOUCH OF WEAKNESS Duration: 20 minutes Range: 30'

The target gains a Weakness against one of the following: Air, Acid, Cold, Earth, Electricity, Energy, Fire/Heat or Radiation. Magic save negates.

LEVEL 4 MYSTIC SPELLS

ADAPTATION Duration: 1 hour + 30 minutes per level Range: Self or Touch

The target can instantly adapt to any environment. They can breathe anywhere, are immune to pressure or lack of pressure and can survive in a vacuum. You can see in any environment. You eat and drink anything.

COUNTERSPELL II Duration: Instant Range: 120'

When you see another spellcaster begin to cast a spell you can try to negate their spell. Each caster rolls a d20 adding their INT modifier & their level to the roll. If you have the higher number you counter their spell and that caster cannot use that spell again for d6 minutes. You may do this during another player's action, but you lose your next action.

DISPEL MAGIC III Duration: Instant Range: 120' 2 Rounds to cast.

Dispel any continual 1st thru 5th level spells you choose within 100' of you. You may choose to steal one of those effects and apply it to yourself.

EARTH ARMOR Duration: 1 hour Range: Self

You Move at ½ Move on the ground. You gain +2 AC, Toughness +4/ +10 against Earth/Mud/Stone and +2 to Critical save stat. Anything touching you will must make a DEX check or be covered in mud. They must re-roll Initiative next round at Disadvantage and are at ½ Move for 1 minute.

FIREBALL III Duration: Instant Range: 160'

Shoots a blast of fire at a single target for d12+ your INT modifier damage and deals a d8 damage to all adjacent characters. Ignite everything it hits. DEX check to take ½ damage and avoid Ignition.

FLYING III Duration: 30 minutes + 10 per level Range: Self

You can fly at 48 Move. Add +3 to AC. If you fall you take no damage.

HEAL IV Duration: Instant Range: Self or 100'

You heal up to 2 targets d12+ your INT modifier. Stops bleeding and stabilizes severe injuries. Removes poisons and any non-magical diseases.

ILLUSION IV Duration: 30 minutes + 5 per level Range: 150'

You can create an illusion of anything smaller than 20' and control it (free action). Anyone seeing it may make a Magic save to see through it. Add your INT modifier to their roll. If they touch the illusion they may try to save again.

INVISIBILITY III Duration: 5 minutes + 1 per level Range: Self

You become Invisible.

MIRROR SELF II Duration: 5 minutes +2 per level Range: 50'

You create d6+ your INT modifier illusionary copies of yourself that mimic your movements. If a copy is touched, it disappears.

TAP INTO THE TOMES II Duration: 30 minutes Range: Self or Touch

The target gains +10 to all non-physical skill checks & Advantage on all INT & WIS checks.

TELEPORT Duration: Instant Range: 300'

You disappear and reappear next round to any spot within 300'. You reappear when your action is about to occur.

TOUCH OF WEAKNESS II Duration: 20 minutes Range: 60'

The target gains a Weakness against one of the following: Air, Acid, Cold, Earth, Electricity, Energy, Fire/Heat, Light, Radiation or Shadow. Magic save negates.

VAPORS OF THE VOID II Duration: 1 minute per level

Range: 60' area around the caster. 2 Rounds to Cast.

The Void opens and releases a purple toxic cloud of poison. Everyone else must save against Magic or become Sickened. Allies gain Advantage on this save attempt. Each round in the vapors requires a Magic save attempt at the beginning of their first action. Anyone Sickened that fails the save takes d10 damage. Anyone that fails the save three times in a row gains Madness +1.

LEVEL 5 MYSTIC SPELLS

AIR ARMOR Duration: 1 hour Range: Self

You can fly at 24 Move. You gain +2 AC/ +6 against Range attacks, Toughness +4/ +10 against Air & Ranged attacks and +2 to Critical save stat. Anyone hostile toward you within 30' is Knocked Back to 30'. Any hostile entering the 30' must make a STR check or be Knocked Back 20'. If they pass they may move at ¼ Move. Anything touching you will must make a STR check or be knocked back 30' and are Stunned.

BECOME THE VOID Duration: 6 minutes Range: Self

Requires 3 Rounds to Cast

You transform into a giant Void creature (a 15' tall Shadow). All other magical effects on you end. You can cast spells while transformed, but not on yourself. You gain +2 AC, +20 to Move, +50 HP, Toughness +7, Immunity to Shadow (Shadow damage heals you), Weakness to Light, Seize the Moment:3, your STR becomes 22, you gain Reach 10', all of your Saving Throws become 18 and you hover 1' above the ground. Your punches deal d10+6 Shadow damage and you have 3 actions per round. If your HP is reduced to 0 during the duration, you fall out of Void form go to 1 HP and gain Madness +1. If the spell wears off or is dispelled, you must Step into the Void when you cast your next spell.

COUNTERSPELL III Duration: Instant Range: 240'

When you see another spellcaster begin to cast a spell you can try to negate their spell. Each caster rolls a d20 adding their INT modifier & their level to the roll. If you have the higher number you counter their spell and that caster cannot use that spell again for d6 minutes. If you know the spell you may choose to copy the spell and immediately cast it as a free action. You may do this during another player's action, but you lose your next action.

FIREBALL IV Duration: Instant Range: 220'

Shoots a 5' wide and 30' long blast of fire doing d20+ your INT modifier damage to everything within the path. Everything in the path is Ignited. DEX check to take ½ damage and avoid Ignition.

HEAL V Duration: Instant Range: Self or 150'

You heal up to 2 targets d20+ your INT modifier. Stops bleeding and stabilizes severe injuries. Removes poisons and any non-magical diseases.

Removes any curses.

ILLUSION V Duration: 30 minutes + 5 per level Range: 200'

You can create an illusion of anything smaller than 25' and control it (free action). Anyone seeing it may make a Magic save to see through it. Add your INT modifier to their roll. If they touch the illusion they may try to save again. If the illusion attacks something the target does not take damage, but they must make a Mental save or be Stunned for 2 rounds.

LIGHTNING BOLT II Duration: Instant Range: 300'

You cast down a rain of lightning bolts onto a 20' area, doing d20 damage + your INT modifier to everyone in the area. DEX check negates ½ the damage. Allies gain Advantage on the DEX roll.

MASTER'S ARMOR Duration: 20 minutes + 5 per level Range: Self
Create a powerful armor around yourself. You gain +7 AC, +10 Move, Toughness +5/ +8 against Magic & +2 to all save stats. You cannot be Blinded, Critically Hit, Deafened, Knocked Back, Sickened, Stunned or Surprised.

TOUCH OF WEAKNESS III Duration: 20 minutes Range: 90'

The target gains a Weakness against one of the following: Air, Acid, Cold, Earth, Electricity, Energy, Fire/Heat, Light, Metal, Psionics, Radiation, Shadow. Magic save negates.

You may have the target gain Weakness: Magic instead, but you must Step into the Void to do so.

WISH Duration: Instant Range: Any 3 rounds to cast.

You must Step into the Void to cast this spell.

An ancient spirit appears and will make a carefully worded wish come true. The spirit will do what it can to twist the wording to make the wish backfire. However, the more selfless the wish the less trickery will be applied by the spirit. This spell cannot raise the dead, kill a person, make a person break their alignment or make someone fall in love. GMs may impose other restrictions.



Powered Armor Pilot

Many refer to these pilots of these armored titans as show offs because they usually reek of overconfidence, but hey, when you are wearing a small tank on your body, you have a lot to feel confident about.

PRIME ATTRIBUTE:

DEXTERITY and INTELLIGENCE. A Powered Armor must have a minimum score of 12 in both INT and DEX.

SAVING THROWS:

PA pilots require great courage. They receive a one-time +2 bonus to their Courage save stat.

SKILL TRAINING:

When not physically training in their suit, PA pilots train in specific scientific training.

- Combat Training
- Computer Skills
- Electronics
- Fighting: Powered Armor
- Mathematics
- Mechanics
- Pilot: Basic at +1
- Pilot: Flight
- Ranged Weapons
- Science
- 1 other skill.
- -2 on all melee attacks outside of their armor.

CLASS BONUS:

You get a one-time bonus of +1 to INT or DEX & -1 to CHA.

STARTING GEAR:

- Powered Armor
- Flight Suit: +2 to AC (Light) Water recycle system, Waste removal system, Cooling system & Toughness: Fire +2 (does not stack with PA's armor)
- Knife or Dagger
- Kit of your choice
- Roll for Money.

POWERED ARMOR PILOT RULES

Powered Armor Pilot progression is by level. You may buy or acquire other systems from beyond the PA Pilot class progression if you have the resources. These are given to you by your benefactor at each level increase.

While in your Powered Armor characters add their DEX bonus to their AC and Ranged attacks. However, they do not add their STR bonus to attacks, only their armor's STR bonus. Your armor can have a STR in excess of 18. If your STR is higher than your armor's STR, then use your STR.

When a Powered Armor suit runs out of HP it shuts down and will need to be repaired before it can be worn again. As an action, anyone with Mechanics can make a DC:15 skill check to instantly fix d6 of the suit's HP. A higher DC and proper equipment are needed for more advanced repair attempts.

Powered Armor Pilot's Starting Armor

- **Environmental Pressure Sealed (6 hour air supply)**
- **Fit to the pilot (coded for them)**
- **Shelf Recharging Power Source (Power reserve is 120 minutes. It takes 1 hour off-line to recharge to 120 minutes.) Basic functions can run indefinitely (certain functions will drain the supply).**
- **Starting AC: 12, STR: 16, HP:30 & Toughness at +1**
- **Choose 2 Level 1 Weapon Upgrades**
- **Choose 1 Level 1 Ear Upgrade & 1 Eye Upgrade**
- **Choose 1 Level 1 Upgrade**

Level	Powered Armor Pilot Level Progression
2	Choose 2 Level 1 Upgrades Choose 1 Level 1 Weapon Upgrade +2 to one of your skills
3	Choose 1 Level 2 Upgrade Choose 1 Level 2 Weapon Upgrade Choose 1 Level 1 Upgrade +1 to your DEX or INT
4	+1 to STR & +3 to Move to your armor +1 to AC or Toughness at +1 to your armor Choose 2 Level 2 Upgrades or 3 Level 1 Upgrades and +5 HP to the armor +2 to your Courage save stat
5	Choose 1 Level 3 Upgrade Choose 1 Level 2 Upgrade Choose 1 Level 1 Upgrade +1 to INT or DEX +1 extra action per round
6	Choose 1 Level 1, 2 & 3 Body Upgrade Choose 1 Level 2 Weapon Upgrade or 1 Level 3 Weapon Upgrade +2 to attacks while in your Power Armor
7	Choose 1 Level 3 Upgrade Choose 1 Level 2 Upgrade Choose one of your starting skills. You gain Advantage with that skill. Seize the Moment +1
8	Choose 2 Level 4 Upgrades Choose 1 Level 3 Upgrade +1 to AC, +3 Move & + 5 HP to your armor Do a Barrell Roll: (Twice a day) While flying if you are hit with a Ranged attack, you may make a DEX check to take ½ damage.
9	Choose any Upgrade Choose any 1 Upgrade Level 3 or less Add +1 to STR to your armor You may use an extra SUR point to re-roll any failed skill or combat roll.
10	Choose any 2 Upgrades. Fearless

LEVEL ONE POWERED ARMOR UPGRADES

*Upgrade name (number you can have) Cost. Notes.

ADVANCED HAND (1 per Hand) \$30,000 Steady hand: +1 to attacks, +3 to Sleight of Hand. Unbreakable Grip: Grip can only be broken by something equal to, or stronger than you.

ARMOR PLATING Level 1 (1) \$30,000 +1 to AC, +12 HP

BODY SPIKES (1) \$23,000 +1 to AC, +5 HP, anyone that hits you with a hand to hand attack takes 2 damage

EXPANDED AIR SUPPLY (1) \$20,000 Contains 3 hours extra air. You gain Advantage on all poison or gas saves if they somehow enter your suit.

FINGER USB DRIVE (1 per Finger, Max 4 Fingers) \$15,000 each. USB Drive, information storage, basic encyclopedia – gain or add +1 to Knowledge: General, Shock Touch (1 damage)

EAR UPGRADES (1 each) \$25,000 each

- **Basic:** +6 to Listen checks, small radio (2 miles), voice recorder
- **Radio System:** Advanced radio system (100 miles), recorder, +3 to Listen checks
- **Radio Scrambler:** Basic radio (10 miles), radio scrambler (25 miles), basic bug detector 20', +1 to Listen checks

EYE UPGRADES (1 each) \$25,000 each

- **Basic:** +4 to Spot checks, minor magnifier, polarized (cannot be blinded by light), small camera (2 hours of recording)
- **Infrared:** Can see heat and movement. +2 to attack any target that emits heat.
- **Targeting system:** +2 to Range attacks, advanced compass

POWER SUPPLY Level 1 (1) \$30,000 Adds 30 minutes to your power supply.

SHIELDING ARMOR (1) \$23,000 Can have only 1 shielding at any time.

- Cold: Toughness/ Cold +5
- Electricity/ Lightning: Toughness/ Electricity +5
- Fire: Toughness/ Fire +5
- General Shielding: Toughness +1
- Sonic/ Sound: Toughness/ Sonic +5
- Water: Toughness/ Water +5, fully waterproof to 500'

SPOTLIGHT (2) \$15,000 Attached on shoulder or neck. Telescopes out up to 10'. Casts bright light.

VOICE MODULATOR (1) \$20,000 each Can change voice, amplify your voice & throw voice. +1 to Intimidation or Persuasion.

LEVEL TWO POWERED ARMOR UPGRADES

*Upgrade name (number you can have) Cost. Notes.

ADVANCED ARM (1 per Arm) \$100,000 each +1 to STR, empty compartment in forearm, can attach weapons

ADVANCED LEG (1 per leg) \$100,000 +3 to HP, +5 to Move

ADVANCED SHOULDER (1 per Shoulder) \$100,000 +1 to STR, can use a shoulder mounted weapon

ARMOR PLATTING LEVEL 2 (1) \$80,000; adds additional +2 to AC, +20 HP & +2 Toughness.

BASIC FORCE FIELD (1) \$100,000 Creates a force field around you. For each 10 minutes of power you use you gain +1 AC & you gain a force field that has 10 HP (can be used once a minute as does not stack).

PREHENSILE TAIL (1) \$75,000 Adds a prehensile tail (STR 12). +1 additional attack with tail, +5 to Climbing, +5 to Balance checks, tail whip does d4 damage or it can wield a weapon (-3 to hit with tail if attacking behind you).

POWER SUPPLY 2 (1) \$60,000 Adds 60 minutes to your power supply. Requires Power Supply 1 & is not cumulative.

RADAR (1) \$100,000: Cannot be Blinded or Surprised, +2 to Initiative

REFLEX UPGRADE (1) \$100,000 +1 to AC, +1 to Initiative, Advantage on Balance checks, +1 to Range attacks

SHIELDED \$110,000: Your systems are immune to EMPs and Flash Grenades. Gain Toughness: Electricity +2.

SYSTEM COMPUTER 1 (1) \$120,000 You have an intelligent computer system that assists you. It will talk to you and sometimes gives you important information. Gain the following while in armor: +1 to INT, +1 to Initiative & warns of damage or potential system failures. Once a day it can repair your suit's HP by d6 (free action).

LEVEL THREE POWERED ARMOR UPGRADES

*Upgrade name (number you can have) Cost. Notes.

ARMOR PLATTING LEVEL 3 (1) \$150,000: adds an additional +2 to AC, +30 HP & Toughness +2.

EXTRA SET OF ARMS (1) \$250,000 +1 extra attack, +2 STR, +5 to Climb

EXTRA SET OF LEGS (1) \$250,000 +1 to AC, +5 Move, +10 to Jump, +10 to Swim

JET PACK (1) \$200,000 Use 2 minutes of power to add +20 to Jump. Use 3 minutes to Jump 50'. Use 10 minutes of power to fly at 10 Move for 3 minutes. Use 20 minutes of power to fly for 5 minutes at 18 Move if you have wings. Includes a parachute.

NANO-TECH REPAIR SYSTEM (1) \$250,000 As an action, you can use 10 minutes of power to instantly repair d6 HP, 20 minutes to instantly repair 2d6 HP and 30 minutes to instantly repair 3d6 HP. You can shut down to repair 20 HP per hour.

POWER SUPPLY 3 (1) \$125, 000 Adds 90 minutes to your power supply. Requires Power Supply 2 & is not cumulative.

SHIELDING ARMOR (1) \$125,000 Can have only 1 shielding at any time.

- Cold: Toughness/ Cold +12
- Electricity/ Lightning: Toughness/ Electricity +12
- Fire: Toughness/ Fire +12
- Sonic/ Sound: Toughness/ Sonic +12
- Water: Toughness/ Water +12

SPIDER LEGS (1) \$200,000 Attached to back. Retractable. Adjustable length (10'-20'). When out: Can climb walls & ceilings, you gain Advantage on Climb checks, +10 to Climb, +10 to Balance checks, +2 to AC, +1 attack per round with spider legs (d4+1 damage).

SUPERIOR FORCE FIELD (1) \$250,000 Replaces Basic Force Field. Creates a force field around you. For each 20 minutes of power you use you gain +1 AC & you gain a force field that has 25 HP (can be used once a minute as does not stack).

SYSTEM COMPUTER II (1) \$250,000 Requires System Computer I. Computer speaks & assists more. Gains additional while in armor: +1 to INT, +1 to Initiative, +1 to attack & you bypass 2 points of Toughness in enemies. Twice a day it can repair your suit's HP by d6 (free action).

WINGS, GLIDING (1) \$200,000 Large, folding wings on the back. Can be used to glide if falling or to fly at 18 Move if you have a Jet Pack.

LEVEL FOUR BODY UPGRADES

*Upgrade name (number you can have) Cost. Notes.

ADVANCED RADAR SYSTEM (1) \$250,000. Requires Radar System. Adds an additional +3 to Initiative & +2 to attack the first target you attack each turn. Gain Seize the Moment +1.

AQUATIC CONVERSION (1) \$350,000 Fully water & pressure proof (to 2500'). Toughness: Water +10. Can breathe underwater. Radar (Level 2 Upgrade). +25 to Swim checks. 50 Move underwater. +2 AC underwater. Gas Filter (Level 2 Upgrade). Spotlight (Level 1 Upgrade).

ARMOR PLATTING LEVEL 4 (1) \$300,000: adds an additional +2 to AC, +40 HP & Toughness +1.

HEAD CASING (1) \$275,000 Advantage on Mental saves. Blocks telepathy, mental probing & mind control. +1 to AC.

HYDRAULIC LIFT (1) \$275,000 Adds +2 to STR. Use 5 minutes of power to add +2 to STR for 1 minute. Can be stacked three times.

POWER SUPPLY 4 (1) \$250,000 Adds 120 minutes to your power supply. Requires Power Supply 3 & is not cumulative.

POWER WINGS (1) \$300,000 Large, folding wings on the back. Can fly at 18 Move. Uses 10 minutes of power to fly for 5 minutes. Can increase flying speed by 12 Move for 5 minutes for 20 minutes of power (can stack).

SHIELDING ARMOR (1) \$300,000

- Magic: Toughness/ Magic +10. Magical item. (Very rare)
- Psionics: Toughness/ Psionics +10. +2 to Mental save stat. Magical item. (Very rare)

THRUSTERS (1) \$400,000. Requires 2 Advanced Legs. Can fly at 36 Move for 1 minute for 1 minute of power. Can fly at up to 100 MPH for 5 minutes for 30 minutes of power. While flying you gain: +2 to AC, +1 to Initiative & Charge attack: Melee Attack moving over 24 Move in a round does an additional d6 damage. Melee attack moving over 30 MPH does an additional d12 damage.

WEAPONS

Ballistic Weapons for Powered Armor use only case-less ammunition. This is due to the need to not have the ejection port for normal ammo. Ballistic weapons can be mounted either on the shoulder, or forearms.

Energy weapons for Powered Armor can be mounted on the shoulder or forearm. Each energy weapon draws from the Borg's own power supply, as shown in the chart below.

- 1d4 damage drains 1 minute
- 1d6 damage drains 5 minutes
- 1d8 damage drains 8 minutes
- 1d10 damage drains 10 minutes

You may increase your rate of fire by 1, by increasing your critical fail chances by 3 (a natural 1-4). You may do this up to three times. Normal ROF modifiers still apply.

Powered Armor Weapons are subject to overcharging and power use (see p.283 & 284).

LEVEL ONE WEAPONS UPGRADE

*Upgrade name (number you can have) Cost. Notes.

METAL JAW (1) \$20,000 Melee. Bite does d4+ STR damage

PALM GUN (1 per hand) \$20,000 Range. Ballistic. Requires Advanced Hand. d6 damage/ 30' range/ 10 shots per clip.

POISON GLANDS (1) \$14,000 Can spit poison 10'. Does d4-1 damage (save against Poison to negate) & they take d4-1 damage each round until they save. Adds this effect to your bite if you have a Metal Jaw.

RETRACTABLE FINGER CLAWS (1 per set of hands) \$25,000 Melee. Does d4 + STR damage. +3 to Climbing.

RETRACTABLE SWORD (1 per arm) \$25,000 Melee. Does d6 + STR damage.

RETRACTABLE TALON CLAWS (1 per set of feet) \$25,000 Melee. Does d4 + STR damage. +3 to Climbing.

STUN GUN (1 per hand) \$17,500. Melee. Built in the palm. Stuns the target for 1 minutes (Critical save). Uses 1 minute of power for each use.

WRIST GARROTE (1 per hand) \$17,500. Melee. Piano wire (12'). Does d4 + STR. Can use as a whip (d6-1 damage).

LEVEL TWO WEAPONS UPGRADE

*Upgrade name (number you can have) Cost. Notes.

FLAME THROWER (1 per arm) \$50,000 Range. Must have Advanced Forearm. d6 damage per round (10 shots per canister).

FOREARM GUN (1 per arm) \$55,000 Range. Ballistic. Must have Advanced Forearm. Gun does d6 +1 damage/ 60' (18 shots per clip).

FOREARM LASER GUN (1 per arm) \$65,000 Range. Energy. Must have Advanced Forearm. +1 to attack, 400' range. d8 max damage.

FOREARM/ SHOULDER MACHINE GUN (1 per arm/ shoulder) \$60,000 Range. Ballistic. Must have an Advanced Forearm or Shoulder. Machine Gun does d6+2 damage/ 65' (40 shots per clip).

FOREARM/ SHOULDER SNIPER RIFLE (1 per arm/ shoulder) \$60,000 Range. Ballistic. Must have an Advanced Forearm or Shoulder. Sniper Rifle does d6+2 damage/ 500' (15 shots per clip). +2 to attack over 200'.

RETRACTABLE 1' CLAWS (1) \$65,000 Melee. Does d6 + STR damage.

WING SHARDS (1) \$50,000 Requires Wings. Gain 1 additional attack with your wings. They shoot metal blades that do d6 damage. Can shoot 12 times per clip.

LEVEL THREE WEAPONS UPGRADE

*Upgrade name (number you can have) Cost. Notes.

FOREARM LASER RIFLE (1 per arm) \$110,000. Range. Energy. Must have an Advanced Forearm. +1 to attack with this gun, 400' range.

GAS DISPENSER (1) \$150,000 Located in the chest. Holds 4 canisters. Used canisters instantly fill a 50' area with gas. Types: Poison gas (d6 damage per round/ Poison save to ignore for a round/ lasts d6 minutes). Knockout gas (Poison save each round or pass out for d4 minutes/ lasts 1 minute). Berserker gas (Poison save each round if effect is unwanted/ gives all gassed characters +1 to all attributes and pushes all mutants/ lasts d10 rounds). Smoke Cloud (causes darkness/ lasts d4 minutes).

GUN ARM (1 per arm) \$120,00 Range. Ballistic or Energy. - 2 STR. +1 to attack with Range attacks. Can shoot energy or ballistic ammunition. Replaces the forearm & hand with this weapon. Ballistic does d6+3 damage/ 100' range/ 60 shots per clip.

PALM LASERS (1 per hand) \$100,000 Range. Energy. Requires Advanced Hand. 300' Range.

SHOULDER GRENADE LAUNCHER (1) \$100,000 Range. Ballistic. Must have an Advanced Shoulder. Damage by grenade type. Holds 10 grenades. Range: 120'.

SHOULDER LASER CANNON (1) \$150,000 Range. Energy. Must have an Advanced Shoulder. +2 to attack with this gun & add +2 to damage. 500' Range

SHOULDER ROCKET LAUNCHER (1) \$125,000. Range. Ballistic. Must have an Advanced Shoulder. Holds 6 missiles. Range: 1000'. Damage: 4d6 in a 10' area. Cannot increase rate of fire.

SHOULDER MEGA-CANNON (1) \$200,000 Range. Energy. Requires Advanced Shoulder & a 20 STR. +1 to attack with this gun, +3 to Intimidation, 1000' range, has normal energy attacks and adds a d20+3 damage for 20-minute power usage. Cannot increase rate of fire.



Psion

Some lucky, or not so lucky, individuals exhibit psychic abilities early in their pubescent period. Most often the individual will find that they can *hear* other folk's thoughts, are able to move small objects through space without physically touching them, or sense that someone is watching or following them without actually seeing that person.

But always, early on, the abilities are followed by massive migraines and nose bleeds. Over time as the mind grows accustomed to its expanded strengths, and with diligent practice, those side effects often subside.

After a while what these individuals chose to do with those new-found abilities makes all the difference in the world. Some hone and focus their abilities, spending hours practicing and perfecting these strange manifestations. Others are driven mad and some even become dangerous, as their emotions dictate a variety of uncontrolled psychic outbursts.

PRIME ATTRIBUTE:

INTELLIGENCE and WISDOM. A Psion must have a minimum score of 13 in both INT and WIS.

SAVING THROWS:

Psions receive +2 to Mental Saving Throw stat.

SKILL TRAINING:

- Combat Training
- Intimidation or Persuasion
- Knowledge- Psychic Phenomenon at +3
- 3 other skills
- -1 to Melee attacks

CLASS BONUS:

The Psion gains a one-time bonus of +1 to INT & WIS and a -2 to STR.

STARTING GEAR:

- Padded Armor
- Knife or Staff
- Moderate Clothes/ Uniform
- Kit of your choice
- Roll on the Money Chart.

At 1st level you choose 3 different psychic abilities. You will be able to unlock, or develop, further abilities as your character increases in level. The freedom of choice when picking abilities allows for a variety of Psion character types. Each time you develop new psychic abilities, they begin at level 1 and advance in level each time you take the psychic ability again. You can only take one level in a power each level and you cannot take the same power again next level. *Example: If you take a level in Astral Armor at 1st level, you cannot take the second level in it until 3rd, then the third at 5th, the fourth at 7th & lastly the fifth at 9th.*

PRIMARY POWER

At 1st level select one of your starting psychic abilities. That ability is your Primary Power. It has a static bonus effect or a bonus when used. Your Primary Power must be the first power you upgrade at every other level. You may change your Primary Power as long as it one of your highest-level abilities and you permanently lose 1 INT or WIS.

If a Primary Power acts as 1 level higher and you are at level 5, then you have access to the MAX PUSH level without using Force of Will.

FORCE OF WILL

Force of Will is the Psion ability to press your psychic abilities beyond the level of which you are trained. When you use Force of Will it comes with a high risk of physical danger to yourself. You can use Force of Will to raise a power 1 level above your current experience level, causing you d4 damage. You must push the power up one level at a time, by activating the ability & taking d4 damage each time you push. You may push and use the leveled-up power during your action. When you Push into a new level you can access that level's abilities for 1 minute (or d4 minutes if the level just has static abilities). Toughness does not reduce Force of Will pushing damage.

You may also use Force of Will to push yourself to make your psychic abilities harder to resist. When you use a psychic

ability on a target(s) you may take a d4 damage to make the target(s) add the damage you took to their save roll or ability check. This must be done before the target rolls. You may only do this once when activating an ability.

If you take more than 20 Force of Will damage in a 24-hour period you permanently lose 1 CON.

Level	Psion Level Progression
2	+3 Psychic Abilities at Level 1 +1 to Mental save stat
3	+3 Levels of Psychic Abilities +3 to Knowledge- Psychic Phenomenon
4	+2 to Mental save stat +1 Level of a new Psychic Ability Anyone attempting a Mental save against you must add your INT modifier to their save roll
5	+3 Levels of Psychic Abilities Choose 1: add +1 damage to all of your psychic damage abilities or add +1 to all save rolls or ability checks against your psychic abilities
6	Advantage on all Mental Saves +2 to Knowledge – Psychic Phenomenon May use Force of Will before you attack (take d4 damage) to add that much damage to a psychic damage ability
7	+3 Levels of Psychic Abilities +1 to Initiative
8	+3 Levels of Psychic Abilities You take 1 HP less damage when you push +1 extra action per round
9	+3 Levels of Psychic Abilities
10	+3 Levels of Psychic Abilities Gain a second Primary Power May use a SUR point to re-roll any failed roll.

PSYCHIC ABILITIES:

- **Alter Reality**
- **Astral Armor**
- **Bio-Healing**
- **Cloud Minds**
- **Collaborate**
- **Electrokinesis**
- **Elemental Manipulation**
- **Mind Probe**
- **Mind Shield**
- **Psychic Spear**
- **Pyrokinesis**
- **Rise Above**
- **See Beyond Sight**
- **Shift Emotions**
- **Sword of Prasinos**
- **Telekinesis**
- **Telepathy**



ALTER REALITY

One of the most bizarre and powerful powers known to Psions is Alter Reality. This ability allows the user to fundamentally bend the laws of reality, slightly at first, and to very noticeable effectiveness at master levels.

Primary Power Bonus – Your Alter Reality acts 1 Level higher. All of your SUR re-rolls are made at Advantage.

Level 1 – You have the ability to slightly bend the laws of reality to your favor. You gain: You can add or subtract 1 from all of your dice rolls. Gain +1 to AC & +1 HP.

Level 2 – You may add or subtract 1 from any dice roll of anyone attacking you. Gain +1 to AC & +1 HP.

Level 3 – You can alter a small amount non-organic material into another material of the same mass. You can change 1 lbs. a day per level after 30 minutes of manipulation. However, the altered material will revert back to its original form in d4 days. Gain +1 to AC & +1 HP.

Level 4 – You Critical hit on a roll of 18-20 and anyone attacking you or an ally within 100' Critical fumble on a 1-3. Gain +1 to AC & +1 HP.

Level 5 – You only fail a Saving Throw or Attribute check on a natural 20. All allies within 300' get +2 to all Saving Throw stats. Gain +1 to AC & +1 HP.

MAX PUSH – Enemies attacking you roll at Disadvantage. Material you make from Level 3 lasts up to d10 days now.

ASTRAL ARMOR

Psions are often defenseless in combat, but you have harnessed the Astral powers and discovered a way to create armor from nothing. The armor looks clear with a pink tint and weighs nothing. These bonuses are accumulative. You cannot wear any other armor, except light armor, while wearing Astral Armor. Summoning the armor takes one round and lasts until you dismiss it.

Primary Power Bonus – Armor gains Toughness: Magic +2 & AC +1

Level 1 – Armor has +3 to AC, Toughness at +1, +3 to Ground Move, cannot be Knocked Down or Knocked Back

Level 2 – Armor gains +3 to AC, Toughness at +1, +1 to all save stats

Level 3 – Armor cannot be hit with a Critical or Surprise Attacks, you may re-roll 1 failed save roll a day, gain True Sight: Can see the invisible, see through illusions, etc.

Level 4 – Gains +1 to AC, you can Fly at 12 Move (up to 100' in the air)

Level 5 – Gains +2 to AC, Toughness at +2, May re-roll 1 failed Attribute check per day

MAX PUSH – Fly at 24 Move (up to 250' in the air), You can phase out of reality for 1 minute (while phased you can only take damage from psionic or magical damage). While phased you cannot deal physical damage but can still use your psionic powers. You can walk through solid objects. You may do this once per hour.

BIO-HEALING

This is the legendary ability allowing the Psion to manipulate their physical bodies into ways only others can imagine, including the ability to heal/ harm themselves or others.

Primary Power Bonus – You heal 1 HP every 30 minutes & gain +1 to all saving throw stats.

Level 1 – You age at $\frac{1}{2}$ the rate of a normal person. By manipulating your cells, you can heal yourself. By using all of your actions in a round you may Heal yourself by $d6 +$ your INT bonus. The most HP you can heal in a day with this level of Bio-Healing is your total CON score + your level.

Level 2 – You age at $\frac{1}{3}$ the rate of a normal person. Gain +1 to all saving throw stats.

Level 3– You can now manipulate the cells of other living creatures by touching them. As action, you may touch a living creature (roll to attack if they resist) and do $d6 +$ INT bonus damage or heal them $d6 +$ INT bonus hit points. You may heal a maximum of your CON $\times 2$ in a day with this power.

Level 4 – You are immune to all diseases, poisons & toxins. You cannot be mutated & Radiation has only $\frac{1}{4}$ effect on you. You gain Advantage on all saving throw attempts and gain +2 to CON.

Level 5 – You age at $\frac{1}{4}$ rate of a normal person. Your healing & harm ability damage increases from $d6$ to $d8 +$ INT bonus. The maximum you can heal for each ability is increased by 10.

MAX PUSH – Heal yourself to maximum hit points. Gain $d20$ extra hit points and gain +1 to all attributes for 1 hour. You may only use or push to this once per day.

CLOUD MINDS

Some beings have weak wills and even weaker minds. A Psion who utilizes this ability is able to confuse, confound, and utterly debilitate their opponents.

Primary Power Bonus – You may target 1 additional target with these abilities.

Level 1 - By providing a minor mental distraction, the Psion is able to cause either a -2 to their enemy's attack rolls or a -2 penalty to their AC for 2 rounds. Mental save negates.

Level 2 - A chosen enemy within 100' must miss their next attack action. Mental save negates.

Level 3 - Reaching out to the minds around them, the Psion can cause up to 2 targets to suffer either a -3 to their attack rolls or a -3 to their AC for 2 rounds. Mental save negates.

Level 4 - A chosen enemy confuses friend for foe, as their mind begins to play tricks on them. Roll percentile dice for the villain: if the result is 50% or less they attack their nearest ally. Mental save negates.

Level 5 - The master Psion can cause such havoc to the mind as to choose a particular enemy and on the next round of combat force them to go last in Initiative order next round and be at Disadvantage for this round and the next. Mental save negates.

MAX PUSH – You may make an action from Levels 1-5, but it may target an additional target.

COLLABORATE

Like a tactical adviser, the Psion utilizing Collaborate is able to coordinate the skills of several individuals giving them each advantage in combat, creating a hive-mind like environment. All Collaborate powers and bonuses are only available to those that are willing. It takes one action to link a group. Bonuses do not stack.

Primary Power Bonus – Your Collaborate acts as 1 level higher.

Level 1 – You can link up to 2 other minds that are aware of each other's experiences and can communicate telepathically. Each linked person gains +1 to all save stats & +1 to attacks for d10 minutes. Range: 200'

Level 2 - You can link up to 3 other minds that are aware of each other's experiences and can communicate telepathically. Each linked person gains +1 to all save stats, +1 to AC & +1 to attacks for d10 minutes. Range: 400'

Level 3 - You can link up to 4 other minds that are aware of each other's experiences and can communicate telepathically. Each linked person gains +1 to all save stats, +1 to AC, +1 to damage & +1 to attacks for d10 minutes. Range: 700'

Level 4 - You can link up to 5 other minds that are aware of each other's experiences and can communicate telepathically. Each linked person gains +1 to all save stats, +1 to AC, +1 to damage, +1 to Initiative & +1 to attacks for d10 minutes. Range: 1000'

Level 5 - You can link up to 6 other minds that are aware of each other's experiences and can communicate telepathically. Each linked person gains +1 to all save stats, +1 to AC, +1 to damage, +1 to Initiative, +1 to all skill checks & +1 to attacks for d10 minutes. Range: 2000'

MAX PUSH - You can link up to 7 other minds that are aware of each other's experiences and can communicate telepathically. Each linked person gains +2 to all save stats, +2 to AC, +1 to damage, +2 to Initiative, +2 to all skill checks, +1 to attacks & all opponents lose -1 Toughness for d10 minutes. Range: 2500'

ELECTROKINESIS

You are the master of electricity and the bringer of lightning and thunder. You can pull electricity from the very air that surrounds you.

Primary Power Bonus – Your Electrokinetics acts as 1 level higher. Your electricity and lightning do 1 additional damage. Opponents add +2 to their DEX checks against your lightning strikes.

Level 1 – You can shoot electricity (Range: 50', d4 damage), you can short out simple electronics with a touch, turn simple electronics within 100' off or on at will and you can disrupt advanced electronics with a touch. You gain +1 to all Ranged, electric attacks. You gain Toughness: Electricity +3 and Toughness: Sonic +1.

Level 2 – You can shoot electricity (Range: 100', d6 damage), you can sense thunderstorms and lightning (2 miles + 1 mile per level) and you gain Lightning Burst: Lightning shoots down on everything within 50' that does d4 damage. DEX save negates half of the damage rounded down. Anything that fails their DEX check and took damage from Lightning Burst is at Disadvantage on all DEX checks for the next d4 minutes.

Level 3 – You can shoot electricity (Range: 200', does d8 damage, does an additional d4 damage to unprotected robots and electronics). You gain Call Lightning: select one target within 50', they must make a DEX check or be struck by lightning (d8 damage). You gain Electric Armor (+1 to AC, +3 to Move, any melee attack does 2 electric damage to the attacker, you gain Toughness: Electricity +2) that you can use x3 a day and lasts 20 minutes. While your Electric Armor is on your electricity does 1 extra damage.

Level 4 – You can shoot electricity (Range: 300', does d10 damage, does an additional d6 damage to unprotected robots and electronics). You can Call Lightning at 2 different targets at once and they add your INT bonus to their DEX check roll. You gain Thunderclap: Everything within 50' takes 1 Sonic Damage. Anything that took damage must make a Critical save or become Deaf for d6 rounds.

Level 5 – You can shoot electricity (Range: 500', does d12 damage, does an additional d8 damage to unprotected robots and electronics). Your Electric Armor gives an extra +2 AC and +2 to Move. You can add a d4 or 2d4 extra damage to your Lightning Burst damage (you can add up to 10d4 per day).

MAX PUSH – You can turn into lightning and teleport anywhere within line of sight within 200'. This can be an attack (range attack at +4) that does d12 damage. You reappear anywhere next to the target. This can also negate a successful attack if you use a SUR point and make an INT check. You lose all other actions this round and next. You do this each day equal to your INT modifier.

ELEMENTAL MANIPULATION

By tapping into the essential ingredients of life, the Psion gains control over the very elements. You may have 1 Elemental armor on yourself at a time.

Primary Power Bonus - +1 to attack with Elemental attacks, +1 to all Elemental damage you do & when you MAX push the affect lasts an extra d6 minutes.

Level 1 – You can control the powers of Water. You can summon water at will, walk on water, shoot water (Range: 50', knocks down on a hit unless they make a DEX check), breathe underwater, +20 to Swim, Toughness: Water +2 & raise a pillar or wall of water (30 HP/ up to 100'). Water Armor (+1 to AC, +6 to Move, 60 Swim move & +1 DEX) that lasts 10 minutes.

Level 2 – You can control the powers of Earth. You can move over earthen terrain without impediment, shoot earth/ rocks (Range: 50', does d4 damage), cause earthquakes (others must make a DEX check or fall down), raise a pillar or wall of Earth (100 HP/ up to 100'), move Earth (50 lbs. a round) & Toughness: Earth/ Stone/ Rocks +2. Earthen armor (+4 to AC, +2 STR & Toughness +2) that lasts 10 minutes.

Level 3 – You can control the powers of Fire. You can create and snuff fire at will, shoot flames (Range: 100', does d6 damage & +1 damage a round until snuffed), raise a pillar or wall of fire (25 HP/ up to 100') & Toughness: Fire & Heat +2. Fire Armor (+1 to AC, any melee attack on you does 2 damage to the attacker, Toughness: Fire & Heat at +5) that lasts 10 minutes.

Level 4 – You can control the powers of the Air. You can create air and minor breezes at will, shoot a wall of wind (Range: 200', d4 damage and knockdown unless they make a DEX check), raise a pillar or wall of air (50 HP/ up to 100'), Fly at 18 Move (+3 AC while flying) & gain Toughness: Air/ Wind +2. Air Armor: +7 Fly Move, +6 to Range AC & +1 to DEX) that last 10 minutes.

Level 5 – You further gain these elemental powers: Lightning Strike (Range: 300', does d8 damage), Control Weather (Range: 1000', can alter the weather in a 1000' area), allow up to 6 friendly targets to breathe underwater for 10 minutes, Immunity to all non-Magical fire/ heat damage & Ground Sense: you can detect anything moving on the ground in a 1000' radius (+2 to Initiative & cannot be Surprised by something on the ground).

MAX PUSH – Double all of your Elemental ranges & you can activate 2 Elemental armors simultaneously (the bonuses stack). However, you cannot combine Water & Fire armors.

MIND PROBE

Mind Probe is the ability to delve into the depths of another's mind, searching for secrets and clues. The target may make a Mental save to negate (add your INT bonus to their roll). Bonuses are not cumulative.

Primary Powers Bonus – You can probe one additional target each time you probe, or you may probe 1 target with double your INT bonus.

Level 1 – You can probe the mind of animals & monsters and determine their demeanor and intent. Range: 100'. You gain a +1 to attack that target & +1 AC against that target for d6 minutes.

Level 2 – You can attempt to probe the minds of others without them knowing. You can gleam minor secrets and intentions. Range: 250'. You gain a +1 to attack that target & +1 AC against that target for d6 minutes.

Level 3 – You can delve deeper into the minds of others. You can discover deeper secrets and unlock a target's motives. Range: 400'. You gain +2 to attack that target & +2 AC against that target for d6 minutes.

Level 4 – You can discover the weaknesses of a target or their deepest fears. Range: 1000'. You gain +3 to attack that target, +3 AC against that target & reduce their one of their Toughness abilities by d4 for d6 minutes.

Level 5 – Your non-Psion, probe targets are at Disadvantage on Mental saves. Your probe bonuses last an additional minute.

MAX PUSH - You can probe up to 4 targets within 1000'.

MIND SHIELD

Psions worst enemies are others who also possess psychic abilities and must be constantly on guard against those who could turn their well hone abilities against them. Mind Shield is that defense. By putting up a psychic barrier between your mind and others may be the difference between life and death.

Primary Power Bonus – Your Mind Shield acts as 1 level higher and you gain +2 to Mental save stat.

Level 1 – You have Advantage on Mental save attempts.

Level 2 - You become immune to all unwanted telepathy, mind control & suggestion.

Level 3 – You are invisible to psionic or magical detection. You give off no heat signature. Basic electronics record static when you are being filmed (Cybernetics & Powered Armor sensors see you as normal).

Level 4 – You gain Backlash: When a someone tries telepathy, mind control or suggestion on you they take d6+ INT bonus damage (Mental save halves the damage, rounded down). You can identify the being that attempted the ability.

Level 5 – Your mental shield extends past your mind and covers your body. You gain Toughness: Psionics +5

MAX PUSH – Your Toughness: Psionics increases to +10 & your Mental save stat becomes 18 (if it already 18, add +2 to any other save stat).

PSYCHIC SPEAR

While Psions are often seen as defensive and supporting heroes they also have a great offensive weapon in the Psychic Spear ability. It is a Range attack that uses your INT bonus to hit.

Primary Power Bonus– Increase your range by 50', +2 to attack with Psychic Spear & +1 damage with Psychic Spear.

Level 1 - An arrow of psychic energy lances out from your mind causing d4 damage to a foe. Range: 50'

Level 2 - Delving deeper into the Psion's mental reserve, they are able to debilitate normal foes, causing d6 damage. Range: 100'

Level 3 - Waves of psychic energy assault a chosen foes mind, doing d8 points of damage at a range of 250'.

Level 4 - You may enhance your spear with various damaging effects. Add one of these enhancements to any Psychic Spear you shoot. If they hit, the effect occurs.

- Target gets -1 to STR, DEX or CON for d6 minutes
- Target gets -1 to INT, WIS or CHA for d12 minutes
- Target moves at half Move for d6 minutes
- Target become susceptible to psionics (add your INT bonus to their Mental saves for d6 minutes)

Level 5 – Focusing mental energy into a spear of force can be strenuous but will cause d10 points of damage to an enemy as far away as 400'.

MAX PUSH – You can shoot 2 Psychic Spears at once & both can be enhanced. They can be shot at 2 targets.

PYROKINESIS

You are the master of flame. You are drawn to fire and the havoc that follows in its wake. You can control fire, but you cannot initially create it.

Primary Power Bonus – Your Pyrokinesis acts as 1 level higher. Your flames do +1 extra damage and you gain +2 to Ranged, fire attacks.

Level 1 – You can control small fires and smoke at will, snuff small flames and dissipate smoke at will (100' + 25' per level). You cannot create flame. You can shoot fire (Range: 50', d4 damage + 1 damage a round until snuffed), sense flames or smoke within 400' + 50' per level and fuel flames (increase intensity up to three times). Basic flame does 1 HP damage a round. Each increasing intensity adds 1 HP of damage to the fire and takes an action.

Level 2 – You can shoot fire (Range: 100', d6 damage +1 damage a round until snuffed), fuel flames (x4 intensity) and gain Toughness: Fire & Heat +3. You can see and breathe in smoke without ill effect. You gain +1 to Ranged, fire attacks.

Level 3 – You can shoot fire (Range: 200', d8 damage + 1 damage a round until snuffed), fuel flames (x5 intensity) and you can create shapes and images in flames and smoke. You gain Fire Armor (+1 to AC, any melee attack does 2 fire damage to the attacker, you gain Toughness: Fire & Heat at +5) that you can use x3 a day and lasts 20 minutes. While your Fire Armor is on your fire does 1 extra point of damage. You can now fuel flames once a round as a free action.

Level 4 – You can create fire, shoot fire (Range: 300', d10 damage +1 damage a round until snuffed), fuel flames (x6 intensity), you gain Flame Burst (50' area, everything takes d6, 2d6 or 3d6 damage and everything ignites for 1 more damage per round until snuffed) and can use your level in d6 damage per day. DEX check negates half of the damage (rounded down) and they do not ignite.

Level 5 – You can shoot fire (Range: 500', d12 +1 damage a round until snuffed), fuel flames (x7 intensity), your Fire Armor gains an additional +2 to AC, and you are now immune to fire and heat.

MAX PUSH – You gain Advantage on all ranged, fire attacks. If you die you explode in an inferno of flame. It does 3d6 damage to all within 100' (DEX check negates half of the damage rounded down) and you reform in the ashes. You have no gear that would not survive that much damage. You have your fire armor on and you have half of your starting HP. You may only do this once a week. Only a Pyro with this as its Primary Power bonus can use this resurrection ability.

RISE ABOVE

Drawing upon the psychic magnetic energy and the ever-present forces of gravity, the Psion is able to propel themselves upward, levitating above the Earth. Bonuses from Rise Above are accumulative.

Primary Power Bonus - Your Rise Above acts as 1 level higher.

Level 1 – You can walk on air (6 Move) and walk on walls for a brief period. You can do this for 1 minute for each INT bonus point you have. You cannot activate this again for d10 minutes once the ability runs out. Gain +1 AC & +6 Move (ground) while active.

Level 2 - You can walk on air (12 Move) and walk on walls for a brief period. You can do this for 2 minutes for each INT bonus point you have. You cannot activate this again for d10 minutes once the ability runs out. Gain +2 AC & +3 Move (ground) while active.

Level 3 - You create a psionic field that always you to fly. Move: 16. Max Height: 300'. You gain +1 to AC & +1 to Initiative (while active). Duration: 5 minutes. Cannot use for d10 minutes once the ability runs out.

Level 4 – You create a psionic field that always you to fly. Move: 24. Max Height: 500'. You gain +2 to AC & +2 to Initiative. Duration: Permanent

Level 5 – You can create a psionic field around you and up to 4 people. Those in the sphere can fly as your 4th Level bonus. Duration: 10 minutes. Cannot use for d10 minutes once the ability runs out.

MAX PUSH – You can carry 2 additional people & your cool down period is reduced to d6 minutes instead of d10 minutes.

SEE BEYOND SIGHT

The gifted Psion knows that the eye cannot always be trusted. That true sight comes from within and is not always dependent upon physical vision. By reaching out with your mind, you are able to sense things that are beyond being seen.

Primary Power Bonus – You See Beyond Sight acts as 1 level higher and you gain +2 to Initiative.

Level 1 - The Psion is aware of any hidden living creatures within 25'. This works even if they have successfully passed a stealth check but does detect magical or psionic shielding. This is always active. Cannot be Surprised. Gain a permanent +1 to Initiative.

Level 2 - The Psion can detect hidden passages and compartments with a few seconds of concentration within 50'. Cannot be Blinded.

Level 3 - Using psychic resonance, the Psion is able to sense hidden foes, even those who are shrouded by magic or psionics within 100'. This is always active.

Level 4 - Using psychic resonance, the Psion is able to sense hidden foes, even those who are shrouded by magic or psionics within 200'. This is always active.

Level 5 – Gain Advantage on all Initiative rolls & +2 to AC. This is always active, as long as you are conscious.

MAX PUSH – Anyone attacking you within 200' are at Disadvantage. This is always active if this is your Primary Power, as long as you are conscious.

SHIFT EMOTIONS

Delving deep into the animalistic emotions of others, the Psion is able to alter the emotional attitude of those they encounter to be more agreeable or angry.

Primary Power Bonus – Your Shift Emotions acts at 1 level higher and you gain +2 to Persuasion or Intimidation.

Level 1 - +3 to Persuasion or Intimidation, Anger: target within 50' + 5' per level must make a Mental save or be at Disadvantage to Range attacks, -1 to AC & -2 to skill rolls for d6 minutes, but they gain +1 to Melee damage.

Level 2 - +3 to Persuasion or Intimidation, Harmony: Anyone that targets you with a hostile action must make a Mental save or they cannot take that action or any other hostile actions towards you for d4 minutes. They may take another action.

Level 3 - By making a minor suggestion an opponent must make a Mental save or obey the command. This suggestion can only be a simple command and is not strong enough to make them want to hurt themselves or break their alignment.

Level 4 - As level 3, but the opponent must pass the Mental save at Disadvantage and your suggestion can be slightly more complicated.

Level 5 - A master over others minds, a Psion at this level is able to press the mind and emotions of others, beyond their control. At this level you are able to make major suggestions but is still not powerful enough to make others harm themselves unless they are tricked. You maintain control unless they may make a Mental save at Disadvantage. They may re-roll each minute. You may do other actions while using this, but the target loses Disadvantage.

MAX PUSH – As Level 5, but you may control 2 targets.

SWORD OF PRASINOS

A legendary power only a few Psions possess. It allows the Psion to fight in melee combat with a powerful psionic weapon. If you select this power you lose the -1 Melee penalty for hand to hand & melee combat and lose 2 Skill points for that Level. The sword can be any color.

Primary Power Bonus – Your Sword of Prasinos acts at 1 level higher & you have a +2 to attack with the Sword.

Level 1 – The Sword manifests as a dagger that does d4 + INT bonus damage.

Level 2 – The Sword manifests as a small sword that does d6 + INT bonus damage. Your sword bypasses the first point of Toughness.

Level 3 – The Sword manifests as a longer sword that does d8 + INT bonus damage. Your Sword bypasses the first 3 points of Toughness.

Level 4 – You may use your INT bonus, instead of STR, for melee combat with the Sword. Your Sword bypasses the first 4 points of Toughness and now has Reach. Your Sword does +1 damage and is at +1 to attack.

Level 5 – You get 2 attacks per round with the Sword. Your Sword manifests as a long blade coming from your knuckles (freeing your hands). It does d10 + INT bonus damage and bypasses the first 5 points of Toughness.

MAX PUSH – The Sword does d12 + INT bonus damage and bypasses the first 6 points of Toughness. Each successful hit reduces the targets ability to fend off psionics. For each hit they add +2 to any Mental save roll for the next 5 minutes.

TELEKINESIS

The ability to manipulate physical objects with the power of the mind.

Primary Power Bonus – Your Telekinesis acts 1 Level higher.

Level 1 - You are able to lift and move minor objects, under 5 pounds, by utilizing psychic energy. At this level you are unable to move anything with a great amount of force but can be used to retrieve a lost weapon or to pass an object to another person. If used as a weapon, a ranged attack roll is made, using your Intelligence modifier as Attack bonus (damage equal to thrown weapon damage). General debris does d4 damage. Range: 120'

Level 2 - Weight of objects increases to 15 pounds and you are able to increase velocity enough to cause d6 damage (or damage equal to weapon). Range: 150'

Level 3 - Weight of objects increases to 25 pounds and will cause d8 damage (or damage equal to weapon +1). Range: 200'

Level 4 - Objects can be manipulated up to 50 pounds and will cause d10 damage (or damage equal to weapon +2). Range: 250'

Level 5 – The height of Telekinetic power, objects now increase to 100 pounds and cause d12 damage (or damage equal to weapon +3). Range: 350'

MAX PUSH – Objects can be manipulated up to 200 pounds and cause d20 damage (or damage equal to weapon +5) Range: 500'

TELEPATHY

Reaching out from within your senses, telepathy allows you to speak mentally with others that are willing. The ability to communicate in this way can be an invaluable asset in any situation.

Primary Power Bonus – Your Telepathy acts 1 level higher.

Level 1 - Mentally projection of thoughts and conversations at this level are limited but can still be useful. Range: 100' and can commune with only one other mind.

Level 2 - At this level the ability increases in range and number of individuals who can communicate with you. Range: 200' Can communicate with up to 2 individuals.

Level 3 - A respectable power level for any telepathic Psion. Range: 500' and can communicate with up to 3 individuals.

Level 4 - Further development of this ability makes the Psion a very valuable ally. Range: 1000' and can communicate with up to 5 individuals.

Level 5 - A master telepath at this level is unparalleled in their ability. Range: 1 Mile and can communicate with up to 10 individuals.

MAX PUSH – Your telepathy becomes beyond any known telepath. Range: 5 Miles and you can communicate with up to 20 individuals.



SUPER SOLDIER

Super Soldier use drugs to augment their abilities, giving them great powers. Some powers are permanent and others are temporary boosts. However, these powers come at a price. Each time they use the augmenting drugs, they have side effects that have many lingering effects.

PRIME ATTRIBUTE:

Super Soldiers can augment any attribute except SUR. A high STR, DEX & CON are all recommended, but not mandatory. A minimum SUR score of 10 is required.

SAVING THROWS:

They get a +2 bonus to the CRITICAL & DEATH save stats & -2 to the MENTAL save stat.

STARTING GEAR:

By Skill pack, plus 1 Super Boost.

SKILL TRAINING:

At 1st level, Super Soldiers chooses one skill pack from below. All Super Soldiers start with Athletics: Basic at +2.

Skill Packs: Bruiser, Commando or Leader.

CLASS BONUS:

Super Soldiers get a one-time bonus +1 STR, DEX or CON & a -1 to INT or WIS at first level.

SUPER SOLDIER PROGRESSION

All Super Soldiers begin their augmentation with a basic super cocktail of drugs that tests their toleration to the toxins and their body's ability accept change. Many subjects die or are forever deformed from this procedure. Only a few survive and are able to progress in the program. Each subsequent enhancement pushes the Super Soldier's body. They increase in power, but eventually the poisons and chemicals will catch up to them and most will meet a horrible death.

Some procedures are permanent, taking weeks of treatments. Those are much safer but can still be problematic. Super Soldiers also have access to drugs that give them temporary short-term boosts of power. These drugs are far more chaotic and dangerous. Some Super Soldiers choose only to take the high percentage risks and avoid the boosts.

Super Soldiers at Level 1**Basic Super Soldier Starting Augmentation**

- **STR, DEX & CON become a minimum of 12**
- **+2 STR, +2 DEX & +2 CON (18 Max at 1st level)**
- **+2 to Initiative, +4 to Jump & +4 to Balance checks**
- **+d10 extra HP & Seize the Moment +1**
- **Regenerates 1 HP per 10 minutes**
- **+5 Move. Can run x3 your Move.**

Super Soldiers at Levels 2-10

- **At each level choose up to 2 different Permanent Augmentations**
- **Select d4 Super Boosts at each level**

SUPER SOLDIER PERMANENT AUGMENTATIONS

At each level, a Super Soldier can get 2 free Permanent Augmentations. They can get the first permanent augmentation without rolling a Saving Throw. If they get more than one permanent augmentation they must save against Death each time. If they pass, the augmentation takes hold. If you fail, roll on the Permanent Augmentation Failure Chart. That effect occurs and your augmentation does not take hold (you may attempt another Permanent Augmentation until the second one takes hold).

You cannot take the same augmentation at the same level, or at back to back levels. These procedures are expensive and are rarely available to people that do not have a benefactor. Black market procedures can cost \$15,000+ and they are much more dangerous. You can never have more than 3 Permanent Augmentations each level.

Physical Attribute Augmentation (select two): +1 STR, +1 DEX or +1 CON

Muscle Augmentation: +2 STR, +4 to Climbing

Nimbleness Augmentation: +2 DEX, + 2 to Swimming, +2 to Jumping

Fortitude Augmentation: +2 CON, +2 to Poison save stat

Hard to Kill Augmentation: +1 to Critical, Death and Poison save stats, +2 HP

Fighter's Augmentation: +2 to Melee attacks, +1 to Initiative

Sniper's Augmentation: +2 to Range attacks, +1 to Surprise Attack damage

Rogue's Augmentation: +2 to Surprise Attack damage, +4 to Stealth & +3 to Sleight of Hand

Toughness Augmentation: Toughness at +2, +1 AC

Defender's Augmentation: +2 to AC, Surprise Attacks do 1 less damage

Survivalist's Augmentation: +1 to SUR, +2 to Street Survival, +2 to Wilderness Survival, Toughness: Nature +1

Speed Augmentation: +5 to Move, you can run at x4 your move (x5/ x6/ x7/ x8 if retaken), gain Seize the Moment +1

Brain Boost Augmentation: +2 INT, +1 to Mental save stat

Owl's Boost Augmentation: +2 WIS, +1 to all Knowledge skill checks

Charmer's Boost Augmentation: +2 CHA, +2 to Persuasion

Specific Toughness Augmentation: Choose 1 – Toughness: Cold, Electric, Fire, Radiation, Sonic or Water at +5

Special Toughness Augmentation: Requires 3rd Level. Chose 1 – Toughness: Incorporeal, Magic or Psionics at +3

Amphibious Augmentation: Can breathe underwater, resist pressure 500', Swim at +20, Swim Move at +10', Radar Sense (cannot be blinded or surprised, +2 to Initiative). *One time only

Leaper Augmentation: +15 to Jump, +1 to DEX, can leap & jump much further than normal. *One time only

Strike Like Lightning Augmentation: Requires 4th Level. +1 extra action per round & +2 to Seize the Moment. *One time only.

Ever Ready Augmentation: Requires 4th Level. Advantage on Initiative rolls, cannot be surprised and Seize the Moment +1. *One time only

Regrowth Augmentation: Heals 1 HP every 2 minutes, can regrow limbs and +1 to all save stats *One time only

Permanent Augmentation Failure Chart (d12)

These effects are permanent.

Roll	Result
1	Lose 1 HP
2	Lose 1 Critical save point
3	Lose 1 Death save point
4	Lose 1 Mental save point
5	Lose 1 Courage save point
6	Lose 1 Poison save point
7	Lose 1 point of Move
8	Lose 1 Charisma
9	Lose 1 Intelligence or Wisdom
10	Age 1 year
11	Lose 1 SUR
12	Gain a random fear (GM's choice)

SUPER BOOSTS

Super boosts come in a large needle that takes an action to use by stabbing yourself in the arm or leg. Anyone that is not a Super Soldier must make a Poison save when attempting to use, or if stabbed by, a Super Boost. If the save fails, the boost fails. Then they take d6 damage and are at Disadvantage on their next 2 attacks or physical rolls. The duration of the Super Boost effect is halved for anyone that has not undergone the initial Super Soldier Augmentation.

When anyone uses a successful Super Boost, they must roll on the Super Boost Chart.

After the first successful Super Boost used in a day, the user must add +15 to their next roll on the Super Boost Chart for each successive usage of the day.

Super Boosts sell for \$2,000-5,000 on the black market. Mega boosts can go for much more. Boost effects do stack.

Super Boosts Available

Strength: +2 STR for 1-hour

Mega-Strength: +4 STR for d12 minutes

Intelligence: +2 INT for 1-hour

Mega-Intelligence: +4 STR for d12 minutes

Wisdom: +2 WIS for 1-hour

Mega-Wisdom: +4 WIS for d12 minutes

Dexterity: +2 DEX for 1-hour

Mega-Dexterity: +4 DEX for d12 minutes

Constitution: +2 CON for 1-hour

Mega-Constitution: +4 CON for d12 minutes

Charisma: +2 CHA for 1-hour

Mega-Charisma: +4 CHA for d12 minutes

Survivalist: +d6 HP, +1 SUR for 1-hour

Mega-Survivalist: +d12 HP, +1 SUR for d12 minutes

Tank Serum: +4 AC, Toughness +1 for 1-hour

Mega-Tank Serum: +8 AC, Toughness +2 for d8 minutes

Berserker: +3 to Melee attacks, +3 to Melee damage, +d12 HP & -3 AC for d6 minutes. When done, you pass out for d6x2 minutes unless you make a Critical save. If you pass, you are stunned for 1 round.

Ghost Serum: Turn Intangible and appear ghostly for d6 minutes. While intangible you are immune to all damage (besides magic & psionics) and you are unable to deal damage.

Healing Boost: heals d20 damage & removes all normal poisons & diseases

Mystic's Bane Serum: (Very rare and expensive) Toughness: Magic +10 & +3 AC to Range attacks for d12 minutes

Psion's Bane Serum: (Very rare and expensive) Toughness: Psionics +10 & +4 to Mental save stat for d12 minutes.

SUPER BOOST CHART (d00)

Rolls	Result
01-05	The Boost's benefits & duration are doubled.
06-15	The Boost's duration is doubled.
16-25	The Boost's gives you +1 to all Saving Throw stats for the duration.
25-60	The Boost works as normal.
61-66	Boost works! Berserk! For d6 minutes, you gain +1 extra attack, +3 to Melee attack, +3 to Melee damage, +d12 HP & -3 AC. Everything is a viable target for the duration. Afterwards you pass out for d6x3 minutes.
67-70	Boost works! Your body lets out an energy blast that does 3d6 damage to all non-organic structures within 100'. Biological beings take d6 damage. You are Stunned for 1 round.
71-80	Chemical Imbalance! Boost works at half duration & effect. Add +10 your next Super Boost roll today.
81-85	Chemical Disparity! Boost works at half duration & effect. You feel off centered during the duration and are at -2 to all save stats. Add +5 to your next Super Boost roll today.
86-89	Quickened! Boost fails, but for the next d6 minutes you gain +20 Move, +4 Initiative and +4 AC. Afterwards, your Move is halved for d4 hours.
90-93	Overpower! Boost fails, but for the next d6 minutes you grow d4', gain +4 STR, +d20 HP, +2 to Melee attack & +5 Move. You see all targets around you as hostile for the duration!
94-95	Invulnerability! Boost fails. For the next d6 minutes you become shine a bright red and are Invulnerable. You cannot be harmed by physical means. However, Magic & Psionics do half damage. Afterwards, you collapse for d6x4 minutes and lose 1 HP permanently.
96+	Roll on the Critical Overuse Chart.

CRITICAL OVERUSE CHART (d00)

Something went wrong! The boost fails and the effect rolled below occurs.

Rolls	Result
01-02	Blinded for d6 minutes
03-04	Deafened for d6 minutes
05-06	Fire Weakness (double damage) for d6 minutes
07-08	Cold Weakness (double damage) for d6 minutes
09-10	Water Weakness (double damage) for d6 minutes
11-12	Sonic Weakness (double damage) for d6 minutes
13-14	Electric Weakness (double damage) for d6 minutes
15-16	Radiation Weakness (double damage) for d6 minutes
17-18	Strength Drain: -d6 STR for d6 minutes
19-20	Brain Drain: -d6 INT for d6 minutes
21-22	Knowledge Drain: -d6 WIS for d6 minutes
23-24	Agility Drain: -d6 DEX for d6 minutes
25-26	Body Drain: -d6 CON for d6 minutes
27-28	Charm Drain: -d6 CHA for d6 minutes
29-30	Weakness: -2 to all save stats for d20 minutes
31-32	Clumsy: -2 to all attacks for d6 minutes
33-34	Your hair falls out. 60% chance it will grow back.
35-36	You Grow 3". Permanently gain +1 STR
37-38	A Burst of Radiation is unleashed in a 60' area. It causes d8 damage (save against Death halves) to everyone within. 20% chance to Push any Mutant in the range.
39-40	Shrink 3". Permanently get -1 STR
41-42	Head Shrinks slightly. Permanently get -1 INT
43-44	Head Swells up slightly. Permanently get +1 INT
45	You turn green for a week (50% of being permanent)

46	You turn red for a week (50% of being permanent)
47-49	Your eyes grow slightly. +1 to Spot checks.
50-75	Roll on the Mutation Deformity Chart (p. 138) and lose 1 save stat point permanently.
76-89	Roll on the Mutant Push Chart ignoring success/ failure (p. 136)
90	Pinball Attack. You immediately Melee attack the nearest d6+1 visible target within 30' at +3 to attack and to damage. Afterwards you pass out for d4 rounds. When you awaken, you are Sickened for 10 minutes.
91	Stunned for 2 rounds, -3 to Initiative for the next 10 minutes
92	Body Damage: Lose 1 HP permanently
93	Exhaustion: You pass out for d10 minutes
94	Age 1 year
95	Age d4 years
96	Age d6 years
97	Severe Headaches: -1 to Initiative permanently
98	Heart Attack! You have a heart attack and fall to the ground. Save against Death or go into a coma. If you pass, you are at Disadvantage on all rolls until magically or psionically healed or you go to a hospital. If you fail, you will die in a matter of minutes if you are not magically healed or get to a doctor. Permanently lose 1 to CON or SUR.
99	You lose all augmented powers! You revert back to yourself before the Super Soldier augmentation. Choose a new class.
00	You explode! You die and do 2d6 damage to everything within 40'. Push all mutants hit by what is left of you.



SUPER SPEEDSTER

Nothing in Vigilante City, or the known world, is as fast as the Super Speedster. Their extreme speed and hyper quickness make them amazing heroes, and formidable villains. Super Speedsters are very rare and are highly sought out as mercenaries or henchmen. Super Speedster seem to be created by a few different methods (roll on the Speedster Origin Chart).

PRIME ATTRIBUTE:

DEXTERITY and SURVIVAL. They must have a minimum DEX 12 & SUR 11.

SAVING THROWS:

Super Speedsters gain no Saving Throw bonuses.

SKILL TRAINING:

Super Speedsters rely upon their powers for most of their needs. They spend time honing these powers and ignore most other training.

- Athletics: Basic at +2
- Combat Training
- 2 other skills

CLASS BONUS:

Each Super Speedster gets a one-time +1 to SUR or +1 to Dexterity.

STARTING GEAR:

- Kit of your choice
- Lots of energy bars
- Moderate clothing/ Uniform

SUPER SPEEDSTER ORIGIN CHART (d10)

Roll	Origin
1	Struck by lightning (gain Toughness: Electricity +1)
2	Lab accident as lab assistant (gain Science skill at +1)
3	Lab accident as a test subject (+1 to one random save stat)
4	Chemical accident (+1 to Death save stat)
5	Natural Mutation (you are a mutant and are susceptible to being Pushed, +1 to Poison save stat)
6	Magically induced (gain Toughness: Magic +1 & Knowledge – Magic)
7	Alien (you are an alien that looks human, +1 to a random attribute and -1 to CHA)
8	Radiation Mutation (you are a mutant and are susceptible to being Pushed and are slightly radioactive, +1 to Death save stat)
9	Medical Experiment (May use Super Soldier Boosts as if you were a Super Soldier)
10	Player's choice of the above origins

SUPER SPEEDSTER LEVEL PROGRESSION

Super Speedsters do not select a skill pack, because they spend the majority of their time mastering their powers. They still gain skills as normal when leveling.

Super Speedster at Level 1

Super Speedsters have a ridiculously high metabolism and must eat more often than a normal person. While awake if they have not eaten the equivalent of meal in the past 2 hours, you are at Disadvantage on all saves and attribute checks and are at $\frac{1}{2}$ Move. But you always stay skinny.

At first level all Super Speedsters start with the following:

- **+12 to Move**
- **Can run at x3 Move**
- **Can run, attack and move without penalty**
- **+2 to Initiative & +2 to Armor Class**
- **Seize the Moment +1**
- **Toughness +1 while running**
- **Advantage on all Balance checks**

Level 2

- **+6 to Move**
- **+1 to Melee Surprise Attack damage**
- **Choose: +1 to Armor Class or +1 to Melee attacks**
- **+4 to Balance & 1 additional Free Action per round**
- **Flurry Attack: You may move and then attack a target twice, but afterwards you cannot use any other actions that round. This may be your only attack action of the round. Only the first Flurry attack of a round can be a Surprise Attack.**

Level 3

- **+5 to Move**
- **+1 to Initiative**
- **+1 extra action per round**
- **+1 to Armor Class**
- **Can run x4 Move**
- **Speed Burst: x1 a day you can double your Move for d6 minutes**

Level 4

- **+5 to Move**
- **Choose: +1 to Armor Class, +1 to Melee attacks or +1 to DEX**
- **Seize the Moment +1**
- **Can run on water**
- **Immunity to Telepathy or Mind Probing**
- **+1 to Surprise Attack damage**
- **Perfect Balance: You cannot be knocked down and you ignore hindering terrain while running.**
- **Flurry Attack: You may move and then attack a target three times, but afterwards you cannot use any other actions that round. This may be your only attack action of the round. Only the first Flurry attack of a round can be a Surprise Attack.**

Level 5

- **+5 to Move**
- **Lightning Fists: +1 to Melee attacks and +1 Electrical damage to all punches**
- **Can run at x5 Move & 1 additional Free Action**
- **Toughness +2 while running**
- **While running you can move through solid objects**
- **Blur: While running all Ranged attacks on you are at Disadvantage.**

Level 6

- +5 to Move
- +1 to Armor Class
- Advantage on all Mind Control, Possession or Suggestion save attempts
- Can run up walls and structures
- Pinball Attack: You may melee attack x different targets within range at once (x is your level). After the last attack you may move a quarter of your base Move. This can be your only attack in a round.

Level 7

- +5 to Move & +1 to Armor Class
- Seize the Moment +1
- Can run at x6 Move & 1 additional Free Action
- Flurry Attack: You may move and then attack a target four times, but afterwards you cannot use any other actions that round. This may be your only attack action of the round. Only the first Flurry attack of a round can be a Surprise Attack.
- When you roll Initiative you always gain it unless you roll a natural 1.

Level 8

- +5 to Move
- Speed Burst: x2 a day you can double your Move for d6 minutes
- +1 to Armor Class
- +1 extra action per round
- Lose all previous Surprise Attack damage bonuses. You now deal double damage on Surprise Attacks.
- Can run over holes, pits and gaps (as long as you can move over it before your run move is depleted in a round)
- Immunity to all Mind Control, Possession or Suggestion

Level 9

- **+5 to Move**
- **Reverse Time:** Once per day you may use a SUR point and reverse time with your powers. You may reverse time up to 1 minute for each SUR point used. For each full minute reversed you must make a Death save or lose d6 CON for d6 days. If you make the save you lose 1 CON for d6 days.
- **You can move x8 Move**
- **Choose 1: +1 to AC, +1 to Melee attacks or Seize the Moment +1**

Level 10

- **+5 to Move**
- **Choose 1: +1 to Lightning Fists damage, +1 to AC or +2 to a save stat**
- **All attacks on you are at Disadvantage (does not affect other 10+ level Super Speedsters)**
- **Time Stop:** You can effectively stop time for a brief period (time still flows but at an unnoticeable pace). Use a SUR point to stop time for 30 seconds. While time has stopped you move as normal. When time returns to normal your Move is halved for d6 minutes and you cannot stop time again for 1 hour.

SKILLS

Each character selects 4 skills at level one (unless they get a skill pack or if their class states otherwise), in addition to Class skills. Each time your Character levels up they get 2 more skill points + their INT modifier. The maximum Skill Points you can assign to a particular skill is your Character's level.

DIFFICULTY CHECK

When making a skill check, the GM will set a Difficulty Check number. Then you roll d20, add your rank in the skill point, appropriate attribute modifiers & other bonuses to the roll. If your total number is equal to or is higher than the DC you pass the check.

*See Difficulty Checks (DC) for guidance on assigning target numbers for skill checks.

Skill Descriptions

If you acquire a skill you do not have that has a bonus, you must put 1 point of that bonus into getting the skill. If there is any excessive bonus left over, that acts as a bonus to that skill.

If you level up and get +2 to Investigation and do not have that skill, you must put 1 point into gaining the skill and you get the other points as a bonus. Therefore, you would have Investigation with 1 rank and a +1 bonus that you would add to any Investigation roll.

NOTE: Your Character can only choose 1 Fighting Skill. Fighting Skills do not advance in skill points.

SKILL	Attribute
Animal Training	CHA
Art & Music	INT
Athletics: Basic	STR
Bionics	INT
Combat Training	-
Computer Hacking	INT
Computer Skills	INT
Dancing	DEX
Demolitions	INT
Electronics	INT
Fighting: Brawling	-
Fighting: Martial Arts	-
Fighting: Wrestling	-
First Aid	WIS
Interrogation	WIS
Intimidation	STR/ WIS
Investigation	WIS
Knowledge: General	INT
Knowledge: Magic	INT
Knowledge: Psychic Phenomenon	INT
Knowledge: _____	INT
Language	INT
Mathematics	INT
Mechanics	INT
Parkour	DEX
Persuasion	CHA
Piloting: Basic	DEX
Piloting: Flight	DEX
Ranged Weapons	DEX
Science	INT
Sleight of Hand	DEX
Stealth	DEX
Street Smart	INT
Street Survival	WIS
Subterfuge	WIS
Wilderness Survival	WIS

Animal Training

(CHA) The ability to train animals to do your bidding. It usually takes weeks to train an animal (DC:15 once a week). Once trained they will be loyal and follow simple commands. You cannot tame an animal that has more Hit Dice than you. If a Character has 6+ ranks they can attempt to tame Mutant Animals.

Art & Music

(INT) The knowledge of basic art & music, and your ability to perform music and to create art.

Athletics: Basic

(STR) You are trained in basic physical activities and are proficient at balancing, digging, running, climbing, jumping & swimming.

Taking this skill gives you a +1 to CON, DEX & STR.

Bionics

(INT) Requires Mechanics or Science. You have the ability to create, modify and repair bionic systems.

Combat Training

(---) You are trained in the art of combat. If you have 1 rank you are able to wear Light armor and use Light melee weapons. If you have 2 ranks you are able to wear Medium armor, use improvised weapons and use Medium melee weapons. If you have 3 ranks you are able to wear Heavy armor and use Heavy melee weapons. You can only have maximum of 3 ranks in this skill.

Computer Hacking

(INT) Requires Computer Skills. You are skilled at hacking into computer systems.

Computer Skills

(INT) You know how to use a computer.

Dancing

(DEX) You know how to dance. Taking this skill gives you a +1 to AC.

Demolitions

(INT) You have knowledge on how to create & use explosives.

Electronics

(INT) You are knowledgeable on basic and home electronics.

Fighting: Brawling

(Fighting Skill) You are proficient at basic schoolyard fighting. You can use improvised weapons with no penalty. You gain +1 to attack with punches or kicks, +1 against Intimidation attempts & Toughness +1. You get +1 to attack with punches or kicks at 4th & 8th levels. You get +1 to Toughness at 5th & 9th levels.

Fighting: Martial Arts

(Fighting Skill) You are skilled in the martial arts. You gain +1 to all saves and a +2 to AC. You are able to use basic melee weapons & martial arts weapons. You can choose to not attack in a round and add +2 to your AC for that round. You can do a back flip. You gain +1 to Melee attacks at 2nd, 4th & 8th level. You gain +1 to AC at 5th & 9th Level. You gain Seize the Moment +1 at 6th level.

Fighting: Powered Armor

(Fighting Skill) Requires Pilot: Basic & Pilot: Flight. You are skilled in Melee fighting in powered armors. You get a +1 to Melee attacks in PA at 1st, 5th & 9th level. You get +1 to AC in PA at 2nd, 6th & 10th level.

Fighting: Wrestling

(Fighting Skill) You are well trained in the art of grappling. You get +1 to attack, +1 to AC & Toughness + 1. You get +2 to Grab attacks. You gain +1 to Melee attacks at 4th & 8th levels. You gain +1 to AC at 3rd & 6th levels. You gain +1 Toughness at 5th level.

First Aid

(WIS) You are skilled at basic first aid. You gain **Mend Wounds**: DC: 10. After combat, you can attempt to mend basic wounds on another person, restoring d4 HP. This requires 1 minute of uninterrupted concentration to perform and can be done once a day per rank in First Aid (otherwise it takes the full 5 minutes and can be done as many times as needed).

If you have 5+ ranks in First Aid, you may Mend Wounds during combat once a day equal to your WIS modifier. This takes 2 full rounds and a DC:15 each time you take damage while mending wounds. If you fail the check, you must start over.

If you attempt Mend Wounds on a Character that is Out of Action, it requires a DC of 15 + their HP below 0. If successful they only return to 1 HP and gain Advantage on their Out of Action roll.

You can attempt more complicated medical assistance with the GM setting the DC. You may not attempt advanced life saving techniques such as surgery or field amputations.

Interrogation

(WIS) You are talented at extracting information from people in unorthodox, and sometimes unlawful ways.

Intimidation

(STR) You are able to intimidate people for your personal gain. You may use your charisma bonus instead of strength if you choose.

Investigation

(WIS) You are able to gather information from sources that most people ignore or miss.

Knowledge – General

(INT) You have a strong base of general knowledge. You may make a knowledge roll to see if you have information on any subject.

Knowledge – Magic

(INT) You have knowledge and basic understanding of how magic works. You have a chance to identify magic items, runes, spells being cast. You can read most magical text.

Knowledge - Psychic Phenomenon

(INT) You have a knowledge and good understanding of psychic phenomenon. You can try to identify a Psion or its handywork, people under the influence of a Psion, etc.

Knowledge - _____

(INT) Any specific knowledge a character has that may be useful to the game or to fill out a character. Possible Knowledges: Animals, Cooking/ Food, Fashion, History, Law, Literature, Local Area, Philosophy, Pop Culture, Sports, etc.

Language

(INT) You learn how to read, speak & write in a language each time you take this. You cannot use more than 1 skill point on each language.

Random Language Table

01-04 American Sign Language	56-66 Arabic
05-06 Bosnian, Croatian or Serbian	67-68 Korean
07-15 Spanish	69-72 Dutch
16-22 Russian	73- 75 American Braille
23-28 German	76-79 Portuguese
29-32 Vietnamese	80-82 Hebrew
33-34 Danish, Finnish, Norwegian or Swedish	83-84 Romanian
35-37 Irish, Scottish or Welsh	85 Hindi or Urdu
38--43 Mandarin Chinese	86-90 Italian
44-50 Japanese	91-93 Polish
51-55 French	94 Swahili
	95 Greek
	96-97 Turkish
	98-99 Tagalog
	00 Czech

Mathematics

(INT) You have a knowledge of basic and some advanced mathematics.

Mechanics

(INT) You have the knowledge of basic mechanics and have the ability to fix them.

Parkour

(DEX) Requires Athletics: Basic. You are highly trained in physical activities. You have an uncanny ability to get from one place to another in the quickest and most interesting ways. You get advantage on Climb & Jump checks. Your Parkour bonuses are used when doing creative or daredevil climbing and jumping, not for simple climb and jump checks.

Persuasion

(CHA) You are able to get people to do things for you with a wink or a few words.

Pilot: Basic

(DEX) You are able to drive basic vehicles (including manual transmission vehicles) such as cars, boats, ATVs, etc. Additionally, Piloting checks can be applied to basic bicycle riding, basic horseback riding, cars, water-based vehicles and simple farm & construction machinery. Driving over 99 MPH requires a DC:14 +1 per 10 MPH over 99 every minute. If you fail you swerve and must make the check again. If you pass, you stabilize. If you fail, you crash.

Pilot: Flight

(DEX) You are able to pilot flying machines (airplanes, drones, helicopters, hovercraft, etc.)

Ranged Weapons

(DEX) You are trained with the ability to use ranged weapons without penalty for normal use. *Cannot put ranks into this skill.

Science

(INT) You have a basic knowledge of science (astronomy, biology, chemistry, geology, physics, etc.)

Sleight of Hand

(DEX) You remarkably quick hands and have mastered the art of making distractions. You get a +1 Initiative bonus when you take this skill. You know how to pick locks and pick pockets.

Stealth

(DEX) You are adept at moving silently, passing with a trace and hiding, sometimes in plain sight.

Street Smart

(INT) You know how to track down information through informal channels and know where to track down drugs and items on the street. You know how things are on the street and know how to take of yourself in interactions with other street toughs.

Street Survival

(WIS) You are able to track people & survive on the harsh city streets with basic proficiency. You have the ability to scavenge for useful items. You are able to use basic firearms & light melee weapons as if you were trained with them. You can create traps.

Subterfuge

(WIS) You are adept at trickery. You are skilled at disguise, espionage, forgery, lock picking, lying, spying and tracking (in the city). You have a +2 to all checks in dealing with anyone that is intentionally trying to deceive you.

Wilderness Survival

(WIS) You are able to track people & survive on the harsh wilderness with basic proficiency. You have the ability to scavenge for food and clean water. You are able to use basic firearms & light melee weapons as if you were trained with them. You can create traps.

SKILL PACKS

Some classes offer options for what type of skills they use. Below are the skill packs with their detailed level progression. The available skill packs are: **Bruisers, Commando, Gumshoe, Hacker, Leader, Scholar and Street Rat.**

NOTE: If you have a skill pack with a duplicated skill that you learn elsewhere, you may switch it out or gain a permanent +1 bonus to that.

BRUISERS

Bruisers excel as hired muscle and are coveted by street gangs and mighty corporations.

Bruisers start with:

- Athletics: Basic
- Combat Training at +1
- Fighting skill of your choice
- 2 other skills
- +1 to STR
- +1 to Melee attacks
- +1 to Melee damage

Starting Gear:

Plastic Armor, Moderate Clothes/ Uniform, Brass Knuckles & a Kit of your choice. Roll on the Money Chart.

Level	Bruisers Level Progression
2	+2 to Melee attacks or +1 to AC
3	Toughness at +1 Seize the Moment at +1
4	Crushing Blow: On a successful, weaponless, Melee attack roll of a natural 19-20, you deal an additional d6 damage
5	+1 extra action per round +2 to Charge attacks
6	Stunning Blow: On a successful, weaponless, Melee attack roll of a natural 19-20, you Stun the target for a d4 rounds unless they make a Critical save. This only works on living targets that are susceptible to stuns.
7	+2 to Melee attacks +1 to AC
8	+1 to STR & CON, +1 to Seize the Moment
9	Knockout Blow: On a successful, weaponless, melee attack roll of a natural 19-20, you knockout your target for d6 rounds unless they make a Critical save. This only works on living targets.
10	You may spend an extra SUR point on a failed attack.

COMMANDO

Commandos are highly trained military specialists that thrive in the chaotic environment of Vigilante City.

Commandos start with:

- Athletics: Basic
- Combat Training at +1
- Demolitions or Interrogation
- Fighting skill of your choice
- Knowledge: Military
- Pilot: Basic
- Ranged Weapons
- Survival (Choose 1)
- 1 other skill
- +1 to attacks
- +1 to AC

Starting Gear: Plastic Armor, Military Uniform, 2 Light or Medium Melee Weapons, Hand Gun (w/ ammo) & Demolitions or Survivalist Kit. Roll on the Money Chart.

Level	Commando Level Progression
2	+1 to AC +2 to a starting skill
3	+1 to attacks Seize the Moment +1
4	+1 to CON, DEX or STR +2 to a starting skill
5	+1 extra attack each round +2 to Surprise Attack damage
6	+1 to attacks Seize the Moment +1
7	Choose 1: Gain Advantage on all Demolitions or Interrogation skill checks. +3 to your starting Survival
8	+1 to AC or +1 to INT +1 to attacks
9	Gain Toughness +2 +1 to an attribute
10	You can use an extra SUR point on a failed attack, skill check or saving throw

GUMSHOE

Gumshoes are street level detectives that travel the mean streets of Vigilante City.

Gumshoes start with:

- Combat Training
- Interrogation or Persuasion
- Investigation at +1
- Street Smart at +1
- Subterfuge
- 5 other skills
- +1 to WIS
- +1 to Spot checks

Starting Gear: Forensics or Surveillance Kit, Bulletproof Trench Coat & 1 Light or Medium Melee Weapon. Roll on the Money Chart.

Level	Gumshoe Level Progression
2	+2 to Investigation +2 to Street Smart +2 Move
3	Advantage on Urban Tracking +1 to AC
4	Gain Outsmart +2 to Surprise attacks
5	Choose 3: +1 to AC, +2 to a save stat, +3 HP, +1 INT, +1 DEX or +3 skill points
6	+2 to Subterfuge +1 to INT or DEX
7	Anyone tracking you in an Urban setting is at Disadvantage. +2 to Courage save stat
8	+1 extra action per round +1 to Outsmart
9	Gain Advantage on Investigation checks +1 to INT
10	You can use an extra SUR point on any failed non-attack roll

HACKER

Hackers are computer experts that specialize in hacking into the most difficult and most secure systems.

Hackers start with:

- Computer Hacking at +2
- Computer Skills at +3
- Electronics
- Science
- 4 other skills

Starting Gear: Hacker Kit, 1 Light Melee Weapon & Moderate Clothes/ Uniform. Roll on the Money Chart.

Level	Hacker Level Progression
2	+2 to Computer Hacking +2 to Computer Skills
3	+1 to INT or +1 to AC Choose 1 Specialty: Data Retrieval, Security or Viruses. You gain Advantage on all skill or attribute checks involving your specialty.
4	Choose a hacking code: • Black Hat (selfish, illegal hacker) Gain +3 to Black Hat type hacking • White Hat (defensive, helpful hacker) Gain +3 to White Hat type hacking • Grey Hat (neutral hacker) Gain +1 to all hacking attempts
5	+2 to a skill of your choice +1 to INT
6	+2 to Electronics Advantage on all computer related skill and attribute checks
7	+1 to INT +1 to WIS
8	Your hacking code bonus is increased by +1 +2 skill points
9	+1 extra action per round (the extra action cannot be an attack). Toughness: Electricity +1
10	You can use an extra SUR point on a failed skill checks or saving throws.

LEADER

Leaders are rare in Vigilante City. Those that have what it takes to lead will always stand out in a crowd and attract those willing to follow their lead.

Leaders start with:

- Combat Training
- Fighting skill of your choice
- Persuasion at +2
- 5 other skills
- +2 to CHA
- If multiple Leaders are in the area of a character, they must select which one to follow and receive bonuses from.

Starting Gear: 1 Kit of your choice, 1 Light or Medium Melee Weapon & Leather Armor. Roll on the Money Chart.

Level	Leader Level Progression
2	Gain Outsmart All allies within 60' gain temporary HP equal to your CHA bonus (+1 minimum) when you enter a fight. The bonus lasts d6 minutes + your CHA modifier.
3	All allies within 60' gain a saving throw bonus equal to your CHA modifier (+1 minimum). +2 to Persuasion
4	All allies within 60' gain an Initiative bonus equal to your CHA modifier (+1 minimum). +2 skill points.
5	You gain the benefits of your Leader abilities. Gain Seize the Moment +1
6	+1 extra action per round. Advantage on CHA & Persuasion checks.
7	All allies within 60' gain 1 of the following bonuses: +1 to AC, +1 to attacks, +1 to damage or +2 to all skill checks. You may change this bonus at the beginning of a round.
8	+2 to CHA (You may exceed 18) +1 to Outsmart or Seize the Moment +1
9	All of your Leader abilities have their area effect changed to 150'
10	You can use an extra SUR point on any failed roll.

SCHOLAR

Scholars are usually found in their library or lab, with their nose in a book or doing an experiment. However, sometimes they must join up with others and hit the streets. Their aid is crucial for any aspiring hero or villain team.

Scholars start with:

- Computer Skills
- Knowledge: General at +1
- Another Knowledge of your choice
- Mathematics
- Science
- 5 other skills
- +1 to INT

Starting Gear: Kit of your choice, Computer, Light Melee Weapon & Moderate Clothes/Uniform. Roll on the Money Chart.

Level	Scholar Level Progression
2	Gain Outsmart +1 +2 to a starting skill
3	+1 to WIS or INT +2 skill points
4	+2 to Mathematics or Science +2 to Computer Skills or Knowledge: General
5	Choose a non-physical skill. You become a master at that skill (you gain Advantage on that skill and attribute checks related to that skill). +2 to Mental save stat
6	+2 to Outsmart +2 skill points or +1 AC
7	+1 extra action per round (the extra action cannot be an attack) +1 to INT
8	Genius IQ - Gain Advantage on Knowledge: General skill checks, Mathematics & Science. +2 to Mental save stat or +1 to INT (may exceed 18)
9	+1 to Outsmart +2 skill points
10	+1 to INT (may exceed 18) You use an extra SUR point to re-roll a failed roll.

STREET RAT

Street Rats are those that have excelled in the violent and dangerous environment of Vigilante City. They come in many forms, but they are all formidable.

Street Rats start with:

- Combat Training
- Fighting: Brawling (can upgrade for 2 skill points)
- Sleight of Hand
- Stealth at +1
- Street Smart at +2
- 3 other skills
- +1 to AC
- +1 to Initiative

Starting Gear: Kit of your choice, 2 Daggers, Light Weapon & Leather Armor. Roll on Money Chart.

Level	Street Rat Level Progression
2	Choose 1 specialty: Fence, Pick Pocket, Shadow Striker or Snitch. • Fences at selling and locating stolen goods. You gain +5 to any skill or attribute checks involving fencing or appraising items and you gain +1 to Street Smart. • Pick Pockets are professional thieves. You gain +4 to Sleight of Hand and +3 to Stealth. • Shadow Strikers are street level assassins that strike from out of nowhere. You gain +1 to Stealth, +2 to Surprise Attacks, Seize the Moment +1 and +1 to all Surprise Attack dmg. • Snitches are adept at gaining knowledge and selling it to the highest bidder. You gain +4 to Street Smart, +2 to Spot checks and Knowledge of your choice at +1.
3	+1 to all save stats, +1 to attacks & +1 to Initiative
4	+4 to Move & +2 skill points
5	Gain a second Street Rat specialty & can run x4 Move
6	+1 extra action per round & +3 to Street Smart
7	+1 to DEX & +2 skill points
8	+2 to Surprise Attacks, +2 to Move, +2 to Street Smart & +2 to Sleight of Hand
9	+2 to AC, +3 to Stealth & +1 to attacks
10	You may use an extra SUR point on any failed roll that is related to one of your specialties or attacks.



XP & LEVELING UP

In the original fantasy RPG, Experience Points or XP was awarded for slaying monsters and gathering treasure. *Survive This!* games use a leveling system that takes the focus off of combat and rewards Characters for in 5 different ways: **Session Survival, Encounter XP, Exceptional Roleplaying, Discretionary and Vigilante XP.**

Session Survival, is the first way earn XP. 1 XP is given simply for completing or “Surviving” an entire gaming session. Even if your Character does not get much accomplished during the gaming session, this XP is still earned.

Encounter XP can be earned up to 3 times in one gaming session. 1 Encounter XP is earned by being involved in a combat scenario. If there are 3 separate combat scenarios in one gaming session, then 3 XP is earned. If there are 5 separate combat scenarios, still only 3 XP is earned as that is the max. NOTE: Encounter XP is rewarded regardless if you win or lose.

Exceptional Roleplaying XP can be earned 1 time per session for 1 XP. This XP is given for a player that goes above and beyond in the department of roleplaying.

Discretionary XP can be earned up to twice a gaming session for a maximum total of 2 XP awarded at the GM’s discretion. This can be given for things like solving a difficult puzzle, overcoming the odds or achieving something due to luck.

VIGILANTE XP is XP that is given to a player who performs a selfless act or valor. This act must be something that is above and beyond the goal of the session. Unlike the other types of XP that can be earned, VIGILANTE XP can only be earned by 1 player, per gaming session and if nothing Vigilante-like is done then no player earns the Vigilante XP by any player.

Maximum XP per session:

Session Survival: 1 XP per player

Encounter: 3 XP per player

Exceptional Roleplaying: 1 XP per player

Discretionary: 2 XP per player

Vigilante: 1 XP for 1 player

NOTE: Using this method, all Character Classes level at the same pace.

Level	XP
1	0
2	5
3	14
4	26
5	41
6	59
7	80
8	104
9	131
10	162

Optional

For groups that are very heavy into roleplaying and not as much into combat, it is recommended to give 1 XP per 1 hour of gameplay. This takes the emphasis off combat-driven play and still rewards players for playing the game the way they enjoy it and allows their Characters to progress at a much more normal rate.

Level	Hours
1	0
2	4
3	10
4	20
5	35
6	55
7	80
8	110
9	145
10	185



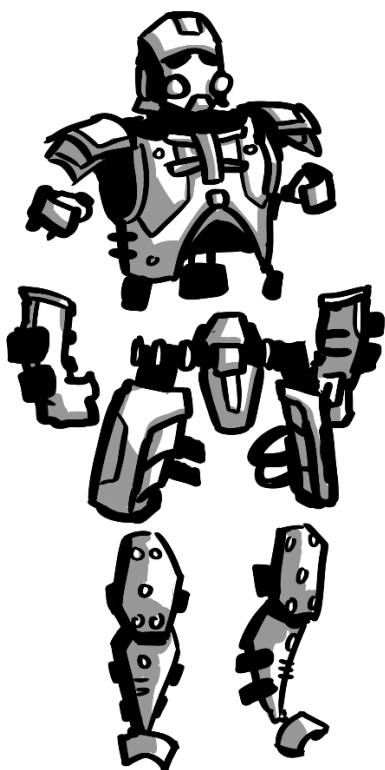
ARMOR CLASS (AC)

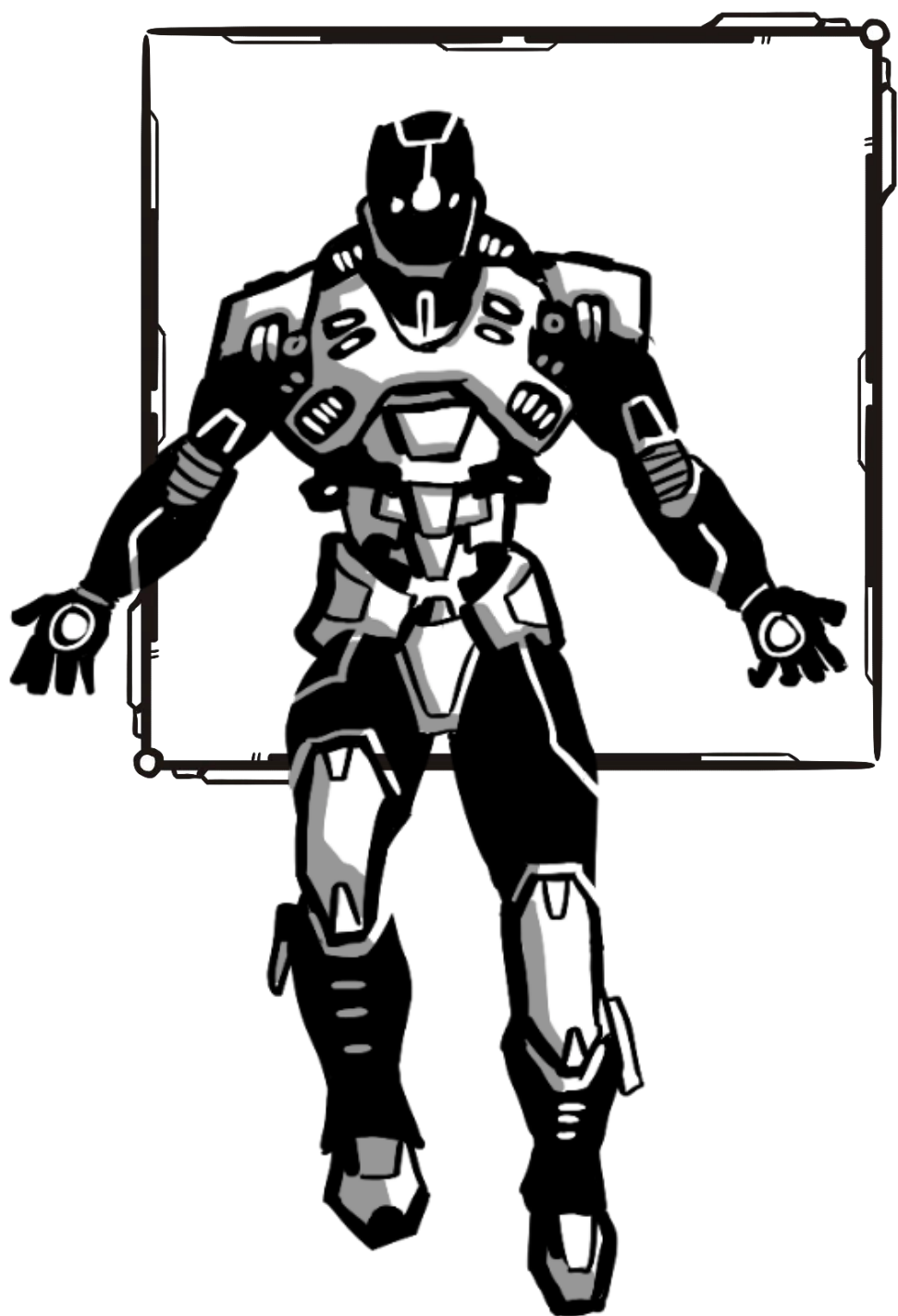
All Characters have a base AC of 10 and gain their DEX modifier. Example: *Your Character has a base of 10 and gets a +1 for their DEX Bonus, giving them an 11 AC. You buy Padded Armor that gives a +1 AC bonus. You now have a 12 AC.*

In addition to the above-mentioned bonuses, Characters can get additional bonuses from wearing armor. See the equipment list in for more details.

Armor Toughness absorbs physical damage equal to its Toughness bonus. You may only wear one suit of armor at a time and use one belt, shield & helmet. Armors with HP lose their special abilities (Environmental, Oxygen, etc.) when they reach 0 HP until they are repaired. However, they do maintain their AC & Toughness bonuses after reaching 0 HP.

A.S.P. Corp technology has a built-in lock out sensor that causes the tech to stop working in 10 seconds after its wearer is at 0 HP for more than 10 seconds (a verbal password will turn them back on). A hacker or tech wiz could attempt to override this lock (DC:24), but after 2 failed attempts the system will fry and become worthless.





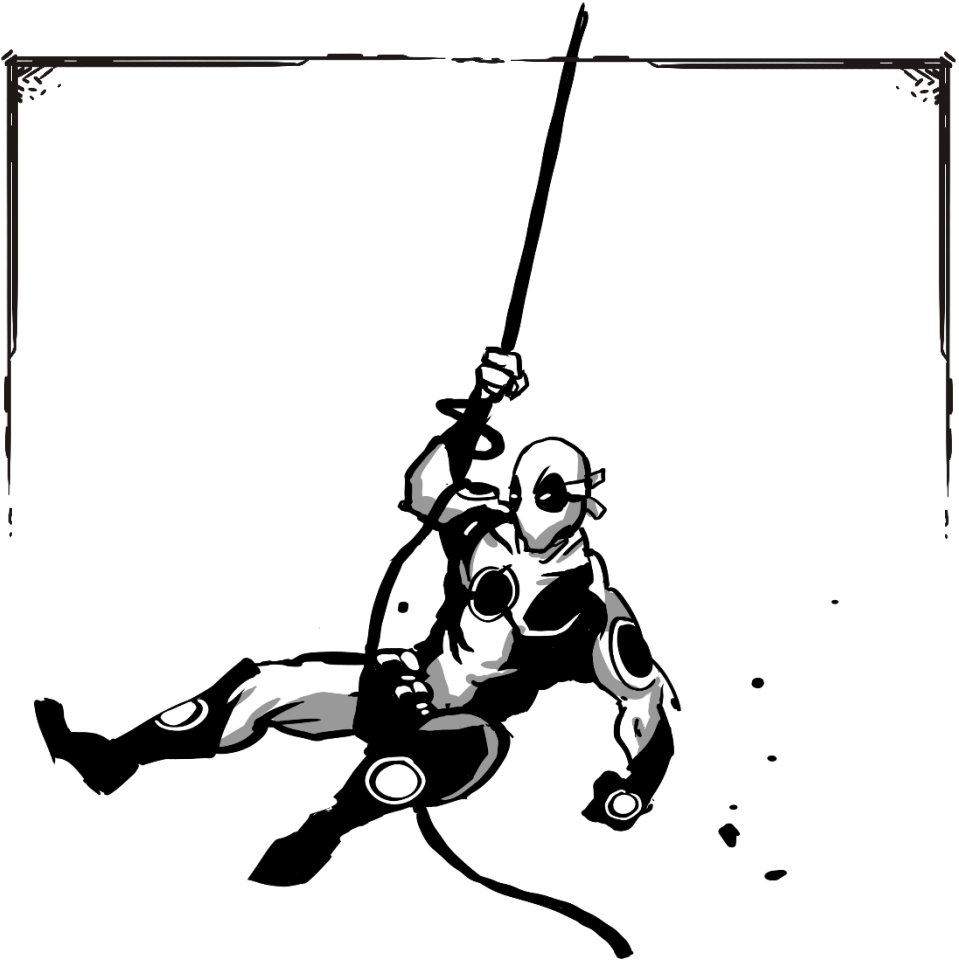
Armor	AC Bonus	Toughness	Price	Notes
A.S.P Corp Military Armor	+6	+2	10K	Heavy. HP 20 Environmental. Oxygen and water recycler (6 hours). Toughness: Energy +2 & -3 to Stealth rolls
A.S.P Corp Patrol Armor	+5	+2	5500	Heavy. HP 15 Environmental. 3 hours of oxygen. -2 to Stealth rolls
A.S.P Science Officer Armor	+3	+1	4000	Light. HP 12 Environmental. 3 hours of oxygen. -2 to Stealth rolls
Cat's Boots	+0	+0	100	+3 to Stealth rolls
Chain Shirt	+3	+1	250	Medium. -3 to Stealth
Gas Mask	+0	+0	50	Helmet. Advantage on all Gas related saves
Ghillie Suit	+1	+0	50	Light. +4 to Stealth in the wild
Heavy Weather Coat	+2	+1	150	Light. Toughness: Cold +2
Helmet, Simple	+1	+0	50	Helmet. +1 to Critical & Death save stats
Helmet, Heavy	+2	+0	150	Helmet. +2 to Critical & Death save stats, -1 to Spot checks

Impro-Metal Armor	+3	+0	0	Medium. Looks awful – 1 CHA & -6 to Stealth rolls
Kevlar Vest	+3	+1	400	Medium. Toughness: Range Attacks +1
Leaper's Boots	+0	+0	125	+3 to Jump checks
Leather Armor	+2	+1	100	Light
Leather Coat	+2	+1	100	Light
Ninja Outfit-Black	+0	+0	100	Light. +4 to Stealth
Padded, Light	+1	+0	25	Light
Padded, Heavy	+2	+0	50	Light
Plastic Armor	+3	+1	125	Medium
Plastic Armor, Concealed	+2	+1	300	Medium
Poly-Alloy Combat Armor	+5	+2	1000	Heavy. -3 to Stealth rolls
Shield, Riot	+2	+1	500	Shield
Shield, Simple	+1	+0	75	Shield
Steel-Toed Boots	+0	+0	75	+1 to Kick damage
Trench Coat, Bullet Proof	+1	+1	400	Light
Trench Coat, Simple	+1	+0	50	Light

FIELD BELTS

Field belts are special technology developed by A.S.P Corp for their agents, police and soldiers. Each belt has changeable buckle that is the source of power and creates the field. It takes an action to switch out the buckle. Only 1 Field Belt can be active at a time. This technology is very expensive and rare but knock off versions have appeared in the black market. They are much cheaper but are known to be less effective and poorly crafted.

All official A.S.P Corp belts are protected from EMPs.

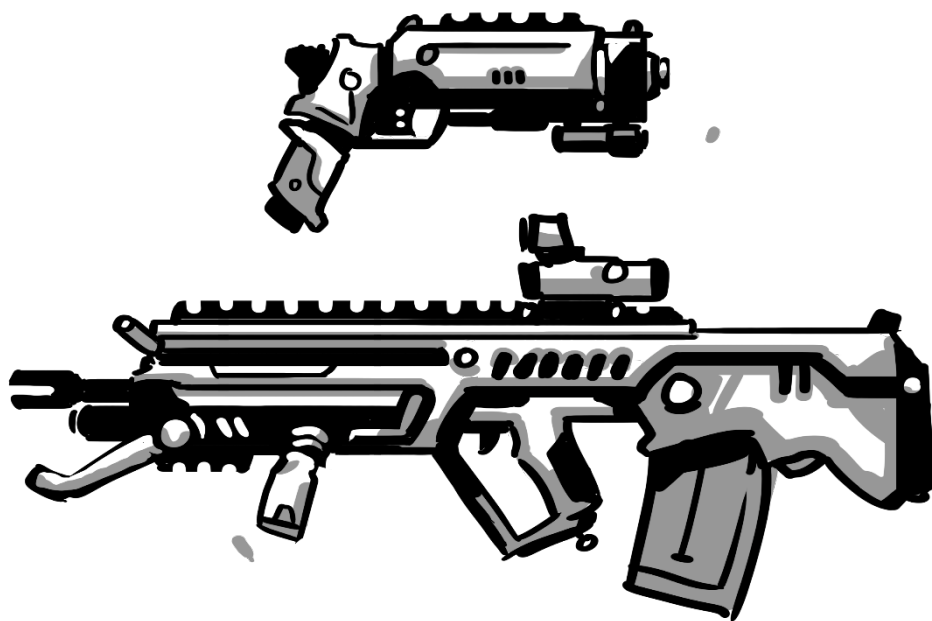


Belt	Cost	Notes
A.S.P Corp Deflective Field	3500	+3 to AC against ranged attacks from 50'+
A.S.P Corp Environmental Shield	5500	+1 to AC. Environmental Field that is water proof. You give off no smell.
A.S.P Corp Force Field	2500	+1 to AC
A.S.P Corp Force Field Advanced	10000	+3 to AC (Cannot wear Medium or Heavy armor)
A.S.P Corp Illusion Field	4000	You can change your appearance to look like any humanoid within +/- 1' of your height. Your illusion DC is 25
A.S.P Corp Invisibility Field	10000	When activated you are invisible. You can only remain invisible for 10 minutes at a time (then the belt needs to recharge for 10 minutes)
A.S.P Corp Linguist Field	1500	You can speak and understand any spoken language.
A.S.P Corp Luck Field	5000	+1 to all skill checks and +1 to all save stats
A.S.P Corp Mission Field	6500	+3 to Stealth, +5 to Jump, +5 to Climb, +3 to Spot, +3 to Listen, +1 to all save stats
A.S.P Corp Power Up Field	6000	+1 to an attribute of your choice
A.S.P Corp Protective Field	5000 – 10000	Gain Toughness +3 against a type of damage. Air, Cold, Fire, Light, Radiation, Sonic or Water cost 5000. Magic, Psychic or Shadow cost 10,000
A.S.P Corp Radar	8000	You can feel things moving around you (300'). Gain +1 to AC, gain Advantage on DEX checks & gain Advantage on Initiative rolls. You cannot be Surprised & are unaffected by Blindness.

WEAPONS & EQUIPMENT

Weapon	Damage	Range	Cost	Notes
Axe, Heavy	d10	25	75	Heavy. Two-Handed
Axe, Light	d6+1	40	30	Medium
Baseball Bat, Aluminum	d6	-	25	Light
Baseball Bat, Wooden	d4	-	10	Light
Baseball Bat, Wooden w/ Nails	d6+1	-	15	Light
Brass Knuckles	d6	--	10	Light. Added to punch damage
Chain 5'	d6-1	-	5	Light. +2 to Trips
Chain 10'	d6-1	-	10	Light. +2 to Trips. Reach 5'
Club	d6	--	10	Light
Crowbar	d6	10	5	Light. +3/-3 to any opening DC/ STR check
Dagger	d6-1	50	20	Light
Dagger, Silver	d6-1	50	100	Light
Explosives	3d6/ charge	20	200/ charge	Requires Demolitions. Full damage within 10' & ½ damage within the next 10'. DEX check to take ½ damage. Ignites targets
Flail	d8	-	200	Medium
Hockey Stick	d6	-	50	Light
Knife, Machete	d6+1	30	30	Medium
Knife, Small	d4-1	50	-	Light

Knife, Switchblade	d6-1	40	50	Light
Kusari-Gama	d8 Blade/ d4 Ball	-	100	Heavy. Reach 5'. +3 to Trips
Maul	d10	-	350	Heavy. Two- Handed. Reach 5'
Nightstick	d4	--	25	Light
Nunchaku	d6-1	-	30	Medium
Pepper Spray	Stun	--	20	Light. Stun for 2 rounds (Poison save negates)
Pole Arm	d8	-	200	Heavy. +5' Reach. Two-Handed
Sai (pair)	d6	30	50	Light
Screwdriver	d4	-	2	Light
Spear	d6	15	40	Light
Staff	d6	--	30	Light
Stop Sign (w/ pole)	d8	-	-	Heavy. +5' Reach. Two-Handed
Stun Gun	Stun	--	35	Light. Stun for d4 rounds (Critical save negates)
Sword, Katana	d6+1	-	1000	Medium. +1 to attacks
Sword, Short	d6	--	150	Medium
Sword, Long	d8	-	300	Medium. Two- Handed
Telephone Pole or Small Tree	d12+1	-	-	Heavy. Reach 15'. Two-Handed. Requires 18+ STR
Trident	d8	20	150	Medium. +1 to attacks underwater
War Hammer	d6+1	30	100	Medium
Whip	d6-1	-	15	Medium. Reach 5'



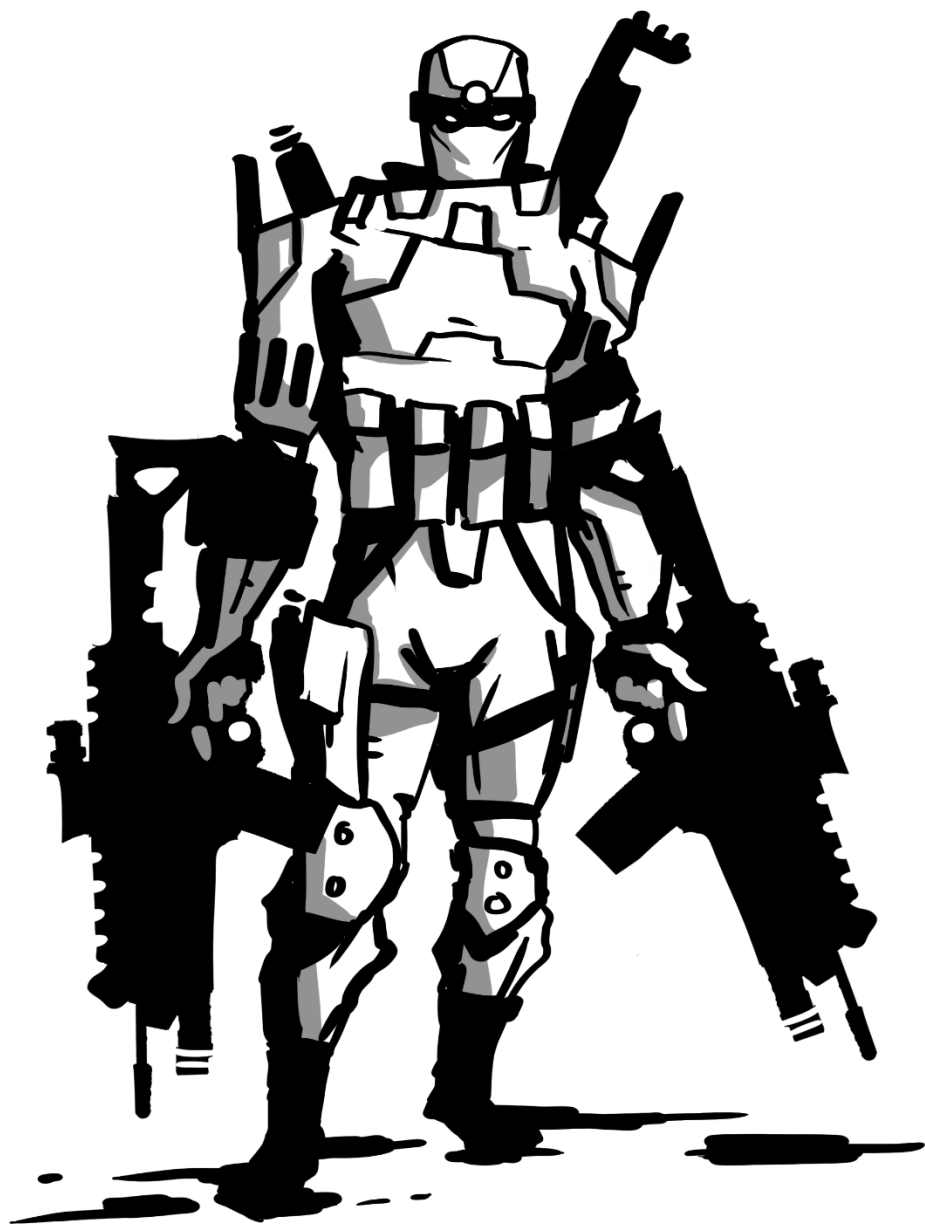
RANGED WEAPONS

Each Range weapon comes with a full clip or ammo.
ROF is Rate of Fire.

Weapon	Damage	Range	Ammo	ROF	Cost/ Ammo	Notes
Armor Piercing Bullets	+d6	-	10	-	150	Illegal. +2 to hit & bypasses 2 Toughness.
Automatic Rifle	d6+3	150	30	1-3	2000 (40)	Heavy
Bow, Short	d6	60	20	1-2	150 (15)	Medium
Bow, Long	d8	150	20	1	250 (15)	Medium
Crossbow, Light	d4+1	80	20	1	150 (15)	Medium
Crossbow, Heavy	d6+1	60	20	1	300 (15)	Medium
Flame Thrower	2d6/ round	30	10	1	400 (50)	Heavy. Ignites target

Grappling Gun	d4-1	200	1	1	300	Shoots a hook and rope up to 200'
Grenade, EMP	-	100	1	1	250 each	Does 3d6 to unprotected electronics within 25'
Grenade, Flash	-	100	1	1	75 each	Anyone within 25' must make a DEX check at +2 to their roll or be Blinded for d4 minutes
Grenade, Force	2d6	100	1	1	55	Anyone within 20' must make a DEX check or be knocked back 10'
Grenade, Frag	4d6	100	1	1	100 each	Full Physical damage within 5' and ½ damage within the next 5'. DEX check to take ½ damage
Grenade, Phosphorus	4d6	100	1	1	250 each	Full Fire/Heat damage within 20' and ½ damage within the next 15'. Anyone hit Ignites.
Grenade, Smoke	-	100	1	1	40 each	Fills a 25' area with smoke. Creates total darkness & all within are at Disadvantage on CON checks
Grenade, Sulfur	-	100	1	1	30 each	Anyone within 25' must make a Poison save or become Sickened for d4 minutes
Grenade Launcher	-	425	1	1	1000	Has a belt that holds 4 grenades.
Hand Gun/ Pistol	d6+1	100	6	1	300 (30)	Medium.

Hunting Rifle	2d6+1	200	15	1	300 (30)	Heavy
Javelin	d6	40	1	1	25	Light
Laser Pistol	2d6	600	8	1-2	8000 (200)	Heavy. Very rare
Laser Rifle	3d6	1000	12	1-3	10000 (300)	Heavy. Very rare
Molotov Cocktail	d6	30	1	1	2 each	Fire Damage to a 10' area & it Ignites anything hit. DEX check to negate
Rifle Scope	-	+50	-	-	300	+1 to attack on single shots
Rocket Launcher I	6d6	1000	1	1	2000	1 use. 10' area damage & 3d6 dmg the next 10' (DEX check to take half rounded down)
Rocket Launcher II	6d6	1000	1	1	4000 (1000)	10' area damage & 3d6 dmg the next 10' (DEX check to take half rounded down)
Semi-Auto Pistol	2d6	75	10	1-2	500 (30)	Medium
Semi-Auto Rifle	2d6+2	150	20	1-2	800 (30)	Heavy
Shotgun	3d6	30	5	1	500 (25)	Heavy. Anyone with a STR below 10 is at -4 to attack
Shuriken	d4	50	1	1-2	5 each	Light
Sling	d4-1	75	1	1	5 (0)	Light
Sniper Rifle	3d6	500	10	1	3000 (100)	Heavy. +3 to attack if 100'+ away from target
Sub-Machine Gun	2d6+1	60	20	1-3	900 (50)	Heavy. Can shoot w/ 1 hand at -4 attack
Taser	Stun	25	15	1	250	Light. Stun for d4 rounds (Critical save negates)



SPECIAL ARROWS

Special arrows available to Archers, bow users & crossbow users. Although, non-Archers suffer a -2 to attack when using these special arrows.

Arrow Type	Damage Mod	Range Mod	Cost For 1	Notes
Acid	+d4 Acid	-	7	On a hit, it deals a d4 damage the next round
Barbed	+1	-	5	On a hit, it pierces the target 50% of the time. If it does it deals an additional d6 damage if removed without medical assistance
Drill	+1	-5	8	Bypasses 2 Toughness or drills d6' into a solid, non-living surface
EMP	-1	-	6	On a hit, releases a 30' EMP. Shorts out all simple electronics within the area and does d6 damage to all unprotected robots & electronics
Explosive	+d6	-10	8	On a hit, anything within 5' of the target takes a d6 damage. DEX check negates
Flash	-	-	5	On a hit, causes a flash in a 30' area. DEX check or be Blinded for d4 rounds for all within the area
Grappling Hook	-2	-10	10	Has a rope attached for climbing
Ice	+d4 Cold	-	7	On a hit, it encases the target in ice (up to 10') and causes a d4 damage each round until broken. STR check breaks
Incendiary	+d4 Fire	-	7	Ignites target on a hit

Long Range	-	+40	5	
Mind Numbing Poison	-	-	5	On a hit, living targets must save against Poison or be at Disadvantage to all skill and Outsmart +1 rolls for d4 minutes
Pain Poison	-	-	5	On a hit, living targets must save against Poison or take an additional d4 damage and are Sickened
Parachute	-	-	10	Shoots a roped parachute. Strong enough for 2 people
Poison Cloud	-2	-10	10	On a hit, causes a 30' area cloud of poison. All within must save against Poison or take d6 damage each round
Push	-1	-5	100	On a hit of an Anthropomorph or Mutant, they must make a Death save (adding the damage of this attack to the roll) or become PUSHED
Shocker	+1 Electric	-	8	On a hit, target must save against Critical or take an additional d6 damage and drop what they are holding
Silver Tipped	+1	-	20	Can damage some supernatural creatures
Smoke	-	-	5	Deals no damage. Smoke fills a 30' area, causing Darkness
Sonic	+d4 Sonic	-	7	On a hit,
Stunner	-3	-	5	On a hit, living targets must save against Critical or be Stunned for d4 rounds
Weakening Poison	-	-	6	On a hit, the target must make a save against Poison or be at -2 to hit and -3 to melee damage for d4 minutes

ITEMS

Item	Cost	Notes
ASP Corp Push Kit	500	This is a small sack with a vial or syringe inside containing a chemical that will Push an Anthropomorph or Mutant if ingested. They may attempt a save against Death to negate.
ASP Corp Radiation Pills	300	12 pack. Lasts 1 day. Gain Advantage on all Radiation based saves and checks and gain Toughness: Radiation +1
Backpack, Small	5	+2 Carried Items
Backpack, Large	10	+4 Carried Items
Candles x10	5	20' of light
Clothes, Fancy	250	Well made, stylish suit or clothes.
Clothes, Moderate	50	Shirt, pants, shoes, socks, undergarments, etc.
Clothes, Simple	10	Shirt, pants, shoes, socks, undergarments, etc.
Computer, Data Room	Millions	Large database, system, network, etc.
Computer, Portable Hacker's	1000	+1 to Computer Skills & +2 to Computer Hacking
Computer, Wrist Mini	5000	Hologram display, w/ 2-way radio, small database. +1 to Investigation & Comp. Skills
Driving Gloves	10	+1 to Piloting skills
Energy Detectors	3000	Detects one: Electricity, Heat, Kinetic, Lack of Heat, Light or Radiation.
Energy Detector Prime	10000	Detects Electricity, Heat, Kinetic, Lack of Heat, Light or Radiation. One at a time.
First Aid Kit, Advanced	20	Large variety of Band Aids, lots of gauze, tweezers, scissors, aspirin, burn cream, rubber gloves, wipes, ice/ heat packs, antibiotic cream, aloe, first aid book & finger splint. +3 to First Aid

First Aid Kit, Simple	5	Band Aids, gauze, tweezers, scissors, aspirin, burn cream, rubber gloves & wipes. +1 to First Aid
Flashlight	5	+1 to Spot
Flint & Steel	5	
Handcuffs	15	5 HP
Lantern	10	30' of light
Matches (100 box)	2	
Medi-Pack I	50	Take an action to heal 2d6 HP. Usable d4+1 times.
Medi-Pack II	100	Take an action to heal 3d6+ your First Aid rank in HP. Usable 2 times.
Medi-Pack ASP Corp Z	2000	Take an action to heal to maximum HP, remove all poisons & toxins and gain +3 to Poison save stat for d6 hours. 1 use.
Medi-Poison Pack	35	Take an action to heal 2 HP and remove all poison and toxin effects. Usable 2 times.
Motion Sensors	1000	Detects motion within 300'
Mystic Tracker	100000	Small device that senses Mystics and spells within 300'
Parabolic Microphone	400	300' Audio Detection
Portable Breather	300	Mask. Gives Advantage on Gas saves.
Radio	10	
Rations, Fancy	3	1 Days' worth
Rations, Simple	1	1 Days' worth
Rope 50'	5	+2 to Climb
Satellite Uplink	75000	GPS, internet, instant tracking & communication
Shuko	75	Climbing spikes. +4 to Climbing
Swiss Army Knife	15	Versatile tool
Walkie-Talkie (Pair)	100	2-mile range

UTILITY BELT

A common item for Vigilantes, the Utility Belt is the catch-all for the Vigilante's belt, harness, backpack, sack, or whatever they use to carry their helpful gadgets while on the job. This is something that is carried, so weight and space is an issue. The Utility Belt counts as 2 items for encumbrance and does not take up an armor/ item slot. Below are some common items in a Utility belt. However, feel free to be creative and ask your GM about other possible items.

Each Vigilante starts with a full 12 slot Utility Belt or Kit.

Item	Spaces	Notes
Backpack	1	
Binoculars	2	300' +2 to Spot
Book	1	
Caltrops	1	20' area. Anyone walking over takes 1 damage
Cell Phone/ Communicator	1	
Clean Up Kit	1	Rags, cleaners, goggles, mouth cover, etc.
Climbing Harness	2	Advantage on Climbing
Clothes	1 per or 3 full outfit	Gloves, hat, mask, shirt, shorts, glasses, pants, etc. (no shoes)
Computer, Small	3	
Crampons	1	+1 to Climbing
Duct Tape	1	
First Aid Kit, Advanced	2	
First Aid Kit, Simple	1	
Flash Bang x4	1	Range: 50'. Blinds anyone within 20' that fails a DEX check
Flashlight	1	+1 to Spot
Flask	1	12 oz.
Flint & Steel or Matches	1	

Gas Mask/ Rebreather	2	Advantage on Gas related checks
Glow Sticks x4	1	20' light
Grappling Hook	1	
Handcuffs	1	
Lockpick	1	+2 to Lock picking
Medi-Pack I	1	
Medi-Poison Pack	1	
Memory Stick	1	
Pen & Paper	1	
Rations, Basic	1	1 Days' worth
Rope 50'	1	
Shark Repellent	1	Will cause sharks to swim away for 1d4 turns.
Shuko	1	Climbing spikes
Smoke Bombs x4	1	Range: 50'. Causes darkness in a 20' area
Swiss Army Knife	1	
Tape Recorder	1	
Taser or Stun Gun	1	
Tool Kit (Advanced)	3	3 Screwdrivers, 4 wrenches, pliers, magnet, head lamp, clamps, bolts, nuts, screws, etc. +2 to Mechanics checks.
Tool Kit (Small)	2	2 Screwdrivers, wrench, pliers, magnet. +1 to Mechanics checks.
Tracers x2	1	1-mile range
Water Bottle	1	12 oz.
Walkie Talkie x1	1	
Weapon, Extra Ammo	1	10 bullets
Weapon, Medium	2	Sai, Nunchaku, Machete, Short Sword, crowbar
Weapon, Handgun	2	Pistol (loaded)
Weapon, Small	1	Knife, Razor, Brass Knuckles, Shuriken x5, Hammer, Pick

PRE-MADE KITS

Feel free to swap out, or customize, items as long as you do not exceed 12 slots.

BURGLAR KITS contain all a professional burglar might need to pull off a small heist: backpack, 100' rope, shuko, crowbar, climbing pads, grappling hook, gloves, mask, glass cutters, lock picks & knife.

CLIMBER'S KITS contain 100' Rope, climbing harness, shuko, crampons, climbers hammer, gloves, knee and elbow pads & 2 others.

DEMOLITIONS KITS come with everything a demolitions expert needs to set or defuse explosive charges: blasting caps, coils of wire, timers, various types of sensors, wire cutters, Medi-Pack I and 6 charges of explosives. This kit has 2 other slots for other items. This kit gives +2 to Demolitions.

DISGUISE KITS include all one needs to perform acts of convincing impersonation, mimicry, and create convincing disguises: make up kit (6 slots), clothes (3 slots) & 3 empty slots. This kit gives +2 to Subterfuge.

FORENSICS KITS contain all one might need for in-field forensic investigations: fingerprinting brushes, aluminum powder, magnification lenses, plastic baggies, field microscope, tongs for picking up clues, pen & paper, flashlight and 6 other slots. This kit gives +2 to Investigation.

HACKER'S KITS contain all a hacker might need to interface with and overcome security on a computer system, transfer files, download data, even the basic electronic tools needed to connect into foreign networks through access to routers, wires, etc. Includes a powerful laptop with a lot of custom software (6 slots), memory stick, tool kit and 4 other slots. This kit gives +2 to Computer Hacking.

HALO KITS include all someone needs to parachute stealthily from high altitudes: portable altimeter, breathing gear for low pressure, stealth parachute (5 slots), first aid kit and 4 other slots.

MECHANIC KITS contain Tool Kit (advance), Duct Tape, Lock Pick, Flashlight, Medi-Pack I, First Aid Kit (simple), Clean Up Kit and 3 other slots.

MEDIC KITS contain all a field medic needs to work medical miracles: advanced first aid kit, water x2, food, extra medicine, Medi-Pack I x2, Medi-Poison pack, blanket, knife, backpack and 2 other slots.

SCIENCE KITS contain all a scientist needs to conduct scientific classifications and experiments: portable computer or tablet, various types of field lab equipment and tools, sample containers and vials, various electronic scanners to scan flora, Medi-Poison Pack, fauna, geographic, atmospheric conditions, pen & paper and 3 other slots. This kit gives +2 to Science.

SURVEILLANCE KITS include tracers x4, 5 phone taps, laser sound amplifier, range-finding binoculars, radio receiver (works with bugs and taps at 300 feet), digital camera, night vision goggles and 4 other slots. This kit gives +2 to Spot and Subterfuge.

SURVIVALIST KITS contain all a vigilante needs to survive short jaunts in the wild: backpack, boot knife, machete, 10 days of military-style rations, compass, collapsible tent, Medi-Pack I, Medi-Poison Pack, compact sleeping bag, GPS system/ phone, mess kit, flares, water and 1 other slot. This kit gives +2 to Street and Wilderness Survival skill.

TECHNICIAN KITS include all vigilantes should need to perform repairs to electronic or mechanical objects: diagnostic tools, digital oscilloscope, multi-meter, wire, tool kit, electrical tape, soldering iron, various socket wrenches, screwdrivers, pocket knife, first aid kit and 2 other slots. This kit gives +2 to Electronics.

KITBASHING

Sometimes a Vigilante will make his own specialized equipment, either something that shoots a sticky super-strong mesh or a flying mammal-shaped throwing weapon. This is a conversation-based rule between the GM and the player. Kitbashing allows the player to come up with gadgets that are unique or unusual for either multiple or singular use.

A Vigilante can make any item they want provided they have enough Resources, Intelligence, and Time.

Resources: The amount of money or material it will take to make the object as well as the tools and facilities to do it. Most shuriken should be an easy resource to make as it just takes some scrap metal and patience with a metal cutter/grinder in any machine shop/garage to make. An electromagnetic scanner would take a bit more than that. Dice Modifiers for resources should be from -2 (extremely hard to find/expensive) to +2 (extremely easy to find/cheap). Use your INT modifiers here as well.

Time: Time depends on, well, time. If you have plenty of time to make it (a week) it should be +1. If time is a crunch factor (an hour), make it -1.

Example: *Night Gnasher is trying to make something to immobilize his enemies, like some bolas. This is easy to make/build as its mostly some rope or wire and something heavy on each end, so resources mod is +2. He's not the smartest and is no genius with an intelligence of 9, he has no modifier to the roll. He is in a crunch though, as he wants to make it tonight before he goes on patrol. He makes an Intelligence save of +1 to make the item (+2 resources, 0 INT mod, -1 time)*



LISTEN UP HUMANS!
WHILE THIS EQUIPMENT LIST IS QUITE
EXTENSIVE, WORK WITH YOUR GM TO
CREATE YOUR OWN ITEMS THAT ARE
NOT REPRESENTED HERE.

VEHICLES & VEHICLE COMBAT

Vehicles (Cars, Trucks, Vans, Motorcycles, etc.) can be a big part of your game. Nothing is more thrilling than seeing a vigilante run down a gang member on a motorcycle, either on foot or in a car. Plus, who does not love a good car chase?

Vehicles have Hit Points and an Armor Class, just like people do. However, once they take damage only a mechanic can restore (fix) them. Vehicles also have Armor Points, which act as Toughness against any type of damage. Max Speed indicates the top speed a vehicle can go in a chase or race.

If a vehicle reaches zero HP it breaks down and then a roll d6. If the result is 1-5, the vehicle is salvageable and can be repaired. If the result is a 6, the vehicle is destroyed and will explode in d10 rounds. The explosion deals 5d6 damage to all within 40' (half damage, rounded down, with DEX check).

Vehicles		
TYPE	COST	SPECS
ATV	\$5,000	HP 20 AP 1 AC 13 Max Speed 3, -2 DC on weather & terrain modifiers
Bus, Half	\$45,000	HP 50 AP 5 AC 13 Max Speed 5, Extra Seats
Bus, School	\$75,000	HP 70 AP 5 AC 13 Max Speed 5. Extra space
Economy Car	\$10,000	HP 25 AP 3 AC 13 Max Speed 5
Jetpack	\$200,000	HP 5 AP 2 Max Speed 4, Max ceiling 1000'
Luxury Car	\$100,000	HP 40, AP 4, AC 14 Max Speed 7
Motorcycle	\$7,000	HP 15, AP 1, AC 13 Max Speed 7
Pick Up Truck	\$20,000	HP 50, AP 5, AC 14 Max Speed 6
Scooter	\$2,000	HP 5, AP 1, AC 13 Max Speed 3
Police Car	\$50,000	HP 50, AP 4 AC 14 Max Speed 7
RV	\$100,000	HP 80, AP 5, AC 14 Max Speed 4
Sports Car, Basic	\$50,000	HP 30, AP 3, AC 14 Max Speed 8
Sports Car, High End	\$125,000+	HP 30, AP 3, AC 16 Max Speed 10
Tank	\$300,000	HP 125 AP 10 AC 13 Max Speed 4. Tank Gun: 6d6 dmg/ 5000' range/ 1 ROF/ 25 shells
Transport	\$150,000	HP 100 AP 6 AC 14 Max Speed 5
Van	\$15,000	HP 50, AP 6, AC 14 Max Speed 5

VEHICLE UPGRADES

Vehicles, like weapons, can be given specific vigilante gadget upgrades to make them more effective while on missions. You may only have 1 armor and 1 tire set per vehicle. Black Market and knock off upgrades may cost less.

Upgrade	Max	Cost	Effect
All-Terrain Tire Set		1000	+4 HP & +4 AP to tires. Negative road conditions have ½ effect (rounded down)
Armor Light Set		1000	+1 AC, +2 AP
Armor Medium Set		2000	+2 AC, +4 AP, -1 Max Speed
Armor Heavy Set		3500	+6 AP, +3 AC. Vehicle is noticeably armor plated. -2 Max Speed
Armor Heavy, ASP CORP		10000	+2 AC, +5 AP
Auto Tire Repair	600 each		A liquid foam patch deploys and the tire inflates itself when it first hits 0 HP. 1 use each.
Bullet Proof Glass		1250	+5 HP & +10 AP to all glass
Bullet Proof Tire Set		1500	+10 HP & +6 AP to tires
Communications		200	2-way Commlink communications, 20-mile radius. Plus, digital satellite uplink.
Chameleon Vehicle		1500	Can change paint color and change the license plate. +1 AC
Grappling Hook		3000	Range attack against vehicle. 1 round reload. If hit, they cannot pull more than 1 Speed away. 15 HP
Identity Change		5000	Activate to change the appearance of the vehicle's paint job, rim appearance, and license plate.
Jets		5000	+1 Speed per round & +4 Max Speed & cannot stop for 4 rounds. 3 minute recharge.

Mounted Gun (Doors, Roof or Trunk)	1500 each	3d6 dmg/ 150' range/ ROF 1-2/ 30 shots/ control on dash/ 10 HP
Mounted Rocket Launcher	6000	6d6 dmg within 10' & 3d6 in the next 10'/ 1000' range/ ROF 1/ 1 Shot/ 1 round reload (\$1000 each)/ 15 HP
Oil Slick	2500	Pursuers make a DEX check adding 1 per Speed to avoid. If hit make a Pilot: Basic DC:17 or spin out and stop. 4 uses.
Performance Tire Set	1500	Advantage on all turns, +1 all DC rolls related to Speed
Remote Control	5000	Allows a Vigilante's phone to control car. DEX & Piloting checks are at Disadvantage due to the lack of proper visibility and tactile feedback.
Self-Destruct	1250	5d6 explosive damage to all within 40'. ½ with DEX check Rounded down).
Shielding System (ASP CORP)	8000	Ignoring AP, the shield absorbs the first 25 HP your vehicle takes. Takes 1 hour to regenerate.
Smoke Screen	1500	Pursuers must make Pilot: Basic DC: 20 or be at Disadvantage on all Pilot: Basic rolls for 4 rounds. 4 uses
Speed Boost (2)	5000	+1 Speed each round (if moving forward) & +1 Max Speed
Spike-strip	1250	Pursuers must make a Pilot: Basic DC:20 or their tires take 3d6 damage. 2 uses.

CAR CHASES/ RACES

Car chases (or any vehicle) are handled similar to combat. The drivers and attackers roll for Initiative.

When a chase starts the GM determines if there is any distance between the vehicles involved. If there is, the GM may assign the lead vehicle some amount of Speed to start and some amount of Speed Sections in the lead. Each vehicle will build up or lose Speed each round based on their actions. You lose all of your Speed if you stop, make a U-turn, Crash or spin out. All Speed gains and losses are accumulative.

If you use a map or minis to track a chase you will need to mark progress. Create a map with evenly spaced sections. When a vehicle gets +1 Speed, they move up a section.

On each Driver's turn they must choose an action. They only get one action per round driving even if they have more actions. GMs may allow a driver to attempt an unlisted maneuver as long as it is somewhat possible and they are clear about the consequences. All driving DC checks are made with Pilot: Basic.

During some races or chases the GM may set up obstacles on the road for drivers to avoid. If they encounter one during a move they must make a Pilot: Basic check before their move check. If they pass they avoid it and they continue their action as normal. If they fail they hit the obstacle (see below to see how it interacts with their move action). Obstacles take up $\frac{1}{2}$ a Speed Section.

Example: The Police have begun a chase against some bank robbers in a van. The robbers have a 1 Section head start (+1 Speed & Section ahead). The robbers gain Initiative and they choose to Speed Up.

Round 1: They roll a 14 and add their +2 Pilot: Basic skill and +1 DEX modifier for a 17 total. They pass and gain 1 Speed (they move up 1 section and build up 1 Speed). The police choose to Speed Up. They roll a 12 and add their +2 Pilot: Basic skill for a total of 14. They pass and gain 1 Speed. Robbers have 2 Speed & the Police have 1.

Round 2: The robbers try to Speed Up again but they roll a 4 (7 with bonuses) and fail (no speed gain). The Police Speed Up and roll a 16 (18 w/ bonuses). They gain 1 Speed, drawing even with the robbers. Robbers & the Police have 2 Speed.

Round 3: The robbers try to Push It. They roll a 6 (9 total) and fail. They stall out and do not advance, but they do not lose speed. The Police try to Ram the robber's car. They roll a 13 (15 total) and are successful. They do not advance. They hit the car for 3 damage, the police car takes 1 damage and the driving robber's next Piloting DC check is at Disadvantage. Robbers and the Police have a Speed of 2.

The drivers can make the following actions:

Action	DC	Result
Abandon Ship	-	DEX check adding +1 to the roll per Speed over 2. Pass: Land safe Fail: Fall on your face. Take d4 damage per Speed over 2.
Avoid Obstacle	12	Roll before obstacle check. Pass: Avoid obstacle, gain +1 Speed Fail: Roll the obstacle check at Disadvantage
Drive Defensively	10	Pass: +1 Speed & +4 AC this round Fail: Fall back -1 Speed, but +2 to the car's AC this round
Jump	16	Add +1 to DC for each 10' jumped. (Max 30' +5' per Speed) Pass: Land clean Fail: Take d4 per Speed & 10' jumped
Pass Clean	16	Must be within 1 Speed to use. Pass: Pass, move 1 Speed ahead. Fail: No advancement
Pass Rough	13	Must be within 1 Speed to use. Pass: Pass, move 1 Speed ahead. You take d4 HP dmg & they take d6 HP damage. Fail: No advancement. Take d6 HP damage.
Push It	16	Cannot use in consecutive rounds. Pass: +2 Speed Fail: Engine problems. No Advancement.
Ram a Vehicle	14	Must be within 1 Speed to use. Pass: Hits the car, you stay at the same Speed & they take d4 damage per your Speed over 1. Your vehicle takes 1 dmg per Speed over 1. The rammed driver's next Pilot DC is at Disadvantage. Fail: Miss & -1 Speed sideways

Ram a Bystander	*	DC: Target's AC. Pass: Hit the target for a d4 damage per Speed over 1. Fail: Miss, +1 Speed sideways, +3 to all Driving DCs next round.
Run into the Wall	*	Make a Ram attack if near a structure. If you pass, you and the other driver roll a d20 and DEX modifier. If you roll higher, the other car crashes. If they roll higher you fall back -1 Speed. If a tie, you both run even.
Slow Down	-	-1 Speed
Speed Up	12	Pass: +1 to Speed Fail: No movement
Stop (1-2 Speed)	-	May stop before obstacle. Dead Stop
Sudden Stop (3+ Speed)	14	Pass: Stop Clean. May stop before an obstacle. Fail: Stop. If the turn ends and there is a car 1 Speed in front of you, you crash into it.
Turn (0-3 Speed)	12	Pass: Make Turn Fail: -1 Speed
Turn (4+ Speed)	16	Pass: Make Turn Fail: Make DEX check (add 1 to roll for each Speed over 3). If you pass get -1 Speed & turn. If you fail, spin out & stop.
U-Turn (Moving)	15	Pass: Succeed. May use to avoid obstacles. Fail: Spin Out (stop)

OBSTACLES

Obstacle	DC	Failure Effect
Barricade, Improvised	13	Pass: Take 2d6 damage, -3 on your Drive roll Fail: Take 4d6 damage. If you do not Crash, add +1 to the DC for each actual damage the vehicle took
Barricade, Well-Made	15	Pass: Take 3d6 damage, -5 on your Drive roll Fail: Take 5d6 damage. If you do not Crash, add +1 to the Drive DC for each actual damage the vehicle took
Bystander, Normal Citizen	10	+3 to your Drive action DC, d4 damage per Speed over 2 to bystander (vehicle takes $\frac{1}{2}$ that damage rounded down), -1 Vigilante Point
Car, Broken Down or Parked	11	Your vehicle and the car take d4 damage for each Speed above 2. Add the actual damage to the Drive DC
Fruit Stand	11	+4 to your Drive action DC, d4 damage to vehicle
Oil Slick	17	Spin out and stop
Pot Hole, Small	12	+5 to your Drive action DC, 2 damage to tires
Pot Hole, Large	15	+8 to your Drive action DC, d4 damage to all tires
Spike Strip	20	3d6 damage to tires, if you do not Crash then add the actual tire damage taken to the Drive DC
Tree, Small	12	+3 to your Drive action DC, d4-1 damage
Tree, Large	13	Crash, negate drive action
Winding Section	16	Take d4 tire damage and +4 to your Drive action DC

CHASE/ RACE MODIFIERS

- Add +4 DC for unskilled Piloting checks
- Add +1 DC for all driving actions for each Speed over 2
- Add +2 DC for hard rain
- Add +3 DC for heavy snow
- Add +2 DC for rough streets.
- Add +4 DC for terrible road condition.
- Range attacks can be made as normal to any target moving at 3 Speed or less.
- Shooting at something moving at 4+ Speed is done at -4.
- Anything 7+ Speed away is out of range (except for 1000'+ ranged weapons). Anything 10+ Speed away is beyond any ground range weapon.
- Shoot & Drive: -3 to attack & Disadvantage on drive DC
- Shooting at tires, weapons or windows is a Called Shot (-3). Basic tires & windows have HP 3 & AP 1. A destroyed/ flat tire requires a Piloting check of DC 16 +1 per 1 current Speed of the vehicle. Failure results in a crash. A broken window allows an attacker to shoot the closest person to the broken window as a Called Shot.
- When shooting out of a moving vehicle moving at 3+ Speed, a Vigilante suffers Disadvantage to their roll.

CRASHES

Crashes at 2 Speed or under cause a d4 damage to the vehicle and what you hit, plus 1 damage to each passenger. They must make a Critical save or be Stunned for d4 Rounds. Crashes over 2 Speed deal more damage (+d4 extra damage per 1 Speed in excess of 2) and are harder to walk away from (Critical save adding +1 to the roll for every 1 Speed in excess of 2 or be Stunned for d4 Rounds). Any character can use a SUR point to make a Reflex save to take half crash damage. If the car still has HP and the driver is conscious you may continue the chase.

CAR CRITICAL FAILURES

Anytime you roll a 1 on Piloting: Basic DC you automatically fail and then roll on the chart below.

Roll	Speed 1-3	Speed 4-6	Speed 7+
1-5	-3 on next Pilot DC	-5 on next Pilot DC	-8 on next Pilot DC
6-9	-6 on next Pilot DC	-9 on next Pilot DC	-12 on next Pilot DC
10-11	-9 on next Pilot DC	-12 on next Pilot DC	Disadvantage on all Pilot rolls next round
12-13	-12 on next Pilot DC	Disadvantage on all Pilot rolls next round	Spin Out (Stop)
14-15	Disadvantage on all Pilot rolls next round	Spin Out (Stop)	Flat Tire
16	Disadvantage on all Pilot rolls next round	Flat Tire	Pinball: Crash into every vehicle even or 1 space behind you. Then you Spin Out (Stop)
17	Move 1 space to the left	Flat Tire	Pinball & Crash
18	Move 1 space to the right	Crash	Crash
19	Flat Tire	Crash	Crash & Car Flips Over
20	Crash	Crash & Car Flips Over	Crash & Immediate Explosion



PLAYING THE GAME

HOUSE RULES

A quick note on house rules. It has been this author's experience that while house rules can create a unique and more fun way to play a roleplaying game, that inconsistency or constantly changing rules can make for a turbulent gaming experience for the players.

It is okay to change or adapt the rules but remember the changes that you have made so that the next time the same scenario arises that you adjudicate in the same way as you had done before. It is also okay to try a rule change and then decide that it did not work and change it again. Just make sure that you are communicating to your players as to why the rules keep changing. This will keep everyone on the same page.

GAME TERMS

ACTION

When a character's turn in Initiative order comes up during a round, they get to make an action. A player's action can be to attack, cast a spell, run away, hide, defend an ally, etc. Some characters get more than one action in a round. If so, they get their next action after every one else has used their first action. Continue until all actions are resolved.

Free Action – A free action is quick action anyone can do during another character's action or at any time (warn somebody verbally, speak 2 short sentences, drop an item, cancel your spell, draw a weapon, etc.). Characters can do 2 Free Actions in a round. They may do more, but it uses an action to do so.

Held Action – If it is your action and you wish to delay it, you may wait and act before anyone with a lower Initiative. However, for the rest of that encounter you act at that place in the Initiative.

ADVANTAGE & DISADVANTAGE

A GM may decide that a particular course of action or task has a higher or lower chance of success. They will ask a player to roll an additional d20 when making a test - with advantage the higher result is used and with disadvantage, the lower.

House Rule: Game Masters may choose to have Advantage and Disadvantage stack in certain situations by having players roll multiple d20s and pick the highest number rolled for Advantage and the lowest number rolled for Disadvantage.

ATTACK BONUS

For Melee Attacks the Character adds their Strength modifier and for Ranged Attacks the Character adds their Dexterity modifier. They also add any attack appropriate bonus to the attack.

BLINDNESS

If a Character finds themselves blinded, possibly by an injury, or fighting in darkness without light, the Character suffers a -4 penalty to all attack rolls, cannot make Spot checks and moves at ½ Move.

CALLED SHOT

When declaring a range attack on a specific body part or target, there is a -3 penalty for targeting a specific area.

CHARGE

You may use all of your actions in a turn to Charge an opponent. You may charge your Move x10 in feet. You must have a clear, strait path to the opponent. If there is anything hindering the path (debris, oil, bodies, etc.) the attacker must make a DEX check or trip on the way. The charger gains +3 to hit and gets double their STR modifier in damage. If the charge roll hits and is at least 10 higher than the defender's AC, the defender is Knocked Back 10'.

COMBAT

When a character makes an attack, they roll a d20 and add their appropriate bonuses to the roll. For a Melee attack they add their STR modifier & their bonuses. For a Ranged attack they add their DEX modifier & their bonuses. If the attack roll exceeds the target's Armor Class, the attack is successful and they roll damage

COMBAT EXAMPLE

Traditional

Step 1: Game Master determines if either side of the fray is Surprised. The characters that Surprise the other characters act first

Step 2: Each character rolls for Initiative and the GM rolls for the NPC's Initiative.

Step 3: The highest Initiative acts first. Then the next highest acts, etc. until the last party acts. If anyone has multiple actions, repeat this process until all actions are exhausted.

Step 4: Without rolling a new Initiative, repeat Step 3 until conflict is resolved.

Optional – Ranged first

Step 1: Check for Surprise.

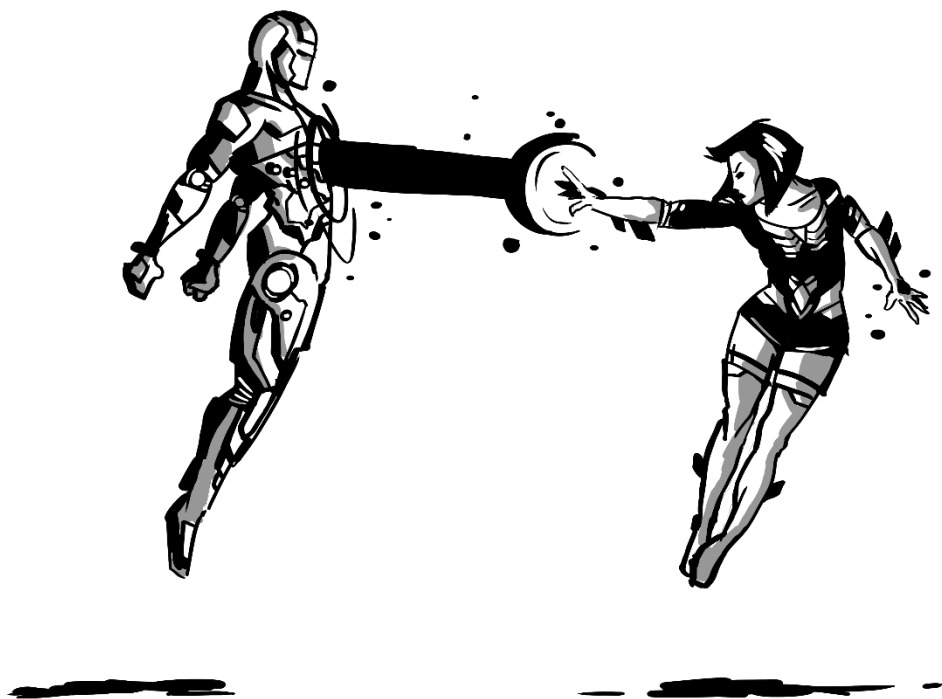
Step 2: Roll for Initiative.

Step 3: The party that won Initiative attacks with Ranged Weapons first.

Step 4: That part that won Initiative then attacks with Melee Weapons.

Step 5: The party that lost Initiative repeats Steps 3 & 4.

Step 6: Keeping the same Initiative, repeat Steps 3, 4 & 5 until combat is resolved.



Optional – Group Initiative

Step 1: Check for Surprise.

Step 2: Each side team in the fight rolls each rolls once for Initiative, using the highest modifier between them.

Step 3: The team with the highest initiative roll, acts.

Step 4: The team with the next highest initiative roll, acts.

Step 5: Repeat Step 4 until all combatants have had their turn to attack. This counts as 1 combat round.

Step 6: After 4 combat rounds, have everyone re-roll initiative and repeat steps 3, 4 & 5 until combat is complete.

COVER

If you are standing behind something that offers protection from attack, you gain a defensive bonus.

Cover	Benefit Against Range
In a crowd	+4 AC
9/10	+10 AC, but you cannot see the other side.
Half	+4 AC
Quarter	+2 AC

CRITICAL

If a player making an attack rolls a natural 20, they double the result of the damage dice they roll. If they roll a 1 they suffer some kind of critical failure. Unless otherwise noted, only living creatures can suffer critical damage. See p. 279 for Critical Tables.

DARKNESS

When an area is under Darkness, nobody can see anything and are considered Blind. Some abilities allow a character to see in Darkness.

DEATH/ OUT OF ACTION

If a character goes to below 1 HP they are considered unconscious and Out of Action (see p. 16). They are not dead, just removed from the action until healed or the action ends and they are tended to. For a Character to be considered dead they must have negative HP equal to their CON score.

DEFENSIVE

As an Action you can help defend another player. You cannot attack that round and the player you are defending gets +4 to AC, +1 to all saves and +1 to all skill rolls as long as you are defending them. If the person you are defending is hit, you have a 50% chance of splitting the damage with them.

DIFFICULTY CHECKS (DC)

Difficulty Checks are determined by d20 rolls. GMs can set any DC she desires but here is a simple guideline for target numbers before bonus:

EASY 10

MEDIUM 15

DIFFICULT 20

NEAR IMPOSSIBLE 25

NOTE: The roll of a Natural 20 is always a success and a Natural 1 is always a failure, regardless of bonuses and difficulty levels.

DROWNING/ BREATH

A character can hold their breath for 1 minute per point of CON modifier (30 seconds minimum). When a character runs out of air they become unconscious and lose d6 HP per round. All attacks made under water are at Disadvantage unless they have Free Action or they live in the water.

ENCUMBRANCE

A Character can carry a number of items equal to their STR Attribute without issue. Carrying over this amount means they are encumbered and all attribute tests are taken with Disadvantage. The Character can also only move to somewhere nearby. Also, they simply cannot carry more than double their STR.

ENVIORNMENTAL

Armor or force fields that are air tight and have their own internal oxygen system or filter. While intact, the wearer is immune to gas attacks and environmental hazards. The armor also has a temperature control that makes the wearer comfortable, no matter the temperature outside.

FALLING

When a character falls they take damage if they fall more than 10'. For every 10' past the first 10' they fall, they take a d6 damage.

FEARLESS

The Character or monster is immune to Fear and Terror. They automatically pass all Courage saves and cannot be Intimidated.

GRAB

A character may attempt to Grab someone with their set of arms, a tentacle, etc. They make a Melee attack against the target. If successful, the target may make a STR check adding the STR modifier of the attacker to their roll. If they pass the STR check they avoid the Grab. If they fail they are considered Grabbed. They lose all actions except speaking and trying to break free. Once a round they may attempt to break free with another STR check as above.

Anytime the Grabber takes damage the character being grabbed may attempt a STR to escape, subtracting the damage taken by the Grabber from their roll.

Grab Modifiers

Action	Modifier
Target 1'+ Larger than you Target has an extra set of limbs Target has 5+ More STR	Target gains Advantage on STR check
Target 1'+ Shorter than you Target has 5+ less STR	Target gains Disadvantage on STR check
Target is twice your size or more	Cannot Grab

IGNITED

Anything on fire is considered Ignited and takes 1 cumulative point of additional damage at the beginning of each round until extinguished (i.e. 1, then 2, then 3, etc.). If they come into contact with any other beings while Ignited, the other being must make a DEX check or be considered Ignited as well. You may take an action to try to extinguish yourself or someone else by making a DEX check.

IMMUNITY

Characters with Immunity to a certain type of damage do not take any damage from that source and cannot be affected by that source. Even if they gain Weakness to the same source, the Immunity stands.

IMPROVISED WEAPONS

If you use an improvised weapon (broken bottle, a stick, trash can lid, a handful of coins, etc.) you attack at -3, unless you have training.

INITIATIVE

Initiative is rolled on a d6, adding in any bonus (from DEX or otherwise), with the highest total winning initiative. If there is a tie, the character with the highest DEX goes first. If they are still tied, the character with the highest Move goes first.

When rolling Initiative for an NPC unit the GM may roll once for the whole team using the highest bonus for Initiative. The GM decides what order they take their actions in.

INVISIBILITY

While invisible a character cannot be detected, except by certain abilities (Radar, Earth Powers, etc.). If you act upon a character while invisible, that character is now effectively Blind when interacting with that character as long as they are invisible.

KNOCKBACK

When a character is knocked back they take an additional point of damage for every 10' they go. If they hit another solid item or character they take an additional d4 damage, as does the object the struck.

LIGHT

Characters will often find themselves adventuring into dark places. For that is important to remember that torches and lanterns illuminate a 30' radius. Flashlights produce a 40' beam of light, cone shaped. Torches will burn for 1 hour, Lanterns will burn for 24 hours on a full pint of oil, and flashlights will work for 2 hours of full batteries.

LISTEN

Listen checks are made when a character attempts to identify or notice a sound (a secret whisper, a far-off scream, somebody trying to stealth by, etc.). A character adds their WIS modifier to their check roll. The GM sets the DC.

MELEE ATTACK

A Melee attack is any attack made in close combat. Such as throwing a punch or swinging a sword. Doing a Ranged attack in Melee is done at Disadvantage.

MOVEMENT

Standard Movement rates refer to a Character's ability to move around on foot, in both combat and non-combat rates. Characters start with a Move of 12 on land and 9 swimming, unless otherwise noted.

A character's Move indicates the maximum feet x10 they can move in a full round. The table below lists a Characters movement rates under different conditions (*i.e. a character that has a Move of 15 can move a total of 150' normally in a in a round, 300' while running, 30' while crawling or 50' and still be able to make a normal attack*).

If a character moves more than 1/3 of their move, but does not run, they may still attack at -4.

If a character runs during their turn they must run the entire turn. They may run and attack at a penalty, losing ½ of their total attack bonuses (rounded down) and they double any ROF penalties they incur.

Rate of Movement	Movement Modifier
CRAWLING	1/5
CAREFUL/ BROKEN TERRIAN	1/2
NORMAL	Normal
RUNNING	x2
COMBAT or CLIMBING	1/3
CHARGING	Normal

Outdoor Movement rates refer to a Character's ability to walk long distances in an outdoor setting. A hurried pace is 18 miles per day, a March is 9 miles per day and a stroll is 6 miles per day. A character adds their CON modifier (in miles) to their Outdoor Movement.

OUTSMART

When successfully attacked or effected by an ability/spell of a hostile character or creature, the character may attempt to Outsmart their foe (before damage is rolled). Roll a d20 and add your INT and WIS bonuses and Outsmart bonus to the roll. If the Outsmart roll is equal to or greater than the attack roll, then roll on the chart below. If the attack or effect had no initial roll, then the attacker rolls and adds the appropriate modifiers to their roll and compare. If successful, the player with Outsmart then switches places in Initiative with the attacker if they so choose. Outsmart does not require an action. A character with Outsmart can use it equal to their INT + WIS modifiers per day.

Outsmart Results Chart (d6)

Roll	Result
1	The attack still hits but does $\frac{1}{2}$ damage & is half effective. Cannot put you at less than 1 HP.
2	The attack fails, but any area effect or effect on others is unaffected.
3	The attack fails. The attacker must make a DEX save or fall down.
4	The attack fails. The attacker is flummoxed and they lose their next action.
5	The attack fails, but the attacker takes the hit at $\frac{1}{4}$ damage (rounded up).
6	The attack fails, but the attacker takes the hit at $\frac{1}{2}$ damage (rounded up).

Example: Mark shoots at Marlon with a handgun. Mark rolls a total of 15 against Marlon's 13 AC, so he would hit. However, Marlon has Outsmart +1 and wishes to use one of his daily attempts to negate the attack. Marlon rolls a 12. He adds his +1 INT modifier, +2 WIS modifier and +1 Outsmart bonus to the roll, ending up with a 16. Marlon's 16 beats Mark's 15, so Marlon is successful and gets to roll a d6 to see what happens. He rolls a 4, therefore the attack fails and Mark becomes flummoxed by his miss and loses his next action.

PRONE

If a Character attacks a Prone victim, the victim loses all bonuses to AC and suffers a -4 AC penalty.

RANGE ATTACKS

Range attacks are attacks that are made at distance by throwing or shooting at a target or targets.

The set range for Range weapons is the ideal for success with that weapon. You can attempt to shoot past the given range at a penalty. Attacks under the range are rolled as normal. Attacks from the maximum range to double range are rolled at -6. Ranged attacks made at 5' or closer are at Disadvantage (or if it is within Reach). GMs may allow a character to attempt an extremely long shot at a greater negative modifier as long as the weapon can realistically shoot that far.

If you draw a ranged weapon and attack in the same action, your attack is at -3. If you shoot into a crowd of 3 or more your attack is at -3.

RATE OF FIRE (ROF)

When firing an automatic or energy weapon that has a ROF more than 1 you can choose to shoot once or to shoot multiple rounds up to, or equal to, the ROF at once. If you shoot once, roll your attack as normal. If you unload more than one shot at once you must roll to attack with each shot. The first shot is at -2 to attack, the second is at -4, the third is at -6 and any beyond that are at -8.

REACH

Weapons or creatures with reach may be used to attack further than normal. A basic melee attack can only be delivered to someone standing within 5' to your character. Reach weapons can attack characters that are further away equal to the weapon's listed reach.

RELOADING

Reloading a weapon takes a single action, unless otherwise noted.

SEIZE THE MOMENT

Some Vigilantes have the ability to seize the moment in combat by taking advantage of an opponent's mistakes. They can take those mistakes and turn them into an extra action. A character with Seize the Moment may immediately use bonus attack against an opponent that does one of the actions below within your Reach. You can only Seize the Moment once a day for each point you have in it.

- Cast or casting a spell in melee
- Critical Fumble
- End the Round Stunned
- End Your Turn with Them Unaware of You
- Fall/ Trip
- Get Knocked Back
- Run Away from You (Make a Run Move)
- Shoot a Gun or Bow in melee

SICKENED

When a character becomes sickened they are at -3 to all attacks & skill checks. They are also at Disadvantage on all saving throws and Move at $\frac{1}{2}$ speed.

SPOT

Spot checks are made to see if you notice a visual occurrence near you (someone hiding, notice someone in a disguise, traps, something unusual, etc.). A character adds their WIS modifier to their check roll. The GM sets the DC.

STUN

When a character is stunned they lose all actions, drop all items in hand, lose their DEX bonus and are at -4 AC until the effect wears off.

SURPRISE ATTACK

Any attack made on a character that they are unaware of is a Surprise Attack. Those attacks add a d4 damage to the attack. Once hit by an attack further attacks by that character are not considered a Surprise Attack, even if made unaware. Surprise Attack only effects living creatures, unless otherwise noted.

THROWN WEAPONS

Each weapon has a listed range, but you can throw it further by taking a negative attack modifier. You receive a -2 to hit for each extra 10' thrown. A high STR can increase the range of thrown weapons. You add 10' to the range of a thrown weapon for each STR modifier a character has.

TOUGHNESS

Toughness is a form of Damage Reduction against Physical and Energy-based damage. Only specified Toughness can protect one against Magic or Psychic based damage. If a character has a Toughness of +2, that means that when they take damage from an attack, the first 2 points of damage are negated. If a character has specific Toughness & general Toughness, they stack. (*i.e. A character with Toughness +2 & Toughness: Fire +3 gets hit with a 6 damage fireball, they would take 1 point of damage.*)

TIME & TURNS

There are 2 units of measurement to track time in DP&D:

- 1. Moments/ Rounds**
- 2. Minutes/ Turns**

Moments, often referred to as *rounds* are used during combat and times of danger. Minutes, often referred to as *turns* are used during non-time sensitive times of adventuring and roleplaying.

Understand the Game Master may speed up or slowdown in-game time as she deems necessary for the story of the adventure she is running.

TRIPPING

You may try to trip someone that is next to your character or within range of a Reach weapon. Make an attack against your target. If you hit, the target makes a DEX check adding your STR modifier to their roll. If they pass, nothing happens. If they fail, they become tripped and are Prone until their next action.

If you try to trip some more than 6"+ taller than you, you roll your attack at Disadvantage & the target rolls their DEX check at Advantage.

TWO-HANDED WEAPONS

Two-Handed Weapons require the usage of both hands. A minimum STR of 13 is required to properly wield a two-handed weapon. If someone attacks with one and has a STR below 13 they receive -X to their attack. X is equal to the points their STR is below 13. Characters with 13+ STR that wield a two-handed weapon deal additional damage equal to double their STR modifier.

UNARMED ATTACKS (Hand to Hand)

Unarmed attacks are attacks made without a weapon (excluding brass knuckles and such). Any unarmed punch or kick does d4 + STR modifier in damage (unless otherwise noted). If a character does not have a Fighting skill or a fighting type class, they are at -2 on all unarmed attacks and do ½ the damage rounded down.

UNTRAINED ARMOR PENALTY

If a character wears a piece of armor that they are not trained to use, they lose any DEX bonus they have and are at -3 to Stealth and -1 to all attack and other skill rolls due to the discomforting feeling. If they cast a spell they must make an INT check roll adding the level of the spell. If they fail the spell fails.

UNTRAINED WEAPON ATTACKS

If someone makes an attack with a weapon that they are not trained to use by their class (Light, Medium, Heavy or Ranged) they attack at -4.

USAGE DICE

Any item listed in the equipment section is considered frail, consumable or limited item. When that item is used the next turn it's Usage die is rolled.

If the roll is 1-3 then the usage die is downgraded to the next lower die in the following chain:

d20 > d12 > d10 > d8 > d6 > d4

When you roll a 1-2 on a d4 the item no longer works or the character has no more of the item left.

WEAKNESS

When you take damage from the source you have a weakness to, you take double the damage

CRITICAL HIT TABLE

When you roll a natural 20 on an attack roll, you then roll on this chart to see what occurs. (Borgs & Powered Armor Roll on a Separate Table. See p. 283)

Roll	Melee Attack	Range Attack
1-3	Solid hit. It deals double the base damage.	Solid shot. It deals double the base damage.
4	Knockback. It deals double damage and knocks the target back 20'	Arm shot. The target drops all items they are holding.
5	Blow to the Solar Plexus. The target is Stunned for d4 rounds unless they make a CON check	Leg shot. The target is at ½ Move for 10 minutes.
6	Nerve hit. The target drops all items they are holding.	Pierced stomach. It deals double damage and an additional d4 damage for d4 rounds or until healed
7	Crotch hit. It deals double damage and the target must make a CON save or pass out for d4 minutes	Ear shot. The target is Deafened for d6 minutes
8	Weakening blow. The target's Toughness abilities are halved for d6 minutes	Weakening shot. The target's Toughness abilities are halved for d6 minutes
9-10	Knee blow. The target loses all DEX bonuses until healed	Knee shot. The target loses all DEX bonuses until healed
11-12	Foot hit. The target gets -4 DEX and -6 to Move for d6 rounds	Foot shot. The target gets -4 DEX and -6 to Move for d6 rounds
13	Knock up. It deals double damage and knocks the target up in the air d6' + STR modifier in feet	Eye shot. It deals double damage and the target is Blinded until healed.
14	Broken nose. The target is blinded for 2 rounds and is at -2 to all save stats for d6 rounds	Lung piercer. It deals double damage and the target is at -3 on all attacks and -3 CON for d6 minutes

15	Shoulder hit. The target is at -5 to all attacks for d4 minutes.	Shoulder shot. The target is at -5 to all attacks for d4 minutes.
16	Throat punch. It deals double damage and the target cannot make any attack actions for this round and next	Shoot thru. It deals double damage and goes thru the target. They must make a Critical save or lose d4 CON for d4 minutes
17	Perfect strike. It deals double damage and you immediately get another melee attack against the target.	Throat shot. It deals double damage and the target cannot make any attack actions for this round and next
18-19	Amazing hit. It deals triple base damage	Amazing hit. It deals triple base damage
20	Death blow. It deals triple damage and the target dies unless they make a Death save.	Death shot. It deals triple damage and the target dies unless they make a Death save.

CRITICAL FUMBLE TABLE

When you roll a 1 on an attack, you miss and roll on the Critical Fumble Table to see what happens.

Roll	Melee Attack	Ranged Attack
1-4	You miss and just look silly.	You miss and the shot goes well over the target
5	You trip, but do not fall down. You get -2 to attack on your next attack	Finger slip. You get a -2 to attack on your next attack
6	Weapon hurl. You accidentally hurl your weapon 20'. Hand to Hand attacks just miss	Ammo Drop. You drop your ammo or clip. Miss your next attack.
7	Hand cramp. Make a Critical save or you drop your weapon. Hand to hand attacks must save or they get -2 on their next melee attack	Jam. The weapon jams and you are at -3 to attack on your next attack with this weapon
8	You whiff and spin 180 degrees. You end your round with your back to your target	Hand cramp. Your shot sails to the left 20'
9	You trip and fall to the side. -3 to AC for the next 2 rounds	Hand cramp. Your shot sails to the right 20'
10-11	Weapon Drop. You drop your weapon. Miss your next attack if you pick it up. Hand to hand attacks just miss	Weapon Drop. You drop your weapon. Miss your next attack if you pick it up
12	Over charge. You miss and step past your target d10 feet. Your round ends with your back to the target	Finger jam. Your shot goes 5' to the left

13	Stumble. You lose your DEX bonuses for d4 rounds	Finger jam. Your shot goes 5' to the right
14	Slippery ground. You fall backwards 5' and fall on your butt	Bad aim. You hit a random ally between you and the target.
15	Muscle pull. You are at -2 to attack and at -2 to melee damage for d4 rounds	Over aim. You hit a random ally that is past the target
16	Misidentified. You attack a random ally within 5' of you (re-roll the attack against them)	Chest muscle pull. You are at -3 on all attacks for d4 rounds
17	Weapon break. Your weapon breaks. If hand to hand you hurt your hand for d4 damage	Clip unload. You accidentally drain or expend an entire clip and still miss, or your arrow breaks
18	Bounce back. Your attack is blocked or parried and bounces back on to you. You take ½ the damage of your attack	Loose footing. You slip and fall. You drop your weapon. Lose your next action.
19	You faceplant in front of your target and take a d6 damage	Ricochet. The miss bounces off of something and hits 2 random targets within your range. They take ½ the damage the attack would do
20	You faceplant in front of your target. They immediately get a free melee attack on you	Weapon break. Your weapon breaks, striking you for d4 damage

BALLISTIC WEAPONS

Each ballistic weapon uses only case-less ammunition. This is due to the need to not have the ejection port for normal ammo. Ballistic weapons can be mounted either on the shoulder, or forearms.

You may increase your rate of fire by 1, by increasing your critical fail chances by 3 each time (a natural 1-4). You may do this up to three times. Normal ROF modifiers still apply.

OVERCHARGING BALLISTIC TABLE (2d6)

Whenever you roll a critical miss with a ballistic cybernetic (a natural 1), roll on the overcharging table below.

Rolls	Notes
2	Normal Miss
3-5	Weapon Jam (1 action to clear)
6-8	Ammo explosion (d4 damage to Character, weapon jams for 1 round)
9-10	Ammo explosion (d6 damage to character, d4 to others in 10', weapon destroyed)
11	Ammo explosion (d8 to character / d6 to others in 10' / weapon destroyed)
12	Weapon explodes (d10 to character/ d8 to others in 20' radius/ weapon destroyed / mounting point damaged)

ENERGY WEAPONS

Energy weapons can be mounted on the shoulder or forearm. Each energy weapon draws from the cyborg's own power supply, as shown in the chart below.

- 1d4 damage drains 1 minute
- 1d6 damage drains 5 minutes
- 1d8 damage drains 8 minutes
- 1d10 damage drains 10 minutes

You may increase your rate of fire by 1, by increasing your critical fail chances by 3 (a natural 1-4). You may do this up to three times. Normal ROF modifiers still apply.

Overcharging Energy Table (2d6)

Rolls	Notes
2-3	Normal Miss
4-5	Weapon Failure (1 round to reset)
6-7	Weapon Overload (take d4 damage)
8	Weapon Overload (take d6 damage)
9	Weapon Overload (take d6 damage, others within 20' take d4 damage)
10	Cascading Overload (take d6 damage, others within 20' take d6 damage)
11	Massive Overload (everything within 20' takes d8 damage, weapon destroyed)
12	System Failure (everything within 20' takes d10 damage, weapon destroyed, your energy weapon systems lock for d4 rounds)

RANDOM NAME GENERATOR (d20)

Roll for any of the columns and then create a name using the words, or some of the words, you rolled. Or feel free to look at the columns for name inspiration.

Roll	Title (Start or End)	Color	Animal	Monster/ Myth	Name Finishers
1	Mr./ Ms.	Red	Tiger	Beast	Avenger
2	Doctor	Green	Lion	Demon	Orchid
3	Sir/ Dame	Blue	Bat	Devil	Reaper
4	King/ Queen	Black	Leopard	Angel	Sword/ Blade
5	Prince/ Princess	White	Ant	Shadow	Knife/ Razor
6	Lord/ Lady	Orange	Ape	Imp	Axe
7	God/ Goddess	Yellow	Wolf	Hydra	Fire
8	Boy/ Girl	Teal	Piranha	Giant	Ice
9	Man/ Woman	Purple	Wildcat	Dwarf	Machine
10	Sergeant	Maroon	Rat	Goblin	Wizard
11	Colonel	Scarlett	Spider	Dragon	Genius
12	Professor	Gray	Panther	Drake	Savage
13	Baron/ Baroness	Silver	Shark	Manticore	Gladiator
14	Sheriff/ Constable	Gold	Bear	Griffin	Warrior
15	Master/ Mistress	Platinum	Weasel/ Squirrel	Naga/ Medusa	Soldier
16	Duke/ Duchess	Crimson	Moose	Phoenix	Bandit
17	Emperor/ Empress	Amber	Fox	Sphinx	Rogue
18	Champion	Brown	Falcon/ Eagle	Chimera	Tank
19	Pharaoh/ Caesar/ Sultan	Pink	Bug/ Beetle	Basilisk	Omega
20	Tsar/ Tsaritsa	Violet	Cobra/ Snake	Ghost	Alpha



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APPENDIX N:

Our recommendations to key episodes of the superhero cartoons of the 1990s that were a direct inspiration for Vigilante City.

Batman: The Animated Series:

On Leather Wings
Christmas with The Joker
Two-Face
Heart of Ice
Beware The Grey Ghost
Feat of Clay
The Joker's Favor
Vendetta
Fear of Victory
The Clock King
Appointment in Crime Alley
Heart of Steel
Day of The Samurai
His Silicon Heart

Perchance to Dream
Robin's Reckoning
The Laughing Fish
Harley's Holiday
Almost Got 'Im
The Man Who Killed Batman
Harley & Ivy
Shadow of The Bat
The Demon's Quest
Baby Doll
Second Chance
Sins of the Father
Over The Edge
Mad Love

Batman: Mask of The Phantasm

Batman: Sub-Zero

Spider-man: The Animated Series:

Spider-Wars I & II
The Alien Costume I-III
Secret Wars I-III
Turning Point
The Return of The Green Goblin
The Haunting of Mary Jane Watson
Duel of the Hunters
The Return of Kraven
Battle of the Insidious Six
Neogenic Nightmare (X-men crossover)
Framed/Man without Fear
Sins of The Father
Night of The Lizard
The Mutant Agenda/Mutants' Revenge (X-men crossover)
Six Forgotten Warriors 1-5

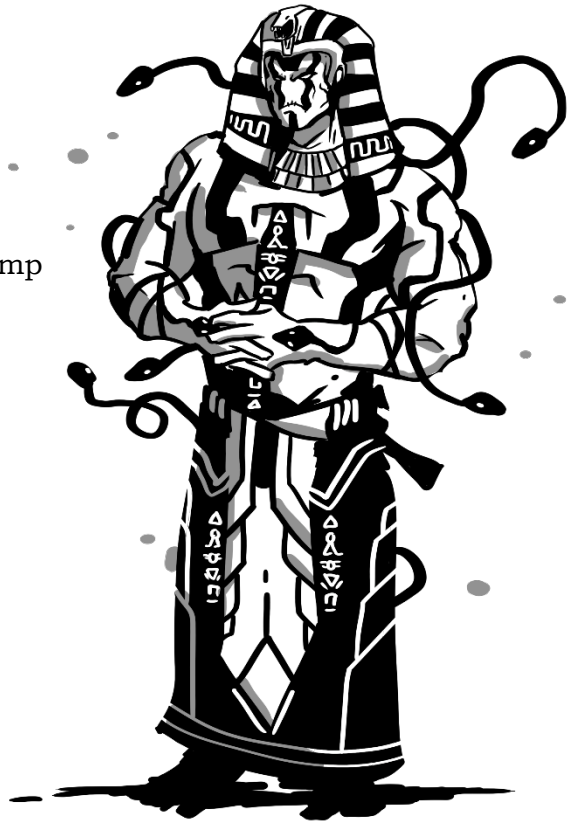


Teenage Mutant Ninja Turtles:

The Case of the Killer Pizzas
Get Shredder!
Casey Jones – Outlaw Hero
Corporate Raiders from Dimension X
Turtle Trek
Shredder & Splintered
Things About Rats
Divide and Conquer
Usagi Yojimbo
The Fifth Turtle
The Day the Earth Disappeared
The Gang's All Here
The Dimension X Story
Leonardo, Renaissance Turtle
Leatherhead: Terror of the Swamp
Bye, Bye Fly
The Case of the Hot Kimono

X-men: The Animated Series:

Days of Future Past Saga
The Phoenix Saga
Night of the Sentinels 1 & 2
The Dark Phoenix Saga
Enter Magneto
Beyond Good and Evil
Come the Apocalypse
Reunion
Deadly Reunions
Till Death Do Us Part 1 & 2
Time Fugitives 1 & 2
Slave Island
The Cure
Family Ties
One Man's Worth 1 & 2
Weapon X, Lies & Videotape
The Final Decision
A Rogue's Tale



CODE

NAME

CLASS

LEVEL

True Identity

XP

ALIGNMENT

LANGUAGES

WEAPONS

BACKGROUND

STR

INT

WIS

DEX

CON

CHA

SUR

ATTIBUTES

GOURAGE

CRITICAL

DEATH

MAGIC

MENTAL

POISON

HIT POINTS

ARMOR CLASS

INITIATIVE BONUS

ATTACK BONUSES

MELEE

RANGED

SAVING THROWS

VIGILANTE POINTS

MOVE

DESCRIPTION

SPECIAL ABILITIES

HEIGHT

WEIGHT

AGE

HAIR

EYES

SEX

OTHER

SKILLS

RANKS

BONUSES

TOTAL

OTHER NOTES

VIGILANTE IMAGE

FINANCES

PLAYER:

VIGILANTE CITY