

CAVES CROOKS

A 5E SUPERHERO RPG

Kickstarter Playtest Material!



Create your own unique
superhero in this ultramodern
campaign setting

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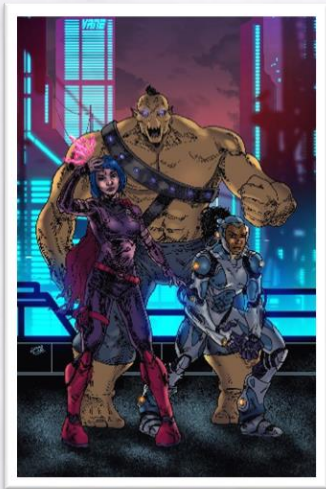
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INTRODUCTION

Thank you for checking out our project Capes and Crooks Kickstarter Playtest. **This is PLAYTEST material and is subject to change. It has not been formatted, edited or flavored. This material is still under development and is not representative of the final product. This was designed for proof of concept of mechanics and testing.**

This superhero RPG is designed to be compatible with the 5th Edition of the world's greatest roleplaying game. If you find any errors, balance issues, or have other concerns. You can email us at critacademy@gmail.com with C&C Playtest in the subject line.

HOW TO PLAY

Cobalt City is one of many cities full of bold heroes to put on capes and costumes to do battle with evil crooks and villains. Imagine a world where all of a sudden people around the world found themselves imbued with fantastical gifts. These people fall somewhere along a long line of morality. Some wish to use their gifts to help others. While others use their newly found power to gain wealth and renown. Then there are those who seek to do evil to satisfy their darkness.

This is the world of the “Capes & Crooks” Roleplaying Game (also referred to as C&C). This game utilizes the core rules for the 5th Edition of the world's greatest roleplaying game. Here, you will take on the role of a superhero – a technical marvel, a courageous crime fighter, a stealthy shapeshifter or spell slinging mystic. With a group of friends and a bit of imagination, you will strike out on dangerous missions and terrifying challenges. These challenges take on numerous and incalculable forms; from stopping bank robbers, handling deadly hostage negotiations, to slaying monstrosities created from a mad scientist's experimentations or side effects of ‘The Rise’.

Dawn your cape and suit hero-this book contains everything you need to create a complex hero of your own!

THE RISE

The world of the Capes & Crooks game is a place of science, technology, evolution and even ancient lost magic. In it, valiant heroes, dangerous villains and heroic moments are ever present. It begins with a basis of a semi-futuristic or “ultra-modern” world and then adds splashes of advanced technologies, monstrous creatures, places and powers that make the C&C world distinctive.

The world of Capes & Crooks roleplaying game is old, built on lost worlds and technologies. The first appearance of a superpowered person took on the form of a young child. She was born with a genius intellect, learning to speak within minutes of being born. Slowly more superhumans began to appear. Not just newly born, but people of all ages around the world. During the first 10 years after the event known as “The Rise”. There was the decimation of many different cities and countries around the world. The sudden rise of superpowered people caused unwanted destruction. The world was not prepared. The world's governments did not have the power or resources to contain and control the populace. Not when so many are more powerful than a tank.

While some of the events were accidents, such as the devastation of Geneva Lake. Where a newly formed superpowered person lost control of their new and unknown power, creating a nuclear fallout. The entire metropolis and the surrounding area was turned into a waste land.

Others on the other hand, were already villainous crooks with devious plans. It was due to the actions of these people the term “Deviant” became synonymous with superpowered people. Gang leaders, mob bosses, tyrant tycoons and even lowly robbers used their newfound powers to further their goals.

The first 10 years following The Rise was some of the worst humans had experienced since the dark ages. To most of the world, it is unclear

what caused fallout. Some believe it was a cosmic energy that the planet passed through, others believe it is the result of bio-chemicals, some researchers believe it may be the next step in evolution.

To the world, its origins aren't as important as the change it has had on the world. Twenty percent of the world's population has found itself with superhuman gifts. Because of the selfish nature of humankind, the world as they knew it was destroyed. While the larger countries were able to remain in control somewhat with military power. Many of the smaller and weaker countries found their government overthrown by bands of deviants. Leading many areas of the world to become a bit more savage, while the stronger countries closed their borders to prevent any new threats from penetrating their homes.

Stronger countries weren't without their issues. The Rise didn't just effect humankind. Monstrosities began to appear. Mutated and changed from something as simple as a house dog, into a fire breathing hellhound. Because of this many cities were forced to protect their borders as best they could from these roaming creatures, making travel without a vehicle dangerous.

While most of the world is still connected by technology, The Rise has created pockets of small and towns and cities without the resources necessary to advance themselves. Instead left to protect themselves from crooks and beasts. This has forced many to seek other ways to fight back against deviants and monstrosities. This led many to turning to studying lost magics and dark arts being rediscovered. Many mystic bloodlines being renewed after “The Rise”. It is unclear if their power was always present, and just hidden until the “The Rise”, or they are the cause. But for some, these ancient incantations function much like that of any deviant's power.

THE WORLD OF SUPERHEROES

While the world has slowly been adjusting to the increase of deviants, now well over twenty percent of the world's population. The governments that remain have developed new technologies and strategies for dealing with the rise of deviants and the threat they pose. But, for the average person living in this world, they live in relative safety, so long as they stay within the bounds of a city's protection. Life has returned to a semi-normal state since “The Rise”. People go to schools, have access to the internet, smartphones, self-driving cars, and other modern or semi futuristic conveniences are a part of daily life for most. There has been an explosive growth in technology from genius level deviants as well as the occasional alien visitor.

As stated, since appearance of deviants 25 years ago, the world's governments have struggled to contain and control the populace. Not only the new threats, but also the prejudice that has arisen from deviants, especially those with altered bodies and aliens from other worlds.

In an effort to support the government. The private company VANE (Visionary Alchemic & Neural Engineering) purchased land and built some of the most advanced cities on the planet, Cobalt City, Emerald City, Diamond City and many more around the world. Their goal was to create a place where deviants could live in peace without hatred of the outside world. Providing free housing, meals, medical care and offering many new jobs to those who come to the newly formed city.

It's been 10 years since the Cobalt City opened its roads. While things haven't gone perfectly for VANE's plans, for the most part people live in comfort, both deviants and regular people alike. Deviants with genius intellects have helped to bring new technologies and services to the masses.

One of the risks to the city being filled with deviants is the nature of their powers. In response, VANE created the DRT or Deviant Response Team. This group of human and automatons are designed with the capture and control of deviants who are harmful to themselves and to others. Unfortunately, the DRT can't be everywhere. So many good intentioned deviants take up the rolls of vigilantes to help when they

can. Unfortunately, vigilantism is still against the law. So even though they mean well, the Cobalt Police Department and DRT are still forced to capture and punish all deviants involved in any dangerous or criminal activities.

The stage is set in Cobalt City where our heroes begin. Our heroes want to help. But with both the DRT and villains being a threat, our new heroes will have to run from both sides of the law in order to do what is right. Relying on their alter-egos, capes and masks to defeat the crooks.

PUBLIC OPINION

As the Overseer it's important to remember a few things when running adventures for Capes & Crooks. On Terra, the world is split on the vigilantes. Some support them and what they are doing, and others believe that vigilantes are dangerous and make the situation worse. When the characters take actions, keep this in mind. An aggressive move that causes a powerful explosion that causes property damage, or the injury or loss of life are huge sides for those against the heroes to leverage. Keep a record of reckless actions, as well as specific heroic ones. After the events unfold, share with the players how the public perceives their actions. A short one or two sentence news title is often more than enough to twist or reveal the actions of the characters. This is a constant reminder of the consequences of their actions.

PLAYER CHARACTERS

As a player, you create a character, deviant superhero. This deviant is part of a team that seeks to help restore balance to those who would cause chaos and break the laws. You and your team will delve into mad scientists' laboratories, mob boss hideouts, and even caves and caverns where monstrous threats reside. A character controlled by a player is known as a player character (PC). Much like the main characters in a comic book or movie, player characters are at the center of a story being told.

When you play a character in Capes & Crooks, you're putting yourself in that character's shoes and making decision based on what type of personality your character has. You decide which direction to go down a corridor when chasing crooks. You decide what questions to ask in an interrogation. You decide whether to attack a villain, monster or some other threat or to negotiate, bribe or trick them. All these actions are at your hands. These are generally based on the motivations and goals of each character. Which in general, is about being a superhero. But there are some who help for their own gain.

HOW DO YOU PLAY?

A game of Capes & Crooks consists of a group of player characters taking on missions presented by the Overseer. The Overseer is one player who runs or designs the story and challenges the characters will face. This can take place in a single night, or over several sessions, over a long period known as a campaign. Whichever way you play, below are some rules to get you started.

Your characters interact with the world using seven polyhedron dice. This usually consists of each having a special number of sides. A six-sided die for instance is known as a d6. A standard set includes a d4, d6, d8, d10, d12 and a d20. Your interactions are only limited by your imagination and your characters statistics and abilities. The core mechanics are simple. When a character wants to do something, the Overseer asks for them to make a check related to the specific ability used to overcome that challenge. The player then rolls a twenty-sided die (d20). They then add any special abilities or modifiers. The Overseer sets a number to determine how hard the task is to complete. This is known as a difficulty class or DC. If the player's roll plus all the modifiers

are equal to or higher than the DC, then the action is successful. The Overseer then narrates the results. It's that simple.

CREATING YOUR DEVIANT HERO

The beauty of superpowers, and superheroes in general. Very few are the same. Sure, they may have similar core powers, but how they attain that power comes in a wide variety of forms. Let's look at tough brawler type here. In Capes & Crooks, most assume a big brute brawler to be a large mass of muscles. Honestly, some brutes are nothing but brawn. Then again, there are others who attain mighty strength by utilizing psionic or magical powers to enhance their strength. Or even cybernetic enhancements or an exoskeleton can also achieve this feat. That's why, in Capes & Crooks, many of the powers can take on the form of whatever type of hero you want to play.

You may already have a character concept in mind. So, let's walk through the process of bringing your concept to life. Follow these steps to create your C&C character. You can take these out of order; for example, some people prefer to pick their powers last and class first. This only a recommendation.

1. **Choose an Origin.** Here you will choose the nature of your characters deviant powers. These come with a variety of benefits, such as extra skills, stat bonuses and features.
2. **Choose a Role.** Your role determines the primary focus of your character. Will you play a brute designed to absorb damage? How about a shapeshifter to espionage and stealth? This will be the fundamental features for your character to fill a position in the group. This will be your characters core features.
3. **Choose an Alter-Ego.** Being a hero is tough business. Your characters alter-ego is not only your characters core persona, but also reflects their life before becoming a superhero.
4. **Determine Ability Scores.** Ability scores represent your characters fundamental strengths of body and mind. Is your character highly intelligent or are they muscular and athletic?
5. **Choose your Skills.** Skills measure your character's ability to perform a special task. Such as tending to wounds, hacking into a system, or tracking an enemy.
6. **Choose your Powers.** Powers take on many forms, magic, technology, psionics etc. But all are considered superpowers in C&C. These are going to be the powers that you will find yourself using most often in and out of combat. Choose carefully.
7. **Choose your Equipment.** Every hero has some sort of gizmo, gadget, armor or weapon to aid them in their heroics.
8. **Fill in the Numbers.** Calculate your Armor Class, Hit Points, Initiative and all your other features and fill them out on your character sheet.
9. **Play!** You've done it! You've created your own hero! Remember your greatest asset is your imagination. Regardless of what flavor text says, you can decide how a power looks. Don't be limited by the few suggestions we've included with the powers. Instead, think about how you want your character's power to look. From its source, color, shape and size. It's up to you. Now go deviant! Save the world!

RUNNING THE GAME

One of the most important aspects of a successful Capes & Crooks game is the Overseer. While the rest of the players only have to really focus on running a single character. The Overseer has to not only guide

the players and their characters through a story, but they have to play the parts of thousands of characters and sets the scene and story that the players will take part in. Being an Overseer is akin to being a movie director who doesn't have control of their actors, because as the Overseer you don't really know what the heroes are going to do or how they will interact with your world. This makes both the Overseer and the players just as surprised on the actions and outcomes of the games. With a good Overseer, the game is filled with exciting battles, suspense, intrigue, human and memorable moments you and your friends will cherish forever.

ORIGINS

Deviants are the result of a variety of different events and even evolution. Because of this, they come from a multitude of different origins. Some may gain the powers from being bitten by a radioactive insect, or their keen intellect and wealth may allow them to create powerful suits of armor, or they are the result of laboratory experiments to create the ultimate soldier. The origins of heroes are nearly endless. Because of this, it makes for an opportunity to build on your character's story and powers.

It's important to note that while the origin of your character's powers grants them extraordinary gifts, it's not the only thing that defines them.

The powers that you have access to are limited by the origin and role you choose.

ANDROID

ANDROID

It was inevitable. As technology advanced, humans would create machines in their image. The android is a complex technological marvel. Complete with artificial intelligence and enhanced features. Created to serve humankind, it was only a matter of time before they decided to seek equal treatment. While they have yet to succeed, in that endeavor, they still continue their lives, pushing for freedom from humankind's enslavement.

ANDROID TRAITS

Androids take on a myriad of traits and powers. Their unique situation allows them to adapt their form to fit their needs, simply by swapping out parts.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Size. Medium.

Speed. 30 feet.

Languages. Common

Crafted Fortitude. Your body's manufactured features makes you extraordinarily resilient, represented by the following benefits:

- You have advantage on saving throws against being poisoned and you are immune to disease.
- You don't need to eat, drink, or breathe.
- While you don't need sleep, you must spend at least six hours in an inactive state running system diagnostics and repairs. In this state, you are unconscious.
- You have integrated armor; you gain a +1 bonus to Armor Class.

Technological Integration. You gain proficiency in Intelligence (Technology). In addition, your proficiency bonus is doubled for any ability check you make that uses Technology.

BEASTMAN

BEASTMAN

As a result of "The Rise", animal some of nature's creatures began to evolve. Taking on far more humanoid shapes. While they have the general features resembling that of humans. They appear to be mixed with a variety of different creatures, from bulls, bears, lizards and similar monstrous beasts. The recent study of gene splicing has also lead to passing on bestial traits to those who are willing to risk the dangerous treatment.

BEASTMAN TRAITS

The beastman's physical features manifest as half human and half wild beast. Some examples are a humanlike body with a burly bullneck, head and horns, with hooves as feet. A very athletic female humanoid body coated in spotted fur with the head and tail of a cheetah.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Size. Large.

Speed. 30 feet.

Languages. Common

Brutal Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Bestial Origin. Choose one of the following options to represent your bestial heritage.

- **Natural Armor.** Your skin is dense and tough. Your Armor Class can't be less than 16, regardless of what kind of armor you are wearing.
- **Feline Agility.** Your feline like reflexes allows you to move with a burst of swift movement. Your walking speed is 40 feet. Additionally, you can take the Dash action as a bonus action.
- **Keen Senses.** Your animalistic senses are particularly sharp. You double your proficiency bonus on Wisdom (Perception) checks that rely on sight, hearing, or smell. If you do not have proficiency, you become proficient.
- **Natural Weapons.** You have claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you're proficient with your unarmed strikes. You can attack as though your natural weapons have the light and finesse property.

EXPERIMENT

EXPERIMENT

Science is a world of experimentation and augmentation. In order to move forward as a society, many believe scientific experimentation is necessary. Oftentimes, the research seeking a cure for a disease, or developing a prosthetic for a war veteran comes with risk, in the hopes of gaining a reward.

The experimental hero is the result of this risk and scientific advancement.

EXPERIMENTS TRAITS

Experimental heroes come in a plethora of forms, from a superhero serum to cybernetic enhancements.

Ability Score Increase. Your Constitution score increases by 1.

Choose one of the following further augmentations: Balanced, Physical, or Mental.

Balanced. Increase two different ability scores by 1.

Physical. Your Strength score increases by 2, or your Dexterity score increases by 2.

Mental. Your Intelligence score increases by 2, or your Wisdom score increases by 2.

Size. Medium.

Speed. 30 feet.

Languages. Common

Enhanced Perception. You gain proficiency in Wisdom (Perception). In addition, your proficiency bonus is doubled for any ability check you make that uses Perception.

FREAK ACCIDENT

FREAK ACCIDENT

In a world of science, natural events, cosmic energies, and chemicals, sometimes accidents just happen. Often the victim just happens to be in the wrong place at the wrong time. The character is then exposed to a random sequence of events such as being struck by lightning, splashed with chemicals or hit with cosmic radiation.

FREAK ACCIDENT TRAITS

The freak accident you were in manifests in strange and unpredictable ways. You have the following traits.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Size. Medium.

Speed. 30 feet.

Languages. Common

Innate Skills. You gain proficiency in one skill of your choice.

Innate Power. Choose one 1st-level superpower. You know that power and can activate it at its lowest level. Once you activate this power, you must finish a long rest before you can use it again. This power does not count against your number of powers known.

GENIUS

GENIUS

Humans are an amazingly versatile and progressive people. They strive to reach for the stars and create ever impressive technological marvels. Starting with the creation of the wheel, to aircraft, robotics and even artificial intelligence. While not gifted with powers of their own, their keen mind allows them to craft powerful tools that can help them in their fight for justice.

GENIUS TRAITS

The Genius come in all shapes and sizes, but they all have the keenest of minds.

Ability Score Increase. Your Intelligence score increases by 3

Size. Medium.

Speed. 30 feet.

Languages. Common and two others of your choice.

Skill Versatility. You gain proficiency in four skills or tools of your choice. Then, choose one of the skills or tools to become an expert in. Your proficiency bonus is doubled for any ability check you make that uses that skill.

INHERITED

INHERITED

There are many good people in the world. Full of honesty and integrity, even when it leaves them tossed in the mud, constantly being mocked and mistreated. In spite of it all, there are a few who never give in to despair, and always strive to do what is right. It is these who are eventually approached by those with power. So that it may be passed on from an ancient wizard, to a magical ring or a scientist looking for the one who deserves the gifts.

INHERITED TRAITS

The inherited power comes with a sense of duty to those who gave it to you.

Ability Score Increase. Your Charisma score increases by 2, and your Wisdom score increases by 1.

Size. Medium.

Speed. 30 feet.

Languages. Common

Will of Inheritance. You have advantage on Wisdom and Charisma saving throws against powers.

Never Give Up. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

INHUMAN

INHUMAN TRAITS

Not all heroes are humans born on earth. Some may be members of an alien race. The race possesses unusual gifts compared to humans on earth. Their power may come from a feature of their alien anatomy or their home world.

Additionally, they could be born on earth, but through some sort of strange circumstance they could be an animal or a race of humanoids that have been hidden for thousands of years.

INHUMAN

Alien, animal, or other. Inhumans come in almost any non-human form.

Ability Score Increase. Your Dexterity score increases by 2, and one other ability score of your choice increases by 1.

Size. Medium.

Speed. 30 feet.

Languages. Common and one other of your choice.

Darkvision. You perceive the world differently than humans. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Alien Mind. You have advantage on saving throws against being charmed and frightened. Additionally, you have advantage on Intelligence saving throws against powers.

MUTANT

MUTANT

Evolution is a natural aspect of the world. "The Rise" accelerated this evolution. Some humans have begun to take the next step in our evolution. Special gifts, or powers manifesting around puberty, moments of immense stress or out of nowhere. There is no wider variety of hero as the mutant. Their evolution can span both the realms of physical and mental manifestations of their powers. The mutation is perhaps the most common of the origins found caused by "The Rise".

MUTANT TRAITS

Much like Inhumans, the variety of traits that manifest in mutants is near limitless.

Ability Score Increase. Your Wisdom score increases by 2, and one other ability score of your choice increases by 1.

Size. Medium.

Speed. 30 feet.

Languages. Common

Innate Mutation. Choose one At-will power of your choice. This does not count against the total number of At-will powers known. Once you activate this power, you can't use it again until you finish a short or long rest.

TRAINING

TRAINING

Sometimes a superhero has no true powers at all. They are merely humans that have continued to push themselves beyond their limits. Their physical discipline is often mastering some form of martial arts, or their mental capacities to unlock hidden powers of the mind and body. While trained superheroes are strong and above that of normal humans, they still are just mortal. Because of this, they often rely on gadgets and gizmos to help them in their superhero endeavors.

TRAINING TRAITS

As a masterfully trained heroes, your attributes are well rounded. Your reliance on support items has made it second nature.

Ability Score Increase. Your ability scores each increase by 1

Size. Medium.

Speed. 30 feet.

Languages. Common

Trained Reflexes. You gain the Fast Hands enhancement. This does not count against the total number of enhancements you can have.

UNDEAD

UNDEAD

Death comes to us all. Fortunately, thanks to the events of ‘The Rise’, it is only the beginning for some. An undead is a person that had already passed away in this life. Whatever has caused the rise of deviants and the mutations in the world also effects a small portion of the population in a unique way, returning them as undead creatures. Their flesh cold and grey, they still walk among the living.

UNDEAD TRAITS

While undead aren’t the prettiest group to look at. Their tough bodies disconnected emotions makes them powerful and resilient deviants.

Ability Score Increase. Your Constitution score increase by 2, and one other ability score of your choice increases by 1.

Size. Medium.

Speed. 30 feet.

Languages. Common

Darkvision. You perceive the world differently than humans. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Undead Fortitude. Your body has returned to the living after death. This feature makes you extraordinarily resilient, represented by the following benefits:

- When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can’t use this feature again until you finish a long rest.
- You have advantage on saving throws against being poisoned and you are immune to disease.
- You don’t need to eat, drink, or breathe.
- While you don’t need sleep, you must spend at least six hours in an inactive state reliving your memories. In this state, you are unconscious.

HERO ADVANCEMENT

The Capes & Crooks game has several main roles suitable for player characters across many primary roles. At 1st level you choose a role that fits the theme and playstyle you want. Each role comes with a basic tool kit to fill that particular role: The role choice will help define the types of powers the character relies on. (Brute, Element Controller, Speedster, Exosuit, Mystic, Psychic, and Shifter).

As your deviant goes on missions and overcomes challenges, he or she gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called **gaining a level**.

When your character gains a level, his or her class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every deviant's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional Stamina Die. Stamina Die serve a few different primary roles. They fuel powers, healing and are used to calculate total hit points Roll that Stamina Die, add your Constitution modifier to the roll, and add the total (minimum of 1). to your hit point maximum. Alternatively, you can use the fixed value shown in your role entry, which is the average result of the die roll (rounded up).

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, if your 7th-level crime fighter has a Constitution score of 18, when he reaches 8th level, he increases his Constitution score from 17 to 18,

thus increasing his Constitution modifier from +3 to +4. His hit point maximum then increases by 8.

The Hero Advancement table summarizes the XP you need to advance in levels from level 1 through level 20, and the proficiency bonus for a deviant of that level. Consult the information in your role's description to see what other improvements you gain at each level.

MILESTONE ADVANCEMENT

Tracking XP can be a daunting task for some players without really adding to the game. You can alternatively choose to milestone advancement. With this advancement, the progression of characters is focused on narrative of the story. Instead of tracking XP earned from missions, monsters and similar achievements. The Overseer decides when the characters level up after a major point in the story. This can take the form of completing a mission, or taking down a villain, or just after a series of encounters. Whatever the case may be. The Overseer decides the pace of the leveling process and has complete control over the rate of this process. This means that the characters can quickly reach higher levels beyond what normal encounters would allow. Adversely, it means the Overseer could choose to keep the characters a specific level for an indefinite amount of time. Discuss as a group before starting your game about the best path of advancement that works for your team.

ROLE

There is a near infinite variety of deviants on Terra. Regardless of the nature of their core powers, they can all be broken down into a few categories known as Roles. A Role is a core set of features a player

HERO ADVANCEMENT TABLE

Level	Experience Points	Proficiency Bonus	Features	At-Will Powers	Powers Known	Power Slots	Power Level	Enhancements
1st	0	+2	Role Power	2	2	1	1	1
2nd	300	+2	Enhancement	2	2	2	1	2
3rd	900	+2	Role Power	2	3	2	2	2
4th	2,700	+2	Ability Score Improvement	3	3	2	2	2
5th	6,500	+3	—	3	4	2	3	3
6th	14,000	+3	Role Power	3	4	2	3	3
7th	23,000	+3	—	3	4	3	4	4
8th	34,000	+3	Ability Score Improvement	3	5	3	4	4
9th	48,000	+4	—	3	5	3	5	5
10th	64,000	+4	Role Power	4	6	3	5	5
11th	85,000	+4	Signature Power (6 th -level)	4	6	3	5	5
12th	100,000	+4	Ability Score Improvement	4	7	3	5	6
13th	140,000	+5	Signature Power (7 th -level)	4	7	3	5	6
14th	165,000	+5	Role Power	4	8	3	5	6
15th	195,000	+5	Signature Power (8 th -level)	4	8	3	5	7
16th	225,000	+5	Ability Score Improvement	4	9	4	5	7
17th	265,000	+6	Signature Power (9 th -level)	4	9	4	5	7
18th	305,000	+6	—	4	10	4	5	8
19th	305,000	+6	Ability Score Improvement	4	11	4	5	8
20th	355,000	+6	Heroic Moment!	5	12	5	5	8

character gains regardless of the powers or enhancements they choose. The role they choose to fill allows them to achieve a specific core area of focus, that is then expanded upon by their choices of powers and enhancements.

BRUTE

Brutes are powerful heroes. Their defense and ability to take a beating is unrivaled.

ROLE FEATURES

As a brute, you gain the following role features.

Hit Points

Stamina Dice: 1d12

Hit Points: at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per your brute level after 1st.

Power Ability Modifier: Constitution or Wisdom

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, Improvised weapons

Tools: None

Saving Throws: Constitution, Strength

Skills: Choose two skills from Athletics, Acrobatics, Sleight of Hand, Stealth, Arcana, Lore, Investigation, Nature, Animal Handling, Insight, Medicine, Perception, Survival, Deception, Intimidation, Performance, Persuasion, Technology

Equipment

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

- Two simple weapons
- Kevlar Threaded Clothes

INDOMITABLE DEFENSE

Starting at 1st level, your superhero origin powers take shape to grant you a mighty defense against enemy attacks. You can choose the form this defense takes based on your origin. A technical marvel may use a powerful shield generating belt, a mutant may have steel skin, or a telepath may have psionic barriers. On your turn, you can activate your indomitable defense as a bonus action.

While active, you gain the following benefits:

- You have advantage on Strength checks and Strength saving throws.
- When you make an attack, you gain a bonus to your damage roll equal to your proficiency modifier.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to use superpowers, you can't use them or concentrate on them while indomitable defense is active.

Your indomitable defense lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your indomitable rage on your turn as a bonus action.

Once you have used this feature a number of times equal to your proficiency bonus, you must finish a long rest before you can use it again.

BRUTE STRENGTH

When you engage in unarmed combat, you can roll a d12 + your Strength modifier in place of the normal damage of your unarmed strikes. Additionally, you are accustomed to using whatever object is nearby as a weapon and have proficiencies with improvised weapons.

UNARMORED DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

ULTIMATE DEFENSE

At 3rd level, while your indomitable defense is active, you have resistance to all damage except psychic damage.

DEADLY DEBRIS

Beginning at 3rd level, you can toss nearby debris of medium size or smaller at your enemies. When you throw an improvised weapon, its range becomes 60/90 feet. You may choose to throw a large object, but its range is reduced by half.

The range increases as you gain levels in this role. When you reach 9th level it increases to 90/120 feet, then increases again at 20th level to 120/150 feet.

UNSTOPPABLE JUGGERNAUT

Starting at 6th level, you can't be charmed or frightened while indomitable defense is active. If you are charmed or frightened when you activate indomitable defense, the effect is suspended for the duration of indomitable defense.

INDOMITABLE

Starting at 10th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests start at 13th level and three times between long rests starting at 17th level.

RETALIATION

Starting at 14th level, when you take damage from a creature that is within your reach, you can use your reaction to make a melee attack against that creature. If your attack misses you do not expend the use of your reaction.

LEVEL 20 POWERS

Beginning at 20th level you are a paragon of strength and resilience. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

CRIME FIGHTER

The crime fighter are heroic men and women who've spent years of their lives training their body and mind. They push beyond the limits of most normal people and achieve greatness. Due to their lack of traditional superpowers, they instead often rely on other means to defeat the enemy, such as through deception, psychologic warfare, strategy, gadgets and expertise.

ROLE FEATURES

As a crime fighter, you gain the following role features.

Hit Points

Stamina Dice: 1d10

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

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

Power Ability Modifier: Charisma, Intelligence or Wisdom

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: All weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two skills from Athletics, Acrobatics, Sleight of Hand, Stealth, Arcana, Lore, Investigation, Nature, Animal Handling, Insight, Medicine, Perception, Survival, Deception, Intimidation, Performance, Persuasion, Technology

Equipment

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

- Two simple weapons or one simple weapon and one martial weapon or a shield and any weapon without the two-handed property
- Kevlar Body Armor

EXPERTISE

At 1st level, you choose two of your skill proficiencies or one of your skill proficiencies and your proficiency with one of your tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with tools) to gain this benefit.

FIGHTING STYLE

Starting at 1st level, you have spent years mastering a martial combat, but you've adopted a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fight Style option more than once, even if you later get to choose again.

Defense

You gain a +2 bonus to AC.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The

weapon must have the two-handed or versatile property for you to gain this benefit.

Protection

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

Marksmen Fighting Style

You gain a +2 bonus to attack rolls you make with ranged weapons or a +1 bonus to your ranged weapon power save DC.

Two-Weapon Master

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

When you reach 11th level you can make two attacks as part of your bonus action when you take the Attack action instead of one when two-weapon fighting.

Unarmed Combat

When you engage in unarmed combat, you can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.

You can roll a d8 in place of the normal damage of your unarmed strikes. This die changes as you gain crime fighter levels. Starting at 5th level it increases to a d10, and at 17th level a d12.

REMARKABLE ATHLETE

Starting at 3rd level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

SUPERIOR CRITICAL

Beginning at 3rd level your attacks score a critical hit on a roll of 19 or 20.

When you reach 15th level in this role your weapon attacks score a critical hit on a roll of 18-20.

ACTION SURGE

At 6th level, you can push yourself beyond your normal limits for a brief moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

PSYCHOLOGICAL WARFARE

Starting at 10th level, you have mastered psychological manipulation of others. Your words and actions intimidate your enemies. You can use your action to frighten someone with your psychological warfare. When you do so, choose one creature within 60 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (9DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your bonus action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds its saving throw, it is immune to this feature for 24 hours.

SURVIVOR

Starting at 14th, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half your hit points left. You don't gain this benefit if you have 0 hit points.

SWIFT ASSAULT

When you reach 20th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. If you have the Extra Attack enhancement, the number of attacks increases to three.

ELEMENT CONTROLLER

Element Controllers are able to control a particular form of elemental energy such as fire, ice, lightning, or earth.

ROLE FEATURES

As an elemental manipulator, you gain the following role features.

Hit Points

Stamina Dice: 1d6

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

Hit Points at Higher Levels: 1d6 (or 3) + your Constitution modifier per your element controller level after 1st.

Power Ability Modifier: Charisma or Wisdom

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two skills from Athletics, Acrobatics, Sleight of Hand, Stealth, Arcana, Lore, Investigation, Nature, Animal Handling, Insight, Medicine, Perception, Survival, Deception, Intimidation, Performance, Persuasion, Technology

Equipment

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

- Any simple weapon
- Kevlar Threaded Clothes

ELEMENTAL ORIGIN

Starting at 1st level, your superhero origin powers take the shape of an element of your choosing. Fire, water, lightning, air and earth. Your choice grants you special features unique to your element. You gain the *Energy Sphere* power. This does not count against your total number of powers known. Additionally, you become immune to the chosen damage type from your own powers and resistance from external sources.

Energy Sphere

1st level

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: Instantaneous

You're able to launch a 6-inch diameter sphere of energy at a creature that you can see within range. The damage type is based on your elemental origin. Make a ranged power attack against the target. If the attack hits, the creature takes 3d8 damage of that type.

At higher levels. When you activate this power using a power slot of 2nd level or higher, the damage increases by 1d8 for each power slot level above 1st.

CONTROL POINTS

Starting at 3rd level, you have a number of control points equal to your level in this role. These increase as you grow in level and power. You can never have more control points than your level. You regain all spent control points when you finish a long rest.

ADAPTABLE POWER

You can sacrifice power slots to gain additional control points. You learn other ways to use your control points as you reach higher levels.

Converting Power Slots into Control Points. As a bonus action on your turn, you can expend one power slot and gain a number of sorcery points equal to the power slots level.

ELEMENTAL CONTROL

You gain the ability to twist your powers to suit your needs. You gain two of the following Elemental Control options of your choice. You gain another one at 10th and 17th level.

You can use only one Elemental Control option on a power when you use it, unless otherwise noted.

Careful Power

When you use a power that forces other creatures to make a saving throw, you can protect some of those creatures from the power's full force. To do so, you spend 1 control point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the power.

Distant Power

When you use a power that has a range of 5 feet or greater, you can spend 1 control point to double the range of the power.

When you use a power that has a range of touch, you can spend 1 control point to make the range of the power 30 feet.

Empowered Element

When you roll damage for a power, you can spend 1 control point to reroll a number of damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Element even if you have already used a different Elemental Control option during the use of the power.

Extended Power

When you use a power that has a duration of 1 minute or longer, you can spend 1 control point to double its duration, to a maximum duration of 24 hours.

Heightened Power

When you use a power that forces a creature to make a saving throw to resist its effects, you can spend 3 control points to give one target of the power disadvantage on its first saving throw made against the power.

Hastened Power

When you use a power that has an activation time of 1 action, you can spend 2 control points to change the activation time to 1 bonus action for this activation.

Twinned Power

When you activate a power that targets only one creature and doesn't have a range of self, you can spend a number of control points equal to the power's level to target a second creature in range with the same power (1 control points if the power is at-will).

ELEMENTAL AFFINITY

Starting at 6th level, when you use a power that deals damage of the type associated with your elemental origin, you can add your Charisma modifier to one damage roll of that power. At the same time, you can spend 1 control point to gain immunity to that damage type for 1 hour.

ELEMENTAL ADEPT

Starting at 10th level, you gain a special power unique to the origin you chose. This does not count against the total number of powers you know. You can activate that power once a day without expending a power slot.

Fire. You learn the *wall of fire* power if you don't already know it. When you activate this power using your elemental adept, you can choose up to three creatures to be protected from the flames. If they succeed the saving throws, they take no damage from the wall of fire.

Cold. You learn the *control water* power if you don't already know it. When you activate this power using your elemental adept, if there is no freestanding water, you can pull it from the air to create up to one thousand gallons of it.

Lightning. You learn the *call lightning* power if you don't already know it. When you activate this power using your elemental adept, the power's duration increases to 1 hour.

Air. You learn the *fly* power if you don't already know it. When you activate this power using your elemental adept, you can target up to 5 creatures within 20 feet of you to be affected by the power. In addition, the duration lasts for 8 hours. This effect ends on all creatures if you lose concentration.

Earth. You learn the *stoneskin* power if you don't know it already. When you activate this power using your elemental adept, you gain a burrow speed equal to your walking speed. You can burrow through nonmagical, unworked earth and stone. While doing so, you don't disturb the material you move through. In addition, you become immune to slashing and piercing damage, but gain vulnerability to thunder damage.

ELEMENTAL MASTERY

Starting at 14th level, you gain a special power unique to the origin you chose. You can activate that power once a day without expending a power slot.

Fire. When you use a power that deals fire damage to a creature, it becomes burning.

Water. When you use a power that deals cold damage to a creature, it becomes frigid.

Lightning. When you use a power that deals lightning damage to a creature, it becomes shocked.

Air. When you use a power that creates strong winds such as *gust of wind*, until the start of your next turn, you can use a reaction at any point to gain a fly speed equal to your movement speed. You can immediately move up to half your movement. This movement does not provoke opportunity attacks.

Earth. You can manipulate with your *stoneskin* power with ease. You can now apply it to allies within 60 feet of you. Protecting them in a thin layer of earth armor.

ELEMENTAL RECUPERATION

At 20th level, you regain 4 expended control points whenever you finish a short rest.

EXOSUIT

Exosuits are technological marvels. Suits of battle armor designed to enhance its pilots combat prowess. The exosuit can enhance strength, grant flight, carry a vast array of weapons and even allow the user to survive in wondrous environments such as underwater, or deep space. The only real weakness of these powerful machines is the often-normal human pilot at its core.

ROLE FEATURES

As an exosuit, you gain the following role features.

Hit Points

Stamina Dice: 1d10

Hit Points: at 1st Level: 1d10 + your Constitution modifier

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

Power Ability Modifier: Intelligence or Wisdom

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Athletics, Acrobatics, Sleight of Hand, Stealth, Arcana, Lore, Investigation, Nature, Animal Handling, Insight, Medicine, Perception, Survival, Deception, Intimidation, Performance, Persuasion, Technology

Equipment

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

- Two simple weapons or one martial weapon
- Tanta Battlesuit

EXOSUIT

Starting at 1st level, you have access to a powerful nano exosuit at your disposal. You don't need to meet the strength requirements to use battlesuits. As an action you can don your exosuit. While within your exosuit you gain access to the following features and the powers.

ENHANCED STRENGTH

When you engage in unarmed combat, you can roll a 2d6 + your Strength modifier in place of the normal damage of your unarmed strikes.

AMBRO MED SHOT

Your suit releases a healing agent through a syringe hidden within the suit. You have a limited supply that you can replenish during a long rest. With that supply, you can restore a total number of hit points equal to your exosuit level x 5.

As an action, you can touch a creature and inject the healing agent drawing from the supply to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your supply of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of your Med Shot, expending hit points separately for each one.

This feature has no effect on undead and constructs.

OVERCHARGE

When you hit a creature with a melee or ranged attack, you can expend a power slot to overcharge it to deal radiant damage to the target, in addition to the attack's damage. The extra damage is 2d8 for a 1st-level power slot, plus 1d8 for each power level higher than 1st. The damage increases by 1d8 if the target is an undead or fiend.

At 11th level an upgrade to your energy generator increases the damage of all melee and ranged attacks by an extra 1d8 radiant damage.

EQUIPMENT AUGMENTATIONS

At 3rd level, you're able to divert some of your suit's power to its combat weapons or non-lethal sonic blaster. When you use this feature, you cannot use it again until you finish a short or long rest.

Augmentation. As action, you redirect your suit's power with energy, for 1 minute, you add your Intelligence modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Sonic Blaster. As an action, your exosuit releases a vicious sonic assault. Each humanoid that can hear you within 30 feet of you must make a Constitution saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

MENTAL DISRUPTION INHIBITOR

Starting at 6th level, your suit has a beacon within your exosuit that releases regular short invisible bursts that inhibit powers that affect the mind. You and friendly creatures within 10 feet of you can't be charmed while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

AUTOMATED DEFENSES

Starting at 10th level, your exosuit has been integrated with a complex automated defense system designed to fend off a myriad of threats. When you become the target of an attack or saving throw, you may use your reaction to roll a d4 and subtract the number rolled from the creature's attack roll or add the number to your saving throw.

MEDICAL PROBE

Beginning at 14th level, your exosuit has integrated healing nanobots delivered via a drone designed to attack foreign powers affecting a creature. As an action you can end one power on yourself or one willing creature within 30 feet of you.

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain expended uses when you finish a long rest.

ARMORED TITAN

At 20th level, you push your nanites into an overlocked state, allowing them to maximize your suite for combat. Using your action, your nanites rearrange and transform your exosuit into an armored titan. For 1 minute, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- When you take the Attack action on your turn, you can make one additional attack as part of that action.
- When you roll to make an attack roll a d6 and add that roll to the attack and damage rolls.

GADGETEER

Gadgeteer utilizes a variety of technological gadgets to accomplish great feats of strength or aid their allies in battle. While these can take on a plethora of different forms. Most common are drones, blasters and antigravity belts. The gadgeteer's variety makes them an extremely versatile character.

ROLE FEATURES

As a gadgeteer, you gain the following role features.

Hit Points

Stamina Dice: 1d8

Hit Points: at 1st Level: 1d8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 4) + your Constitution modifier per your gadgeteer level after 1st.

Power Ability Modifier: Intelligence or Wisdom

Proficiencies

Armor: All armor, shields

Weapons: All weapons

Tools: None

Saving Throws: Dexterity, Wisdom

Skills: Choose two skills from Athletics, Acrobatics, Sleight of Hand, Stealth, Arcana, Lore, Investigation, Nature, Animal Handling, Insight, Medicine, Perception, Survival, Deception, Intimidation, Performance, Persuasion, Technology

Equipment

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

- A simple melee weapon and one ranged martial weapon
- Reinforced Kevlar Jacket

GADGETEER

Starting at 1st level, you're able to release small robotic drones as a bonus action to an unoccupied space within 30 feet of you that you can see. The form the drones take is up to you. When you gain this feature, you have access to two types of drone systems. The drones available to you are detailed at the end of this role description. The drone lasts for 1 minute, until it is destroyed, or until you use your bonus action to release another one of the same type. You can dismiss the drone as a bonus action. Your drones have an AC of 10 + your proficiency bonus. They have 1 hit point. They have integrated shields that protect them against area of effects. They are immune to area of effect powers and weapons.

You can use this feature a number of times equal to your proficiency bonus. You regain expended uses of this feature when you finish a short or long rest.

You can learn additional drone system at 3rd level, another at 6th level and another two drone systems at 12th level.

Additionally, when you gain a level in this role, you can replace existing drone systems you know with another drone system that you could learn at that level.

DRONE SYSTEMS

Each drone has a unique set of actions available to them. Each drone's actions are detailed in the Drone's description choose an unoccupied space within 10 feet of you, the drone is deployed and hovers 5 feet off the ground. If a drone requires a bonus action to activate, you may activate it the first time the power is activated as part of the activation. Any additional activation requires the use of the bonus action.

Additionally, the drones can be commanded to move up to 20 feet as a bonus action.

The drone's use your power ability to determine its power save DC and power attack modifiers.

AMBRO SURGE

At 3rd level, using small gauntlet device stored with ambronanites.

You're able to deliver healing to a creature of your choice within range via sonic surge of nanites. You have a pool of ambro healing surges in the form of small canister like vials. This is represented by a number of d4s equal to your proficiency bonus, known as ambro surge dice.

As an action, you can choose a creature within 60 feet of you that you can see. You can expend a number of ambro surge dice up. The target regains a number of hit points equal to the total number rolled plus your power ability modifier.

You regain all expended ambro surge dice when you finish a short or long rest.

TARGET ASSIST

You have a complex targeting system to aide you in offensive ranged combat. When you take the Attack action with a ranged weapon roll a d4. When you make a ranged attack roll, add the value to your attack roll. If your attack forces a target to make a saving throw, subtract the number rolled from the target's saving throw.

INTEGRATED ANTI-GRAVITY BOOTS

Starting at 6th level, you integrate antigravity technology into your boots. While wearing your boots, you gain a fly speed of 60 feet.

AUTOMATED DEFENSES

Starting at 10th level, when a creature you can see attacks you or an ally that is within 20 feet of one of your drone systems, you can use your reaction to have the drone move to intercept blow imposing disadvantage on the attack roll. You must have a drone system active to use this feature.

BATTLE DROID

Beginning at 14th level, you can transport a battle droid of your creation and design. As an action, you can have it transported to an unoccupied space that you can see within 60 feet of you. Overseer has the statistics.

The battle droid requires concentration, and it instantly transports to its storage dock when it drops to 0 hit points or you lose concentration. The battle droid is friendly to you and your companions.

Roll initiative for the battle droid and it acts on its own turn. The droid obeys any verbal commands that you issue to it (no action required by you). If you don't issue any command, it defends itself from hostile creatures.

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

NANITE INFUSION

You send a rush of shield projecting nanites to the aid of creature that you can see within 60 feet of you (which can include yourself). This effect lasts for up to 10 minutes (as if concentrating on a power). The creature gains the following benefits.

- The target gains 50 temporary hit points. If any of these remain when the power ends, they are lost.
- The target has advantage on all saving throws against powers.
- The target gains a +2 bonus to AC

DRONES

If a drone has prerequisites, you must meet them to learn it. You can learn a drone at the same time you meet its prerequisites. A level prerequisites for a drone refers to your gadgeteer level.

Gravity Drone

The drone hinders movement of creatures around where it is deployed. As a bonus action you can cause the drone to warp gravity in a 15-foot radius around it. The area is considered difficult terrain until the start of your next turn.

Warning Drone

Prerequisite: 8th level

The drone releases holographic telegraphs of incoming enemy attacks. Creatures of your choice within 15-foot radius of the drone have advantage on Dexterity saving throws.

Lure Drone

The drone redirects powers that pass within range of its scanners. You can use your reaction when a creature within a 15-foot radius of the drone is the target of a power, forcing the user to succeed a Wisdom saving throw. On a failed save the drone becomes the target of the power.

Ambronanite Drone

Prerequisite: 4th level

The drone wards creatures within range of its ambronanite sphere. Using your bonus action, choose a number of creatures up to your proficiency bonus within a 15-foot radius of the drone. The creatures gain a number of temporary hit points equal to half your gadgeteer level rounded down (minimum of one), that lasts until the start of your next turn.

Overheat Drone

Prerequisite: 6th level

The drone carries a fusion core that releases bursts of intense heat. As a bonus action, you can cause the drone to flare heat. Each creature within a 10-foot radius of the drone must make a Constitution saving throw. A creature takes 3d6 fire damage on a failed save, or half as much on a successful one.

Resistance Drone

The drone shields nearby creatures from elemental powers. When a creature within a 15-foot radius of the drone is hit by an attack that deals cold, fire, lightning, poison, or thunder damage, you can use your reaction to give the creature resistance against one of these damage types. This effect lasts until the start of your next turn.

Blaster Drone

The drone is equipped with laser destructors. Using your bonus action, you command the drone fire its destructors at a target within 60 feet of it. Make a ranged power attack. On a hit, the target takes 1d6 radiant damage.

This drone's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Adrenaline Drone

Prerequisite: 12th level

The drone bolsters creatures around it. When a creature is within a 15-foot radius of the totem, you can use your reaction to grant it advantage on all Strength checks or saving throws until the start of your next turn.

JUMPER

A jumper uses their powers to allow themselves to instantly transport themselves from one location to another. This mobility allows them to be masters of escape and surprise, allowing them to easily get the upper hand on their enemies.

ROLE FEATURES

As a Jumper, you gain the following role features.

Hit Points

Stamina Dice: 1d8

Hit Points: at 1st Level: 1d6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 3) + your Constitution modifier per your jumper level after 1st.

Power Ability Modifier: Constitution or Charisma

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Dexterity

Skills: Choose two skills from Athletics, Acrobatics, Sleight of Hand, Stealth, Arcana, Lore, Investigation, Nature, Animal Handling, Insight, Medicine, Perception, Survival, Deception, Intimidation, Performance, Persuasion, Technology

Equipment

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

- A martial melee weapon or one ranged martial weapon
- Reinforced Kevlar Jacket

JUMPER

Starting at 1st level, you have the power to teleport, or jump from on location to another in an instant. You know the *flicker* power. This does not count against your total number of powers known. You can use this feature a number of times equal to your proficiency bonus without expending a power slot. You regain expended uses when you finish a short or long rest.

Flicker

1st level

Activation Time: 1 bonus action

Range: Self

Roles: Mystic

Duration: Instant

You step through a rift in reality or are surrounded in a mist or puff of smoke for an instant, you teleport up to 30 feet to an unoccupied space that you can see.

At higher levels. When you activate this power with a power slot of 2nd level or higher, you increase the range by 10 feet for each power slot beyond 1st.

NATURAL JUMPER

When you activate a power that allows you to teleport, the distance you can teleport is doubled.

SURPRISE

At 3rd level, your mobility makes you unpredictable. This allows you to catch your enemies by surprise. When you teleport before attacking an enemy, you have advantage on attack rolls against any creature that hasn't taken a turn in combat yet and they have disadvantage on any saving throws. In addition if both rolls hit the targets AC the attack is a critical hit.

TRANSPPOSITION

Starting at 6th level, you can use your action to teleport up to 90 feet to an unoccupied space that you can see. Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses at the end of a long rest.

PROJECTILE TRANSFERAL

Starting at 10th, you can open two small portals, one portal absorbs an incoming attack. The attack is redirected and released out of the other portal at another creature. When you are targeted by a ranged attack, you can use your reaction to have the attack target a different creature within 60 feet of you that you can see.

You can use this feature a number of times equal to your proficiency bonus, regaining uses after a short or long rest.

MASS TELEPORTATION

Beginning at 14th level you are able to instantly transport yourself and up to eight willing creatures of your choice that you can see within 10 feet of, or a single object you can see within 10 feet, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature. The destination you choose must be known to you, and it must be in the same realm of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The Overseer rolls a d100 and consults the table.

TELEPORT (FAMILIARITY)

Familiarity	Mishap	Similar Area	Off Target	On Target
Associated object	-	-	-	01-100
Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100
Viewed once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False destination	01-50	51-100	-	-

Familiarity. "Associated object" means that you possess an object taken from the desired destination within the last six months, such as a key to an apartment, bed linen from a room, or a beaker from a science laboratory.

"Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you activate the power. "Seen casually" is someplace you have seen more than once but with which you aren't very familiar. "Viewed once" is a place you have seen once, in person or even through a holoivid. "Description" is a place

whose location and appearance you know through someone else's description, perhaps from a map.

"False destination" is a place that doesn't exist. Perhaps you tried to use satellite data to an enemy's hideout, but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

On Target. You and your group (or the target object) appear where you want to.

Off Target. You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is $1d10 \times 1d10$ percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The Overseer determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area. You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home base, for example, you might wind up in another hero's home base or in superhero super suit shop that has many of the same tools and implements as your home base. Generally, you appear in the closest similar place, but since the power has no range limit, you could conceivably wind up anywhere in the same realm.

Mishap. The powers' unpredictability results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the Overseer rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

You cannot use this feature again until you finish a long rest.

VOID SLIP

At 20th level, you can now use your Transposition feature on unwilling targets and can affect creatures and objects up to Large size. When targeting an unwilling creature with your transposition feature, the creature must succeed a charisma saving throw or swap places with you. If the target succeeds on the save, they become immune to this feature for 1 hour.

MYSTIC

The mystic is a master of the mystical arcane and dark arts. Their powers take the form of complex incantations known as powers. While their power requires study and memorization to master, they're extremely versatile.

ROLE FEATURES

As a mystic, you gain the following role features.

Hit Points

Stamina Dice: 1d6

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

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

Power Ability Modifier: Intelligence or Wisdom

Proficiencies

Armor: None

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Athletics, Acrobatics, Sleight of Hand, Stealth, Arcana, Lore, Investigation, Nature, Animal Handling, Insight, Medicine, Perception, Survival, Deception, Intimidation, Performance, Persuasion, Technology

Equipment

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

- One simple weapon.

ARCANE STUDIES

Starting at 1st level, you have studied the mystic arts through an ancient magical tome. Choose either *prestidigitation* or *minor illusion*. You know the *cure wounds* and *shield* powers. These powers do not count against your number of powers known.

You can activate either of these powers a total number of times equal to your proficiency bonus without spending a power slot. You can't use this feature again until you finish a long rest.

Force Armor

1st level

Activation Time: 1 action

Range: Touch

Roles: Mystic

Duration: 8 hours

You are able to create a magical ward around a creature who isn't wearing armor, a protective magical force of energy surrounds it until the power ends. The target's base AC becomes 13 + its Dexterity modifier. The power ends if the target dons armor or if you dismiss the power as an action.

At higher levels. When you activate this power using a power slot of 4th level the range becomes 60 feet.

SUMMONED FAMILIAR

At 3rd level, as an action you can conjure a spirit bound familiar that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, rat, raven, sea horse, spider, or weasel. A portal opens in an unoccupied space within 10 feet of you. The familiar has the statistics of the chosen form.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, the portal opens drawing it in and it disappears. It reappears after you activate this power again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears and awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you activate this power while you already have a familiar, a new portal opens and replaces it instantly. Choose one of the forms from the above list

Finally, when you activate this power, you activate powers with a range of touch, your familiar can deliver the power as if it had used the power. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the power when you activate it. If the power requires an attack roll, you use your attack modifier for the roll.

POTENT AT-WILL POWERS

Starting at 6th level, you gain the ability to imbue your powers with additional arcane energies. Your damaging powers affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your At-will powers, the creature takes half the At-will's damage (if any) but suffers no additional effect from the power.

EMPOWERED INCANTATIONS

Starting at 10th level, you can add your power ability modifier to one damage roll of any of your powers when you activate it.

OVERCHANNEL

Starting at 14th level, you can increase the power of your simpler powers. When you activate a power of 1st through 5th level that deals damage, you can deal maximum damage with that power.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you must succeed a DC 10 Constitution saving throw or gain a level of exhaustion. Each time you use this feature after the first save, the DC increases by 5. When you finish a long rest the DC resets to 10.

COUNTERSPELL

At 20th level, your study of powers and multiverse allows you to predict and react to the actions of those who bend the laws of physics to their will. When you see a creature within 60 feet of you activating a power, you can spend a power slot and use your reaction to attempt to interrupt the process of the power's activation. If the creature is activating a power of 3rd level or lower, its power fails and has no effect. If it is activating a power of 4th level or higher, make an ability check using your power ability. The DC equals 10 + the power's level. On a success, the creature's power fails and has no effect.

PSYCHIC

The psychic is a master of mental manipulation. Manifesting their power through mental prowess.

ROLE FEATURES

As a psychic, you gain the following role features.

Hit Points

Stamina Dice: 1d8

Hit Points: at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per your psychic level after 1st.

Power Ability Modifier: Charisma or Wisdom

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Dexterity, Charisma

Skills: Choose two skills from Athletics, Acrobatics, Sleight of Hand, Stealth, Arcana, Lore, Investigation, Nature, Animal Handling, Insight, Medicine, Perception, Survival, Deception, Intimidation, Performance, Persuasion, Technology

Equipment

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

- Two simple weapons or one ranged martial weapon
- Kevlar Threaded Clothes

TELEPATHIC PUSH

Starting at 1st level, you can push the emotions others through your mental prowess, enhancing their physical and mental attributes for a short time. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can see you. That creature gains one Telepathic Push die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number roll to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls a d20 before deciding to use the Telepathic Push die but must decide before the Overseer says whether the roll succeeds or fails. Once the Telepathic Push die is rolled, it is lost. A creature can have only one Telepathic Push die at a time.

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain any expended uses when you finish a short or long rest.

Your Telepathic Push die changes when you reach certain levels in this role. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

CEREBRAL CONTACT

Your ability to mentally project your psyche allows you to touch the mind of other creatures. You can communicate telepathically with any living creature you can see within 20 feet of you. You don't need to speak the same language for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

PSIONIC ASSAULT

At 3rd level, your mental push expands to an assault directly on an enemy's mind. Distracting and confusing them. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a

damage roll, you can use your reaction to expend one of your uses of Telepathic Push, rolling a Telepathic Push die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the Overseer determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it's immune to being charmed.

MENTAL BARRIER

Starting at 6th level, you gain the ability to put up powerful mental wards around the minds of your allies and yourself. This disrupts and shields against mind-influencing effects. As an action, you can build a powerful mental barrier that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to see you to gain this benefit. The barrier ends early if you are incapacitated or if you voluntarily end it (no action required).

UNDERSTANDING OF MINDS

Starting at 10th level, you have plundered secret knowledge, techniques and skills from a wide group of people while digging within their minds. Choose two powers from any role, including this one. A power you choose must be of a level you can activate, as shown on the advancement table, or an At-will.

The chosen powers count as psychic powers for you and are included in the number of Powers Known column of the advancement table.

TELEKINETIC BARRIER

Starting at 14th, when a creature hits you with a melee or ranged attack and you use your Psionic Assault option, you can roll a d6 and use it instead of expending a Mental Push die.

MIND AND BODY PURIFICATION

At 20th level, as an action you can expend one use of your Mental Push to remove one disease, or detrimental condition affecting a creature you can see within 60 feet. The condition can be blinded, charmed, deafened, frightened, paralyzed, or poison.

SHAPESHIFTER

Shapeshifters include a variety of strange morphing powers. Ranging from becoming animals, creatures of myth and even other humans.

ROLE FEATURES

As a shapeshifter, you gain the following role features.

Hit Points

Stamina Dice: 1d8

Hit Points: at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per your shapeshifter level after 1st.

Power Ability Modifier: Constitution or Wisdom

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Athletics, Acrobatics, Sleight of Hand, Stealth, Arcana, Lore, Investigation, Nature, Animal Handling, Insight, Medicine, Perception, Survival, Deception, Intimidation, Performance, Persuasion, Technology

Equipment

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

- One simple weapon
- Kevlar Threaded Clothes

SHIFTING

Starting at 1st level, when you concentrate, you're able to bend, shape, mold and alter your shape in subtle ways at will. You assume a different form. When you use this power, choose one of the following options, the effects of which last for up to 1 hour. While the power lasts, you can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills, and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, colorations, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this power to become quadrupedal, for instance. At any time for the power's duration, you can use your action to change your appearance in this way again.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you're proficient with your unarmed strikes. You can attack as though your natural weapons have the light and finesse property. Finally, the natural weapons have a +1 bonus to attack and damage rolls you make using it.

WILD SHAPE

At 3rd level, you can use your bonus action to assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your shapeshifter level determines the beasts you can transform. Starting at 3rd level, for example, you can transform into any beast that has a challenge rating of 1 or lower that doesn't have a flying speed. At 5th level you can choose flying creatures as well.

Starting at 6th level, you can transform into a beast with a challenge rating as high as your shapeshifter level divided by 3, rounded down. You can stay in a beast shape for a number of hours equal to half your shapeshifter level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

When you are transformed, the following rules apply:

Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

When you transform, you assume the beast's hit points and Stamina Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

You can't use powers, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form.

Transforming doesn't break your concentration on a power you've already activated, however, or prevent you from taking actions that are part of the power, such as *call lightning*, that you've already used.

You retain the benefit of any features from your role, origin, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the Overseer decides whether it is practical for the new form to wear a piece of equipment and based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

VICIOUS STRIKE

Starting at 6th level, your attacks in beast form and natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ADAPTIVE WARD

When you reach 10th level, you can't be charmed or frightened by beasts, and you are immune to poison and disease.

MYTHICAL FORMS

By 14th level, you have learned to alter your form in more unique ways. Taking on the forms of creatures of ancient mythos and lore that you've read about or scene pictures of. You can expend two uses of Wild Shape at the same time to transform into a chimera, gorgon, harpy and minotaur.

MASTER OF DISGUISE

At 20th level, you have completely mastered the ability to shift your body. You can use your Wild Shape an unlimited number of time.

SPEEDSTER

Speedsters can move at phenomenal speeds, covering great distances in little or no time. This is often achieved by running at superhuman speeds. Their natural speed makes them incredibly difficult to hit and allows them to hit an enemy many times before they realize what has happened. The utilization of their speed allows them to create unique law of physics breaking effects.

ROLE FEATURES

As a speedster, you gain the following role features.

Hit Points

Stamina Dice: 1d8

Hit Points: at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per your shapeshifter level after 1st.

Power Ability Modifier: Charisma or Wisdom

Proficiencies

Armor: Light Armor

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Athletics, Acrobatics, Sleight of Hand, Stealth, Arcana, Lore, Investigation, Nature, Animal Handling, Insight, Medicine, Perception, Survival, Deception, Intimidation, Performance, Persuasion, Technology

Equipment

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

- One simple melee weapon
- Kevlar Threaded Clothes

SUPERSPEED

Starting at 1st level, your speed increases by 30 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain speedster levels, at 9th level your speed increases again by 30 feet and again at 18th level.

At 5th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Additionally, you have advantage on all Initiative rolls.

SONIC ASSAULT

Your superspeed gives you mastery over unarmed strikes, as you can deliver a rapid barrage before the enemy is even aware of your attacks.

You gain the following benefits while you are unarmed and aren't wearing armor or wielding a shield:

You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.

You can roll a d4 in place of the normal damage of your unarmed strikes. This die changes as you gain speedster levels. Starting at 5th level it increases to a d6, at 11th level it increases to a d8 and at 17th level a d10.

When you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

SPEED POWER

You're able to tap into the source of your speed to give you temporary boosts to your power. This well of speed power is limited and is represented by speed points. You have a number of points equal to your speedster level.

You can spend these points to fuel various speedster features. You start with three such features: Flurry of Blows, Speedsters Defense, and Flash Step. You learn more as you gain levels in speedster.

When you spend a speed point, it is unavailable until you finish a short or long rest, at the end of which you draw speed force back into yourself.

Some of your speed force features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Speed Force Save DC = your proficiency bonus + your Wisdom modifier

Can't Touch This. You can spend 1 speed point to move up to half your speed as a reaction. This movement doesn't provoke an opportunity attack. If this movement is the result of being attacked or forced to make a saving throw, you must use it before you know the result.

Speedy Blows. You can spend 1 speed point to make two unarmed strikes as a bonus action.

Speedsters Defense. You can spend 1 speed point to take the Dodge action as a bonus action on your turn. If an enemy misses you with an attack, you can make an use your reaction to make an unarmed attack against the attacker.

Flash Step. You can spend 1 speed point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

SPEEDSTER REFLEXES

Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack that deals piercing, bludgeoning or slashing damage. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your speedster level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 speed point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as an unarmed strike for the attack, which has a normal range of 20 ft and a long range of 60 feet.

Additionally, when you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

SONIC BOOM

Starting at 6th level, your unarmed strikes can break the sound barrier sending a thundering shock into your opponent's body. When you hit another creature with an unarmed strike, you can spend 1 speed point to attempt a sonic boom. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn. If you move at least 100 feet straight toward the creature it has disadvantage on the saving throw.

Additionally, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

AFTER IMAGE

Starting at 10th level, your movements are so fast it leaves a near identical after image standing near your actual location, causing attack rolls against you to have disadvantage. If you're hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while you're in incapacitated or have a speed of 0.

THERE IN A FLASH

Starting at 14th, using your speed, you can run to the aid of your allies in a flash. When a creature you can see attacks a target other than you, you can use your reaction to move up to half your speed to protect them, imposing disadvantage on the attack. If the attack misses, you can drag the willing creature up to half your movement to another location. This movement doesn't provoke opportunity attacks.

WHIRLWIND

You utilize your speed to run in a circle so fast, the wind spins and creates a massive vortex. As an action you can create a 5-foot-radius, 50-foot-tall cylinder of swirling air centered on you. You can use your action on subsequent turns to maintain the whirlwind's effects. Any creature other than you that enters the whirlwind must succeed on a Strength saving throw or be restrained by it. You can move the whirlwind up to 30 feet as a bonus action, and creatures restrained by the whirlwind move with it. The whirlwind ends at the end of your next turn if you have not used an action to maintain it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

ALTER EGO

Every hero has a life away from being a superhero. Let's be honest, being a superhero doesn't generally pay the bills. What's worse, is it's often just as much of an inconvenience, as it is a blessing. But before every hero gains their powers, they live a normal life. This takes on the form of an alter ego or a secret identity. Aside from just allowing heroes time away from the celebrity status of being a hero, it also allows them to protect their friends and family.

Following are samples of alter egos that your superhero spends their downtime in. Not only does this help provide for your way of life, but each alter ego comes with a set of skills unique to your alter ego, some of which may help you on your superhero adventures.

AVERAGE JOE

You're just an average person. You work a boring 9-5 job; you've got no particular skill set derived from your work. Nothing really makes you special, at least, it didn't until you gained your gifts.

Skill Proficiencies: Choose any one

Tool Proficiencies: Choose one

Languages: Common

Equipment: What were you carrying on you when you gained your gifts?

FEATURE: COMMON CITIZEN

Since you're average, and you fit in perfectly with every other non-gifted person, you're easily trusted. You can easily find a place to rest and recuperate among citizens, unless you've shown yourself to be a threat to them. They will help hide and protect you from enemies or even the law enforcement, though they will not risk their lives for you.

BUSINESSMAN

Ever since you were young, you've always had an entrepreneurial spirit. Always trying to find interesting trades and deals to make. It was only a matter of time before you joined the upper echelon of your particular calling. Making deals helps pay for your wheels. You learned the best way you knew how, practice and determination.

Skill Proficiencies: Deception, Persuasion

Tool Proficiencies: Choose one gaming set

Languages: Two of your choice

Equipment: Business card, business suit

FEATURE: LET'S MAKE A DEAL

One of the largest benefits of being a businessman is understanding the process of businesses and how to work it in a subtle way to get what you need. Whenever you're in a place of business, such as a store, manufacturing plant, offices or similar. You can easily convince any lower level workers to allow you to set up a meeting with someone in charge of running the business.

CRIMINAL

You've never been one to pass up a good opportunity to help yourself. Whether you steal food, vehicles or even candy from a child. You have continued to push your luck. You've been caught a myriad of times by the CCPD and similar police forces, but you always seem to slip away with a stolen key card or simple distraction.

Skill Proficiencies: Sleight of Hand, Stealth

Tool Proficiencies: Thieves' Tools

Languages: Two of your choice

Equipment: IOU from another criminal accomplice. A bracelet that clearly identifies you as a member of the criminal underground.

FEATURE: CATCH ME IF YOU CAN

You're becoming a master of escape when it comes the police. You've been caught enough you understand their strengths and weaknesses even better than they do. Whenever you're in a situation where you're captured by the police, you can always escape from them so long as you're not unconscious.

DOOMSDAY PREPPER

You've spent your life actively preparing for emergencies, including natural disasters, as well as disruptions to social, political and economic order. You've developed core skills that will allow you to easily survive without the need of technology and even common tools. Your focus on self-reliance, stockpiling supplies and gaining survival skills ensures that you will be able to make it through any situation.

Skill Proficiencies: Medicine, Survival

Tool Proficiencies: Herbalism Kit

Languages: One of your choice

Equipment: Multitool Knife, lighter, 5 foot, of thin high tensile fishing line.

FEATURE: JERRY RIG

As a prepper you've spent a great deal of time learning what tools are best for what jobs. This has led you to be being very resourceful and making improvisational tools that will get the job done. When you need a tool to achieve a particular job, you know where you can find the necessary components to jerry rig a temporary tool to help get the job done.

LAWYER

As a Lawyer, you've spent a significant amount of your time learning the complex rules and regulations that govern the world. You're a licensed professional who advise and represents others in legal matters.

Skill Proficiencies: Insight and Deception or Persuasion

Tool Proficiencies: None

Languages: Two of your choice

Equipment: Digital Data pad containing your previous cases. A premium pin that identifies you as a graduate of law school.

FEATURE: LEGAL FILES

Your status as a legal consultant grants you the authority to access files and documents that would be off limits to most. Whenever there is a document to be obtained or a license to be bought, you can circumvent the normal process, fines and other mundane complexities involved. Additionally, you're able to use these documents and files to learn who the parties are that are involved, how to contact them and general information about them.

REPORTER

You have spent your life in the service of others. You do this by spending time digging up stories for the local news station. Your day-to-day actions come in the form of interviews with eyewitnesses, thugs, wealthy and everyone in between. Your investigative journalism gets you leads to helping break some of the best news stories.

Skill Proficiencies: Investigation, Perception

Tool Proficiencies: None

Languages: Three of your choice

Equipment: Trench coat, video recorder, a book of contacts, and a letter from a contact whom you owe a favor.

FEATURE: NOTABLE CONTACT

You have a short list of reliable and trustworthy contacts who act as your network liaison. You know how to get messages to and from your contact. For a small price they are always willing to share knowledge of rumors that have hit their ears or send messages on your behalf.

DOCTOR

As a Doctor, you've spent much of your life studying and understanding illness, disease and the human body. Through your hard work, time, and education, you've learned to treat wounds of all varieties. Your status grants you priority access to hospital rooms and services.

Skill Proficiencies: Medicine, Nature

Tool Proficiencies: None

Languages: Two of your choice.

Equipment: Healer's Kit, hospital badge, a magnifying glass, and a picture of a patient whose life was taken due to a mistake you made.

FEATURE: EMERGENCY ROOM

Being an expert in the medical field, your credentials grant you easy access to hospital rooms, equipment resources and medicines. So long as your visit doesn't endanger the lives of those around you.

MECHANIC

As a Mechanic, there is nothing better than a wrench in your hand, and grease on your face. Your entire life and urge to understand how an object functions pulls at your mind until you pull it apart and can put it back together. Sometimes it's a car, a lawnmower, pretty much anything that moves. You have developed a knack for figuring out how machinery functions. While you're perfectly able to work with others, you find they only slow you down.

Skill Proficiencies: Investigation, Intimidation

Tool Proficiencies: Tinker's tools, Vehicles

Languages: One of your choice

Equipment: Tinker's tools, block and tackle, a crowbar and a picture of your favorite vehicle that you hope to be able to build some day.

FEATURE: NEARBY GARAGE

Being a mechanic certainly has its perks. You have loads of contacts and experts that you can consult when you need some support understanding a piece of equipment, or getting it repaired or disassembled. You can always find someone within a large city who can help.

SCIENTIST

You've spent years studying and learning the particular mysteries of the world. Your focus on mathematics, physics and many other fields have made you an expert in your fields of study.

Skill Proficiencies: Investigation, Lore

Tool Proficiencies:

Languages: Two of your choice

Equipment: calculator, small kit of Bunsen burners and vials, a small pocket-sized notepad and pen.

FEATURE: RESEARCHER

When it comes to knowledge, you're an encyclopedia chock full of facts and information. When you need to recall a piece of information and you don't know the information, your studies can point you in the

direction of a location you can locate this knowledge. Usually the information comes in the form of an expert in the field you've met before, a special research facility or similar resource. Your GM might yule that the knowledge you're looking for is inaccessible for some reason or another and require you to take on a mission to complete.

SPY

While training in the military, you discovered your gift for the subtle art of trickery, misinformation, and manipulation. You can pry important information from those who would keep it secret. Espionage and stealth are your greatest assets. Using a false identity to pass your enemies defenses unnoticed.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: Disguise kit

Languages: Two of your choice

Equipment: Disguise kit, ball bearings, a threatening note left behind by someone who discovered your false identity.

FEATURE: FALSE IDENTITY

You have more than one identity. The one you wear the most is a false identity, used to protect you, your family, and others close to you. You have a disguise kit to help distinguish the personal, as well as known acquaintances, and forged documentation that supports your false identity.

Whenever you choose, you can drop your identity and blend into a crowd of citizens of the city.

BASIC EQUIPMENT

ARMOR

Roleplaying worlds are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from reinforced jackets and Kevlar vestments to costly battlesuits, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with shields or similar defensive technology.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in fantasy gaming worlds.

Armor Proficiency. Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't activate powers.

Armor Class (AC). Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Heavy Armor. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by half unless the wearer has a Strength score equal to or higher than the listed score.

Stealth. If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Shields. A shield is made from metal or energy and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

LIGHT ARMOR

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Kevlar Threaded Cloth. Cloth armor is meant to look much like mundane clothing. Its strength comes from the fine threads that made of a Kevlar thread to make it a bit more protective against simple weapons.

Leather Survival Garb. The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Reinforced Leather. Made from tough but flexible leather, reinforced leather is bolstered with thin metal twine.

MEDIUM ARMOR

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Kevlar Body Armor. Made up of a common bullet proof material, the Kevlar body armor is standard issue among policeman and other government officials.

Reinforced Kevlar Jacket. This armor takes on the form of a heavy jacket made of thick heavy carbon fiber and thin metal plates in the chest and back areas.

Synthetic Survival Suit. This armor is a flexible full body suit made from a synthetic mixture from some of nature's strongest material, spider silk. While not quite as strong as carbide armor, it is much more lightweight and less cumbersome.

Tactical Carbide Uniform. This armor is a flexible full body suit with individual plates of carbide metal sheets coating critical parts of the body such the chest and a carbide coated visored helmet.

ARMOR

Name	Cost	Armor Class	Strength	Stealth	Weight
Light Armor					
Kevlar Threaded Cloth		12 + Dex modifier	-	Disadvantage	8 lb.
Leather Survival Garb		13 + Dex modifier	-	-	10 lb.
Reinforced Kevlar Lined		14 + Dex modifier	-	-	13 lb.
Medium Armor					
Kevlar Body Armor		12 + Dex modifier (max 2)	-	-	12 lb.
Reinforced Kevlar Jacket		13 + Dex modifier (max 2)	-	-	20 lb.
Synthetic Survival Suit		14 + Dex modifier (max 2)	-	Disadvantage	45 lb.
Tactical Carbide Uniform		15 + Dex modifier (max 2)	-	-	20 lb.
Nanotech Armor		16 + Dex modifier (max 2)	-	Disadvantage	40 lb.
Battlesuits					
Alum Suit		15	-		180 lb.
Tanta Suit		16	Str 13	Disadvantage	225 lb.
Titan Suit		17	Str 15	Disadvantage	240 lb.
Adam Suit		18	Str 15	Disadvantage	250 lb.
Shields					
Deployable Shield		+2	-	-	6 lb.

Nanotech Armor. A lightweight suit of armor made up of microscopic carbide robots. This armor can take the shape of mundane clothing. When hit with a powerful strike the nanites quickly solidify for an instant to absorb and redistribute the force of the impact.

BATTLESUITS

Of all the armor categories, battlesuits offer the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient deviants can manage to utilize them properly.

Battlesuit armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Alum Suit. This armor is the lightest battlesuit made of aluminum with touches of cobalt designed to reinforce the armor against blows from swords and guns. Aluminum suits are inferior to Tanta suits, and it's usually worn only by those who can't afford better armor.

Tanta Suit. Made of tantalum allow for its extremely high melting point and anti-corrosion attributes.

Titan Suit. This armor is made of high-quality aerospace titanium metal. The material is lightweight considering its powerful resistances to lasers and high velocity ballistics.

Adam Suit. This armor is the top-of-the-line battlesuit. Made from extremely rare meteorite metal known as Adamantine. Along with being the costliest suit of armor to create, it's also the strongest in its class. Resistant to most attacks that mother nature and man can throw at it. Unfortunately, the rare nature of its material makes it extremely pricy for most Capes and Crooks.

GETTING INTO AND OUT OF YOUR SUPER SUIT ARMOR

Your armor doubles as your super suit, and because of this, it makes putting it on and taking it off a bit sluggish. It takes 5 minutes to don and doff your armor. This can become extremely inconvenient when you're in a rush to save a life. With the right alterations, some armor can be equipped with a simple action. But these features are extremely costly in most cases.

WEAPONS

Different roles, origins and enhancements grant access to a variety of weapons that reflect their unique focus. Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longbow or a blaster rifle, your weapon and your ability to wield it effectively can mean the difference between life and death.

The Weapons table shows the most common weapons used in the world, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **ranged weapon** is used to attack a target at a distance.

It's important to note, if a weapon isn't listed, you can freely choose an existing one and rename it to fit the theme you are looking for without risk of altering game balance or needing to design a new weapon.

WEAPONS

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Collapsible Baton		1d6 bludgeoning	2 lb.	Light
Dagger		1d4 piercing	1 lb.	Finesse, Keen (19+) Light, Thrown Range (20/60)
Great Club		1d8 bludgeoning	10 lb.	Two-handed
Handaxe		1d6 slashing	2 lb	Light, Thrown (range 20/60)
Light hammer		1d4 bludgeoning	2 lb.	Light, Thrown (range 20/60)
Mace		1d6 bludgeoning	4 lb.	-
Quarterstaff		1d6 bludgeoning	4 lb	Versatile (1d8)
Sickle		1d4 slashing	2 lb.	Light, Keen (19+). When you make an attack with this weapon, you can use a bonus action to attempt to grapple the target.
Spear		1d6 piercing	3 lb.	Thrown, Range (20/60), Versatile (1d8)
Simple Ranged Weapons				
Crossbow, light		1d8 piercing	5 lb.	Ammunition, Loading, Range (80/320), Two-handed
Dart		1d4 piercing	-	Finesse, Thrown Range (40/80), you have advantage on Dexterity (sleight of hand) checks to hide this weapon.
Pepper Spray		1d4 acid	1 lb	On a hit, the target must succeed on a DC 12 Constitution saving throw or have disadvantage on their next attack roll.
Pistol		1d6 piercing	2 lb.	Ammunition, Light, Loading, Range (30/90), Reload (12)
Shortbow		1d6 piercing	2 lb.	Ammunition, Range (80/320), Two-handed
Sling		1d4 bludgeoning	-	Ammunition, Range (30/120)
Taser		1d4 lightning	-	Ammunition, Range (10/30), Loading. On a hit, the target must succeed on a DC 12 Constitution saving throw or be restrained until the end of their next turn.
Unarmed		1 bludgeoning	-	

Weapon Proficiency

Your origin, role, and enhancements can grant you proficiency with certain weapons or categories of armaments. The two categories are simple and martial. Everyone can use simple weapons with proficiency. These weapons include clubs, pistols, and other weapons often found in the hands of citizens. Martial weapons, including swords, assault rifles, and polearms, require more specialized training to use effectively. Most crime fighters use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, magazine or other container is part of the attack (you need a free hand to load a one-handed weapon).

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

Autofire. Some weapons such as the **chaingun** are less precise. These don't require a traditional ranged attack. Instead, you open fire and all targets within range and the area of effect must succeed a saving throw. The DC for this attack is 8 + your dexterity or wisdom modifier + your proficiency bonus. A target takes no damage on a successful save.

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

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively. Medium creatures carrying heavy weapons have a movement speed of 20 feet.

Keen Critical. Keen critical weapons are able to score critical hits on rolls other than a 20. The properties section identifies the minimum number needed to roll on the d20 to score a critical hit.

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

Loading. Because of the time required to load or recharge this weapon, you can fire only make a single attack with it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

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

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it (see chapter ##).

Reload. Unlike conventional weapons such as crossbows, many firearms have ammunition loaded into magazines or energy cores. This means that the user must reload after a number of attacks. Weapons store different amounts of ammunition or battery life. Identified by Reload(X) property listed on the weapons table. Once a weapon has emptied a magazine, they must follow the rules for **loading** before being fired again.

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

Spray. Some weapons release bursts of bullets known as a spray, allowing them to attack multiple creatures. These weapons don't require an attack roll, but instead, the all creatures in the range and area of effect make a saving throw. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. Additionally, the area of effect is noted. When attacking a target beyond normal range, the target has Advantage on the saving throw. You can't attack a target beyond the weapon's long range.

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

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

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

Improvised Weapons

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the Overseer's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the Overseer assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

Special Weapons

Weapons with special rules are described here.

Lance. You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

Net. A large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Whip. As part of your attack action, you may snap your whip around a creature. A large or smaller creature hit by the whip is then restrained until it is freed. A creature can use its action to make a DC 10 + your proficiency bonus Strength check, freeing itself or another creature within its reach on a success. You cannot make whip attacks until the restrained condition has ended.

What special gadgets and gizmos can my character use?

Magic items, powers and features can become different equipment.

(Example *fly* power can become a jet pack)

In addition to default 5e weapons.

Weapons have special properties.

Anyone can use simple weapons with proficiency.

MARTIAL WEAPONS

Name	Cost	Damage	Weight	Properties
Martial Melee Weapons				
Battleaxe		1d8 slashing		Versatile (1d10)
Flail		1d8 bludgeoning		Reach
Glaive		1d10 slashing		Heavy, Reach, Two-handed
Greataxe		1d12 slashing		Heavy, Two-handed
Greatsword		2d6 slashing		Heavy, Two-handed
Polearm		1d10 piercing		Heavy, Reach, Two-handed
Lance		1d12 piercing		Reach, Special
Laser Dagger		1d4 radiant		Finesse, Keen (19+) Light, Thrown Range (20/60)
Laser Blade		1d6 radiant		Finesse, Versatile (1d8)
Longsword		1d8 slashing		Versatile (1d10)
Maul		2d6 bludgeoning		Heavy, Two-handed
Morningstar		1d8 piercing		You have a +1 to attack rolls and damage against creatures wearing battlesuits
Rapier		1d8 piercing		Finesse
Shortsword		1d6 piercing		Finesse, Light
Tesla Blade		2d4 lightning		On a hit, the target is shocked.
Tesla Glove		1d4 lightning		Finesse, Light. On a hit, the target is shocked.
War pick		1d8 piercing		You have a +2 bonus to attack rolls against creatures wielding a shield.
Warhammer		1d8 bludgeoning		Versatile (1d10). On a hit, the target loses the AC bonus granted by a shield its wielding until the start of your next turn.
Whip		1d4 slashing		Finesse, Reach, Special
Tesla Whip		1d6 lightning		Finesse, Reach, Special. On a hit, the target can't take reactions this turn
Martial Ranged				
Assault Rifle		3d6 piercing		Ammunition, Range (60/120 Line) Autofire, Loading, Two-handed
Blaster Pistol		2d4 radiant		Ammunition, Range (60/90) Light, Loading
Blaster Rifle		2d6 radiant		Ammunition, Range (80/120), Loading, Two-handed
Chaingun		3d8 piercing		Ammunition, Range (30/60 Cone) Autofire, Heavy, Loading, Two-handed
Longbow		1d8 piercing		Ammunition, Range (150/600), Two-handed
Sub-Machine Gun		3d6 piercing		Ammunition, Range (20/50 Cone) Autofire, Light, Loading
Revolver		1d8 piercing		Ammunition, Range (20/60), Reload (6)
Scattershot		1d10 radiant		Ammunition, Range (20/40), Reload (6), When you make a ranged weapon attack with this weapon, you can make another attack against a different creature that is within 5 feet of the original target and within range of your weapon.
Shotgun		1d12 piercing		Ammunition, Range (10/20), Reload (2), When you make a ranged weapon attack with this weapon, you can make another attack against a different creature that is within 5 feet of the original target and within range of your weapon.
Sniper Rifle		2d8 piercing		Ammunition, Range (200/600) Heavy, Loading, Two-handed
Sonic Cannon		2d8 thunder		Range (30/60 cone) Autofire, Heavy, Loading, Two-handed
Tesla Cannon		2d8 lightning		Ammunition, Range (5 ft. 60/100 Line) Autofire, Heavy, Loading, Two-handed

DEVIANT TECH & MAGIC ITEMS

Some deviants are gifted with genius level intellect. This allows them to create gadgets and gizmos that still exceed the common technology available to most on Terra. Additionally, lost artifacts with ancient arcane secrets also contain a myriad of unique reality bending effects.

In this section you will find a collection of these items and pieces of equipment that can be found by your heroes while assaulting a kingpin's advanced weapons warehouse or a magical artifact taken from a sorcerer who raided an ancient temple. Wherever you decide the items come from, they make for great challenges and rewards for the characters.

ATTUNEMENT AND EQUIPPED

Some of the equipment and items require a special condition to be used. For example, the *Acclivity Boots* require the character to be wearing them, thus must be equipped before they can be used. Likewise, magical artifacts such as the *Flame Tongue* weapon requires a special bond to be formed with it, allowing the user to attune to the item before they can use it. A character can have no more than three items attuned or equipped at a single time in any combination. This is to ensure balance in the game world.

A character must spend 1-hour learning and understanding an item before they can equip or attune to it.

Acclivity Boots

Equipment, uncommon (must be equipped)

These advance boots have built in acclivity bands that grants the user controlled antigravity flight. As an action you can activate the boots. The boots grant you a flying speed of 50 feet for 10 minutes. They can carry up to 400 pounds, but their flying speed becomes 30 feet while carrying over 200 pounds. This feature cannot be used again until the next dawn.

Flame Tongue

Weapon (any), rare (requires attunement)

You can use a bonus action to speak this magic items' command word causing flames to erupt from it. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the weapon is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or stow the weapon.

Optical Camo Belt

Equipment, uncommon (must be equipped)

The belt has built in nanoprisms. These small nanobots bend light around objects. As an action you activate the belt. You become invisible for up to 1 hour. Anything you are wearing or carrying is invisible as long as it is on your person. The power ends if you attack or use a power. This feature cannot be used again until the next dawn.

USING ABILITY SCORES

Six abilities provide a quick description of every creature's physical and mental characteristics:

- **Strength**, measuring physical power
- **Dexterity**, measuring agility
- **Constitution**, measuring endurance
- **Intelligence**, measuring reasoning and memory
- **Wisdom**, measuring perception and insight
- **Charisma**, measuring force of personality

Is a deviant muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature's assets as well as weaknesses.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

ABILITY SCORES AND MODIFIERS

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 9 or 10 is the normal human average, but deviants and many monsters are a cut above average in most abilities. A score of 14 is the highest that a normal person usually reaches. Deviants can have scores as high as 20, and villains and other beings can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

TABLE 1 - ABILITY SCORES: MODIFIERS

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down). Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

ADVANTAGE AND DISADVANTAGE

Sometimes a special ability or power tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game, such as the inherited origin's Never give up trait, lets you reroll or replace the d20, you can reroll or replace only one of the dice. You choose which one. For example, if an inherited deviant has advantage or disadvantage on an ability check and rolls a 1 and a 13, the inherited could use the Never give up trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or powers. Heroic Moment can also give a deviant advantage. The Overseer can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

HEROIC MOMENT

Heroic moments is a rule the Overseer can use to reward players for playing your character in a number of ways. This takes the form of a d12. Additionally, the players themselves as a group during each session can vote to award a single heroic moment to a player once per game. Often the easiest approach is to play your character in a way that is true to his or her personality trait, ideal, bond, and flaw. Another path is to roleplay in a way that adds significance to the story or the scene. This could be in the form of a heroic speech given to beaten down comrades, adding lots of flare and description to a power or action. This simple reward encourages the players to be descriptive and engaging in the story and plots.

You either have a heroic moment or you don't, you can't stockpile multiple "heroic moments" for later use.

USING YOUR HEROIC MOMENT

If you have a heroic moment, you can expend it when you make an attack roll, saving throw, or ability check. Spending your heroic moment allows you to roll a d12 and add it to your roll.

Additionally, if you have a heroic moment, you can reward another player for good roleplaying, clever thinking, or simply doing something exciting in the game. When another player character does something

that really contributes to the story in a fun and interesting way, you can give up your heroic moment to give that character a heroic moment.

PROFICIENCY BONUS

Deviants have a proficiency bonus determined by level. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the rogue's Expertise feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the Lore skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Intelligence (Lore) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

ABILITY CHECKS

An ability check tests a deviant's or monster's innate talent and training in an effort to overcome a challenge. The Overseer calls for an ability check when a character or villain attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the Overseer decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class.

The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

TABLE 2 - ABILITY CHECKS: TYPICAL DIFFICULTY CLASSES

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the deviant or villain makes no progress toward the objective or makes progress combined with a setback determined by the Overseer.

CONTESTS

Sometimes one deviant's or villain's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a villain tries to force open a door that a deviant is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a villain trying to open a door and a deviant trying to keep the door closed, a tie means that the door remains shut.

SKILLS

Each ability covers a broad range of capabilities, including skills that a deviant or a villain can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A deviant's starting skill proficiencies are determined at character creation, and a villain's skill proficiencies appear in the monster's stat block.)

For example, a Dexterity check might reflect a deviant's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So, a deviant who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections of this section for examples of how to use a skill associated with an ability.

Strength	Wisdom
Athletics	Animal Handling
	Insight
Dexterity	Medicine
Acrobatics	Perception
Sleight of Hand	Survival
Stealth	
Intelligence	Charisma
Arcana	Deception
Investigation	Intimidation
Lore	Performance
Nature	Persuasion
Technology	

Sometimes, the Overseer might ask for an ability check using a specific skill—for example, "Make a Wisdom (Perception) check." At other times, a player might ask the Overseer if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a deviant attempts to climb up a dangerous cliff, the Overseer might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

SKILLS WITH DIFFERENT ABILITIES

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the Overseer might ask for a check using an unusual combination of ability and skill, or you might ask your Overseer if you can apply a proficiency to a different check. For example, if you have to swim from an offshore island to the mainland, your Overseer might call for a Constitution check to see if you have the stamina to make it that far. In this case, your Overseer might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check. So, if you're proficient in Athletics, you apply your proficiency bonus to the Constitution check just as you would normally do for a Strength (Athletics) check. Similarly, when your half-orc barbarian uses a display of raw strength to intimidate an enemy, your Overseer might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again or can be used when the Overseer wants to secretly determine whether the deviants succeed at something without rolling dice, such as noticing a hidden monster.

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check

If the deviant has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a **score**.

For example, if a 1st-level deviant has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) score of 14.

The rules on hiding in the "Dexterity" section below rely on passive checks, as do the exploration rules.

WORKING TOGETHER

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action.

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

GROUP CHECKS

When a number of individuals are trying to accomplish something as a group, the Overseer might ask for a group ability check. In such a

situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the Overseer might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

USING EACH ABILITY

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

STRENGTH

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

STRENGTH CHECKS

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

Athletics. Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Other Strength Checks. The Overseer might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it
- Tip over a statue
- Keep a boulder from rolling

ATTACK ROLLS AND DAMAGE

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a teslablade, a battleaxe, or a javelin. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

DEXTERITY

Dexterity measures agility, reflexes, and balance.

DEXTERITY CHECKS

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

Acrobatics. Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The Overseer might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Sleight of Hand. Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The Overseer might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

Stealth. Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Other Dexterity Checks. The Overseer might call for a Dexterity check when you try to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play a stringed instrument
- Craft a small or detailed object

ATTACK ROLLS AND DAMAGE

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a sling or a longbow. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a dagger or a rapier.

ARMOR CLASS

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class.

INITIATIVE

At the beginning of every game and at the end of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat. This varies from the traditional format that is usually at the start of combat. In C&C we wanted to make the

transition between social and combat situations to be seamless. When a character takes an action that instigates combat for the first round they are at the top of the initiative, as their action lead to combat. Every following round they are in their normally rolled initiative position.

Additionally, this is a powerful tool for the Overseer to use as a way to jump between characters during non-combat encounters. Ensuring that everyone gets a bit of the spotlight.

Hiding

The Overseer decides when circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered, or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase.

An invisible creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the DM might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

Passive Perception. When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the DM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5. For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Wisdom (Perception) of 14.

What Can You See? One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be **lightly** or **heavily obscured**, as explained in chapter ##, "#####".

CONSTITUTION

Constitution measures health, stamina, and vital force.

Constitution Checks

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The Overseer might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest
- Go without sleep

- Survive without food or water
- Quaff an entire stein of ale in one go

HIT POINTS

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Stamina Die you roll for your hit points.

If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So, you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

Weakened

When a creature has its hit points reduced to less than half its maximum, it is weakened. This state doesn't change anything about the creature. But some creatures have special powers that trigger when they are weakened. These weakened powers are often one-time effects, other times they are sustained for the remainder of the encounter.

INTELLIGENCE

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

Intelligence Checks

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The technology, investigation, lore and nature skills reflect aptitude in certain kinds of Intelligence checks.

Lore. Your Intelligence (Lore) check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations and magic. Additionally, to recall lore about deities, rites and prayers, the practices of secret cults.

Investigation. When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

Nature. Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

Technology. Your Intelligence (Technology) check measures your ability to understand or recall information on a piece of machinery or computers inner workings, processes, and programs.

Other Intelligence Checks. The Overseer might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill

Power Ability

Wizards use Intelligence as their power ability, which helps determine the saving throw DCs of powers they use.

WISDOM

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

Wisdom Checks

A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

Animal Handling. When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the Overseer might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver.

Insight. Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Medicine. A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness. If a creature is already stabilized and a medicine check of DC 19 or higher restores 1 hit point to the character.

Perception. Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

Survival. The Overseer might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

Other Wisdom Checks. The Overseer might call for a Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow
- Discern whether a seemingly dead or living creature is undead

Power Ability

Shifter use Wisdom as their power ability, which helps determine the saving throw DCs of powers they use

CHARISMA

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

Charisma Checks

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

Deception. Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation. When you attempt to influence someone through overt threats, hostile actions, and physical violence, the Overseer might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

Performance. Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

Persuasion. When you attempt to influence someone or a group of people with tact, social graces, or good nature, the Overseer might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

Other Charisma Checks. The Overseer might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

Power Ability

Elemental Manipulators use Charisma as their power ability, which helps determine the saving throw DCs of powers they use

SAVING THROWS

A saving throw—also called a save—represents an attempt to resist a power, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the Overseer.

Each class gives proficiency in at least two saving throws. The wizard, for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a power is determined by the user's power ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

CHAPTER ##: BEING A HERO

TIME

In situations where keeping track of the passage of time is important, the Overseer determines the time a task requires. The Overseer might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end

of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best.

Following the road from one side of the region to another, the heroes spend four uneventful days before a villain interrupts their journey.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time.

MOVEMENT

Swimming across a rushing river, sneaking down a villain's lair corridor, scaling the side of a building, these sorts of movements play a key role in superhero gaming missions.

The Overseer can summarize the heroes' movement without calculating exact distances or travel times: "You travel through the Cobalt City and find the villains' secret lair entrance late in the evening of the third day." Even in a lair, particularly a large building or a cave network, the Overseer can summarize movement between encounters: "After defeating the minions at the entrance to the fortified building, you consult your map, which leads you through dozens of floors of echoing corridors to a room filled with laser sensors."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

SPEED

Every character and villain has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

Difficult Terrain

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

SPECIAL TYPES OF MOVEMENT

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

Climbing, Swimming, and Crawling

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the Overseer's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

Jumping

Your Strength determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to twice your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump from roof top to roof top or chasm. At your Overseer's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 5 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your Overseer might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 2 times your height.

THE ENVIRONMENT

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

FALLING AND IMPACT DAMAGE

A fall from a great height is one of the most common hazards facing a hero. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

Likewise, a creature who is pushed, pulled or otherwise forced into an object also takes fall damage based on their distance they moved. For example, if a character shoves a crook into a wall and they move at least 10 feet, they take 1d6 bludgeoning damage as if they had fallen. This makes for strategic positioning and dynamic combat.

SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

VISION AND LIGHT

The most fundamental tasks of adventuring- noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a power, to name just a few-rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage,

creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area-such as darkness, opaque fog, or dense foliage-blocks vision entirely. A creature effectively suffers from the blinded condition (see appendix ##) when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally.

Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area.

Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

Bioscanner

A creature with a bioscanner, out to a specific range, can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapeshifter or a creature that is transformed. Furthermore, the creature can see into the Ethereal Realm.

Blindsight

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

Darkvision

Many creatures in gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

FOOD AND WATER

Characters who don't eat or drink suffer the effects of exhaustion (see appendix ##). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

INTERACTING WITH OBJECTS

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the Overseer that his or her character is doing something, such as moving a lever, and the Overseer describes what, if anything, happens.

For example, a character might decide to press a button, which might, open an automated door, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the Overseer might call for a Strength check to see whether the character can wrench the lever into place. The Overseer sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and powers. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and power attacks much like creatures can.

The Overseer determines an object's Armor Class and hit points and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The Overseer sets the DC for any such check.

RESTING

Heroic though they might be, superheroes can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest-time to sleep and eat, tend their wounds, refresh their minds and spirits for powers, and brace themselves for further missions.

Heroes can take short rests in the midst of a day of superhero action and a long rest to end the day.

SHORT REST

A short rest is a period of downtime, at least **5 minutes long**, during which a character does nothing more strenuous than eating, drinking, reading, walking, and tending to wounds.

A character can spend one or more Stamina Dice at the end of a short rest, up to the character's maximum number of Stamina Dice, which is equal to the character's level. For each Stamina Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total (minimum of 0). The player can decide to spend an additional Stamina Die after each roll. A character regains some spent Stamina Dice upon finishing a long rest, as explained below.

LONG REST

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps for at least 6 hours and performs no more than 2 hours of light activity, such as reading, talking, eating, or standing watch. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, using powers, or similar superhero activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Stamina Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Stamina Dice, he or she can regain four spent Stamina Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

BETWEEN MISSIONS

Between trips to a villain's hide out and battles against powerful evils, heroes need time to rest, recuperate, and prepare for their next mission. Many heroes also use this time to perform other tasks, such as forging equipment, performing research, or spending their hard-earned credits.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new mission, the Overseer might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the Overseer might want to keep track of just how much time is passing as events beyond your perception stay in motion.

COMBAT

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and superpowers. The game organizes the chaos of combat into a cycle of rounds and turns. A **round** represents about 6 seconds in the game world. During a round, each participant in a battle takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

COMBAT STEP BY STEP

- **Determine surprise.** The Overseer determines whether anyone involved in the combat encounter is surprised.
- **Establish positions.** The Overseer decides where all the characters and monsters are located. Given the heroes marching order or their stated positions in the room or other location, the Overseer figures out where the adversaries are-how far away and in what direction.
- **Roll initiative.** If you haven't done so already, everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
- **Take turns.** Each participant in the battle takes a turn in initiative order.
- **Free Speech.** This part of combat is where any creature can engage in discussion. This allows you to capture those climactic villain monologues, shoutout insults, threats or call for support from allies. All within character. Some of the most memorable moments will be these conversations during a tough battle.
- **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

SURPRISE

A league of heroes sneaks up on an evil scientist's lab, springing from the ceiling to attack them. A D.R.T. combat drone swoops down an alley passage, unnoticed by the heroes until the drone attacks one of them. In these situations, one side of the battle gains surprise over the other.

The Overseer determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the Overseer compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

INITIATIVE

Initiative determines the order of turns during combat. At the start of the game and at the end of every combat encounter, every participant makes a Dexterity check to determine their place in the initiative order. The Overseer makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The Overseer ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the Overseer decides the order among tied Overseer-controlled creatures, and the players decide the order among their tied characters. The Overseer can decide the order if the tie is between a monster and a player character. Optionally, the Overseer can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

When characters who have turns in sequence can choose to decide what order they go in. For example. In a battle with four heroes versus an Elite DRT unite. If Chimera, Demon Cloak and White Dragon roll higher than the Elite DRT unite, but Stella Nova rolls lower. Chimera, Demon Cloak and White Dragon can choose to follow their initiative roll or can choose the order in which they go. Stella Nova must wait until after the Elite DRT unit takes its turn. This allows a bit of teamwork and interaction between the characters and players. This holds true for monsters and villains as well.

Having initiative rolled at the start of the game allows for a much more narrative approach to the transition into combat. There is often a clear distinction between combat and the other pillars of play. By removing the initiative roll from the beginning of combat, we can remove the assumption that the only solution to the scenario is combat. Additionally, having the initiative values can allow the Overseer to take a systemic approach to ensuring everyone at the table gets a chance to shine. Using the initiative roll as a guidepost when inquiring to the actions of the characters.

YOUR TURN

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first or take your action first. Your speed- sometimes called your walking speed-is noted on your character sheet.

The most common actions you can take are described in the "Actions in Combat" section later in this chapter. Many class features and other abilities provide additional options for your action.

The "Movement and Position" section later in this chapter gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in "Actions in Combat."

Bonus Actions

Various role features, powers, enhancements, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a character to take a bonus action. You can take a bonus action only when a special ability, power, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some magic items, gadgets and other special objects always require an action to use, as stated in their descriptions.

The Overseer might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the Overseer could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

REACTIONS

Certain special abilities, powers, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

Intense Focus

When you are forced to make a Concentration check, you can spend a stamina die to gain Advantage on the check.

Steadfast

When you are reduced to 0 hit points but not killed outright, you can use your reaction to spend half of your maximum stamina die. If you do, you drop to 1 hit point instead.

MOVEMENT AND POSITION

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However, you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

BREAKING UP YOUR MOVE

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

Moving between Attacks

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a crime fighter who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

Using Different Speeds

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if a psychic has a speed of 30 and a flying speed of 60 because a psychic uses the *fly* power on itself, the psychic could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

DIFFICULT TERRAIN

Combat rarely takes place in bare rooms or on featureless street. Equipment filled laboratories, briar-choked forests, treacherous staircases-the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

BEING PRONE

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix ##.

You can **drop prone** without using any of your speed. **Standing up** takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend

15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must **crawl** or use magic such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

INTERACTING WITH OBJECTS AROUND YOU

Here are a few examples of the sorts of thing you can do in tandem with your movement and action:

- draw or sheathe a sword
- open or close a door
- withdraw a potion from your backpack
- pick up a dropped axe
- take a bauble from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- fish a few coins from your belt pouch
- drink all the ale in a flagon
- throw a lever or a switch
- pull a torch from a sconce
- take a book from a shelf you can reach
- extinguish a small flame
- don a mask
- pull the hood of your cloak up and over your head
- put your ear to a door
- kick a small stone
- turn a key in a lock
- hand an item to another character

MOVING AROUND OTHER CREATURES

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack, as explained later in the chapter.

FLYING MOVEMENT

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by a power, such as by *fly*.

CREATURE SIZE

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

TABLE 3 - COMBAT: CREATURE SIZE CATEGORIES

Size	Space
Tiny	2½ by 2½ ft.
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.
Gargantuan	20 by 20 ft. or larger

Space

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium D.R.T. soldier stands in a 5-foot-wide doorway, other creatures can't get through unless the hobgoblin lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If four Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

Squeezing into a Smaller Space

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the Overseer tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

ATTACK

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing a gun, or brawling with your fists.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

Certain features, such as the Extra Attack feature of the crime fighter, allow you to make more than one attack with this action.

ACTIVATE A POWER

Deviants, as well as many monsters, have access to powers and can use them to great effect in combat. Each power has an activation time, which specifies whether the user must use an action, a reaction, minutes, or even hours to activate the power. Activating a power is, therefore, not necessarily an action. Most powers do have an activation time of 1 action, so a deviant often uses his or her action in combat to use such powers.

DASH

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

DISENGAGE

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn. Additionally, you may choose to expend 1 stamina die to use this feature as a bonus action.

DODGE

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained in appendix ##) or if your speed drops to 0.

GO BEYOND

When you have no power slots remaining, you can draw on a reserve of strength, pushing your body beyond its normal limits to recover power slots. Make a DC 12 Constitution saving throw. On a success you gain a level of exhaustion and restore half your power slots rounded down. On a failure you gain a level of exhaustion.

HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

HIDE

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section later in this chapter.

READY

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action

on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the villain steps on the trapdoor, I'll pull the lever that opens it," and "If the assaultbot steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

When you ready a power, you activate it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a power must have an activation time of 1 action and holding onto the power's energy requires concentration. If your concentration is broken, the power dissipates without taking effect. For example, if you are concentrating on the *fly power* and ready *homing missile*, your *fly power* ends, and if you take damage before you release *homing missile* with your reaction, your concentration might be broken.

SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the Overseer might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

USE AN OBJECT

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a power, an attack has a simple structure.

- **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
- **Determine modifiers.** The Overseer determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, powers, special abilities, and other effects can apply penalties or bonuses to your attack roll.
- **Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack. This includes both weapons and powers.

ATTACK ROLLS

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's

proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

Some powers also require an attack roll. The ability modifier used for a power attack depends on the power ability of the user.

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a power.

Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit, which is explained later in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

UNSEEN ATTACKERS AND TARGETS

Combatants often try to escape their foes' notice by hiding, activating the *optical camouflage* power, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the Overseer typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

RANGED ATTACKS

When you make a ranged attack, you fire a bow or a rifle, hurl a dagger, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many powers also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range.

If a ranged attack, such as one made with a power, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a longbow or a gun, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a power, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

MELEE ATTACKS

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, an improvised weapon, or stun baton. A typical creature makes a melee attack when it strikes with its claws, horns,

teeth, tentacles, or other body part. Several powers also involve making a melee attack.

Most creatures have a 5-foot **reach** and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an **unarmed strike**: a punch, kick, head-butt, or similar forceful blow. On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

Contests in Combat

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The Overseer can use these contests as models for improvising others.

Opportunity Attacks

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

Grappling

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you subject the target to the grappled condition (see appendix ##). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple. A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

Shoving a Creature

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you either knock the target prone or push it 10 feet away from you.

COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with **total cover** can't be targeted directly by an attack or a power, although some powers can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

DAMAGE AND HEALING

Injury and the risk of death are constant companions of those who take on the role of vigilantes and heroes. The thrust of a sword, a well-placed bullet, or a blast of flame from a *fireball* power all have the potential to damage, or even kill, the hardiest of creatures.

HIT POINTS

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

DAMAGE ROLLS

Each weapon, power, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage. A **power** tells you which dice to roll for damage and whether to add any modifiers.

If a power or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when an elemental manipulator activates *fireball* or *flame strike*, the power's damage is rolled once for all creatures caught in the blast.

Critical Hits

When you score a critical hit, you get to maximize the damage dice automatically and get to still roll your damage. Roll all of the attack's damage dice and add them together. Then add any relevant modifiers as normal. Then add the attack's max damage to the damage you rolled. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a dagger, calculate the maximum damage the attack could do. The weapon die is a d4 and for this example your modifier is 3. So maximum damage is 7. Then roll 1d4 for the damage, then add your relevant ability modifier as normal. So, if we roll a 1 on our d4 the damage is 1 + 3 + 7 or 11 damage. If the attack involves other damage dice, you roll those dice twice as well.

Damage Types

Different attacks, damaging powers, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a Overseer assign a damage type to a new effect.

Acid. The corrosive spray of an acid gun and the dissolving enzymes secreted by a black pudding deal acid damage.

Bludgeoning. Blunt force attacks—hammers, falling, constriction, and the like—deal bludgeoning damage.

Cold. The infernal chill radiating from an ice mutants' body and the frigid blast of their powers deal cold damage.

Fire. Heat ray, and many powers conjure flames to deal fire damage.

Force. Force is pure magical energy focused into a damaging form. Most effects that deal force damage are powers such as *kinetic blast* and *spectral weapon*.

Lightning. A *lightning bolt* power and a tesla cannon deal lightning damage.

Necrotic. Necrotic damage dealt by certain undead and powers such as *black hole* that withers matter and even the soul.

Piercing. Puncturing and impaling attacks, including bullets and monsters' bites, deal piercing damage.

Poison. Venomous stings and the toxic gas of a wild creatures or nature related powers deal poison damage.

Psychic. Mental abilities such as a psychics *distracting words* deal psychic damage.

Radiant. Radiant damage, dealt most commonly by laser weapons or similar powers, searing the flesh like fire.

Slashing. Swords, axes, and claws deal slashing damage.

Thunder. A concussive burst of sound, such as the effect of the *thunderwave* power, deals thunder damage.

DAMAGE RESISTANCE AND VULNERABILITY

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has **resistance** to a damage type, damage of that type is halved against it. If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also within a magical aura that reduces all damage by 5. The

25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

HEALING

Unless it results in death, damage isn't permanent. Even death is reversible through potent powers or some technology. Rest can restore a creature's hit points, and magical methods such as a *cure wounds* power or an Ambro Stimpack can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, an exosuit uses *ambro med shot* and grants a speedster 8 hit points of healing. If the speedster has 14 current hit points and has a hit point maximum of 20, the speedster regains 6 hit points from the exosuit, not 8.

A creature that has died can't regain hit points until tech or powers such as the *revivify* power has restored it to life.

DROPPING TO 0 HIT POINTS

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix ##). This unconsciousness ends if you regain any hit points.

Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate and your allies now, aided only by powers and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A **stable** creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it

takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

If a character succeeds on a DC 18 Wisdom (Medicine) check on a stabilized creature, the creature regains 1 hit point.

Crooks and Death

Most Overseers will have monsters and villains die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the Overseer might have them fall unconscious and follow the same rules as player characters.

KNOCKING A CREATURE OUT

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

TEMPORARY HIT POINTS

Some powers and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a power grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you, temporary hit points has a duration, they last until they're depleted, or you finish a long rest.

MOUNTED COMBAT

A deviant charging into battle on a combat motorcycle or a psychic launching powers from the back of a shifter taking form of a giant eagle both enjoy the benefits of speed and mobility that a mount can provide.

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

MOUNTING AND DISMOUNTING

Once during your move, you can mount a creature or device that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a motorcycle. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount,

landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it.

CONTROLLING A MOUNT

While you're mounted, you have two options. You can either control the mount or allow it to act independently if it's a creature such as a horse. Intelligent creatures or A.I. machines, such as the mechanodragon, act independently.

You can control a sentient mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

TECH AND GEAR IN BATTLE

There are many powers that take on the form of supporting gadgets such as drones. An enemy may choose to target such devices in the heat of battle. If they do, the attack roll or saving throw is treated as if it targeted the creature who activated the gadget or device. If the attack roll or saving throw is successful, damage is rolled as normal, but the creature takes no damage. Instead, the creature must succeed on a Concentration check as if they took the damage. The check has disadvantage, in this case. On a success the supporting gadget remains in play. Otherwise it is destroyed and the power ends.

SUPERPOWERS

The world is changing. There are being born with gifts, others wake up and find they can do extraordinary things. There are those who study the ancient secrets of lost magics. And to top it off, technology is advancing so quickly that some technology is indistinguishable from superpowers. Whatever the source of a Deviants powers, they all fall under a general term, superpower.

This chapter provides the rules for using superpowers. Different rolls and origins have distinctive ways of learning and preparing their powers, and monsters use powers in unique ways. Regardless of its source, a power follows the rules set here.

WHAT IS A POWER?

A power is a distinct technological, biological, psionic, or magical effect used in the world of Capes & Crooks. A single combination of abilities that suffuse the world into a specific, limited expression. In using a power, a character is bending the invisible energy ley lines that surround world, load and unload a complex technological device, or shape elements of their body, in most cases in the span of seconds.

Powers are more than just releasing laser beams from your eyes, or taking to the sky in flight, or even creating intricate holograms. They can be versatile tools, weapons, or even protective wards. They can deal damage, or undo it, impose or remove conditions, drain life energy, and in some rare cases, even restore life to the recently diseased.

Undocumented thousands of powers exist in this new world of deviants. Genius scientists and inventors are developing new formulas to recreate powers, or engineering technology that can duplicate similar effects. Unfortunately, those who acquire these great gifts, aren't always altruistic. In fact, if you listen to the news, you will believe the opposite to be true. There is no shortage of evil and villainy accompanying those with power. Fortunately for the world, there are a few who would stand against the rising tide of darkness. Defending the innocent and helping ensure justice is served. These caped heroes use their newfound strength to aid against crooks and villains who wish darkness upon the world.

POWER LEVELS

Every power has a level from 0 to 9. A power's level is a general indicator of how powerful it is, with the lowly (but still impressive) *energy sphere* at 1st level and the earth-shaking *meteor swarm* at 9th level. At-will powers, simple but potent powers that characters can use almost by routine are level 0. The higher a power's level, the higher level a Deviant must be to use that power.

Power level and character level don't correspond directly. A Deviant at 20th level uses mostly 5th level powers. The exception is the extremely taxing, extremely formidable signature powers that reach up to 9th level in power.

POWER SLOTS

Regardless of how many powers a Deviant knows, he or she has a limited well of stamina and can use their power a limited number of times before resting. Using powers is physically and mentally taxing, and higher-level powers are even more so. Thus, the role and advancement table show how many power slots of each level a character can use at each character level. For example, a 3rd-level Deviant has two 2nd-level power slots. As a Deviant grows in strength, so does their powers. When a Deviant uses a power, he or she expends a slot of that power slot.

Finishing a short or long rest restores any expended power slots.

Some characters and monsters have special abilities that let them activate powers without using power slots.

ACTIVATING POWERS AT HIGHER LEVELS

When a deviant uses a power with a slot that is of a higher level than the power, the power itself becomes enhanced and assumes that higher level. For instance, an Exosuit deviant at level 1 might pick up *homing missiles* a 1st level power. When they level up to third level, their power level increases to 2nd level. Meaning, *homing missiles* is now activated at 2nd level and now releases four missiles instead of just three.

NOTES ON POWERS AND VERSATILITY

The goal of Capes & Crooks is to ensure the players feel their characters are super! In order to ensure this feeling of superhero excitement happens, it's up to the Overseer to guide and narrate the player character's intentions. This book provides a large collection of powers, with a large variety of mechanical effects. While these are a great starting point, the Overseer can allow a bit of freedom with the powers outside their basic mechanical function. This allows for creative thinking from the players and their character's powers.

For example, a character may need to make a jump from one roof top to the next. One of the characters has the *Elongation* at-will power. That character decides they want to use their stretchy power to act as a rubber band. Grappling onto an object and pulling back until its taught, then release the tension to send themselves flying over the gap. Now, the power doesn't say anything about this. But it certainly fits what is expected of that sort of power. In this case, the Overseer deems this an acceptable use of the power, and grants the character Advantage on their check, or just lets them succeed outright.

POWERS IN ARMOR

It takes a great deal of practice to activate or use powers. You must be proficient with any armor you're wearing when you use your powers. Otherwise, the unnatural feel of the armor is too distracting and physically hampers your use of power. If have disadvantage on all attack rolls and enemies have advantage on any saving throws from your powers while wearing armor you are not proficient with.

AT-WILL POWERS

An At-will is a power that can be used without using a power slot. These powers are second nature to you. An At-will power level is 0. At 1st level, you know two At-will powers of your choice. You learn additional At-will powers as shown on the At-Will Powers column of the Hero Advancement chart.

At-will powers are unique, in that they evolve as the deviant gains more levels. This means they become more versatile in there uses and can be used in multiple ways. For example, *energy lance* begins as just a ranged power attack. At 5th level not only can they hurl it at enemies, but now they can choose instead to harness it into physical object to use as a melee weapon. Then when the character hits 17th level, once

per encounter they can release a massive surge of energy in a line decimating minions and crooks.

SUPERPOWERS

Most classes gain powers as they progress. Powers work similar to powers or other features do in Dungeons & Dragons Fifth Edition, except with a few differences as detailed below.

SIGNATURE POWERS

Signature powers are powerful abilities that a character can use a limited number of times a day without the use of any power slots. There are a number of signature powers to choose from, you can opt to choose any of your superpowers as a signature power as well. Allowing you to activate it at a higher level once per day. This reflects your mastery of your power that is unique to your character.

USING POWERS

When a character activates any power, the same basic rules are followed, regardless of the character's role or the power's effects.

Each power description begins with a block of information, including the power's name, level, activation time, range, components, and duration. The rest of a power entry describes the power's effect.

ACTIVATION TIME

Most powers require a single action to activate, but some powers require a bonus action, a reaction, or much more time to activate.

Bonus Action

A power with a bonus action is especially swift. You must use a bonus action on your turn to activate the power, provided that you haven't already taken a bonus action this turn. You can't activate another power during the same turn, except for an At-will with an activation time of 1 action.

Reactions

Some powers can be activated as reactions. These powers take a fraction of a second to bring about and are used in response to some event. If a power can be activated as a reaction, the power description tells you exactly when you can do so.

Longer Activation Times

Certain powers (including powers activated as routines) require more time to activate. This could be minutes hours or even days. When you activate a power with a activation time longer than a single action or reaction, you must spend your action each turn to activate the power, and you must maintain your concentration while you do so (see "Concentration" below). If your concentration is broken, the power fails, but you don't expend a power slot. If you want to try activation the power again, you must start over.

POWER RANGE

The target of a power must be within the power's range. For a power like *homing missile*, the target is a creature. For a power like *fireball*, the target is the point in space where the ball of fire erupts.

Most powers have ranges expressed in feet. Some powers can target only a creature (including you) that you touch. Other powers, such as the *shield* power, affect only you. These powers have a range of self.

Powers that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the power's effect must be you (see "Areas of Effect" later in this chapter).

Once a power is activated, its effects aren't limited by its range, unless the power's description says otherwise.

DURATION

A power's duration is the length of time the power persists. A duration can be expressed in rounds, minutes, hours, or even years. Some powers specify that their effects last until the powers are canceled or destroyed.

Instantaneous

Many powers are instantaneous. These powers that harms, heals, creates, or alters a creature or an object in a way that can't be canceled, because its power exists only for an instant.

Concentration

Some powers require you to maintain concentration in order to keep their magic active. If you lose concentration, such a power ends.

If a power must be maintained with concentration, that fact appears in its Duration entry, and the power specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Activation another power that requires concentration.** You lose concentration on a power if you activate another power that requires concentration. You can't concentrate on two powers at once.
- **Taking damage.** Whenever you take damage while you are concentrating on a power, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage.
- **Being incapacitated or killed.** You lose concentration on a power if you are incapacitated or if you die.

The Overseer might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a power.

TARGETS

A typical power requires you to pick one or more targets to be affected by the power's magic. A power's description tells you whether the power targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a power has a perceptible effect, a creature might not know it was targeted by a power at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a power says otherwise.

A Clear Path to the Target

To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

Targeting Yourself

If a power targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a power you activate, you can target yourself.

AREAS OF EFFECT

Powers such as *flamethrower* and *cone of cold* cover an area, allowing them to affect multiple creatures at once.

A power's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a **point of origin**, a location from which the power's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some powers have an area whose origin is a creature or an object.

A power's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the power's area. To block one of these imaginary lines, an obstruction must provide total cover.

Cone

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

A cone's point of origin is not included in the cone's area of effect, unless you decide otherwise.

Cube

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

Cylinder

A cylinder's point of origin is the center of a circle of a particular radius, as given in the power description. The circle must either be on the ground or at the height of the power effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The power's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

A cylinder's point of origin is included in the cylinder's area of effect.

Line

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect, unless you decide otherwise.

Sphere

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

POWER SAVING THROWS

Many powers specify that a target can make a saving throw to avoid some or all of a power's effects. The power specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your powers = 8 + your power ability modifier + your proficiency bonus + any special modifiers.

POWER ATTACK ROLLS

Some powers require the user to make an attack roll to determine whether the power effect hits the intended target. Your attack bonus with a power attack equals your power ability modifier + your proficiency bonus.

Most powers that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

COMBINING MAGICAL EFFECTS

The effects of different powers add together while the durations of those powers overlap. The effects of the same power activated multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those activations applies while their durations overlap.

For example, if two psychics use *telepathic push* on the same target, that character gains the power's benefit only once; he or she doesn't get to roll two bonus dice.

AT-WILL POWERS

Acid Blast

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: Instantaneous

You send a bubbling ball of acid streaking through the air from your mouth, tail or other body part. Make a ranged power attack against the creature to assail it with flesh melting acid. On a hit, the target takes 1d8 acid damage, and it can't regain hit points until the start of your next turn. Until then, the acid drips from the target.

At Higher Levels.

5th level. On a hit the target suffers the effects of the lingering acid. At the start of each of the targets turns the target takes 1d8 acid damage. The target can make a Constitution saving throw at the end of each of its turns to end this effect. If the target receives healing or if a creature can make a DC 12 Wisdom (Medicine) check as an action to end the effect as well.

Additionally, the acid's effect can eat through a 5-foot area of metal in one minute.

11th level. The lingering acid damage increases to 2d8 acid damage.

Additionally, the acids effect can eat through a 10-foot area of metal in one minute.

17th level. The initial damage increases to 3d8, and the pain caused by the attack weakens your enemy. The target has disadvantage on their next attack roll until the start of your next turn.

Air Launch

Activation Time: 1 bonus action

Range: Weapon

Roles:

Duration: Instantaneous

You make a powerful upward strike that sends your target flying into the air and falling back to the ground. If you take the Attack action on your turn, you can use a bonus action to attempt shove a Medium or smaller creature. On a success, the target is knocked 10 feet into the air. If they land back on the ground, they take falling damage.

At Higher Levels.

5th level. You follow up your air launch by leaping into the air and attempt to shove the target. On a success, you throw, punch or kick the target back down onto the ground doubling the fall damage taken.

11th level. Your next grapple check against the target has advantage.

17th level. The height the target is launched increases to 20 feet. Additionally, you can now use this feature on Large creatures.

Anesthetic

Activation Time: 1 action

Range: Touch

Roles:

Duration: Instantaneous

A willing creature you touch is injected with a mild anesthetic to dull pain. The target gains 1d4 + your power modifier temporary hit points. The target loses any remaining temporary hit points after 1 minute.

At Higher Levels.

5th level. While you have temporary hit points from the anesthetic effect, you gain resistance to poison damage.

11th level. The anesthetic die increases to 1d8 and the target becomes immune to the poisoned condition while they have temporary hit points granted by this power. If they are poisoned when this power takes effect, it removes the poisoned condition.

17th level. The anesthetic die increases to 1d12 and the target gains resistance to slashing, piercing, and bludgeoning damage. Once creature gains the resistances from this power, they cannot do so again until they finish a short or long rest.

Bull Rush

Activation Time: 1 bonus action

Range: Weapon

Roles:

Duration: Instantaneous

When you use your action to Dash, you can use your bonus action to make one melee weapon attack or take the shove action against a creature.

Additionally, if you move at least 10 feet in a straight line before making any melee weapon attack, you can add 1d6 to the attack's damage roll, or if you shove the creature you can add the roll to the contested check.

At Higher Levels.

5th level. If you move at least 10 feet in a straight line you deal double damage to objects and structures.

11th level. Increase the damage die to 2d6.

17th level. If you pass through a hostile creature's space and have moved at least 10 feet in a straight line, each creature must succeed a Strength saving throw, or be knocked prone.

Caustic Splash

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Instantaneous

You hurl a bubble of poison or spew it forth from your mouth, tail or other body part. Choose one creature within range or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 poison damage.

At Higher Levels.

5th level. The acid lingers on the battlefield becoming hazardous pool in the 5-foot area beneath the targets, this effect ends at the start of your next turn. When a creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the target takes 1d6 poison damage and becomes poisoned for 1 minute or half as much on a successful one and is not poisoned.

11th level. The powers damage die increases to 2d6 and the duration the pool remains on the ground increases by one additional turn.

17th level. The hazardous poison pools damage increases to 2d6 and the area of effect extends to a 10-foot area beneath the targets. Additionally, as an action, you can release the blast of poison in a melting burst around. Each creature within 5 feet of you must succeed a Constitution saving throw or take 2d6 poison damage and become poisoned. You can't use this feature again until you finish a short or long rest.

Cleaving

Activation Time: 1 bonus action

Range: Weapon

Roles:

Duration: Instantaneous

When you hit a creature with a 2-handed melee weapon attack, you can use your bonus action to attempt to damage another creature with the same attack. Choose a creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to half the damage dealt to the original target.

At Higher Levels.

5th level. When you hit an additional creature with your cleaving power, you gain a +2 bonus to AC against all attacks made by that creature until the start of your next turn.

11th level. You can hit a third target within range and your reach.

17th level. The distance from your original target increases to 10 feet. Additionally, you can use your Action to release a whirlwind strike. Each creature that enters the range of your weapon for the first time, starts, or ends its turn within the area must succeed a Dexterity saving throw or be hit by your weapon until the start of your next turn. You can use your action to maintain this effect (as if concentrating on a power). Once you use this feature, you cannot use it again until you finish a short or long rest.

Constrict

Activation Time: 1 bonus action

Range: Weapon

Roles:

Duration: Instantaneous

While you have a creature grappled, as a bonus action you can attempt to crush them. The target is restrained and must succeed on a Strength saving throw or take 1d4 + your Strength modifier bludgeoning damage.

At Higher Levels.

5th level. On failed the save the target becomes restrained.

11th level. The damage increases to 2d4.

17th level. The creature begins suffocating. If the creature takes damage from constrict while suffocating, they lose 30 seconds worth of their breath. If they have no breath remaining at the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

Countering Retreat

Activation Time: 1 reaction

Range: Weapon

Roles:

Duration: Instantaneous

When an enemy hits you with a melee attack, you can use your reaction to make a melee attack roll. If your roll is higher you may move up to half your speed as part of the reaction. Opportunity attacks against you are made with disadvantage until the end of the turn.

At Higher Levels.

5th level. You can use this feature with a ranged attack in addition to the melee.

11th level. You have advantage on the attack roll when using this feature.

17th level. You can move your full walking speed when using this feature. Opportunity attacks against you are made with disadvantage until the start of your next turn.

Counterstrike

Activation Time: 1 reaction

Range: Self

Roles:

Duration: Instantaneous

When a creature misses you with a melee attack, you can use your reaction to make a single at will or melee weapon attack against the target.

At Higher Levels.

5th level. If a creature misses you with a ranged attack you can use your reaction to make a single ranged weapon or at will attack against the target.

11th level. When you use your reaction to make an at will or melee weapon attack as part of this action, you have advantage on the attack roll if the target is within 5 feet.

17th level. If you can make more than one attack as part of an action, such as with the *Extra Attack* feature. You can make them as part of your reaction.

Covering Fire

Activation Time: 1 bonus action

Range: 120 feet

Roles:

Duration: Instantaneous

If you made a ranged attack, you can use a bonus action to provide covering fire for an ally that you can see. Choose one ally, their AC increases by 2 until the end of their next turn.

At Higher Levels.

5th level. While using this feature, you can make a single ranged at-will or ranged weapon attack against a creature as part of this reaction.

11th level. The AC bonus granted by this feature increases to 3.

17th level. If you can make more than one attack as part of an action, such as with the *Extra Attack* feature. You can make them as part of your reaction

Crippling Smash

Activation Time: 1 action

Range: Weapon

Roles:

Duration: Instantaneous

As part of the action to use this power, you must make a melee attack against one creature in your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and the target must succeed a Strength saving throw or suffer a superficial wound crippling the target. The target's movement speed is reduced by 10 feet until the end of their next turn.

At Higher Levels.

5th level. The target's movement speed is reduced by half.

11th level. If the target didn't move at least 15 feet during their last turn, they have disadvantage on the crippling smash's saving throw.

17th level. The targets movement speed becomes 0 until the end of their next turn. Additionally, you have Advantage on attacks against creatures who have their movement speed reduced to 0 from this power.

Cryofoam

Activation Time: 1 action

Range: 30 feet

Roles:**Duration:** Instantaneous

You launch a device that, on impact quickly expands into a soft sub-zero foam that locks an enemy in place. Make a ranged weapon attack against a Large or smaller creature. On a hit, the target is restrained until it is freed. This power has no effect on creatures that are formless or Huge or larger. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature on a success. Dealing 10 bludgeoning damage to the Cryofoam (AC 12) also frees the creature without harming it, ending the effect and destroying the Cryofoam.

At Higher Levels.

5th level. If an enemy provokes an opportunity attack from you. If you use this power, you have advantage on the attack roll.

11th level. The cryofoam is reinforced and the DC to free itself increases to 14 and damage required to destroy it increases to 15 bludgeoning damage.

17th level. The cryofoam has a quick expanse added to it. Choose a creature within 5 feet of the original target. If the original attack roll would hit the second creature, it is also caught in the cryofoam.

Disarming Strike**Activation Time:** 1 action**Range:** Weapon**Roles:****Duration:** Instantaneous

As part of the action to use this power, you must make a melee attack against one creature in your reach, otherwise the power fails. When you hit a creature with a weapon attack, you can attempt to disarm the target, forcing it to drop one item of your choice that it's holding. The target must succeed on a Strength (Athletics) contested by your Strength (Athletics) or Dexterity (Sleight of Hand) check (your choice) or it drops the object you choose. The object lands at its feet.

At Higher Levels.

5th level. If you score a critical hit on the melee attack the target has disadvantage on the saving throw.

11th level. You can use a bonus action to attempt to disarm the target, forcing another contested check to drop an additional item of your choice that it's holding.

17th level. You have advantage on the contested checks to disarm the target. When you successfully disarm a target, you can use your bonus action to immediately take the Use an Object action on the dropped item.

Distracting Words**Activation Time:** 1 action**Range:** 60 feet**Roles:****Duration:** Instantaneous

You unleash a string of insults, commands, shouts or similar words to distract a creature you can see within range. While at the same time attacking their mind. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

At Higher Levels.

5th level. The damage increases to 2d4 and you use a bonus action to target an additional creature with this power. That target takes half the damage rolled and has disadvantage on the next attack roll it makes before the end of its next turn.

11th level. The damage increases to 3d4 and the range increases to 90 feet.

17th level. The damage increases 4d4 and the original target has disadvantage on all of its attack rolls it makes before the end of its next turn.

Earthen Grasp**Activation Time:** 1 action**Range:** 60 feet**Roles:****Duration:** Concentration, up to 1 minute

You create a Large stone hand that appears and grapples a large or smaller enemy. A creature you can see within range must succeed on a Dexterity saving throw or become grappled (escape DC is equal to your power ability). On a successful save the power ends.

While the hand has a creature grappled, you can use a bonus action to have the hand crush the grappled creature dealing 2d4 bludgeoning damage.

At Higher Levels.

5th level. The damage increases to 4d4. As a bonus action, you can command the hand to extend and raise up to 20 feet from the ground.

11th level. The damage increases to 6d4 and the range increases to 90 feet.

17th level. You can create two medium small hands that each deal 4d4 bludgeoning damage when you use your bonus action to command them both to crush. Or you can summon a single Large stone hand that can do 8d8 bludgeoning damage.

Elongation**Activation Time:** 1 bonus action**Range:** Self**Roles:****Duration:** Concentration, up to 1 minute

You can elongate your body and or limbs to extend your reach and/or grow your size. While elongated your reach becomes 15 feet and/or your size increases by up to one size category.

At Higher Levels.

5th level. You learn to use your body to constrict your foes. Make a melee power attack. The target takes 1d8 + your Strength modifier (minimum of 1) bludgeoning damage, and the target is grappled (escape DC is equal to your power ability). Until this grapple ends, the creature is restrained, and you can't constrict another creature.

11th level. You're able to turn your entire body into a rubbery substance. While this power is active you have resistance to bludgeoning and slashing damage while under this effect and you have advantage on grapple checks.

17th level. Your elongated reach becomes 20 feet, and your walking speed increases to 15 feet.

Energy Spear**Activation Time:** 1 action**Range:** 90 feet**Roles:****Duration:** Instantaneous

You release a spear made of a brilliant, condensed light from your hand or gadget at a creature you can see. Make a ranged power attack. On a hit, the target takes 2d4 radiant damage.

At Higher Levels.

5th level. The damage increases to 4d4. Additionally, you learn how to evoke and sustain this power as a radiant spear in your free hand if you so choose. The evoked spear is similar in size and shape as a spear, and it lasts for up to 1 minute (as if concentrating on a power). If used to make a ranged power attack, it disappears on a hit or if you let go of it.

11th level. The damage increases to 5d6 and if the power is evoked into a spear it gains the reach property.

17th level. The damage increases to 6d6. Additionally, you can use your action to release a massive beam of radiant energy in a line 100 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 radiant damage on a failed save, or half as much damage on a successful one. You can't use this feature again until you finish a short or long rest.

Evasive Strike

Activation Time: 1 action

Range: Self

Roles:

Duration: Instantaneous

As part of the action to use this power, you must make a melee attack against one creature in your reach, on a hit, if you move at least 5 feet, you can add your proficiency modifier to your AC until the end of your turn.

At Higher Levels.

5th level. The duration of the AC bonus granted by this power lasts until the start of your next turn.

11th level. Your evasive nature gives you lightning quick reflexes in battle. You have advantage on Dexterity saving throws against effects that you can see such as powers that you can see from the target. To gain this benefit, you can't be blinded, deafened, or incapacitated.

17th level. You master evasive foot work. When you use this power, you can take the Dodge action as a bonus action

Taser Pull

Activation Time: 1 action

Range: 20 feet

Roles:

Duration: Instantaneous

You release an electrified grappling hook that strikes one creature of your choice that you can see within range. Make a ranged power attack, on a hit the target takes 1d8 lightning damage and must succeed on a Strength saving throw or be pulled 20 feet in a straight line toward you.

At Higher Levels.

5th level. The damage increases to 2d8 and the range increases to 30 feet. On a failed save, you can use your bonus action to pull the target an additional 10 feet toward you.

11th level. The damage increases to 3d8 and target is shocked.

17th level. The damage increases to 4d8 and the target is restrained.

Fast Hands

Activation Time: 1 bonus action

Range: Self

Roles:

Duration: Instantaneous

You can use your bonus action to make a Dexterity (Sleight of Hand) check, use tools you're proficient in, disarm a trap, open a lock, administer an ambro med pack or take the Use an Object action.

At Higher Levels.

5th level. Your deft movement with your hands allows you to ignore the loading property of ranged weapons with which you are proficient.

11th level. Creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

17th level. Your proficiency bonus is doubled for any ability check you make that uses Dexterity (Sleight of Hand).

Feinting Strike

Activation Time: 1 bonus action

Range: Weapon

Roles:

Duration: Instantaneous

You attempt to a feint against a creature. The target must make a contested Wisdom (Insight) check verses your Charisma (Deception) check. On a failure you have advantage on your next attack roll against that creature.

At Higher Levels.

5th level. You learn to use your feinting as a defensive tactic. When an enemy hits you with a melee attack, you can use your reaction to force the target to make a contested Wisdom (Insight) check verses your Charisma (Deception) check. On a failure the target has disadvantage on the attack roll.

11th level. Attack rolls against a target that failed your feinting strike contest score critical hits on a 19 or 20.

17th level. When you use your reaction to feint and your attacker misses, you can move up to half your movement without provoking an opportunity attack.

Fiery Weapon

Activation Time: 1 bonus action

Range: Self

Roles: Elemental Manipulator, Psychic

Duration: Concentration, up to 1 minute

You imbue a nonmagical melee weapon with pyrokinetic energy. Until this power ends, that weapon deals an additional 1d4 fire damage. These flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. A flammable object hit by this ignites if it isn't being worn or carried.

At Higher Levels.

5th level. You gain resistance to cold damage while this power is activated.

11th level. The damage increases to 2d6 and the light sheds bright and dim light for an additional 20 feet.

17th level. The damage increases to 3d6. Additionally, you can use an action to release a heat wave from weapon while this power is active. Each creature within 20 feet of you must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The blast of heat spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

This feature can't be used again until you finish a long rest.

Frozen Aura

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 1 minute.

You emanate an icy aura from your body. The aura extends 5 feet from you in every direction, but not through total cover.

When frozen aura is activated, all other creatures in your aura, a creature that starts or ends its turn in your aura takes cold damage each equal to your proficiency bonus.

At Higher Levels.

5th level. The area around you in your aura becomes a patch of thin slick ice. When a creature moves into your aura for the first time or moves while inside your aura, it must succeed on a Dexterity saving throw or fall prone.

11th level. You can choose to extend your aura up to 10 feet.

17th level. You've mastered your aura. A creature that starts and ends its turn in your aura must succeed a Constitution saving throw or become frigid. The creature can repeat this saving throw at the end of each of their turns. When you activate your aura, you can choose a number of creatures that you can see within your aura, they become immune to the effects of this activation of your aura.

Glacial Pillar

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Instantaneous

You cause a 5-foot pillar of ice rise from beneath a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage the next weapon attack roll it makes before the end of its next turn. The pillar remains for up to 1 hour. Fire and hot temperatures can melt the pillars at the Overseer's discretion.

At Higher Levels.

5th level. You can create two pillars when you activate this power. You can direct the pillar at the same target or at different ones.

11th level. When a creature you can see attacks a target other than you that is within range, you can use your reaction to create a weak pillar to provide half cover. If the attack misses the pillar is destroyed.

17th level. The damage of the pillars increases to 2d6 and the pillar's size increase to 5-foot-wide and 10 feet tall.

Gouge

Activation Time: 1 action

Range: 5 feet

Roles:

Duration: Instantaneous

As part of the action to use this power, you must make a melee attack with a slashing or piercing weapon against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and the target must succeed a Constitution saving throw or suffer a superficial but bloody wound. At the start of each of the target's turns the target takes 1d6 damage of the same type as the weapon. The target can make another Constitution saving throw at the end of each of its turns to end the effect. If the target receives healing or if a creature can make a DC 12 Wisdom (Medicine) check as an action to end the effect as well. Undead, constructs and androids are immune to this feature.

At Higher Levels.

5th level. The damage increase to 2d6. Additionally, you can forgo the power's damage. Instead you can hamstring the enemy, reducing the target's movement speed by 10 feet.

11th level. The damage increases to 3d6 and the wound becomes deep. The DC of the Wisdom (Medicine) check to end the effect becomes 15.

17th level. The damage increases to 4d6. Additionally, as an action, you can eviscerate your enemies in a vortex of strikes. Each creature within 5 feet of you must succeed on a Constitution saving throw or suffer a superficial but bloody wound. At the start of each of the target's turns the target takes 1d6 damage of the same type as the weapon. The target can make another Constitution saving throw at the end of each of its turns to end the effect. If the target receives healing or if a creature can make a DC 15 Wisdom (Medicine) check as an action to end the effect as well. Undead, constructs and androids are immune to this feature. You can't use this feature again until you finish a short or long rest.

Ground Freeze

Activation Time: 1 action

Range: 5 feet

Roles:

Duration: Instantaneous

You create a burst of icy wind and sleet with conjured elemental power or a gadget. Each creature within range other than you, must succeed on a Constitution saving throw or take 1d4 cold damage.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature other than you enters the power's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone. The area remains until the end of your next turn.

At Higher Levels.

5th level. The damage increases to 2d4 and the area remains for up to 1 minute. You ignore difficult terrain caused by this power.

Fire and hot temperatures can melt the pillars at the Overseer's discretion.

11th level. The damage increases to 4d4 and the range increases to 10 feet. When another creature damages you with an attack, if you are standing in this power's area, you can use a reaction to form a glacial wall. You can roll with power's damage die and reduce the damage by the number you roll.

17th level. The damage increases to 6d4 and the area remains for up to 10 minutes.

Heat Ray

Activation Time: 1 action

Range: 100 feet

Roles:

Duration: Instantaneous

You release a thin beam of heated light from a device or your body such as your hands, or eyes. Make a ranged power attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this ignites if it isn't being worn or carried.

At Higher Levels.

5th level. The damage increases to 2d10. When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to activate this power at the creature, rather than making an opportunity attack.

11th level. The damage increases to 3d10 and the range increases to 120 feet.

17th level. The damage increases to 4d10. This power can score a critical hit on a 19 or 20.

Ice Beam

Activation Time: 1 action
Range: 60 feet
Roles:
Duration: Instantaneous

A frigid beam of blue-white frost streaks toward a creature within range. Make a ranged power attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

At Higher Levels.

5th level. The damage increases to 2d8. On a hit, this power creates a 5-foot-radius sphere of chilled fog centered on the target. The sphere spreads around corners and its area is lightly obscured. It lasts until start of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour).

11th level. The damage increases to 3d8 and the fog lasts for 1 minute.

17th level. The damage increases to 4d8. Additionally, you can use an action to convert the beam into shards of icicles. On a hit, the target takes 4d8 piercing damage and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d8 cold damage. You can't use this feature again until you finish a short or long rest.

Icy Weapon

Activation Time: 1 bonus action
Range: Self
Roles:
Duration: Concentration, up to 1 minute

You imbue a nonmagical melee weapon with cryokinetic energy. Until this power ends, that weapon deals an additional 1d4 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

At Higher Levels.

5th level. You gain resistance to fire damage while this power is activated.

11th level. The damage increases to 2d4 and the target's speed is reduced by an additional 5 feet.

17th level. The damage increases to 3d4. Additionally, you can use an action to release a blast of frigid air from weapon while this power is active. Each creature in a 30-foot cone must make a Constitution saving throw. A creature takes 8d4 and has its speed reduced by 15 feet until the start of your next turn.

This feature can't be used again until you finish a long rest.

Implosion Bomb

Activation Time: 1 action
Range: 30 feet
Roles:
Duration: Instantaneous

You deploy a device to a point within range that emits a gravitational pulse condensing matter and pulling enemies toward the bomb. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 2d8 necrotic damage make a succeed on a Strength saving throw or be pulled up to 10 feet straight toward that point.

At Higher Levels.

5th level. The damage increases to 3d8 and the effect's area increases to a 20-foot-radius sphere.

11th level. The damage increases to 4d8. Creatures are pulled up to 15 feet straight toward that point.

17th level. The damage increases to 6d8. You can choose to create two smaller bombs each with a 10-foot-radius sphere that deal 3d8 necrotic damage instead of one larger one. The smaller bombs can be at two different points within range.

Influence Fate

Activation Time: 1 action
Range: Touch
Roles:
Duration: Concentration, up to 1 minute

You're able to influence the fate of those around you and bend luck slightly in their favor. You touch one willing creature. Once before this power ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The power then ends.

At Higher Levels.

5th level. When a creature under the effects of this power rolls a 1 on a d20 for an ability check, they can reroll the die and must use the new roll.

11th level. This power to reroll extends to saving throws in addition to ability checks and its range becomes 10 feet.

17th level. Your ability to manipulate fate grows. When a creature under the effects of this power rolls a 1 or 2 for an ability check or saving throw, they can reroll the die and must use the new roll.

Integrated Defense Drone

Activation Time: 1 action
Range: 30 feet
Roles:
Duration: Concentration, up to 1 minute

You release a tiny aerial interceptor drone to defend a creature from incoming enemy fire. Choose a creature within range, you send a tiny drone armored with sonic disrupters. Until the power ends, ranged attacks against the creature has disadvantage.

At Higher Levels.

5th level. The defense drones become armed with counter sonic blasters. When a creature under this power's effect is hit with a ranged attack, you can use your reaction to command them to counterattack a target within 60 feet of the drone. The target must succeed on a Constitution saving throw or take 1d10 thunder damage.

11th level. The damage increases to 2d10 and the range the drone can target increases to 100 feet.

17th level. When you use this power, you can now release two defense drones to defend two different creatures. If your concentration is broken, both drones return to you and this power ends.

Integrated Strategic Artillery Drone

Activation Time: 1 action
Range: 30 feet
Roles:
Duration: Concentration, up to 1 minute

You release a tiny aerial combat drone that hovers within your space with an attack range of 100 feet. When you make a ranged attack with advantage if the lowest die also hits the target the drone releases a plasma blast and the target takes 2d4 radiant damage.

At Higher Levels.

5th level. The damage increases to 3d4 and its range increases to 150 feet. As a bonus action you can move your drone up to 30 feet. You can

hack into devices and computers through your drone, you use your technology bonus when making checks through your drone.

11th level. The damage increases to 4d4. Enhanced with antiballistic scanners it can stop it can blast an enemy's attack in midair. When a creature you can see makes a ranged attack against you, you can use your reaction and make a ranged power attack roll. If the result of this roll equals or exceeds their attack roll, their attack misses.

17th level. The damage increases to 6d4. Additionally, as an action you can command your drone to release a continual burst of lightning. The drone erupts in a 5-foot-diameter orb of lightning and lasts for 1 minute. Any creature that ends its turn within 5 feet of the orb must make a Dexterity saving throw. The creature takes 4d4 lightning damage and can't take reactions on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the orb up to 30 feet. If you ram the orb into a creature, that creature must make the saving throw against the orb's damage, and the orb stops moving this turn.

When you move the orb, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The orb sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

You can't use this power again until you finish a short or long rest.

Kinetic Blast

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: Instantaneous

A beam of kinetic energy streaks toward a creature within range. Make a ranged power attack against the target. On a hit, the target takes 1d10 force damage and is pushed 10 feet straight backward.

At Higher Levels.

5th level. This power creates more than one beam at higher levels. You create two beams that can target the same or different targets.

11th level. You create three beams that can target the same or different targets. If two or more beams successfully hit a single target, you may choose to knock them prone instead of straight backward.

17th level. You create four beams that can target the same or different targets. Additionally, as an action, you can release the kinetic energy in a burst around you. Each creature within 15 feet other than you, must make a Constitution saving throw. On a failed save, the creature takes 2d10 force damage and be pushed back 20 feet. On a successful save, the creature takes half as much damage and isn't pushed. You can't use this feature again until you finish a short or long rest.

Leaders Command

Activation Time: 1 action

Range: 120 feet

Roles: All

Duration: Instantaneous

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to command one of your allies to evasive maneuvers or strike. When you do so, a friendly creature who can see or hear you uses its reaction to either move up to half its speed without provoking an opportunity attack, makes an attack, or activates an at-will.

At Higher Levels.

5th level. When a creature hits a friendly creature that you can see within range, you can use your reaction to shout an evasive command. The creature can use its reaction to take the Dodge action.

11th level. This power no longer requires you to use a bonus action to command one of your allies.

17th level. You can't be surprised. When you use this power, if the target of this power is surprised, they take their turn as normal.

Light

Activation Time: 1 action

Range: Touch

Roles:

Duration: 1 hour

You touch an object and imbue it with radiant energy. The object must be no larger than 10 feet in any dimension. Until the power ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The power ends if you can't cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the power.

At Higher Levels.

5th level. You can release a burst of light between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to flare a bright light before the attacker hits or misses. You impose disadvantage on the attack roll. An attack that can't be blinded is immune to this feature.

11th level. You can release the flare of light to protect others. When a creature that you can see within 30 feet of you attacks a creature other than you.

17th level. When you use this power on an attacker, the target must succeed on a Constitution saving throw or be blinded until the end of its next turn.

Light Drones

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: Concentration, up to 1 minute

You release four softball sized tech drones that fly within range. Hovering in the air for the duration. Each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light drone must be within 20 feet of another light drone. The drone loses power and drops to the ground and its light goes out if it exceeds this power's range.

At Higher Levels.

5th level. You can use a bonus action to combine the drones into single small basketball sized drone. This drone sheds light in a 30-foot radius. You can use another bonus action to separate them.

11th level. While this power is active, you can use an action to command the drones to place a spotlight on a target. The target must succeed a Dexterity saving throw. On a failure, any attack roll against the creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The target can make another saving throw at the end of its turn.

17th level. The range of the power increases to 200 feet and the radius of its light increases by 10 feet.

Lightning Strike

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: Instantaneous

A streak of thin lightning springs from your hand, weapon, gadget or similar delivering a shock to a creature within range. Make a ranged power attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d6 lightning damage, and it can't take reactions until the start of its next turn.

At Higher Levels.

5th level. The damage increases to 2d6. When you hit a target, a surge of lightning leaps to other creatures within 5 feet of the target. Each creature must succeed a Dexterity saving throw or lightning damage equal to your proficiency bonus and are shocked.

11th level. The damage increases to 3d6 and, the effect lasts until the start of your next turn.

17th level. The damage increases to 4d6 and the range increases to 60 feet. Additionally, as an action you can create burst of chaotic lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 20 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 4d6 lightning damage on a failed save and can't take reactions until the start of your next turn, or half as much damage on a successful one. Once you use this feature, you can't use it again until you finish a short or long rest.

Micro Missile

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: Instantaneous

A small missile launches from you, streaking to a point you choose within range, and then blossoms with a low roar into a small explosion of flame. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 2d4 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't benign worn or carried.

At Higher Levels.

5th level. The damage increases to 4d4. The area of impact becomes difficult terrain.

11th level. The damage increases to 5d4 and the area of effect increases to 10-foot radius sphere.

17th level. The damage increases to 6d4. Additionally, as an action you can release a short cluster of micro missiles in a line 40 feet long and 10 feet wide centered on a creature of your choice. You choose the direction of the line. Each creature in the line must make a Dexterity saving throw. A creature takes 6d4 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't benign worn or carried. Once you use this feature, you cannot use it again until you finish a short or long rest.

Minor Illusion

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: 1 minute

You manifest a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or activate this power again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the power ends.

If you create an image of an object-such as a chair, muddy footprints, or a suitcase-it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your power save DC. If a creature discerns the illusion for what it is, the illusion becomes partially translucent to the creature.

At Higher Levels.

5th level. When you create an image of an object, you can use a bonus action manifest a sound.

11th level. The size of the objects you create can now be up to 10-foot cube in size.

17th level. The power's range increases to 60 feet. The image you create seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature.

Minor Telekinesis

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: 1 minute

You can mentally manipulate small objects for the duration, or until stop focusing no action required by you. You cannot affect objects more than 30 feet away from you. This effect ends if you use this feature on a different object.

You can use your action to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. The object can move up to 30 feet each time you use it.

You can only lift objects up to 10 pounds. Your control isn't accurate enough to activate complex objects. If you chose to make an attack, the object can't be worn or carried. The object flies in a straight line up to 30 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 2d4 bludgeoning damage.

At Higher Levels.

5th level. The damage increases to 4d4. You can now lift objects up to 20 pounds.

11th level. The damage increases to 6d4. Your telekinetic control becomes dexterous enough to activate complex objects. Additionally, the range increases to 40 feet.

17th level. The damage increases to 8d4. Additionally, you can manipulate a collection of small objects all at once and launch the debris at your enemies. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 4d4 piercing and 4d4

bludgeoning damage on a failed save, or half as much damage on a successful one. You can't use this feature again until you finish a short or long rest.

Nature's Gift

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: Instantaneous

Your connection to the wild land allows you to whisper to the spirits of nature. You create one of the following effects within range:

- You create a tiny, harmless sensor effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of an animal. The effect must fit in a 5-foot cube.
- You create a long whip made from vines that lashes out at your command toward a creature in range. Make a melee power attack against the target. If the attack hits, the creature takes 1d6 bludgeoning damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

At Higher Levels.

5th level. The damage increases to 2d6. Additionally, as an action, you can imbue plants within 5 feet of you with limited sentience and animation, giving them the ability to communicate with you for up to 1 minute. You can question plants about events in the area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

11th level. The damage increases to 3d6. Additionally, the distance you pull a creature increases to up to 20 feet closer to you.

17th level. The damage increases to 4d6. Additionally, as an action you can weave around yourself an armor of nature made from vines, grass with vines, branches and other vegetation. You gain temporary hit points equal to your power ability modifier + your level. Once you use this feature, you can't use it again until you finish a short or long rest.

Nature's Wrath

Activation Time: 1 action

Range: Touch

Roles:

Duration: 1 minute

The wooden object or weapon such as a club or quarterstaff you are holding is imbued with nature's power. Thorny vines, moss and other vegetation grow upon it. For the duration, you can use your power ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8 and deals piercing damage. The weapon also becomes magical, if it isn't already. The power ends if you activate it again or if you let go of the weapon.

At Higher Levels.

5th level. When you hit a creature with this weapon, you can use a bonus action to command the vines to entangle the target. The target is grappled (escape DC equals your power ability save).

11th level. The weapons damage die increases to a d10. A target grappled by this power instead becomes restrained.

17th level. The weapons damage die increases to a d12. Additionally, when you score a critical hit with the weapon imbued with this power, you can release a 10-foot-radius cloud of toxic spores that extends outward from the target. The spores spread around corners. Each other than you must succeed on a Constitution saving throw or become poisoned. While poisoned this way, a target takes 1d10 poison damage at the start of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Nega Bolt

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: 1 round

You release a ball of crackling dark energy. Make a ranged power attack against a creature. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn.

At Higher Levels.

5th level. The damage increases to 2d8. On a hit, the creature becomes disoriented by our dark energy, the target has disadvantage on attack rolls made against you until the start of your next turn.

11th level. The damage increases to 3d8. The attack radiates an aura of disruption around the target. Each creature within 10 feet of the target can't regain hit points until the start of your next turn.

17th level. The damage increases to 4d8. Additionally, as an action you can release a focused beam of negative dark energy. Make a ranged power attack against a creature within range. On a hit, the target takes 4d8 necrotic damage. In addition, the target deals only half damage with at-will attacks or weapon attacks for up to 1 minute.

At the end of each of the target's turns, it can make a Constitution saving throw against this power. On a success the effect ends. Once you use this feature, you can't use it again until you finish a short or long rest.

Overheat

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 1 minute.

You emanate a fiery aura from your body. The aura extends 5 feet from you in every direction, but not through total cover.

When overheat is activated, all other creatures in your aura, a creature that starts or ends its turn in your aura takes fire damage each equal to your proficiency bonus.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels.

5th level. When an enemy hits you or touches you while within your aura you can use your reaction to flare your heat. If you do, the target must succeed on a Dexterity saving throw or take an extra 1d4 fire damage.

11th level. You can choose to extend your aura up to 10 feet.

17th level. You've mastered your aura. A creature that starts and ends its turn in your aura must succeed a Constitution saving throw or become burning. The creature can repeat this saving throw at the end of each of their turns. When you activate your aura, you can choose a number of creatures that you can see within your aura, they become immune to the effects of this activation of your aura.

Parry

Activation Time: 1 reaction

Range: Self

Roles:

Duration: Instantaneous

When a creature damages you with a melee attack, and you're wielding a weapon you are proficient with. You can use your reaction to make a melee weapon attack. If your roll is higher than the target's attack roll, the damage is reduced to 0.

At Higher Levels.

5th level. If you successfully parry an attack and reduce its damage to zero with this power. You can choose to take the Shove action as part of the same reaction.

11th level. When you take the Dodge action, you have advantage on your melee weapon attack rolls to parry.

17th level. You can parry against ranged weapon attacks. If a ranged weapon requires you to make a saving throw, you have advantage on that saving throw.

Piercing Earth

Activation Time: 1 action

Range: 5 feet

Roles:

Duration: Instantaneous

You create a momentary circle of piercing earth spikes that rise out from the ground around you. Each creature within range, other than you must succeed on a Dexterity saving throw or take 1d6 piercing damage.

At Higher Levels.

5th level. The damage increases to 2d6. The earth spikes remain on place granting you half cover and count as difficult terrain until start of your next turn.

11th level. The damage increases to 3d6. The range of this power increases to 10 feet.

17th level. The damage increases to 4d6. When an enemy makes a ranged attack against you, you can use your reaction cause one of the spikes to jet out in front of you granting you three-quarters cover from the creature's attacks.

Poison Spray

Activation Time: 1 action

Range: 10 feet

Roles:

Duration: Instantaneous

You release a puff of noxious gas from your mouth, gadget, tail or similar body part at a creature you can see within range. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

At Higher Levels.

5th level. The damage increases to 2d12. The poison spray leaves a cloud of poison in a 5-foot area. Any creature that starts or ends its turn in the cloud must succeed on a Constitution saving throw or be poisoned for 1 minute. The cloud dissipates at the end of your next turn.

11th level. The damage increases to 3d12. The range of this power increases to 15 feet and the cloud lingers for up to 1 minute or until a strong wind disperses it.

17th level. The damage increases to 4d12. Additionally, as an action you can release a disgusting green gas that extends out from you in a 10-foot radius. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a Constitution saving throw or be poisoned until the end of your next turn. While poisoned in this way, the target can take either an action or bonus action on its turn, not both, and can't take reactions. Creatures that don't need to breathe are immune to this effect. You can't use this feature again until you finish a short or long rest.

Powerful Leap

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: Instantaneous

You take the Dash action and jump as part of your movement; you can land in an occupied space. A creature in the space must succeed on a Strength or Dexterity saving throw (target's choice). On a failed save, the creature takes 2d6 + your Strength modifier bludgeoning damage and is knocked prone. On a successful save, the creature only takes half the damage, and isn't knocked prone. The target is pushed 5 feet out of your space into an unoccupied space of the creature's choice within 5 feet. If no unoccupied space is within range, the creature instead falls prone in your space.

At Higher Levels.

5th level. Increase damage to 3d6. Your powerful leap allows you to jump out of the way of certain area effects, such as a *fireball* power. When you are subjected to an effect that allows you to make a Dexterity saving throw, you can use your reaction to leap and move up to half your speed without provoking an opportunity attack.

11th level. Increase damage to 4d6. The range is increased to 60 feet.

17th level. Increase damage to 5d6. Additionally, as an action you can leap into the air and land with a thundering seismic crash. A tremor rips through the ground in a 20-foot-radius circle centered on you. Shaking creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

This power can have additional effects depending on the terrain in the area, as determined by the Overseer.

Fissures. Fissures open throughout the power's area at the start of your next turn after you activate the power. A total of 1d4 such fissures open in locations chosen by the Overseer. Each is 1d6 x 10 feet deep, 10 feet wide, and extends from the one edge of the power's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to be damaged or collapse, as determined by the Overseer.

Prediction

Activation Time: 1 bonus action

Range: Self

Roles:

Duration: Concentration, 1 round

As a bonus action, through the use of mechanical gadgets, innate intuition, magical foresight or a similar power, you are granted brief insight into the target's defenses that you can see. At the end of your turn, you gain advantage on your first attack roll against the target, provided that this power hasn't ended.

At Higher Levels.

5th level. If the target of your prediction, makes an attack roll against you, you can use your reaction to impose disadvantage on that attack roll.

11th level. Opportunity attacks from the target of your prediction are made with disadvantage.

17th level. Your attack rolls against the target have advantage.

Prestdigitation

Activation Time: 1 action

Range: 10 feet

Roles:

Duration: Up to 1 hour

This power is a minor magical trick that apprentice magicians use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you use this power multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

At Higher Levels.

5th level. You can spend 1 minute channeling your power to repair a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a damaged suit, or a broken table. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This power can physically repair an item imbued with magic or construct but cannot restore the magic or power to such an object.

11th level. The duration of this power increases up to 8 hours and the range increases to 30 feet.

17th level. When you create a sensory effect such as a shower of sparks, a puff of wind, faint musical notes or an odd order, you can empower them and create a distraction. You temporarily distract a creature with your power. The target must succeed on a Wisdom saving throw. On a failed save, until the end of your next turn, the target is distracted by the sensory effects. The next time the creature makes a saving throw before the power ends, roll a d6 and subtract the result from the roll. The power then ends.

Produce Flame

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The power ends if you dismiss it as an action or if you activate it again.

You can also attack with the flame, although doing so ends the power. When you activate this power, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged power attack. On a hit, the target takes 1d8 fire damage.

At Higher Levels.

5th level. The damage increases to 2d8. As a bonus action on your turn, you can move the flame up to 60 feet to a new spot within range. If the flame exceeds the powers range it winks out. If you hurl the flame at a creature, the target must be within 30 feet of the flame.

11th level. The damage increases to 3d8. The flames light radius increases by 10 feet.

17th level. The damage increases to 4d8. Additionally, as an action you can flare the flames heat as if concentration on a power. Until the power ends the flame fills a 5-foot cube. Any creature in the flame's space must succeed on a Dexterity saving throw or take 4d8 fire damage. A creature must also make the saving throw when it moves into the flame's space for the first time or ends its turn there.

The flame ignites flammable objects in its area that aren't being worn or carried. You can't use this feature again until you finish a short or long rest.

Protective Ward

Activation Time: 1 action

Range: 15 feet

Roles:

Duration: Concentration, up to 1 minute

You use a gadget, shield, energy barrier or some similar power to protect one willing creature. Once before the start of your next turn, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw, the effect ends.

At Higher Levels.

5th level. When you activate this power choose a damage type, acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder. The target gains resistance to that damage type until the power ends.

11th level. The range of this power increases to 30 feet and you may use a bonus action to target one additional creature with this power.

17th level. The protective ward die increases to a d6. Additionally, when an ally is hit with an attack, you can use your reaction to create powerful opaque protective barrier with a single arrow slit in front of the target. The ward provides the target with three-quarters cover until the end of your next turn. You can't use this feature again until you finish a short or long rest.

Shocking Grasp

Activation Time: 1 action

Range: Touch

Roles:

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee power attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

At Higher Levels.

5th level. The damage increases to 2d8 and it can't take reactions until the start of your next turn.

11th level. The damage increases to 3d8. You can now channel your power to release shocking burst as an action. Each creature within 5

feet of you must succeed on a Constitution saving throw or take 2d6 lightning damage.

17th level. The damage increases to 4d8 and your burst damage range increases to 10 feet. If you have a target grappled when you use this power to deliver a shock to the creature you're touching, you have advantage on the attack roll, and you can score a critical hit on a roll of 19 or 20. If the target is wearing armor made of metal, you can score a critical hit on a roll of 18-20.

Solar Ray

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

At Higher Levels.

5th level. The damage increases to 2d8. On a hit, the target is disoriented by the blinding light. Roll a d4, and subtract the number rolled from the target's AC until the end of its next turn. A creature that doesn't rely on sight is immune to this feature.

11th level. The damage increases to 3d8. On a successful save, the target takes half damage from this power and doesn't suffer its additional effect.

17th level. The damage increases to 4d8. Additionally, as an action, you can now create a massive pillar of light. As an action a golden beam of brilliant light shines down in a 10-foot-radius, 40-foot-high cylinder centered on a point within range. Engulfed in the radiant light that causes searing pain, each creature in the area must make a Constitution saving throw. On a failed save, a creature takes 2d10 radiant damage and is blinded for one minute. On a successful save, the creature takes half as much damage and isn't blinded. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can't use this feature again until you finish a short or long rest.

Stench

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 1 minute.

You emanate a rancid aura from your body. The aura extends 5 feet from you in every direction, but not through total cover.

When stench is activated, all other creatures in your aura and a creature that starts or ends its turn in your aura takes poison damage each equal to your proficiency bonus.

At Higher Levels.

5th level. When an enemy enters your aura for the first time, you can use your reaction to flare your stench. They must succeed on a Constitution saving throw or be poisoned until the end of your next turn.

11th level. You can choose to extend your aura up to 10 feet.

17th level. You've mastered your aura. A creature that starts and ends its turn in your aura must succeed a Constitution saving throw or become poisoned. The creature can repeat this saving throw at the end of each of their turns. When you activate your aura, you can choose a number of creatures that you can see within your aura, they become immune to the effects of this activation of your aura.

Sticky Bomb

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: Instantaneous

You deploy or throw a device or power that sticks to creature, object or unoccupied space and then detonates a moment later. If the target is a creature it must succeed a Dexterity saving throw or the sticky bomb attaches to the target and the target automatically fails the saving throw. On a success the sticky bomb attaches to the target. The sticky bomb detonates at the start of your next turn. Each creature within 5 feet of the sticky bomb must succeed on a Dexterity saving throw or take 1d6 fire damage. The explosion ignites flammable objects in that area that aren't being worn or carried.

At Higher Levels.

5th level. The damage increases to 2d6. Additionally, you can choose to delay the detonation up to 1 minute (as if concentrating on a power). The power ends causing it to explode either because your concentration is broken or because you decide to end it.

11th level. The damage increases to 3d6. The area of effect of this power increases to 10 feet.

17th level. The damage increases to 4d6. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 1d10 fire damage at the start of each of its turns.

Striking Stone

Activation Time: 1 action

Range: Weapon

Roles:

Duration: Instantaneous

As part of the action to use this power, you must make a melee attack against one creature within your reach, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and a stone pillar leaps from the ground and smashes into the target. The target takes bludgeoning damage equal to your power modifier and must succeed a Strength saving throw or be pushed 10 feet in a direction of your choice by the pillars.

At Higher Levels.

5th level.

11th level. When a creature you can see hits you with an attack, you can use your reaction to create a weak pillar to provide cover half cover until the end of the turn.

17th level. When you use this power, you can use your bonus action to create an additional pillar against the same target as long as it is within 30 feet of you. Additionally, as an action, you can re-create a 5-foot wide 20-foot-tall pillar in an area within 30 feet of you. If a creature or object occupies the same spot when you this happens, it is must succeed on a Dexterity saving throw. On a failure it is immediately shunted to the nearest unoccupied space and takes 5d6 bludgeoning damage. On a successful save it takes half as much damage.

Sure Strike

Activation Time: 1 bonus action

Range: Weapon

Roles:

Duration: Instantaneous

You forgo power for precision in your attack. Your weapons damage die is reduced by one size (minimum of a d4). If you have disadvantage on

your attacks or your target has advantage on saving throws, you ignore it them this turn.

At Higher Levels.

5th level. If a power or feature is imposing Disadvantage on your roll when you use this power, roll a d4 and add the number rolled to your attack bonus or subtract the total from a targets saving throw against your weapon attack.

11th level. Before you make a weapon attack when you use this power, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add + 10 to the attack's damage.

17th level. If you take the Ready action to make an attack. When the attack triggers you have Advantage on the attack roll, and you score a critical hit on a roll of 18-20.

Tactical Advantage

Activation Time: 1 reaction

Range: Self

Roles:

Duration: Instantaneous

Your tactical visor, tech glasses or heads up display, intuition or foresight allows you to learn enemy attack patterns. Processing that information within nanoseconds and allowing you to predict the enemies next actions. When a creature hits you with an attack, you can use your reaction to take the Dodge action until the end of the turn.

At Higher Levels.

5th level. When you take the Dodge action, when an enemy makes an attack against you, regardless if the attack hits or not, you can use your reaction to make an attack against the attacking creature.

11th level. Creatures provoke opportunity attacks from you when they enter your reach.

17th level. You gain a +5 bonus to your passive Wisdom (Perception) when detecting creatures that are hiding or invisible.

Telekinetic Push and Pull

Activation Time: 1 bonus action

Range: 15 feet

Roles:

Duration: Instantaneous

You send out a blast of power at a creature you can see within range. The target must succeed on a Strength saving throw or be pushed or pulled up to 10 feet in a straight line toward or away from you.

At Higher Levels.

5th level. The range increases to 20 feet and the push or pull distances increases to 15 feet.

11th level. You are able to push and pull your target to in any direction you desire.

17th level. When a hostile creatures makes an attack roll against you and hits, you can use this power as a reaction. Additionally, as an action, you use this power on up to three creatures or objects of your choice that each weigh less than 500 lbs.

Thaumaturgy

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute. If you activate this power multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

At Higher Levels.

5th level. If you spend 10 minutes channeling this power, you can create an invisible, mindless, shapeless, Medium force that performs simple tasks at your command for 1 hour. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the power ends.

11th level. The duration of this power increases up to 10 minutes and the range increases to 60 feet.

17th level. When you create a sensory effect such as harmless tremors, a rumbling thunder, a raven's cry or ominous whisper, you can empower them and create a distraction. You temporarily distract a creature with your power. The target must succeed on a Wisdom saving throw. On a failed save, until the end of your next turn, the target is distracted by the sensory effects. The next time the creature makes a saving throw before the power ends, roll a d6 and subtract the result from the roll. The power then ends.

Tripping Strike

Activation Time: 1 action

Range: Weapon

Roles:

Duration: Instantaneous

As part of the action to use this power, you must make a melee weapon attack against one creature within your reach, otherwise the power fails. You attempt to knock the target down. The target must succeed on a contested Strength (Athletics) check or be knocked prone.

At Higher Levels.

5th level. If the target is successfully knocked prone from this power, you can use a bonus action to attempt to grapple the target.

11th level. As an action, you can execute a twirling tripping maneuver. Each creature within reach must succeed Dexterity saving throw or fall prone.

17th level. If the target is successfully knocked prone from this power, you can use a bonus action to make an additional attack against the target.

Web Shot

Activation Time: 1 action

Range: 40 feet

Roles:

Duration: Instantaneous

You release a long, string of spider like webbing toward a creature within range. Make a ranged power attack against the target. If the attack hits, the creature takes 1d6 bludgeoning damage, and if the target is Large or smaller, you choose to pull the creature up to 15 feet closer to you or restrain it. A creature can use an action to make a Strength saving check against your power save DC, freeing itself or another creature within its reach on a success. Dealing 5 damage to the web (AC 14) also frees the creature without harming it, ending the effect and destroying the web.

At Higher Levels.

5th level. The damage increases to 2d6. Additionally, when you fall you can use your web shot to slow your fall allowing you to swing to safety. When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.

11th level. The damage increases to 3d6 and the distance you can pull a creature is increased by 5 feet.

17th level. So long as there are anchors above you that can support your weight, you can use your web shoot to gain a fly speed of 30 feet until the start of your next turn.

Zapping Surge

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 1 minute.

You emanate a zapping lightning aura from your body. The aura extends 5 feet from you in every direction, but not through total cover.

When zapping is activated, all other creatures in your aura, a creature that starts or ends its turn in your aura takes lightning damage each equal to your proficiency bonus.

At Higher Levels.

5th level. A when a creature enters your aura for the first time, you can use a reaction to flare your aura, if you do the target must succeed a Constitution or have its movement reduced to 0 until the end of its turn.

11th level. You can choose to extend your aura up to 10 feet.

17th level. You've mastered your aura. A creature that starts and ends its turn in your aura must succeed a Constitution saving throw or become shocked. The creature can repeat this saving throw at the end of each of their turns. When you activate your aura, you can choose a number of creatures that you can see within your aura, they become immune to the effects of this activation of your aura.

POWERS

Absorb Energy

1st level

Activation Time: 1 reaction, which you take when you take acid, cold, fire, lighting, thunder or radiant damage

Range: Self

Roles:

Duration: 1 round

The power or device captures some of the incoming energy from an attack, reducing its effect. The energy is absorbed and released for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the power ends.

At Higher Levels. If you activate this using a slot of 2nd level or higher, the damage increases for each slot level above 1st.

Alarm

1st level

Activation Time: 1 minute

Range: 30 feet

Roles:

Duration: 24 hours

Using a collection of gadgets and tools, you set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the power ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the trapped area. When you use this power, you can designate creatures that won't set off the alarm. You also choose whether the alarm is audible or alerts through a device such as a watch or H.U.D.

This alarm awakens you if you are sleeping and the audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Acid Arrow

2nd level

Activation Time: 1 action

Range: 90 feet

Roles:

Duration: Instantaneous

You launch a slick green arrow-like gob of acid from your hands, mouth, tail or similar body part. The arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged power attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Levels. When you use this power using a power slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

Aimed Shot

1st level

Activation Time: 1 bonus action

Range: Self

Roles:

Duration: Concentration, up to 1 minute

You take additional time to aim to ensure your aim is true. The next time you make an attack with a ranged weapon before this power ends,

roll the attack with advantage. If both attack rolls hit the target, double your weapon damage modifier.

Ambro Resuscitation

3rd level

Activation Time: 1 action

Range: Touch

Roles:

Duration: Instantaneous

You deliver an excess concentration of ambro serum to a creature that has died within the last minute. That creature returns to life with 1 hit point and 1 level of exhaustion. This power doesn't return to life a creature that has died of old age, nor can it restore any missing body parts.

Animal Messenger

2nd level

Activation Time: 1 bonus action (routine)

Range: 30 feet

Roles:

Duration: 24 hours

Your connection to nature allows you to communicate with wildlife, utilizing them to carry messages for you. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a cat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the police." or "a red-haired women wearing a white dress." You also speak a message of up to twenty-five words. The target beast travels for the duration of the power toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the power ends, the message is lost, and the beast makes its way back to where you used this power.

At Higher Levels. If you activate this using a slot of 3rd level or higher, the duration of the power increases by 48 hours for each slot level above 2nd.

Augury

2nd level

Activation Time: 1 minute (routine)

Range: Self

Roles:

Duration: Instantaneous

By activation gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The Overseer chooses from the following possible omens:

- *Weal*, for good results
- *Woe*, for bad results
- *Weal and woe*, for both good and bad results
- *Nothing*, for results that aren't especially good or bad

This power doesn't take into account any possible circumstances that might change the outcome, such as the of additional powers or the loss or gain of a companion.

If you activate this power two or more times before completing your next long rest, there is a cumulative 25 percent chance for each

activation after the first that you get a random reading. The Overseer makes this roll in secret.

Barkskin

2nd level

Activation Time: 1 action

Range: Touch

Roles:

Duration: Concentration, up to 1 hour

You're able to channel mother nature's power to protect a creature. Their skin becomes coated in the bark of an ancient redwood tree. You touch a willing creature. Until the power ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 17, regardless of what kind of armor it is wearing.

Beacon of Hope

3rd level

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: Concentration, up to 1 minute

You take on a heroic pose or speak short inspiring words bringing hope to your allies. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws and regains the maximum number of hit points possible from any healing.

Beguiling Barrier

1st level

Activation Time: 1 reaction

Range: Self

Roles:

Duration: Instantaneous

You conjure an illusion or hologram to hide an ally's location from an enemy. When an enemy makes an attack roll against an ally you can see within 60 feet of you, you can use your reaction to conjure an illusion to deceive the attacker. The target must succeed on an Intelligence saving throw or have disadvantage on the attack roll.

Bestow Curse

3rd level

Activation Time: 1 action

Range: Touch

Roles:

Duration: Concentration, up to 1 minute

You touch a creature corrupting its soul, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the power. When you use this power, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and powers deal an extra 1d8 necrotic damage to the target.

A *remove curse* power ends this effect. At the Overseer's option, you may choose an alternative curse effect, but it should be no more

powerful than those described above. The Overseer has final say on such a curse's effect.

At Higher Levels. If you use this power using a slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a slot of 5th level or higher, the duration is 8 hours

Blade of Light

2nd level

Activation Time: 1 bonus action

Range: Self

Roles:

Duration: Concentration, up to 10 minutes

You create a blade made entirely of light from an open hand, or gadget in your palm. You evoke a radiant blade in your free hand. The blade is similar in size and shape to a shortsword, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.

It counts as a simple melee weapon with which you are proficient. And has the finesse and light properties. On a hit, the target takes 2d8 radiant damage and has the finesse and light properties.

The glowing blade sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

At Higher Levels. When you use this power with a slot of 4th level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

Blight

4th level

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: Instantaneous

You command a swarm or insects to drain the moisture and vitality of a creature of your choice within range. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This power has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the power deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

At Higher Levels. When use this power using a power slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Bonding Touch

3rd level

Activation Time: 1 action

Range: Touch

Roles:

Duration: 1 hour

Using a magical, psionic powers or a gadget you grant the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

Call Lightning

3rd level

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: Concentration, up to 10 minutes

You create a storm cloud that appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see within range directly above you. The power fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you activate this power, choose a point you can see under the cloud. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the power ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.

If you are outdoors in stormy conditions when you use this power, the power gives you control over the existing storm instead of creating a new one. Under such conditions, the power's damage increases by 1d10.

At Higher Levels. When you use this power using a power slot of 4th or higher level, the damage increases by 1d10 for each power slot level above 3rd.

Calm Emotions

2nd level

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Concentration, up to 1 minute

Using mystic powers or powerful psionics, you attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

You can suppress any effect causing a target to be charmed or frightened. When this power ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a power or if it witnesses any of its friends being harmed. When the power ends, the creature becomes hostile again, unless the Overseer rules otherwise.

Charm Person

1st level

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw and does so with advantage if you or your companions are fighting it. If it failed the saving throw, it is charmed by you until the power ends or until you or your companions do anything harmful to it. The charmed creature regards you as friendly acquaintance. When the power ends, the creature knows it was charmed by you.

At higher levels. When you activate this power using a power slot of 2nd level or higher, you can target one additional creature for each power slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Clairvoyance

3rd level

Activation Time: 10 minutes

Range: 1 mile

Roles:

Duration: Concentration, up to 10 minutes

You create an invisible psychic sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you activate this power, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

A creature that can see the sensor (such as a creature benefiting from *see optical camouflage* or *bioscanner*) sees a luminous, intangible orb about the size of your fist.

Cloaking

2nd level

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 1 hour

A gadget or device releases microscopic mirror coated drones that surround the area around you. They mask you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to dexterity (Stealth) checks and can't be tracked except by magical and bioscanners.

Conjure Animals

3rd level

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Concentration, up to 1 hour

You open a portal that invites one or more beasts to fight by your side. The beasts appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

A portal opens and returns the creature when it drops to 0 hit points or when the power ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The Overseer has the creatures' statistics.

At Higher Levels. When you use this power using a 5th level power slot, you choose one of the summoning options above, and twice as many creatures appear.

Conjure Minor Elementals

4th level

Activation Time: 1 action

Range: 90 feet

Roles:

Duration: Concentration, up to 1 hour

A portal to another realm opens, and you summon elementals that appear in unoccupied spaces that you can see within range. You choose one the following options for what appears:

- One elemental of challenge rating 2 or lower
- Two elementals of challenge rating 1 or lower
- Four elementals of challenge rating 1/2 or lower
- Eight elementals of challenge rating 1/4 or lower.

An elemental summoned by this power disappears when it drops to 0 hit points or when the power ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The Overseer has the creatures' statistics.

Control Water

4th level

Activation Time: 1 action

Range: 300 feet

Roles:

Duration: Concentration, up to 10 minutes

Until the power ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you activate this power. As an action on your turn, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the power ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You cause water in the area to move apart and create a trench. The trench extends across the power's area, and the separated water forms a wall to either side. The trench remains until the power ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the power's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the power ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your power save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the power ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the

vortex can use its action to try to swim away from the vortex as described above but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

Cure Wounds

1st level

Activation Time: 1 action

Range: Touch

Roles:

Duration: Instantaneous

A rush of healing energy from mystic words, psionics or medical injection is delivered through you. A creature you touch regains a number of hit points equal to 1d8 + your power ability modifier. This power has no effect on undead or constructs.

At higher levels. When you activate this power using a power slot of 2nd level or higher, the healing increases by 1d8 for each power slot level above 1st.

Command

1st level

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The power has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the Overseer determines how the target behaves. If the target can't follow your command, the power ends.

- **Approach.** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.
- **Drop.** The target drops whatever it is holding and then ends its turn.
- **Flee.** The target spends its turn moving away from you by the fastest available means.
- **Grovel.** The target falls prone and then ends its turn.
- **Halt.** The target doesn't move and takes no actions.

A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you activate this power using a power slot of 2nd level or higher, you can affect one additional creature for each power slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Concussion Beam

1st level

Activation Time: 1 bonus action

Range: 120 feet

Roles:

Duration: 1 round

You or gadget releases laser that streaks toward a creature of your choice within range. Make a ranged power attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has

advantage, thanks to the subtle concussion left from the impact on the target.

At higher levels. When you activate this power using a power slot of 2nd level or higher, the healing increases by 1d6 for each power slot level above the 1st.

Cryo Capsule

2nd level

Activation Time: 1 action

Range: Touch

Roles:

Duration: 10 days

You or gadget releases a tube of liquid nitrogen or pure crystalized ice that surrounds an unconscious or dead creature. For the duration, the target is protected from decay if it is dead and is in a solid frozen state of suspended animation.

If the creature is dead this extends the time limit on raising the target from the dead, since days spent in icy tomb don't count against the time limit of black magic such as raise dead.

Cybernetic Legs

1st level

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 10 minutes

Your cybernetic legs can be overcharged to grant you incredible movement speed for a short while. When you use this power, as a bonus action on each of your turns until the power ends, you can take the Dash action.

DARKE Contact

4th level

Activation Time: 1 action (routine)

Range: Self

Roles:

Duration: Instantaneous

You have a device that allows you to reach a secret and knowledgeable contact within the DARKE organization. This contact is well informed on local happenings within the area. You can ask a single question concerning a specific goal, event, or activity to occur within 7 days. The Overseer offers a truthful reply. The reply might be a short phrase, such as a cryptic or straight forward answer.

This power doesn't take into account any possible circumstances that might change the outcome, such as the interference of other powers or the loss or gain of a companion.

If you activate the power two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each activation after the first that you get a random reading. The Overseer makes this roll in secret.

Darkness

2nd level

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Concentration, up to 10 minutes

You create an orb of magical darkness that spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this power's area overlaps with an area of light created by a power of 2nd level or lower, the power that created the light is canceled.

Darkvision

2nd level

Activation Time: 1 action

Range: Touch

Roles:

Duration: 8 hours

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

Detect Invisibility

2nd level

Activation Time: 1 action

Range: Self

Roles:

Duration: 1 hour

With your keen senses, magical power or cybernetic enhancement you're able to see invisible creatures and objects as if they were visible. You can detect creatures and objects on the Ethereal Realm. They appear as ghostly and translucent.

Detect Poison and Disease

1st level (routine)

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 10 minutes

Utilizing a gadget, mystic powers, for the duration you can identify the presence and location of poisons, poisonous creatures and diseases within 30 feet of you. You can also identify the kind of poison, poisonous creature, or disease in each case.

The power can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Thoughts

2nd level

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 1 minute

For the duration, you can read the thoughts of certain creatures. When you use this power and as your action on each turn until the power ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature-what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the power ends. Either way, the target knows that you are

probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the power ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this power is particularly effective as part of an interrogation.

You can also use this power to detect the presence of thinking creatures you can't see. When you use this power or as your action during the duration, you can search for thoughts within 30 feet of you. The power can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, its duration increases by 1 minute per power slot.

Dimensional Prison

4th level

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Concentration, up to 1 minute

You or a gadget opens up a rift and attempts to send one creature that you can see within range to a pocket dimension. The target must succeed on a Charisma saving throw or be imprisoned.

While there, the target is incapacitated. The target remains there until the power ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

At Higher Levels. When you use this power using a power slot of 5th level, you can target one additional creature.

Dimensional Stash

4th level

Activation Time: 1 action

Range: Touch

Roles:

Duration: Instantaneous

With magic, a gadget or similar power, you hide a chest or locker, and all its contents, in a dimensional pocket. You must touch the chest or locker and the miniature replica that serves as a necessary material component to recover the stash from the dimensional pocket. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet).

While the chest remains in the dimensional pocket, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the dimensional pocket by using an action and touching both the chest and the replica.

After 60 days, there is a cumulative 5 percent chance per day that the power's effect ends. This effect ends if you activate this power again, if the smaller replica chest is destroyed, or if you choose to end the power as an action. If the power ends and the larger chest is on the dimensional pocket, it is irretrievably lost.

Discover Alarms and Auto-Defenses

2nd level

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: Instantaneous

Utilizing hacking techniques or a device, you locate any alarms or automatic weapon defense systems within range. An alarm or auto-defense, for the purpose of this power, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its designer. Thus, the power would reveal an area affected by the *alarm* power, or laser trip wires for a simple mechanical defense like a trap door, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

Disguise Self

1st level

Activation Time: 1 action

Range: Self

Roles:

Duration: 1 hour

Using illusionary magic or hologram, you make yourself-including your clothing, armor, weapons, and other belongings on your person- look different until the powers ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the disguise is up to you.

The changes wrought by this power fail to hold up to physical inspection. For example, if you use this power to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this power to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your power save DC.

At Higher Levels. When you activate this power using a power slot of 2nd level or higher, its duration increase by 1 hour for each level.

Disorientation

1st level

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: Concentration, up to 1 minute

With a psychic attack, special gadget or verbal command you disorient up to three creatures of your choice that you can see within range. They must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the power ends, the target must roll a d4 and subtract the number roll from the attack roll or saving throw.

At higher levels. When you activate this power using a power slot of 2nd level or higher, you can target one additional creature for each power slot level above 1st.

Distortion Hologram

2nd level

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 1 minute

Using a complex holographic technology, your body becomes blurred, shifting and wavering to all who can see you. For the duration, any

creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with bioscanner.

Dominate Beast

4th level

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Concentration, up to 10 minute

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same realm of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the power. If the saving throw succeeds, the power ends.

At Higher Levels. When you use this power with a 5th-level power slot, the duration is concentration, up to 1 hour.

Elemental Shield

4th level

Activation Time: 1 action

Range: 5 feet

Roles:

Duration: 10 minutes

Thin and wispy flames wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the power early by using an action to dismiss it.

The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

Emergency Ambro Medical Probe

1st level

Activation Time: 1 bonus action

Range: 60 feet

Roles:

Duration: Instantaneous

With a special drone or gadget launches to a creature of your choice that you can see within range regains hit points equal to 1d4 + your power ability modifier. The probe instantly returns once hit points are restored. This power has no effect on undead or constructs.

At higher levels. When you activate this power using a power slot of 2nd level or higher, the healing increases by 1d4 for each power slot level above the 1st.

Endurance Stimpack

2nd level

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: 8 hours

You release three small drones with performance enhancing stimpack shots that bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels. When you use this power with a power slot of 3rd level or higher, a target's hit points increase by an additional 5 for each power slot level above 2nd.

Energy Barrier

3rd level

Activation Time: 1 action

Range: Touch

Roles:

Duration: Concentration, up to 1 hour

Using magical warding, psionic energy or a gadget, you imbue a creature with barrier that protects against energy attacks. For the duration, a willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, radiant or thunder.

Energy Sphere

1st level

Activation Time: 1 action

Range: 120 feet

Roles: Elemental Manipulator

Duration: Instantaneous

You're able to launch a 6-inch diameter sphere of energy at a creature that you can see within range. The damage type is based on your elemental origin. Make a ranged power attack against the target. If the attack hits, the creature takes 3d8 damage of that type.

At higher levels. When you activate this power using a power slot of 2nd level or higher, the damage increases by 1d8 for each power slot level above 1st.

Enhance Ability

2nd level

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 1 hour

Your connection to nature allows you to imbue others with aspects animals of the wild. You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects: the target gains that effect until the power ends.

Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the power ends.

Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.

Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Eagle's Splendor. The target has advantage on Charisma checks.

Fox's Cunning. The target has advantage on Intelligence checks.

Owl's Wisdom. The target has advantage on Wisdom checks.

At Higher Levels. When you activate this power using a power slot of 3rd level or higher, you can target one additional creature for each power slot level above 2nd.

Enlarge/Reduce

2nd level

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 1 hour

You're able to manipulate your body's molecules and rearrange them to alter your size. You cause your body to grow larger or smaller for the duration.

Everything you are wearing and carrying changes size with you. Any item dropped returns to normal size at once.

Enlarge. Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category—from Medium to Large, for example. If there isn't enough room for you to double your size, you maintain the maximum possible size in the space available. Until this power ends, you also have advantage on Strength checks and Strength saving throws. Your weapons also grow to match your new size. While these weapons are enlarged, your attacks with them deal 1d4 extra damage.

Reduce. Your size is halved in all dimensions, and your weight is reduced to one-eighth of normal. This reduction decreases your size by one or two categories—from Medium to Tiny, for example. Until the power ends, you have disadvantage on Strength checks and Strength saving throws. You gain advantage on Dexterity checks and Dexterity saving throws. Your weapons also shrink to match your new size. While these weapons are reduced, your attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

Entangle

Activation Time: 1 action

Range: 90 feet

Roles:

Duration: Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you activate the power must succeed on a Strength saving throw or be restrained by the entangling plants until the power ends. A creature restrained by the plants can use its action to make a Strength check against your power save DC. On a success, it frees itself.

When the power ends, the summoned plants wilt away.

Enthrall

2nd level

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: 1 minute

You weave a distracting string of words with magic or psionic power, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the power ends or until the target can no longer hear you. The power ends if you are incapacitated or can no longer speak.

Explosion

3rd level

Activation Time: 1 action

Range: 150 feet

Roles:

Duration: Instantaneous

You release a powerful blast of fire from your hands, eyes, a missile or similar device to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you activate this power using a power slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Fabricate

4th level

Activation Time: 10 minutes

Range: 120 feet

Roles:

Duration: Instantaneous

Using nanite drones, magic, or similar power you convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, a tower from steel and clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the power is proportionate with the quality of the raw materials.

Creatures or magic items can't be created or transmuted by this power. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Fear

3rd level

Activation Time: 1 action

Range: Self (30-foot cone)

Roles:

Duration: Concentration, up to 1 minute

You project a horrifying illusion, bellow a ferocious roar or otherwise terrify your foes. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this power, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the power ends for that creature.

Flaming Sphere

2nd level

Activation Time: 1 action**Range:** 60 feet**Roles:****Duration:** Concentration, up to 1 minute

A 5-foot diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you use this power using a power slot of 3rd level or higher, the damage increases by 1d6 for each power slot level above 2nd.

Flamethrower

*1st level***Activation Time:** 1 action**Range:** Self (15-foot cone)**Roles:****Duration:** Instantaneous

A torrent of flame leaps from your hands, mouth, gadget or similar device that releases a fiery torrent of flame. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At higher levels. When you activate this power using a power slot of 2nd level or higher, the damage increases by 1d6 for each power slot level above 1st.

Flash/Sonic Pulse

*2nd level***Activation Time:** 1 action**Range:** 30 feet**Roles:****Duration:** 1 minute

You release a blazing light or a sonic pulse from a gadget or tool to blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the power ends.

At Higher Levels. When you use this power using a power slot of 3rd level or higher, you can target one additional creature for each power slot level above 2nd.

Flicker

*1st level***Activation Time:** 1 bonus action**Range:** Self**Roles:** Mystic**Duration:** Instant

You're surrounded in a shadowy mist or puff of smoke for an instant, you teleport up to 30 feet to an unoccupied space that you can see.

At higher levels. When you activate this power with a power slot of 2nd level or higher, you increase the range by 10 feet for each power slot beyond 1st.

Fly

*2nd level***Activation Time:** 1 action**Range:** Self**Roles:****Duration:** 10 minutes

With either the aid of magic, wings, a gadget or similar feature, you gain a flying speed of 30 feet for the duration. When this power ends, you fall if you are still aloft, unless you can stop the fall.

At Higher Levels. When you use this power using a power slot of 3rd level or higher, the duration increases by 10 minutes and speed increases by 10 feet for each power slot level above 2nd level.

Freedom of Movement

*4th level***Activation Time:** 1 action**Range:** Self**Roles:****Duration:** 8 hours

Using phasing, elongation or similar makes it difficult for anyone or anything to restrict your movement. For the duration, your movement is unaffected by difficult terrain, and powers and other magical effects can neither reduce the you speed nor cause the you to be paralyzed or restrained.

You can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled. Finally, being underwater imposes no penalties on your movement or attacks.

Gaseous Form

*3rd level***Activation Time:** 1 action**Range:** Self**Roles:****Duration:** 1 hour

With either powerful magic, shifting or a gadget you transform, along with everything that you're wearing and carrying, into a misty cloud for the duration. The power ends if you drop to 0 hit points.

While in this form, your only method of movement is a flying speed of 15 feet. You can enter and occupy the space of another creature. You have resistance to nonpowered damage, and you have advantage on Strength, Dexterity, and Constitution saving throws. You can pass through small holes, narrow openings, and even mere cracks, though you treat liquids as though they were solid surfaces. You can't fall and remain hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, you can't talk or manipulate objects, and any objects that you were carrying or holding can't be dropped, used, or otherwise interacted with. You can't attack or activate powers. You can end this transformation at any time as a bonus action.

Ground Smash

*1st level***Activation Time:** 1 action**Range:** Self (15-foot cone)**Roles:**

Duration: Instantaneous

You smash the ground with a thunderous blow, shattering it, damaging the terrain sending debris at your foe. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 2d6 bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Gust of Wind*2nd level***Activation Time:** 1 action**Range:** Self (60-foot line)**Roles:****Duration:** Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the power's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 20 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the power ends, you can change the direction in which the line blasts from you.

Hallucinatory Terrain*4th level***Activation Time:** 10 minutes**Range:** 30 feet**Roles:****Duration:** 24 hours

Using holographic gadgets, magic, psionics or similar, you make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your power save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

Haste*3rd level***Activation Time:** 1 action**Range:** 30 feet**Roles:** Mystic, Speedster**Duration:** Concentration, up to 1 minute

Using magical incantations or funneling speed power, you are able to imbue a willing creature within range with enhanced temporal displacement. Allowing them to move at incredible speeds. Until the power ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object Action.

When the power ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Healing Wind*2nd level***Activation Time:** 10 minutes**Range:** 30 feet**Roles:****Duration:** Instantaneous

A rushing of healing energy from mystic words or psionic power blows in like a gentle breeze. Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your power ability modifier. This power has no effect on undead or constructs.

At Higher Levels. When you activate this power using a power slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

Heat Metal*2nd level***Activation Time:** 1 action**Range:** 60 feet**Roles:****Duration:** Concentration, up to 1 minute

You or a device you hold causes the atoms in a metal object to vibrate and move erratically, causing them to heat up. Choose a manufactured metal object, such as a metal weapon or a battlesuit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you activate the power. Until the power ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

At Higher Levels. When you use this power using a power slot of 3rd level or higher, the damage increases by 1d8 for each power slot level above 2nd.

Hold Person*2nd level***Activation Time:** 1 action**Range:** 60 feet**Roles:****Duration:** Concentration, up to 1 minute

With magic, psionics or a gadget, you target a creature paralyzing it in place. Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the power ends on the target.

At Higher Levels. When you use this power using a power slot of 3rd level or higher, you can target one additional humanoid for each power slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Holo Translator*1st level (routine)***Activation Time:** 1 action**Range:** Self**Roles:**

Duration: 1 hour

A gadget or implant allows you to understand the literal meaning of any spoken language that you hear. A projected hologram interprets and converts any written language that you see. It takes about 1 minute to translate one page of text.

This power doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Hunter's Mark

1st level

Activation Time: 1 bonus action

Range: 90 feet

Roles:

Duration: Concentration, up to 1 hour

You choose a creature you can see within range and mark it by scent, gadget or similar power as your quarry. Until the power ends, you deal an extra 1d6 damage to the target whenever you hit it with an attack and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this power ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

Homing Missiles

1st level

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: Instantaneous

You release a barrage of three small homing missiles. Each missile hits a creature of your choice that you can see within range. A missile deals 1d4 +1 fire damage to its target. The missiles all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, the power releases one additional missile for each power slot level above 1st.

Hypnotic Pattern

3rd level

Activation Time: 1 action

Range: 120 feet

Roles: Psychic

Duration: Concentration, up to 1 minute

You create a magical twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this power, the creature is incapacitated and has a speed of 0.

The power ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Ice Storm

4th level

Activation Time: 1 action

Range: 300 feet

Roles:

Duration: Instantaneous

You create a hail of rock-hard ice pounds to the ground in a 20-foot radius, 40-foot high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature

takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

At Higher Levels. When you activate this power using a power slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

Inhuman Bio-scanner

1st level

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 10 minutes

A gadget or device identifies alien beings within the area. You know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The power can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt.

Kinetic Force Field

3rd level

Activation Time: 1 minute

Range: 10 feet

Roles:

Duration: 1 hour

You or a gadget creates a 10-foot radius, 20-foot tall cylinder of pure kinetic energy centered on a point on the ground that you can see within range. Glowing streaks of energy appear wherever the cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures: celestials, deviant, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

When you activate this power, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

At Higher Levels. When you activate this power using a power slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.

Laser Barrier

4th level

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: Concentration, up to 1 minute

With magic, psionics, a gadget or similar power, you create a sphere of shimmering force that encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration.

Nothing—not physical objects, energy, or other power effects—can pass through the barrier, in or out, though a creature in the sphere can

breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.

The *disintegrate* power targeting the globe destroys it without harming anything inside it.

Levitate

2nd level

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Concentration, up to 10 minutes

You levitate a target with your mind, magic or an antigravity device. One creature or loose object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The power can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the power's range.

When the power ends, the target floats gently to the ground if it is still aloft.

Lightbeam

2nd level

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: Concentration, up to 1 minute

A glowing radiant beam of light shines down in a 5-foot radius, 40-foot high cylinder centered on a point within range. Until the power ends, dim light fills the cylinder.

When a creature enters the power's area for the first time on a turn or starts its turn there, it is engulfed in radiant light that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapeshifter makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the power's light.

On each of your turns after you activate this power, you can use an action to move the beam up to 60 feet in any direction.

At Higher Levels. When you use this power using a power slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Lightning Bolt

3rd level

Activation Time: 1 action

Range: Self (100-foot line)

Roles:

Duration: Instantaneous

You release a stroke of lightning from your hand, eyes, gadget or similar feature in a line 100 feet long and 5 feet wide that blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you activate this power using a power slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd and a target becomes shocked on a failed save.

Locate Animals or Plants

2nd level

Activation Time: 1 action (routine)

Range: Self

Roles:

Duration: Instantaneous

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Lock Hacking

2nd level

Activation Time: 1 action

Range: Touch

Roles:

Duration: Instantaneous

Using an electronic hacking surge device, you can unlock most mundane locks. Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with *arcane lock*, that power is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you use this power, loud beeping is audible from as far away as 300 feet, emanating from the target object.

Mage Armor

1st level

Activation Time: 1 action

Range: Touch

Roles: Mystic

Duration: 8 hours

You are able to create a magical ward around a creature who isn't wearing armor, a protective magical force of energy surrounds it until the power ends. The target's base AC becomes 13 + its Dexterity modifier. The power ends if the target dons armor or if you dismiss the power as an action.

At higher levels. When you activate this power using a power slot of 4th level the range becomes 60 feet.

Major Illusion

3rd level

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: Concentration, up to 10 minutes

With complex holograms, mental projections or magical illusions, you create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature.

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your power save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

At Higher Levels. When you use a power slot of 5th level, the power lasts until canceled, without requiring your concentration.

Mass Ambro Medical Spray

3rd level

Activation Time: 1 action

Range: 60

Roles:

Duration: Instantaneous

Through a device or gadget, you release a spray of compressed aerosol ambro serum. Up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your power ability modifier. This power has no effect on undead or constructs.

At Higher Levels. When you activate this power with a power slot of 4th level or higher, the healing increases by 1d4 for each power slot level above 3rd.

Meld to Stone

3rd level

Activation Time: 1 action (routine)

Range: Self

Roles:

Duration: 8 hours

Your body is able to shift and merge into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can activate powers on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the power. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different

substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Mirror Image

2nd level

Activation Time: 1 action

Range: Touch

Roles:

Duration: 1 minute

Using magic, psionics or a gadget, you create three illusory duplicates of yourself appear in your space. Until the power ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the power's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The power ends when all three duplicates are destroyed.

A creature is unaffected by this power if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with bioscanner.

Nano-ambrobot Injection

2nd level

Activation Time: 1 action

Range: Touch

Roles:

Duration: Instantaneous

Using a high-tech nano injection, thousands of tiny drones enter the body and attack a foreign agent. You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Nature's Explosive Growth

4th level

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: Concentration, up to 10 minutes

With a release of power or a gadget, you transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms for the duration. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion.

Each creature obeys your verbal commands, and in combat, they act on your turn each round. The Overseer has the statistics for these creatures and resolves their actions and movement.

A creature remains in its giant size for the duration, until it drops to 0 hit points, or until you use an action to dismiss the effect on it.

The Overseer might allow you to choose different targets. For example, if you transform a bee, its giant version might have the same statistics as a giant wasp.

Orbital Scanner

4th level

Activation Time: 10 minutes

Range: 30 feet

Roles:

Duration: Concentration, up to 1 hour

You send a description or name a creature that is known to you to an orbital scanner satellite. Either by hacking, owning, or borrowing for a brief short time. It relays back information on the target so long as it is within 1 mile of you. If the creature is moving, you know the direction of its movement.

This power can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or lion), so long as you have seen such a creature up close enough to describe it accurately. If the creature you described or named is in a different form, such as being under the effects of a *shapeshifting* or *wearing a disguise kit* or similar, this power doesn't locate the creature.

Optical Camouflage

2nd level

Activation Time: 1 action

Range: Touch

Roles:

Duration: Concentration, up to 1 hour

You use your mind, mystic arts, or a gadget to bend light around a creature rendering it invisible to the naked eye. A creature you touch becomes invisible until the power ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The power ends for a target that attacks or uses a power.

At Higher Levels. When you use this power using a power slot of 3rd level or higher, you can target one additional creature for each power slot level above 2nd.

Phantasmal Assault

4th level

Activation Time: 1 action

Range: Touch

Roles:

Duration: Concentration, up to 1 minute

With magic, psionics or similar power, you tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the power ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the power ends.

At Higher Levels. When you activating this power using a power slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

Phasing

3rd level

Activation Time: 1 action

Range: Self

Roles:

Duration: 1 minute

Your body shifts between dimensions. Roll a d20 at the end of each of your turns for the duration of the power. On a roll of 11 or higher, you vanish from your current realm of existence and appear in the Ethereal Realm (the power fails, and the activation is wasted if you were already on that realm). At the start of your next turn, and when the power ends if you are on the Ethereal Realm, you return to an unoccupied space of

your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this power as an action.

While on the Ethereal Realm, you can see and hear the realm you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Realm. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Plant Growth

3rd level

Activation Time: 1 action or 8 hours

Range: 150 feet

Roles:

Duration: Instantaneous

This power channels vitality into plants within a specific area. There are two possible uses for the power, granting either immediate or long-term benefits.

If you activate this power using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

You can exclude one or more areas of any size within the powers area from being affected. Attacks through the thick foliage have disadvantage and creatures within the area have advantage on Dexterity saving throws.

If you activate this power over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Pocket Defibrillator

4th level

Activation Time: 1 action

Range: Touch

Roles:

Duration: 8 hours

You attach a small gadget to a creature and grant it a measure of protection from death. The first time the target would drop to 0 hit points as a result of taking damage, the device releases a shock of adrenaline to keep the target standing. Instead the target drops to 1 hit point and the power ends.

Pocket Defibrillator

4th level

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Concentration, up to 1 hour

Using magic or a device, this power transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The power has no effect on a shapeshifter or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, activate powers, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Power Suppression

3rd level

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: Instantaneous

You release bionic waves of energy that suppress powers. Choose one creature, object, or magical effect within range. Any power of 3rd level or lower on the target ends. For each power of 4th level or higher on the target, make an ability check using your power ability. The DC equals 10 + the power's level. On a successful check, the power ends.

At Higher Levels. When you activate this power using a power slot of 4th level or higher, you automatically end the effects of a power on the target if the power's level is equal to or less than the level of the power slot you used.

Ray of Enfeeblement

2nd level

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Concentration, up to 1 minute

You release a black beam of enervating energy from your hands, eyes or similar feature toward a creature within range. Make a ranged power attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the power ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the power. On a success, the power ends.

Rift

2nd level

Activation Time: 1 action

Range: Touch

Roles:

Duration: 1 hour

You touch a spot in the air or on a surface. A crack appears on the surface or in the air and near invisible entrance opens to an extradimensional space that lasts until the power ends.

The extradimensional space can be reached by walking through it. The space can hold as many as eight Medium or smaller creatures.

Attacks and powers can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the location the rift was created.

Anything inside the extradimensional space drops out when the power ends.

Remove Curse

3rd level

Activation Time: 1 action

Range: Touch

Roles:

Duration: Instantaneous

Using a complex magical ritual, at your touch, all curses affecting one creature or object end. If the object is a cursed item, its curse remains, but the power breaks its owner's attunement to the object so it can be removed or discarded.

Satellite Tracker

2nd level

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 10 minutes

Describe or name an object that is familiar to you. Your tech creates a general signal in the direction of the object's location, as long as that object is within 1 mile of you. If the object is in motion, you know the direction of its movement.

This power can locate a specific object known to you, as long as you have seen it up close-within 30 feet-at least once. Alternatively, the power can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This power can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Scorching Ray

2nd level

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: Instantaneous

You release three rays of fire from a hand, eyes or gadget and send them hurling at targets within range. You can hurl them at one target or several.

Make a ranged power attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Levels. When you activate this power using a power slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Sentinel Shield

1st level

Activation Time: 1 bonus action.

Range: 60 feet

Roles:

Duration: Concentration, up to 10 minutes

A tech drone, psychic or mystic force creates a shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Sentry Turret

4th level

Activation Time: 1 action

Range: 5 feet

Roles:

Duration: 8 hours

You fabricate or place a small sentry turret in an unoccupied space, where it remains functional for the duration, or until you dismiss it as an action, or until you move more than 100 feet away from it.

The turret is coated in stealth camouflage and is invisible to all creatures except you. It has an AC 16 and 50 hit points. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you activate this power, the sentry turret releases a loud alarm. It ignores illusions.

At the start of each of your turns, the turret attempts to blast one creature within 30 feet of it that is hostile to you. The turret's attack bonus is equal to your power ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

Shattering Boom

2nd level

Activation Time: 1 action
Range: 60 feet
Roles:
Duration: Instantaneous

You release thunderous boom from your hand, mouth, gadget or similar feature. A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the power's area.

At Higher Levels. When you activate this power using a power slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Shield

1st level

Activation Time: 1 reaction, which you take when you are hit by an attack or targeted by homing missiles.
Range: Self
Roles:
Duration: 1 round

A glowing barrier of light formed by magic or tech appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from homing missiles.

Signal Flare

3rd level

Activation Time: 1 action
Range: 120 feet
Roles:
Duration: 1 hour

You release an orb of light from your hand, device or similar gadget that lights up the sky. A 60-foot radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this power's area overlaps with an area of darkness created by a power of 3rd level or lower, the power or gadget that created the darkness ends.

Silence

2nd level

Activation Time: 1 action
Range: 120 feet
Roles:
Duration: Concentration, up to 10 minutes

For the duration, you or a device creates an area where no sound can be created within or pass through a 20-foot radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it.

Silent Image

1st level

Activation Time: 1 action
Range: 60 feet
Roles:
Duration: Instantaneous

With psionic or mystic powers, you create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your power save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Sleep Bomb

1st level

Activation Time: 1 action
Range: 90 feet
Roles:
Duration: 1 minute

A small grenade, arrow or other gadget releases a plume of smoke that puts creatures to sleep. Roll 5d8; the total is how many hit points of creatures this power can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this power falls unconscious until the power ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this power.

At higher levels. When you activate this power using a power slot of 2nd level or higher, roll an additional 2d8 for each power slot level above 1st.

Sleet Storm

3rd level

Activation Time: 1 action
Range: 150 feet
Roles:

Duration: Concentration, up to 1 minute

Until the power ends, freezing rain and sleet fall in a 20-foot tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the power's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

If a creature starts its turn in the power's area and is concentrating on a power, the creature must make a successful Constitution saving throw against your power save DC or lose concentration.

Slow

3rd level

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: Concentration, up to 1 minute

Using magical, psionic, a gadget or a similar device, you alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this power for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to use a power with an activation time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power. If it can't, the power is wasted.

A creature affected by this power makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

Smoke Bomb

1st level

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: 1 minute

A small grenade, arrow or other gadget releases a 20-foot-radius of sphere of fog centered on a point within range. The sphere spreads around corners and its area is heavily obscured. It lasts for the duration or until a wind of moderate or great speed (at least 10 miles per hour) disperses it.

Solar Flare

1st level

Activation Time: 1 action

Range: Self (15-foot cone)

Roles:

Duration: 1 round

A brilliant and dazzling array of sunlight leaps from your hand, eyes or similar body part. Roll 6d10; the total is how many hit points of creatures this power can affect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this power is blinded until the end of your

next turn. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels. When you activate this power using a power slot of 2nd level or higher, roll an additional 2d10 for each power slot level above 1st.

Spectral Guardians

3rd level

Activation Time: 1 action

Range: Self (15-foot radius)

Roles:

Duration: Concentration, up to 10 minutes

You create creatures of pure energy to protect you. They flit around you to a distance of 15 feet for the duration. You choose the form they take.

When you activate this power, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

At Higher Levels. When you use this power using a power slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Spectral Weapon

2nd level

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: 1 minute

You create a floating, spectral weapon out of pure energy within range that lasts for the duration or until you activate this power again. When you activate this power, you can make a melee power attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your power ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose.

At Higher Levels. When you activate this power using a power slot of 4th level the damage increases by 1d8.

Speak with Animals

1st level (routine)

Activation Time: 1 action

Range: Self

Roles:

Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived with the past day. You might be able to persuade a beast to perform a small favor for you, at the Overseer's discretion.

Speak with the Dead

3rd level

Activation Time: 1 action**Range:** 10 feet**Roles:****Duration:** 10 minutes

Using magic or psionic power, you grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The power fails if the corpse was the target of this power within the last 10 days.

Until the power ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This power doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Speak with Plants

*2nd level***Activation Time:** 1 action**Range:** Self (30-foot-radius)**Roles:****Duration:** 10 minutes

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the power's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the Overseer's discretion. The power doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no ability to influence it.

This power can cause the plants created by the *entangle* power to release a restrained creature.

Spider Climb

*2nd level***Activation Time:** 1 action**Range:** Self**Roles:****Duration:** 1 hour

Until this power ends, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You gain a climbing speed equal to your walking speed.

Spike Growth

*2nd level***Activation Time:** 1 action**Range:** Self**Roles:****Duration:** Concentration, up to 10 minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain

for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the power was activated must make a Wisdom (Perception) check against your power save DC to recognize the terrain as hazardous before entering it.

Stone Shape

*4th level***Activation Time:** 1 action**Range:** Touch**Roles:****Duration:** Instantaneous

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or chest, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Stoneskin

*4th level***Activation Time:** 1 action**Range:** Self**Roles:****Duration:** Concentration, up to 8 hours

This power allows you to transform your skin as hard as stone. Until the power ends, you have resistance to bludgeoning, piercing, and slashing damage.

Suggestion

*2nd level***Activation Time:** 1 action**Range:** 30 feet**Roles:****Duration:** Concentration, up to 8 hours

Using magical or psionic influence, you suggest a course of activity (limited to a sentence or two) and influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself off a building, immolate itself, or do some other obviously harmful act ends the power.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a bank robber drive to the police station. If the condition isn't met before the power expires, the activity isn't performed.

If you or any of your companions damage the target, the power ends.

Summon Steed

*3rd level***Activation Time:** 1 minute (routine)**Range:** 30 feet**Roles:**

Duration: 1 hour

A portal opens in an unoccupied space of your choice within range and steed such as a horse, zebra or camel steps through. It is equipped with a saddle, bit, and bridle. Any of the equipment vanishes in small portal if it is carried more than 1 feet away from the steed

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 60 miles in an hour, or 90 miles at a fast pace. When the power ends, a portal opens up and the steed is pulled back into the portal, giving the rider 1 minute to dismount. The power ends if you use an action to dismiss it or if the steed takes any damage.

At Higher Levels. When you activate this power using a power slot of 5th level, you can summon a flying mount such as a hippogriff or griffon.

Superior Optical Camouflage

4th level

Activation Time: 1 action

Range: Touch

Roles:

Duration: Concentration, up to 1 minute

You use your mind, mystic arts, or a gadget to bend light around a creature rendering it invisible to the naked eye. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Syphon Life

3rd level

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 1 minute

The touch allows you to siphon life force from others to heal your wounds. Make a melee power attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the power ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you use this power using a power slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

System Targeting

1st level

Activation Time: 1 action

Range: 30 feet

Roles:

Duration: Concentration, up to 1 minute

A special gadget or other similar tech marks targets and objects clearly identifying and tracking them. Each object in a 20-foot cube within range is outlined in a blue, red or green (your choice) targeting system. Any creature in the area when the power is activated is also outlined in the laser light if it failed a Dexterity saving throw. For the duration, the objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Telekinetic Fling

1st level

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Instantaneous

Choose one object weighing less than 50 pounds within range that isn't being worn or carried. You grab ahold of it with your mental or magical powers and send it flying in a straight line up to 90 feet in a direction you choose before falling back to the ground, stopping if it impacts against a surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 4d4 bludgeoning damage.

At higher levels. When you activate this power using a power slot of 2nd level or higher, the maximum weight of the object you can target with this power increases by 10 pounds, and the damage increases by 2d4, for each slot level above 1st.

Tormenting Agony

1st level

Activation Time: 1 reaction, which you take when you are hit by an attack or targeted by homing missiles.

Range: 60 feet

Roles:

Duration: Instantaneous

With a psychic assault or mystic powers, a creature of your choice that you can see within range is ravaged by a tormenting unseen mental pain, falling to their knees in agony. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the power ends.

Thunderwave

1st level

Activation Time: 1 action

Range: Self (15-foot cube)

Roles:

Duration: Instantaneous

A wave of thunderous forces sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the power's effect, and the power emits a thunderous boom audible out to 300 feet.

At higher levels. When you activate this power using a power slot of 2nd level or higher, you can target one additional creature for each power slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Toxic Cloud

3rd level

Activation Time: 1 action

Range: 90 feet

Roles:

Duration: Concentration, up to 1 minute

You create or release a 20-foot radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Trap Setting

3rd level

Activation Time: 1 hour

Range: Touch

Roles:

Duration: Until canceled or triggered

When you activate this power, you set a complex trap designed to capture or harm other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, cabinet, or drawer). The trap can cover an area no larger than 10 feet in diameter. If the surface or object is moved more than 10 feet from where you set the trap, the trap is broken, and the power ends without being triggered.

The trap is nearly invisible and requires a successful Intelligence (Investigation) check against your power save DC to be found.

You decide what triggers the trap when you activate the power. For traps set upon a surface, the most typical triggers include touching or standing on the trap, removing another object covering the trap, approaching within a certain distance of the trap, or manipulating the object on which the trap is set. For traps within an object, the most common triggers include opening that object, approaching within a certain distance of the object. Once a trap is triggered, this power ends.

You can further refine the trigger so the power activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the trap could be set to affect shifters or speedsters). You can also set conditions for creatures that don't trigger the trap, such as those who say a certain password.

When you set a trap, choose *one of the following traps*.

Anti-Gravity Trap. When triggered, the trap releases an anti-gravity energy in a 5-foot area. One creature must succeed on a Constitution saving throw and any loose objects rise vertically, up to 20 feet, and remains suspended there for up to 10 minutes. The trap can levitate a target that weighs up to 500 pounds. If the creature leaves the 5-foot area, the effect ends.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing.

Explosive Trap. When triggered, the trap erupts with an explosion in a 20-foot radius sphere centered on the trap. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the trap), or half as much damage on a successful one.

Capturing Trap. When triggered, the trap releases a powerful carbide net in a 10-foot radius sphere centered on the trap. Each creature in the area must make a Dexterity saving throw. A Large, two medium, or four small is restrained until it is freed. The carbide net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 18 Strength check, freeing itself or another creature within its reach on a success. Dealing

30 slashing damage to the net (AC 13) also frees the creature without harming it, ending the effect and destroying the net.

At Higher Levels. When you use this power with a power slot of 4th level or higher, the damage of an *explosive trap* increases by 1d8 for each slot level above 3rd.

Vaccine

2nd level

Activation Time: 1 action

Range: Touch

Roles:

Duration: 1 hour

You inject a creature you touch with anti-poison and disease ambrosium serum. If it is poisoned or diseased, you neutralize the poison or disease. If more than one poison or disease afflicts the target, you neutralize one poison or disease that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

Wall of Fire

4th level

Activation Time: 1 action

Range: Touch

Roles:

Duration: Concentration, up to 1 minute

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

One side of the wall, selected by you when you activated this power, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you activate this power using a power slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Warding Bond

2nd level

Activation Time: 1 action

Range: 30 feet

Roles: Mystic, Psychic

Duration: 1 hour

You form a magical or psionic connection to a willing creature you touch until the power ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The power ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the power is activated again. You can also dismiss the power as an action.

Warp

4th level

Activation Time: 1 action

Range: 500 feet

Roles:**Duration:** Instantaneous

Utilizing magic, gadget or your own power, you teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you activate this power.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the power fails to teleport you.

Water Breathing*3rd level***Activation Time:** 1 action (routine)**Range:** 30 feet**Roles:****Duration:** 24 hours

This power grants up to ten willing creatures you can see within range the ability to breathe underwater until the power ends. Affected creatures also retain their normal mode of respiration.

Web*2nd level***Activation Time:** 1 action**Range:** 60 feet**Roles:****Duration:** 1 hour

You release a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the web collapses on itself, and the power ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your power save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Wild Vines*4th level***Activation Time:** 1 action**Range:** 90 feet**Roles:****Duration:** Concentration, up to 1 minute

Squirming, lashing, green tentacle-like vines fill a 20-foot square on ground that you can see within range. For the duration, these vines turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving

throw or take 3d6 bludgeoning damage and be restrained by the wild lashing vines until the power ends. A creature that starts its turn in the area and is already restrained by the vines takes 3d6 bludgeoning damage.

A creature restrained by the vines can use its action to make a Strength or Dexterity check (its choice) against your power save DC. On a success, it frees itself.

Wind Wall*3rd level***Activation Time:** 1 action (routine)**Range:** 120 feet**Roles:****Duration:** Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bullets, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. Creatures in gaseous form can't pass through it.

POWER SLOT

The Character Advancement table shows you how many power slots you have. The table also shows what the level of those reserves are; all of your power slots are the same level. To use one of your powers of 1st level or higher, you must expend a power slot. You regain all expended power slots when you finish a short or long rest.

For example, when you are a 5th level blaster, you have two 3rd-level power slots. To activate the 1st-level power witch bolt, you must spend one of those slots, and you use it as a 3rd-level power.

POWERS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level powers of your choice from the powers list.

The Powers Known column of the Character Advancement table shows when you learn more powers of your choice of 1st level and higher. A power you choose must be of a level no higher than what's shown in the table's Power slot Level column for your level. When you reach 6th level, for example, you learn a new power, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level, you can choose one of the powers you already know and replace it with another power from the powers list, which also must be of a level for which you have powers.

POWERS ABILITY

Your powers ability is determined by your origin as shown on the Powers Ability by Origin table, so you use that ability whenever a power refers to your power's ability. In addition, you use the chosen ability modifier when setting the saving throw DC for a power you use and when making an attack roll with one.

Power save DC = 8 + your proficiency bonus + your power ability

Power attack modifier = your proficiency bonus + your power ability.

ENHANCEMENTS

Heroes are always out to improve themselves, either by further physical training, educational training, or just an upgrade to their armor and arsenals. Enhancements imbue the hero with additional features, powers and knowledge. Most of which are more passive effect than most their powers. Enhancements can be acquired only once, unless otherwise specified.

Acolyte

You gain proficiency in the Insight and Religion skills.

You gain 3 Adept points. Whenever you make an ability check using Insight or Religion, you spend one Adept point to roll a d6 and add it to the result. You can choose to spend one of your Adept points after you roll the die, but before the outcome is determined.

You regain expended Adept points when you finish a long rest.

Actor

You gain proficiency in the Deception and Performance skills.

You gain 3 Adept points. Whenever you make an ability check using Deception and Performance, you spend one Adept point to roll a d6 and add it to the result. You can choose to spend one of your Adept points after you roll the die, but before the outcome is determined.

You regain expended Adept points when you finish a long rest.

Additional Appendage

You have up to two special appendages the grow from your body. They take the form of a tail, extra arms, tentacles or some other extremity of your choosing. Your new appendages count as natural weapons, which you can use to make an unarmed strike. If you hit with it, the target takes 1d4 + your Strength modifier of a damage type appropriate for the new limb. As an action, you can use one of them to try and grapple a creature. If you make an attack with a special appendage you can use a bonus action to grapple the target. These appendages aren't prehensile so they can't manipulate anything, can't use weapons or similar equipment.

Agonizing Blast

When you make a ranged power attack, add a d4 to the damage it deals on a hit.

Amorphous

You can alter and twist the shape of your body like a putty. Allowing you to move through tight spaces as narrow as 1 inch wide without squeezing.

Amphibious

You grow a pair of fish gills in addition to your normal lungs. This allows you to breathe air and water. Additionally, you grow fins that grant you a swim speed equal to double your walking speed.

You can cast the *Speak with animals* power at-will. This power only works on creatures with a swim speed.

Artificial Intelligence

Prerequisite: Battlesuit

Your install an artificial intelligence into your battlesuit. While wearing your battlesuit, when you make an ability check, you can use your bonus action to allow your battlesuits artificial intelligence can aid you. Roll a d4 and add the number rolled to your ability check.

Athlete

You gain proficiency in the Athletics and Acrobatics skills.

You gain 3 Adept points. Whenever you make an ability check using Athletics and, you spend one Adept point to roll a d6 and add it to the result. You can choose to spend one of your Adept points after you roll the die, but before the outcome is determined.

You regain expended Adept points when you finish a long rest.

Beguiler

You gain proficiency in the Deception and Persuasion skills.

You gain 3 Adept points. Whenever you make an ability check using Deception and Persuasion, you spend one Adept point to roll a d6 and add it to the result. You can choose to spend one of your Adept points after you roll the die, but before the outcome is determined.

You regain expended Adept points when you finish a long rest.

Born of Magic

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

Brilliant Mind

You're imbued with an extraordinary quick intellect. You have a +2 bonus to Intelligence saving throws.

Brutal Critical

You can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

This increases to two additional dice at 13th level and three additional dice at 17th level.

Chilled Body

You gain resistance to cold damage and a creature that touches you, hits you with a melee, starts its turn or ends its turn within 5 feet of you must succeed on a Constitution saving throw or take cold damage equal to your proficiency bonus.

Cover Fire

If you hit an enemy with a ranged attack, you can inflict half damage and one ally within 10 feet of the target can use its reaction to take the Disengage action and move up to half its movement speed.

Crackling Body

You gain resistance to lightning damage and a creature that touches you, hits you with a melee attack, starts its turn or ends its turn within 5 feet of you must succeed on a Constitution saving throw or take lightning damage equal to your proficiency bonus.

Cunning Action

Your quick thinking, tech gear, super speed or fast reflexes allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide Action.

Damage Transfer

While you are grappling a creature, you only take half the damage dealt to you, and the creature grappled by you takes the other half.

Defensive Fighting Style

While you are wearing armor or wielding a weapon, you gain a +1 bonus to AC.

Desperate Escape

You can expend two Stamina Dice as a reaction to turn a critical hit into a normal hit.

Detective

You gain proficiency in the Investigation and Insight skills.

You gain 3 Adept points. Whenever you make an ability check using Investigation or Insight, you spend one Adept point to roll a d6 and add it to the result. You can choose to spend one of your Adept points after you roll the die, but before the outcome is determined.

You regain expended Adept points when you finish a long rest.

Dominating Presence

You have an extraordinarily dominating personality. You have a +2 bonus to Charisma saving throws.

Dueling Fighting Style

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Druidic

You gain proficiency in the Animal Handling and Nature skills.

You gain 3 Adept points. Whenever you make an ability check using Animal Handling or Nature, you spend one Adept point to roll a d6 and add it to the result. You can choose to spend one of your Adept points after you roll the die, but before the outcome is determined.

You regain expended Adept points when you finish a long rest.

Emergency Medical Technician

You gain proficiency in the Medicine and Nature skills.

You gain 3 Adept points. Whenever you make an ability check using Medicine or Perception, you spend one Adept point to roll a d6 and add it to the result. You can choose to spend one of your Adept points after you roll the die, but before the outcome is determined.

You regain expended Adept points when you finish a long rest.

Expertise

Choose a skill or tool of your choice you are proficient in. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

Extra Attack

Prerequisite: 5th level and a Strength or Dexterity score of 15

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Eagle Eyes

You can see up to 1 mile away with no difficulty, so long as you have line of sight. You are able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

Force Armor

You can activate *force armor* on yourself at will, without expending a power slot.

Push the Limit

During a short rest, you can expend half the total number of your Stamina Dice to regain one use of a feature that normally requires a short or long rest to recover.

Grappler

You gain the upper hand in almost any close combat situation. You have advantage on all grapple checks.

Great Weapon Fighting Style

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Hacker

You gain proficiency in the Investigation and Technology skills.

You gain 3 Adept points. Whenever you make an ability check using Investigation or Technology, you spend one Adept point to roll a d6 and add it to the result. You can choose to spend one of your Adept points after you roll the die, but before the outcome is determined.

You regain expended Adept points when you finish a long rest.

Heated Body

You gain resistance to fire damage and a creature that touches you, hits you with a melee attack, starts its turn or ends its turn within 5 feet of you must succeed on a Constitution saving throw or take fire damage equal to your proficiency bonus.

Heavy Arms

When you make a ranged weapon attack that requires a saving throw. The target takes half damage on a successful save instead of no damage.

Heightened Intuition

You have a wary eye, and a powerful gut feeling when something is going to go sideways. When you roll for initiative, you can choose to move yourself to the location above the player who would have gone before.

Historian

You gain proficiency in the Lore and Investigation skills.

You gain 3 Adept points. Whenever you make an ability check using Lore or Investigation, you spend one Adept point to roll a d6 and add it to the result. You can choose to spend one of your Adept points after you roll the die, but before the outcome is determined.

You regain expended Adept points when you finish a long rest.

Improved Aura

You're able to project your auras a bit further than normal. You increase the range of a feature such as *heated body* that projects an aura by 5 feet. This effect stacks with other features that increase your aura's range.

Improved Fortitude

Your body is extremely resilient, allowing you to easily take blows that would cause others to flinch. You have a +2 bonus to Constitution saving throws.

Infiltrator

You gain proficiency in the Deception and Stealth skills.

You gain 3 Adept points. Whenever you make an ability check using Deception or Stealth, you spend one Adept point to roll a d6 and add it to the result. You can choose to spend one of your Adept points after you roll the die, but before the outcome is determined.

You regain expended Adept points when you finish a long rest.

Integrated Weapon Armaments

You gain proficient in a martial weapon of your choice if you aren't already proficient. Choose a martial weapon. Your cybernetic or nanotech gear is programmed to take on the form and function of your chosen weapon. You can form the weapon in a free hand as a bonus

action. You can dismiss the weapon at any time without any action from you.

Juggernaut Strength

Prerequisite: 16 Strength score

Your massive bulk and strength make you a nearly unstoppable juggernaut. You count as one size large when determining your carrying capacity and the weight you can push, drag, or lift. Additionally, you deal double damage to objects and structures.

Lightning Reflexes

You're imbued with extraordinary sharp reflexes. You have a +2 bonus to Dexterity saving throws.

Marksmen Fighting Style

You gain a +2 bonus to attack rolls you make with ranged weapons.

More Power

You spend less effort focusing on your less potent powers. Giving up the weaker powers for more powerful abilities. You increase your number of power slots by 1, but reduce your At-will's known by 1, your powers known by 1 and your enhancements known by 1.

Natural Weapons

You have claws, fangs, spines, horns, tail or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you choose, and you are proficient with your unarmed strikes. You can attack as though your natural weapons have the light and finesse property. This effect does not stack with Unarmed Power.

Naturally Stealthy

You can attempt to hide even when you are obscured only by a creature that is at least the same size as you or even when you are lightly obscured by natural phenomena such as foliage, heavy rain and similar effects.

Pick Pocket

You gain proficiency in the Perception and Sleight of Hand skills.

You gain 3 Adept points. Whenever you make an ability check using Perception or Sleight of Hand, you spend one Adept point to roll a d6 and add it to the result. You can choose to spend one of your Adept points after you roll the die, but before the outcome is determined.

You regain expended Adept points when you finish a long rest.

Plan of Attack

You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, if the target can see or hear you.

Potent Summons

You're able to summon the strongest most resilient of creatures to aid you. Creatures you conjure with powers such as *conjure animals* appear with their maximum hit points.

Powerful Build

Your carrying capacity and the weight you can push, drag, or lift doubles. You can move your normal speed while grappling only a single creature.

Precision

When you roll attack damage, every die roll of 1 is treated as a 2.

Protection Fighting Style

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

Quick Draw

While you are wielding a one-handed ranged weapon, other creatures provoke an opportunity attack from you when they enter your reach.

Reactive Shifting

Prerequisite: Shapeshifting

Your ability to shift becomes fine-tuned to your instincts, allowing you to shift in reaction to most situations. You can use a reaction to activate your shift. This expends two uses of your *Shifting*. You cannot use this feature if you do not have at least two uses of your *Shifting* feature.

Reckless Attack

You can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee attack rolls using Strength during this turn, but attack rolls against you have advantage until the start of your next turn.

Push Through the Pain

You can spend a Stamina Die as an action to temporarily ignore a condition. Roll the Stamina Die. The number rolled determines the number of rounds you ignore the condition's effect. This does not apply to the following conditions: Paralyzed or Stunned. While pushing through the pain, you do not roll saving throws that allow you to end the effect. Once this effect ends, the condition continues.

Relentless Endurance

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a short or long rest.

Resilient

During a short rest, you can expend two Stamina Dice to recover a single level of exhaustion. You can only use this feature once every hour.

Sage

You gain proficiency in the Arcana and Investigation skills.

You gain 3 Adept points. Whenever you make an ability check using Arcana or Investigation, you spend one Adept point to roll a d6 and add it to the result. You can choose to spend one of your Adept points after you roll the die, but before the outcome is determined.

You regain expended Adept points when you finish a long rest.

Sage Advice

You can spend 10 minutes spreading your knowledge and experience, advising those around you. When you do so, choose a skill or tool you are proficient with and up to six friendly creatures within 30 feet of you who can hear you and who can understand you. Once within the next hour, the next time each creature would make an ability check with the chosen skill or tool, they may add their proficiency bonus to the roll if they are not already proficient. If a creature is targeted by this feature again before using it, they can choose to retain the first benefit or replace it with the new skill or tool instead.

You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

Savage Strikes

When you score a critical hit with a melee attack, if you roll a 1 on a damage die, you can reroll the die and must use the new roll, even if the new roll is a 1.

Shield Master

The shield is more than just a defensive tool to you. It is a versatile weapon. If you are not already proficient with shields, you become proficient. Your shield becomes a melee weapon that does 1d6 bludgeoning damage. Additionally, it gains the Thrown (range 20/60) property.

Echo Sensors

Prerequisite: 7th level

You can activate echo sensors to gain blindsight to a range of 30 feet, you have advantage on Wisdom (perception) checks that rely on sound, as long as you're deafened. This feature lasts for 1 minute. You can use this feature a number of times equal to your proficiency bonus. Once all uses are expended, you must finish a long rest before you can use this feature again.

Steadfast Resolve

You are able to push yourself beyond your limits for a moment. You can use a bonus action or reaction to temporarily increase your proficiency bonus by 1 for 1 minute.

Once you use this feature, you cannot use it again until you finish a long rest.

Standing Leap

Your long jump is up to 30 feet and your high jump is up to 15 feet, with or without a running start.

Survivalist

You gain proficiency in the Nature and Survival skills.

You gain 3 Adept points. Whenever you make an ability check using Nature or Survival you spend one Adept point to roll a d6 and add it to the result. You can choose to spend one of your Adept points after you roll the die, but before the outcome is determined.

You regain expended Adept points when you finish a long rest.

Two-Weapon Fighting Style

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. Starting at 12th level, you can make two attacks with your bonus action attack instead of just one.

Unarmed Power

Prerequisite: 15 or higher Strength or Dexterity Score

When you engage in unarmed combat, you can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.

You can roll a d8 in place of the normal damage of your unarmed strikes. This die changes as you gain levels. Starting at 11th level it increases to a d10.

Unconquerable Will

You're extraordinarily more strong-willed than most others. You have a +2 bonus to Wisdom saving throws.

Web Walker

You ignore movement restrictions caused by webbing. In addition, while in contact with a web, you know the exact location of any other creature in contact with the same web.

Weapon Master

You master several mundane weapons. You become proficient with any four martial weapons of your choice. You can take this enhancement more than once.

SIGNATURE POWERS

Starting at 11th level, deviants have been working with and understanding their power for some time. This has led to a masterful understanding. They begin to gain access some of their most potent powers. These powers can be used once per long rest and don't require a power slot to use.

Ambrostim Dart

Signature

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Instantaneous

You release an ambrosia frilled dart from a weapon, gadget or similar device at a creature that you can see within range. A surge of condensed ambrosia rushes through the creature, causing it to regain 90 hit points. This power also ends blindness, deafness, and any diseases affecting the target. This power has no effect on constructs or undead.

Automaton Reinforcements

Signature

Activation Time: 1 minute

Range: 90 feet

Roles:

Duration: Concentration, up to 1 hour

You send out a signal to call forth a robot you own or have hacked from someone else. A construct of challenge rating 7 or lower, or a construct that takes the form of a beast of challenge rating 7 or lower. It appears in an unoccupied space that you can see within range. The construct creature falls apart when it drops to 0 hit points or retreats when this power ends.

The construct creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment programming. If you don't issue any commands to the construct creature, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the construct creature doesn't disappear. Instead, you lose control of the construct creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled construct creature can't be dismissed by you, and it disappears 1 hour after you summoned it.

The Overseer has the construct creature's statistics.

Big Bang

Signature

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Instantaneous

You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a Constitution saving throw. It takes 8d8 + 40 necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid killed by this power rises at the start of your next turn as a **violet fungus** with a movement speed of 15 feet. It is permanently under your command, following your verbal orders to the best of its ability.

Black Hole

Signature

Activation Time: 1 action

Range: 150 feet

Roles:

Duration: Instantaneous

You create a black sphere of negative energy from your hands, weapon or gadget that ripples out in a 60-foot radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 12d6 necrotic damage on a failed save, or half as much damage on a successful one.

Chain Lightning

Signature

Activation Time: 1 action

Range: 150 feet

Roles:

Duration: Instantaneous

You create a bolt of lightning from your hands, weapon or gadget that arcs toward a target of your choice that you can see within range. Five bolts then leap from that target to as many as five other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one. Each target becomes shocked.

Contingency

Signature

Activation Time: 5 minutes

Range: Self

Roles:

Duration: 10 days

Choose any non-signature power that you can use, that has an activation time of 1 action, and that can target you. You use that power-called the contingent power-as part of activation *contingency*, expending power slots for both, but the contingent power doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you use the two powers. For example, a *contingency* activated with *water breathing* might stipulate that *water breathing* comes into effect when you are engulfed in water or a similar liquid.

The contingent power takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then *contingency* ends.

The contingent power takes effect only on you, even if it can normally target others. You can use only one *contingency* power at a time. If you activate this power again, the effect of another *contingency* power on you ends.

Control Weather

Signature

Activation Time: 10 minutes

Range: Self (1-mile radius)

Roles:

Duration: Concentration, up to 8 hours

You take control of the weather within 5 miles of you for the duration. You must be outdoors to activate this power. Moving to a place where you don't have a clear path to the sky ends the spell early.

When you activate this power, you change the current weather conditions, which are determined by the GM based on the climate and

season. You can change precipitation, temperature, and wind. It takes 1d4 × 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the power ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

TABLE 4 - SPELL: CONTROL WEATHER (PRECIPITATION)

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

TABLE 5 - SPELL: CONTROL WEATHER (TEMPERATURE)

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

TABLE 6 - SPELL: CONTROL WEATHER (WIND)

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

Disintegrate

Signature

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Instantaneous

A massive purple and red ray springs from your hand, eyes, weapon or similar feature to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by *wall of force*.

A creature targeted by this power must make a Dexterity saving throw. On a failed save, the target takes 16d6 + 40 force damage. The target is disintegrated if this damage leaves it with 0 hit points.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection*.

This power automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger

object or creation of force, this power disintegrates a 10-foot cube portion of it. A magic item is unaffected by this power.

Dominate Creature

Signature

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Concentration, up to 8 hour

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same realm of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the power. If the saving throw succeeds, the power ends.

Earthquake

Signature

Activation Time: 1 action

Range: 500 feet

Roles:

Duration: Concentration, up to 1 minute

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain.

Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

This spell can have additional effects depending on the terrain in the area, as determined by the GM.

Fissures. Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the GM. Each is 1d10 × 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height

must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Etherealness

Signature

Activation Time: 1 action

Range: Self

Roles:

Duration: Up to 8 hours

You step into the border regions of the Ethereal Realm, in the area where it overlaps with your current plane. You remain there for the duration or until you use your action to dismiss the power. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the realm you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

While on the Ethereal Realm, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Realm can't perceive you and can't interact with you, unless a special ability or power has given them the ability to do so.

You ignore all objects and effects that aren't on the Ethereal Realm, allowing you to move through objects you perceive on the plane you originated from.

When the power ends, you immediately return to the realm you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

This power has no effect if you activate it while you are on the Ethereal Realm.

Feeblemind

Signature

Activation Time: 1 action

Range: 150 feet

Roles:

Duration: Instantaneous

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 5d6 psychic damage and must make an Intelligence saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't activate powers, use gear, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

At the end of every 30 days, the creature can repeat its saving throw against this power. If it succeeds on its saving throw, the spell ends.

The power can also be ended by *greater restoration* or *heal*.

Fire Storm

Signature

Activation Time: 1 action

Range: 150 feet

Roles:

Duration: Instantaneous

With a device or a power you create a storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange

as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this power.

Foresight

Signature

Activation Time: 1 minute

Range: Self

Roles:

Duration: Concentration, up to 8 hours

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

This spell immediately ends if you cast it again before its duration ends.

Forbiddance

Signature

Activation Time: 10 minutes

Range: Touch

Roles:

Duration: 1 day

You create a magical ward or complex technical defense system against magical or super powered travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area, fly, use superspeed or use portals or similar forms of transportation to enter the area. The power proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Ethereal Realm, or the *realm shift* power.

In addition, the power damages types of creatures that you choose when you use it. Choose one or more of the following: celestials, constructs, elementals, fey, fiends, and undead. When a chosen creature enters the power's area for the first time on a turn or starts its turn there, the creature takes 8d10 radiant damage.

When you use this power, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the power.

The power's area can't overlap with the area of another *forbiddance* power. If you activate *forbiddance* every day for 30 days in the same location, the power lasts until it is canceled.

Freezing Sphere

Signature

Activation Time: 1 action

Range: 300 feet

Roles:

Duration: Concentration, up to 10 minutes

A frigid globe of cold energy streaks from your hand, weapon, gadget or similar device to a point of your choice within range, where it explodes in a 60-foot radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 12d6 cold damage. On a successful save, it takes half as much damage.

If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1

minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your power save DC to break free.

You can refrain from firing the globe after completing the power, if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you or a creature you give the globe can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal use of the power. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

Glibness

Signature

Activation Time: 1 action

Range: Self

Roles:

Duration: 2 hours

Until the power ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, powers that would determine if you are telling the truth indicates that you are being truthful.

Globe of Invulnerability

Signature

Activation Time: 1 action

Range: Self (10-foot radius)

Roles:

Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Any power of 5th level or lower activate from outside the barrier can't affect creatures or objects within it, even if the power is activated using a higher-level power slot. Such a power can target creatures and objects within the barrier, but the power has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such powers.

Kinetic Blade

Signature

Activation Time: 1 action

Range: Self

Roles:

Duration: Concentration, up to 1 minute

Using a gadget, psionic or magical power you summon a blade of pure kinetic sword of force in an empty hand. The power resembles a greatsword but can take any form you desire. It lasts for the duration.

When you activate this power, you make a melee power attack against a target of your choice within your reach. On a hit, the target takes 4d10 force damage. Until the power ends, you can use a bonus action on each of your turns to repeat this attack against the same target or a different one.

Kinetic Cage

Signature

Activation Time: 1 action

Range: 100

Roles:

Duration: 1 hour

Using a power or device you create an immobile, invisible, cube-shaped prison composed of kinetic energy that springs into existence around an

area you choose within range. The prison can be a cage or a solid box, as you choose.

A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart.

A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any powers activated into or out from the area.

When you activate this power, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or similar travel powers to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that power to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the power or effect. The cage also extends into the Ethereal Realm, blocking ethereal travel.

This power can't be dispelled by *dispel magic*.

Massive Mirage

Signature

Activation Time: 10 minutes

Range: Sight

Roles:

Duration: 15 Days

Using holographic tech or powers, you make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures, or add them where none are present. The power doesn't disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the power's area disappears immediately.

Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

Meteor Swarm

Signature

Activation Time: 1 action

Range: 1 mile

Roles:

Duration: Instantaneous

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 30-foot radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The power damages objects in the area and ignites flammable objects that aren't being worn or carried.

Mind Blank

Signature

Activation Time: 1 action**Range:** Touch**Roles:****Duration:** 24 hours

Until the power ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, and the charmed condition. The power even makes the target immune to similar powers used to affect the target's mind or to gain information about the target.

Photon Barrier

*Signature***Activation Time:** 1 action**Range:** 90 feet**Roles:****Duration:** Concentration, up to 10 minutes

You use a gadget, magical or similar means to create a vertical wall of made of pure searing energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Constitution saving throw. On a failed save, the creature takes 6d10 radiant damage. On a successful save, the creature takes half as much damage.

Prismatic Surge

*Signature***Activation Time:** 1 action**Range:** Self (60-foot cone)**Roles:****Duration:** Instantaneous

You release eight multicolored rays of light flash from your hand, eyes or a device. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

- **Red.** The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one.
- **Orange.** The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one.
- **Yellow.** The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.
- **Green.** The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one.
- **Blue.** The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.
- **Indigo.** On a failed save, the target is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.
- **Violet.** On a failed save, the target is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the GM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)
- **Special.** The target is struck by two rays. Roll twice more, rerolling any 8.

Project Image

*Signature***Activation Time:** 1 action**Range:** 500 miles**Roles:****Duration:** Concentration, up to 1 day

With power or a device, you create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the power ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Psychic Shock

*Signature***Activation Time:** 1 action**Range:** Self**Roles:****Duration:** Concentration, up to 1 minute

For the power's duration, your eyes become an inky blue and white glowing void imbued with psionic power. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the power ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this use of psychic shock.

Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked. The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

Weakened. The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

Regenerate

*Signature***Activation Time:** 1 minute**Range:** Touch**Roles:****Duration:** 1 hour

You touch a creature and stimulate its natural healing ability. The target regains 5d8 + 15 hit points. For the duration of the power, the target

regains 1 hit point at the start of each of its turns (15 hit points each minute).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

Reverse Gravity

Signature

Activation Time: 1 action

Range: 100 feet

Roles:

Duration: Concentration, up to 1 minute

Using a power or device you reverse gravity in a 50-foot radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you activate this power. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.

Sonic Clap

Signature

Activation Time: 1 bonus action

Range: 120 feet

Roles:

Duration: Instantaneous

Using a device, bellowing roar or clapping powerful hands together, you release a power burst of thunderous power. Each creature that can hear you within range must make a Constitution saving throw. On a failed save, a creature suffers an effect based on its current hit points:

- 50 hit points or fewer: deafened for 1 minute
- 40 hit points or fewer: deafened and blinded for 10 minutes
- 30 hit points or fewer: blinded, deafened, and stunned for 1 hour
- 20 hit points or fewer: killed instantly Regardless of its current hit points, a creature not the material realm is forced back to its realm of origin (if it isn't there already) and can't return to your current plane for 24 hours by any means.

Storm of Vengeance

Signature

Activation Time: 1 action

Range: Sight

Roles:

Duration: Concentration, up to 1 minute

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes.

Each round you maintain concentration on this power, the storm produces different effects on your turn.

Round 2. Acidic rain falls from the cloud. Each creature and object under the cloud takes 1d6 acid damage.

Round 3. You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a Dexterity saving throw. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

Round 4. Hailstones rain down from the cloud. Each creature under the cloud takes 2d6 bludgeoning damage.

Round 5-10. Gusts and freezing rain assail the area under the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on power. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area.

Strange

Signature

Activation Time: 1 action

Range: 120 feet

Roles:

Duration: Concentration, up to 1 minute

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot radius sphere centered on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the power ends for that creature.

Stupefying Stun

Signature

Activation Time: 1 action

Range: Touch

Roles:

Duration: Instantaneous

As part of the action to use this power, you must make a melee attack against one creature in your reach, otherwise the power fails. You deliver a blow of such power that it can overwhelm the mind and body of one creature hit, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the power has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

Sunburst

Signature

Activation Time: 1 action

Range: 150 feet

Roles:

Duration: Instantaneous

You release a brilliant burst of sunlight in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this power. Undead and oozes have disadvantage on this saving throw.

A creature blinded by this power makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

This power dispels any darkness in its area that was created by a power.

Timer Mine

Signature

Activation Time: 1 action

Range: Touch

Roles:

Duration: Concentration, up to 10 minutes

You place a device or gadget on a ground, or attach it to a wall, or object. When this power ends, either because your concentration is broken or because you decided to end it, the power blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6.

If the glowing bead is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to erupt in flame. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

Toxic Spores

Signature

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Instantaneous

You unleash a small cloud of spores carrying virulent disease on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise because of a power, a feature, a villain's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

BURNING

- A burning creature that is wearing (or is made of) flammable material, catches fire and continues burning; it takes fire damage equal to the user's proficiency bonus at the end of each of its turns until the burning creature or one of its allies within 5 feet of it uses an action to extinguish the fire.

CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

TABLE 7 - CONDITIONS: EXHAUSTION EFFECTS

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

- If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.
- A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.
- An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.
- Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink. Also, being raised from the dead reduces a creature's exhaustion level by 1.

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

FRIGID

- A frigid creature's speed is reduced by half and it can't benefit from any bonus to speed.
- A frigid creature that suffers the effects of the frigid condition a second time has their movement reduced to 0.

GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *thunder-wave* spell.

INCAPACITATED

- An incapacitated creature can't take actions or reactions.

INVISIBLE

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

SHOCKED

- A shocked creature can't take reactions until the end of its next turn.
- On its turn, it can use either an action or a bonus action, not both.

STUNNED

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

UNCONSCIOUS

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

THE MULTIVERSE AND MATERIAL REALM

The Multiverse consists of a near infinite number of dimensions and worlds. Each of which resides on its own unique cosmic wavelength. Imagine an infinite number of worlds layered on top of each other. Under normal circumstances these realms are invisible to one another. With either advanced technology, a special power, or some sort of freak accident, some beings are able to cross these invisible world boundaries.

The most common form of these interdimensional beings are beings of the dead that manage to pierce the veil of the afterlife, often referred to as **ghosts, spirits or specters**. These beings normally inhabit the Ethereal Realm. The **Ethereal Realm** is a misty, fog-bound dimension that is sometimes described as a great ocean. Its shores, called the Veil, overlap the Material Realm. This veil is where the ghostly undead are able to pass between realms.

Another form of interdimensional being is a **dobbleganger**. These beings specialize in transporting themselves between worlds and take on the forms of people of importance. They belonged to a world where shapeshifters eradicated those who weren't one of them. Forming a warmongering world with a hate for non-shifters. Their militaristic culture has led them to being dominators of the other worlds through cloak and dagger methods and inciting violence and hate against those who don't share their gifts.

There are a multitude of ways to travel between dimensions, it is entirely up to the Overseer to decide if and when these different dimensions come in to play. Because of the size of the multiverse, it's easy to connect Capes & Crooks with any setting of your choosing.

TRAPS AND HAZARDS

Traps can be found almost anywhere. Villains and crooks who seek to prevent enemies from following them or entering their lair often set up complex traps to deal with any annoying do gooders. One wrong step in an evil deviant's lair, or a secured facility might lead to a series of laser blasts cutting through armor and flesh. This extends to the influence of 'The Rise' on the world as a whole. The seemingly innocuous vines that hang over a cave or old building might grasp and choke anyone who pushes through them. An electric net hidden among storage crates might drop on trespassers who pass underneath. In a game of superheroes and villains, unwary heroes can fall to their deaths, be burned alive, or fall under a barrage of bullets.

A trap can be either mechanical or magical in nature. **Mechanical traps** include automated spike pits, laser traps, falling blocks, water-filled rooms, and anything else that depends on a mechanism to operate. **Power traps** are usually traps created by a deviant's powers. A villain who can bend nature to its will, may set up killer vines as mentioned previously for example.

SAMPLE TRAPS AND HAZARDS

The traps and hazards presented here vary in deadliness and are presented in alphabetical order.

TABLE 8 - TRAPS: SAVE DCs AND ATTACK BONUS

Danger	Save DC	Attack Bonus
Setback	10-11	+3 to +5
Dangerous	12-15	+6 to +8
Deadly	16-20	+9 to +12

TABLE 9 - TRAPS: DAMAGE SEVERITY BY LEVEL

Character Level	Setback	Dangerous	Deadly
1st-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-20th	10d10	18d10	24d10

Collapsing Roof

Mechanical trap

This trap uses a trip wire to collapse the supports keeping an unstable section of a ceiling in place or is the result of a forceful explosion from a deviant power.

The trip wire is 3 inches off the ground and stretches between two support beams. The DC to spot the trip wire is 10. A successful DC 15 Dexterity check using thieves' tools disables the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

Anyone who inspects the beams can easily determine that they are merely wedged in place. As an action, a character can knock over a beam, causing the trap to trigger.

The ceiling above the trip wire is in bad repair, and anyone who can see it can tell that it's in danger of collapse.

When the trap is triggered, the unstable ceiling collapses. Any creature in the area beneath the unstable section must succeed on a DC

15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor of the area is filled with rubble and becomes difficult terrain.

Exploding Barrel

Hazard

Barrels and similar containers come with a wide variety of chemicals stored in them. In most cases these barrels are full of flammable chemicals. If an exploding barrel is takes more than 5 damage, they explode. Each creature in a 10-foot-cube originating from the barrel must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) fire damage. On a successful save the creature takes half as much. The area becomes difficult terrain.

Tesla Coil

Power Trap

This trap is activated when an intruder steps on a hidden pressure plate or laser trip, releasing a jolt of lightning from a nearby device.

The DC is 15 to spot the laser or pressure plate, as well as faint scorch marks on the floor and walls.

When the trap activates, the devices release a 30-foot cone of lightning. Each creature in the area must make a DC 13 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Moving Vehicle

Hazard

In the city high velocity vehicles are certainly a threat to wood be heroes and crooks. A moving vehicles roll initiative with a +8 bonus. On their turn, it moves 80 feet in a straight line. The vehicle can move through creatures' spaces, and creatures can move through its space, treating it as difficult terrain. Whenever the vehicle enters a creatures' space or a creature enters its space while its moving, that creature must succeed on a DC 15 Dexterity saving throw or take 55 (10d10) bludgeoning damage and be knocked prone.

The vehicle stops if it hits a building, wall or similar barrier.

As an action, a creature within 5 feet of the vehicle can attempt to slow it down with a DC 20 Strength check. On a successful check, the vehicles speed is reduced by 15 feet. If the vehicle's speed drops to 0, it stops moving and is no longer a threat.

Slippery Ice

Hazard

An area with slippery ice is difficult terrain. When a creature moves onto slippery ice for the first time or starts their turn there, it must succeed on a DC 15 Dexterity (Acrobatics) check or fall prone. If the ice has a water or similar substance other than solid ground underneath it, roll a d20. If the roll is 5 or less, the ice breaks and the character falls through the ice.

Wildthorns

Hazard

Many plants, such as rose bushes grow razor sharp thorns on their stems or vines. The area these cover come in a variety of sizes. The wild thorns has AC 10, 20 hit points, and immunity to bludgeoning, piercing, and psychic damage. It also has vulnerability to fire damage. When a creature comes into direct contact with wildthorns for the first time on a turn, or starts its turn there, the creature must succeed on a

DC 12 Dexterity saving throw or take 5 (1d10) piercing damage from the thorns.

CROOKS & MONSTERS

Crooks come in all shapes and sizes. In Capes and Crooks there are two special types of enemies. The Crony and Henchmen. These two special monsters don't have hit points. Instead, Cronies die after a single blow and henchmen are a bit more durable and die after two attacks. If they are subject to certain area effects, such as explosion or flamethrower that allow them to make a saving throw to take only half damage, they instead take no damage if they succeed on the saving throw. Additionally, a henchman with a vulnerability will die after taking a

ROBBER

Medium humanoid, any non-good alignment

Armor Class 12

Hit Points Crony

Speed 30 ft.

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

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Pistol Whip. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 +1) bludgeoning damage.

Pistol. Ranged Weapon Attack: +3 to hit, range 30/90 ft., one target. Hit: 6 (1d10 +1) piercing damage.

SENTRY DRONE

Small construct, neutral

Armor Class 11

Hit Points Henchmen

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	12 (+1)	12 (+1)

Skills Perception +3

Damage Vulnerabilities lightning

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands commands given in any language but can't speak

Challenge 1/2 (25 XP)

Death Burst. When the sentry drone dies, it explodes in a burst of fire. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area or ignited.

ACTIONS

Blaster. Ranged Weapon Attack: +4 to hit, range 60/120 ft., one target. Hit: 6 (2d4 +1) radiant damage.

single hit from the damage type they are vulnerable too. Likewise, a crony hit with a damage type that it is resistant to will still remain standing after the initial blow. Meaning they will take an additional blow before they fall.

D.R.T. TROOPER

Medium construct, neutral

Armor Class 17 (titan suit)

Hit Points 58 (9d8 +18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	12 (+1)

Skills Athletics +5, Perception +2

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 3 (700 XP)

ACTION

Multiattack. The trooper makes two melee or ranged attacks.

Buttstroke. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 +3) bludgeoning damage.

Blaster Rifle. Ranged Weapon Attack: +4 to hit, range 60/120 ft., one target. Hit: 6 (2d6 +2) radiant damage.

Knockout Gas (Recharge 5-6). The trooper releases a blast of sleep gas from a shoulder mounted cannon in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage, or someone uses an action to wake it.

THUG

Medium humanoid, any alignment

Armor Class 12

Hit Points Henchmen

Speed 30 ft.

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

Senses passive Perception 12

Languages Common

Challenge 1/2 (25 XP)

ACTIONS

Multiattack. The thug makes two melee or ranged attacks.

Buttstroke. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 +5) bludgeoning damage.

Rifle. Ranged Weapon Attack: +4 to hit, range 60/120 ft., one target. Hit: 6 (1d12 +1) piercing damage.

BRUTE

Medium, humanoid, any alignment

Armor Class 13

Hit Points 39 (6d10 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+1)	10 (+0)	13 (+1)	8 (-1)

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Indomitable Defense. The brute has advantage on Strength checks and Strength saving throws. When it makes an attack, it gains a +2 bonus to damage roll. Additionally, the brute has resistance to bludgeoning, piercing, and slashing damage. The brute can't use this feature again until it finishes a short or long rest.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). The brute has advantage on attack rolls against the grappled creature.

Throw Debris (Recharge 6). *The throws a random piece of nearby debris in a line that is 30 feet long and 5 feet wide, provided it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one.*

SNITCH

Medium humanoid (*shapeshifter*), any non-good alignment

Armor Class 12

Hit Points 33 (6d8 +6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft. (rat form only), passive Perception 13

Languages Common

Challenge 1 (200 XP)

Shapeshifter. Snitch can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. Snitch has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The snitch makes two attacks.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 +2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 6 (1d10 +1) piercing damage.

GANGSTER

Medium humanoid, any alignment

Armor Class 16

Hit Points Crony

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	11 (+0)	11 (+0)

Skills Intimidation +4 Stealth +6

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Surprise Attack. If the gangster surprises a creature and hits with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Sub-Machine Gun. The gangster releases a spray of bullets in 20/50-foot cone. Each creature in that cone must make a DC 13 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one.

WEAK PSYCHIC

Medium humanoid, any alignment

Armor Class 16

Hit Points Henchman

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Wis +4, Cha +4

Skills Persuasion +4

Condition Immunities charmed

Senses passive Perception 14

Languages Common

Challenge 1 (200 XP)

Powers. The psychic's power ability is Charisma (power save DC 12). The psychic can use the following powers.

At-will: *minor telekinesis*

1/day each: *command*, *detect thoughts*

ACTIONS

Psionic Punch. *Melee or Ranged Power Attack:* +4 to hit, reach 5 ft. or range 30/60, one target. *Hit:* 7 (1d10 + 2) psychic damage.

Psionic Disorientation (Recharge 5-6). The psychic releases psionic energy or verbal command to disorient up to three creatures of its choice that it can see within 60 feet. Each creature must make a DC 12 Charisma saving throw. On a failure, when the creature makes an attack roll or a saving throw before the end of the psychics next turn, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

WEAK FIRE MANIPULATOR

Medium, humanoid, any alignment

Armor Class 16

Hit Points Henchmen

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	10 (+0)	11 (+0)	13 (+2)

Saving Throws Dex +2, Con +3

Skills Intimidation +3

Damage Immunities fire

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Burning Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) fire damage.

Heat Ray. *Ranged Power Attack:* +4 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage. A flammable object hit by this ignites if it isn't being worn or carried.

Flame Blast (Recharge 5-6). The fire manipulator release fire in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

WEAK JUMPER

Medium, humanoid, any alignment

Armor Class 13

Hit Points Henchmen

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Perception +3, Sleight of Hand +5, Stealth +5

Senses passive Perception 13

Languages Common

Challenge 1/4 (1/4 XP)

Keen Sight. The jumper has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Pistol Whip. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) fire damage.

Blaster Pistol Ranged Power Attack: +5 to hit, range 60/90 ft., one target. *Hit:* 4 (2d4) radiant damage.

Teleport (Recharge 4-6). The jumper teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the jumper can make one attack.

BATTLE DROID

Large construct, any alignment

Armor Class 17

Hit Points 75 (10d8 + 30)

Speed 30 ft., 60 fly

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	5 (-3)	10 (+0)	4 (-4)

Skills Perception +4

Senses bioscanner 120 ft., passive Perception 14

Languages understand common but can't speak

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The battle droid makes two impact hammer attacks.

Impact Hammer. *Melee Weapon Attack:* +6 to hit: 11 (2d6 +4) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Plasma Blaster. *Ranged Weapon Attack:* +4 to hit, range 150 ft., one target. *Hit:* 17 (5d6) radiant damage.

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