MODERN HANDBOOK

Everything you need to create modern-themed campaigns with this supplement for the world's greatest roleplaying game
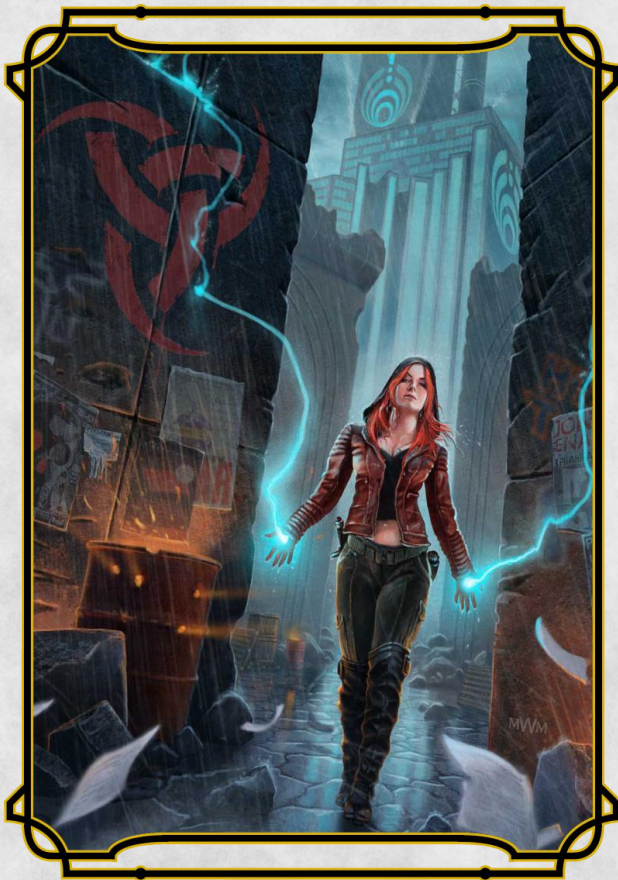
CREDITS

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CONTENTS

ON THE COVER
M. Wayne Miller illustrates a sorcerer in a rainy alley using her network strikes, ready to defeat any foe in her path.

Disclaimer: I'm not responsible for making deals with a kobold gang for illegally buying a grenade launcher without owning the required training and licenses. If a special response unit breaks into your house, you probably made something illegal in that city, and you should go to jail for that (perhaps using the grenade launcher in the streets is the cause of your problems with the law).

PART 1: SUBCLASSES

This section presents a series of new subclasses for any modern campaign as an alternative to the subclasses found in the *Player's Handbook*. Make sure your DM allows them in your campaign first.

PRIMAL PATH

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however.

PATH OF THE DREADNOUGHT

You are a merciless, destructive and unstoppable force. When it comes to fighting, you are at the forefront. A dreadnought generally approach combat in the most direct way possible, rarely carrying only one gun and leaving a path of devastation behind.

In the midst of battle, you are capable to take a great deal of punishment while dealing out far more to any who dares to go against you.

JUGGERNAUT
Starting when you select this path at 3rd level, when you are targeted by an attack or a spell while you're raging, you can use your reaction to gain a bonus to your Armor Class equal to your rage damage until the end of this turn.

Additionally, you gain advantage in saving throws against being knocked prone or moved against your will.

DRAW FIRE
At 6th level, you can use your reaction to distract opponents and convince them that you are the most dangerous target in the area. Choose one creature that you can see within 15 feet of you which is attacking one friendly creature. If the creature can see or hear you, it must succeed on a Charisma saving throw (DC equals to 8 + your proficiency bonus + your Charisma modifier) or attack you instead.

BODY GUARD
At 10th level, while you're raging, any creature within 5 feet of you that's hostile to you have disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

DEVASTATING RAGE
At 14th level, when you have half or less hitpoints while raging, you can add your Rage Damage bonus to attack rolls.

BARD COLLEGE

The way of the bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF FAME

Bards of the College of Fame are in the public's eye by day, while working for an agency or organization by night. These bards might simply be famous because who they are, or they may have earned their status because what they've done.

BONUS PROFICIENCIES
When you join the College of Fame at 3rd level, you gain proficiency with the Deception, Performance and Persuasion skills.

WINNING SMILE
Also at 3rd level, while you are not wearing any armor, your AC equals to 10 + your Dexterity modifier + your Charisma modifier. Additionally, choose one skill from Deception, Performance or Persuasion. You add twice your proficiency bonus to any check you make with that skill.

You learn the *enthrall* and *suggestion* spells.

COMPELLING PERFORMANCE
At 6th level, as a bonus action, you can expend one use of Bardic Inspiration. If you do so, for the next minute you can cast the *command* spell at 1st level as a bonus action on each of your turns without using a spell slot a number of times equal to your Charisma modifier.

Additionally, whenever any of your charm spells ends while using this feature, the creature or creatures affected don't realize they were charmed by you unless you want to.

UTTERLY CONVINCING
Starting at 14th level, when you make a Charisma-based ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add twice the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

Additionally, when a creature use one of your Bardic Inspiration dices to improve some Charisma-based ability check, it also adds twice the number rolled to its ability check.

Divine Domain

In a pantheon, every deity has influence over different aspects of a mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain.

Technology Domain

Gods of technology promote the ideals of invention, city building and science. Cities, electronic and mechanical devices are the example of their ideals, empowering everyone who uses the technology in their name.

Technology Domain Spells

Cleric Level	Spells
1st	grease, power device*
3rd	arcane lock, relay text*
5th	electromagnetic pulse*, lightning bolt
7th	fabricate, wire walk*
9th	instant connectivity*, synchronicity*

Modern spells are marked with an asterisk.

Bonus Cantrip

When you choose this domain at 1st level, you gain the haywire cantrip if you don't already know it.

Channel Divinity: Recharge

Starting at 2nd level, you can use your Channel Divinity to power electrical devices.

As an action, you touch your holy symbol and evoke pure energy. You gain a number of energy points equal to five times your cleric level that last for 2 hours or until you finish a short or long rest.

As an action, you can touch an electrical device and transfer energy points from your pool to power it. Expending 1 energy point you can power a medium or smaller electrical device for 10 minutes, and expending 4 energy points you can power a Large or Huge-sized electrical device for 10 minutes.

You can increase the duration expending more energy points, up to the maximum amount remaining of your energy points.

Urban Builder

Beginning at 6th level, while in an urban environment, you are considered proficient with the engineering kit and the mechanic tools, and you add double your proficiency bonus to checks using those tools instead of your normal proficiency bonus.

Divine Strike

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

Techpriest

At 17th level, you gain resistance to lightning damage and you learn the spell chain lightning, which is always prepared and count as a domain spell for you.

Additionally, all electric devices that require batteries don't expend charges when you use it.

Druid Circle

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they never seen any high-ranking members of the society or participated in druidic gatherings.

At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

Circle of the City

The Circle of the City is made up of druids living in cities to guard and to maintain the balance between nature and civilization. Druids of this circle do not reject technology and metal, but rather are very pragmatic about the tech they use. This circle thinks that metals come from the earth, and because of that, they have a natural place in the world.

Bonus Proficiencies
Starting at 2nd level, you gain proficiency with dart guns and pistols (including machine pistols).

Metal Wild Shape
Also at 2nd level, whenever you use your Wild Shape feature, your shape is made with metal and pieces of the city, more simmilar to a construct than a beast. While transformed into a beast, you are immune to diseases and you don't need to eat or breathe, but you can ingest food and drink if you wish.

Construct Mind
At 6th level, when you transform into a beast, you are considered a construct instead a beast, you gain advantage on saving throws against poisons and poison damage you take is reduced by an amount equal to your Wisdom modifier.

True Construct
At 10th level, you gain immunity against poison and psychic damage while transformed. Additionally, you cannot be charmed, paralyzed, petrified or poisoned while transfomed.

City Guardian
At 14th level, thanks to your experience living in the cities, you have mastered the use of magic for transforming yourself into a guardian spirit of the city. You can Wild Shape into a Shield Guardian for 1 minute. After you use this feature, you must finish a long rest before using it again.

Martial Archetype

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

Commando

A commando is a soldier of an elite light infantry or special operations force specialized in assault or unconventional high-value targets. Commandos differ from other types of special forces in that they primarily operate in overt combat, front-line reconnaissance, and raiding, rather than long range reconnaissance and unconventional warfare.

Tactical Aid
Beginning when you choose this archetype at 3rd level, as a bonus action, you can give advantage to an ally on the next ability check or attack roll versus an opponent you can see within 30 feet of you. You can use this feature a number of times equal to your proficiency bonus before finishing a short or long rest.

Pre-Planning
Starting at 7th level, after spending 1 hour studying a map, plan or similar of an 8-mile area, you learn something about two of the following points of your choice:

- **Access** (the password for entering a restricted area, the location of a keycard, an unlocked entry door or window).
- **Alternative routes** (the ventilation system, the basement access, roof access and such)
- **Dead Drop** (an insider drops off up to 20 lb. of equipment in a location you choice. The equipment can be both yours or from your allies).
- **Surveillance** (location of cameras, the security room, number of guards, metal detectors and such).

Additionally, while you are in the area you've studied, you have advantage on initiative rolls for the next 12 hours or until you use this feature again.

Additional Fighting Style
At 10th level, you can choose a second option for the Fighting Style class feature.

Rapid Strike
Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

First Contact
At 18th level, if you take the Attack action on your first turn of a combat, you can make one additional ranged weapon attack as part of that action.
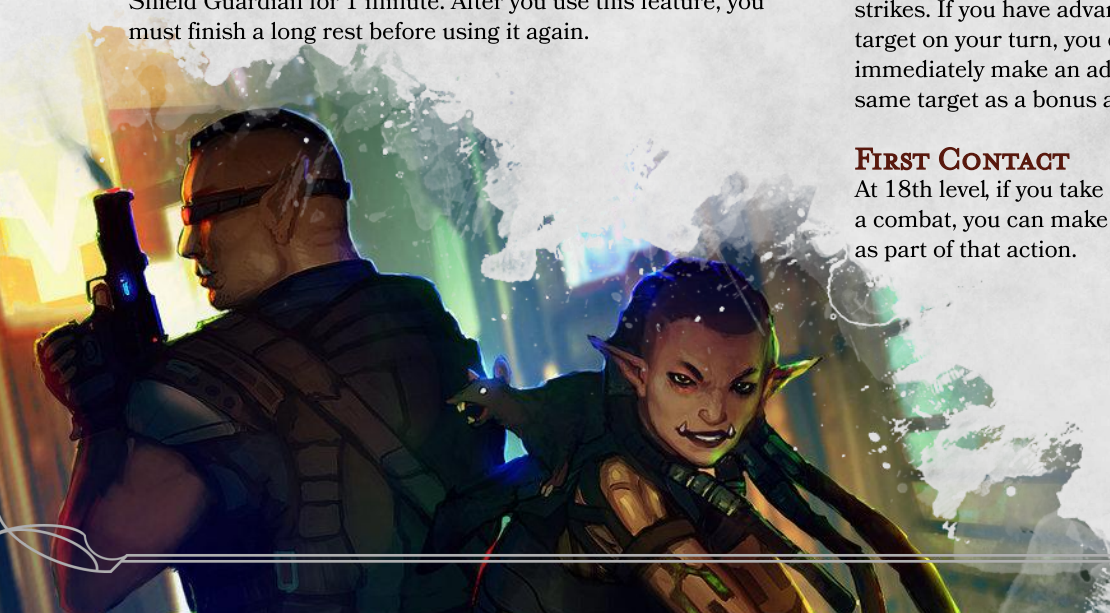
Monastic Tradition

Most monasteries practice one tradition exclusively, but a few honor the traditions and instruct each monk according to his or her aptitude and interest. All three traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

Way of the Gun Fu

Monks of the Way of the Gun Fu are masters in the sophisticated close-quarters gunplay resembling a martial arts battle played out with firearms instead of traditional weapons.

The focus of gun fu is both style and the usage of firearms in ways that they were not designed to be used. Shooting a gun from each hand (usually paired with jumping to the side at the same time), shots from behind the back, as well as the use of guns as melee weapons are all common.

Gun Fu Technique

When you choose this tradition at 3rd level, you gain proficiency with heavy pistols and machine pistols. These weapons are monk weapons for you, and you gain the following benefits:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with firearms.
- Immediately after you take the Attack action on your turn to make an unarmed strike, you can spend 1 ki point to make an additional ranged weapon attack with a firearm as a bonus action.

Countershot

At 6th level, as a reaction when an enemy misses you with a melee attack roll, you can make a single ranged weapon attack with a firearm against the attacker. Once you use this feature, you can't use it again until you finish a short or long rest.

Gun Fu Mastery

At 11th level, you gain proficiency with submachine guns and tactical shotguns. These weapons are also considered as monk weapons for you.

Additionally, when you hit a target with a firearm which is a monk weapon, you can spend 1 ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.

Bullseye

At 17th level, your mastery of firearms grants you extraordinary accuracy. If you make an attack roll with a firearm which is a monk weapon for you and miss, you can reroll it. You can use this feature only once on each of your turns.

Sacred Oath

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training.

Oath of the Vigilante

The Oath of the Vigilante is focused on eliminating targets in the name of justice. Although the common folk might call them assassins, they prefer to have some vigilantes in the city.

Tenets of the Vigilante

The following virtues are common to all paladins, even though the situations and laws might be different on each case:

Justice in Your Hands. Sometimes you must step outside the law to exact justice for keeping peace.

Hunt. Seek out those who might do harm to the innocent, even if they hide.

Eliminate the Guilty. The guilty must be destroyed in order for the innocent to live in peace.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Vigilante Spells

Paladin Level	Spells
3rd	bane, detect evil and good
5th	hold person, zone of truth
9th	haste, speak with dead
13th	otiluke's resilient sphere, locate creature
17th	dominate person, hold monster

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Hunter of the Evil. You can use your Channel Divinity to strike with divine accuracy upon a creature. When you make an attack roll, you can also use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Smite the Guilty. As an action, you present your holy symbol and speak a prayer, using your Channel Divinity. Choose one creature within 30 feet of you that you can see. That creature must make a Wisdom saving throw. On a failed save, the creature has disadvantage on its attack rolls until the end of your next turn. Additionally, the creature can only take an action or bonus action on its next turn.

Vigilant Aura

By 7th level, you and all friendly creatures within 10 feet of you cannot be surprised. At 18th level, the range of this aura increases to 30 feet.

Street Watch

Starting at 15th level, while in an urban environment, you can't be charmed and you have advantage on initiative rolls.

Eternal Vigilant

At 20th level, as an action, you become an entity of true and divine judgment. For 1 minute, you gain the following benefits:

- You have advantage on attack rolls you make against creatures which have attacked you or a friendly creature in the last minute.
- You can use Smite the Guilty once per round as a bonus action without using your Channel Divinity.

Ranger Archetype

Across the wilds, rangers come together to form conclaves—loose associations whose members share a similar outlook on how best to protect nature from those who would despoil it

Shadow Hunter Conclave

The Shadow Hunter is a tracker, a stalker, a finder of lost things and people—particularly those that do not want to be found. The Shadow Hunter is familiar with all the modern forensics methods of tracking a subject, but places equal faith in magic and supernatural methods.

Target Creature

At 3rd level, you may designate a creature as your target. You don't need to know the target personally and you may know the creature only through her actions or description, such as "the orc from the bank heist" or "the gnoll who led the jail breakout". You cannot designate a creature while you or the target is in combat, and once you choose a target you must wait 24 hours before choosing another.

The creature you target counts as a favored enemy for you.

No Trace

At 7th level, you have advantage on checks you make to hide and avoid being detected while you are in your favored terrain or an urban environment. Additionally, while you are tracking your target, you can move stealthily at a normal pace and enemies have disadvantage on Perception checks to track you.

Play a Hunch

At 11th level, you can use your action and expend one ranger spell slot to determine whether an assumption, hunch, or guess is correct. When you do so, you must state the assertion (such "He hass left the building", or "The mayor is an evil man"). Then, the GM rolls a percentile dice. There's a 70% + 1% per ranger level chance of getting a response on the hunch. If the roll is a success, the GM lets the player know if the hunch is true, false, both or neither. A "both" response is possible for vague assumptions such as "the mayor is an evil man" can be both true and false (he is evil, but not human). An "unknown" response is for questions with no immediate answer.

The GM may determine that the hunch is so obvious that it does not require a roll, or that is so vague that there is no chance for success.

A hunch does not translate as a legal truth, and will not stand up in a court of law. Rather it is an obvious fact to the Shadow Hunter alone. Finding proof of an assumption such as "the mayor is a mind flayer" would require additional work.

You can use this feature a number of times equal to your Wisdom modifier and you regain any expended uses when you finish a long rest.

Locate Target

At 15th level, you gain the supernatural ability to know where your target is. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense your targeted creature's location if it is within 3 miles of you, and if it's moving, you know the direction of its movement. This ability applies only on the target, and does not reveal attitude, status, or the presence of others around the target.

After you use this ability, you must finish a sort or long rest to use it again.

> ### Revised Ranger
> If you're playing the revised ranger introduced in Unearthed Arcana, you also gain the **Extra Attack** feature.
>
> Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn

Roguish Archetype

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetype. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

Infiltrator

An infiltrator can break into places others wouldn't dream of, find what it's looking for, and get back out again while eluding or evading anyone who would try to stop him. An infiltrator is a master of stealth, breaking and entering, and second—story work.

Bonus Proficiencies
When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and hacking tools.

Sweep
Starting at 3rd level, you know how to size up an area and get the lay of the land in a single sweep of your eyes that often isn't perceptible to those around you.

You can use your bonus action granted by your Cunning Action to make a Wisdom (Perception) check to look for alarms, surveillance devices, escape routes and any expensive objects that can easily be concealed and carried away. You have advantage on the check.

Infiltration Adept
At 9th level, you have a number of infiltration dice equal to your Dexterity modifier, which are d8s. You regain all of your expended infiltration dice when you finish a long or short rest. You can expend an infiltration dice and add it to the result for the following checks after you roll, but before the DM says whether the roll succeeds or fails.

- Whenever you make a Dexterity (Stealth) check.
- Whenever you make an attack roll while hiding.
- Whenever you make a check using, disarming or repairing an electrical or mechanical device.

Engineer
At 13th level, you understand how machines and electrical devices work. You gain advantage on checks to use, disarm or repair an electrical or mechanical devices.

Additionally, when you fail to deactivate a trap, explosive or alarm, you can use your reaction to avoid triggering the effect (activating the trap, detonate an explosive or trigger an alarm). You can use this feature once per short or long rest.

Master Infiltrator
At 17th level, your infiltration dice are now d10s, and you can expend up to two infiltration dices for each check instead of only one.

Additionally, whenever you make a check using tools you are not proficient, you can add half your proficiency bonus to the check.

Sorcerous Origin

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into some bigger categories.

The Network

Your innate magic comes from the energy of the massive network around the world where every device is connected. Perhaps the constant exposure to this network through using devices connected to the internet gave you your powers.

Social Network
Starting at 1st level, your innate connection allows you to get information easily. Whenever you make an Intelligence check to learn or get information about someone or something, you may use your Charisma modifier instead.

Network Strikes
When you choose this origin at 1st level, as a bonus action you gain the following benefits for 1 minute:

- Whenever you deal damage with a spell, you can replace the damage type to lightning damage.
- Any creature within 30 feet of you that you can see that hits you with an attack takes lightning damage equal to your Charisma modifier.

Once you use this feature, you must finish a short or long rest to use it again.

Arcane Firewall
At 6th level, whenever you are targeted by an spell that makes you roll a saving throw, you can use your reaction and spend 1 sorcery point to gain advantage on that roll.

If you are targeted by a ranged spell attack, you can use your reaction and spend 1 sorcery point to impose disadvantage on that roll.

Metamagic Glitch
At 14th level, when you cast a spell using a 4th level slot or higher, you can choose one metamagic option you know from Careful, Distant, Empowered, Extended or Subtle spell. You use that metamagic option at no cost.

Network Overload
Beginning at 18th level, when you cast a spell that requires a single attack roll against a single target, you can expend up to 4 sorcery points to deal an additional 1d10 lightning damage for each sorcery point you expend.

Otherwordly Patron

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

The Superintelligence

Your patron is a very powerful and independent Artificial Intelligence. You are not completely sure how it's originated: some warlocks say it was created as an overlord for the network, and other say it was created by the massive interactions through the digital world.

Expanded Spell List

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

The Superintelligence Expanded Spells

Spell Level	Spells
1st	degauss*, machine invisibility*
2nd	dataread*, relay text*
3rd	electromagnetic pulse*, shutdown*
4th	arcane eye, wire walk*
5th	instant connectivity*, synchronicity*

Modern spells are marked with an asterisk.

Supernatural Hacker

Starting at 1st level, you gain proficiency with hacking tools and when you make an Intelligence roll to use an electronic device, you can use your Charisma modifier instead.

AI Servant

Also at 1st level, you gain the service of a mechanical construct powered by a basic AI sent by the Superintelligence to aid you. This AI assumes an humanoid form and it follows game statics, and it always obeys your commands, which you can give through any electronic device you own.

AI Servant
Tiny construct, neutral

Armor Class 10
Hit Points 5 (2d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	10 (+0)	15 (+2)	10 (+0)	7 (-2)

Damage Immunities Poison
Condition Immunities charmed, poisoned
Senses passive Perception 10
Languages common
Challenge 0 (10 XP)

Actions

Slam (Physical form only). *Melee Weapon Attack:* +2 to hit, reach 5ft., one creature. *Hit:* 1 bludgeoning damage.

As a bonus action, you can command your AI to left its physical form and travel to an electronic device within 100 feet from you that you can see, allowing your AI to use that device. The AI can add your proficiency bonus on any Intelligence check related to using an electronic device.

Depending on the device, your AI servant must make an Intelligence check to defeat the device security. You can read more about this in the under the "Using Electronic Devices" section of this supplement.

If the AI is kiled, you can build a new one with 8 hours of uninterrupted work and and 20 gp of raw materials.

Digital Connection

At 6th level, you can use your action and concentrate for 1 minute to merge your mind with your AI, allowing you to travel to and use an electronic device within 100 feet from you that you can see for the duration or until your concentration is broken (as if you are concentrating on a spell). You must finish a short or long rest before you can use this feature again.

Additionally, you can also cast any spell with the technomagic tag through your AI.

Spell Hacking

At 10th level, as a bonus action, you can spend one spell slot and gain resistance against damage dealt by spells for 1 minute.

Creature Hacking

Starting at 14th level, you hack a creature you can see within 30 feet of you to weaken its defenses and make it more vulnerable to magic. The creature you choose must make an Intelligence saving throw. On a failed save, it has disadvantage on saving throws against spells and it takes double damage dealt by spells for 1 minute. The creature can make another saving throw at the end of each of its turns to end this effect.

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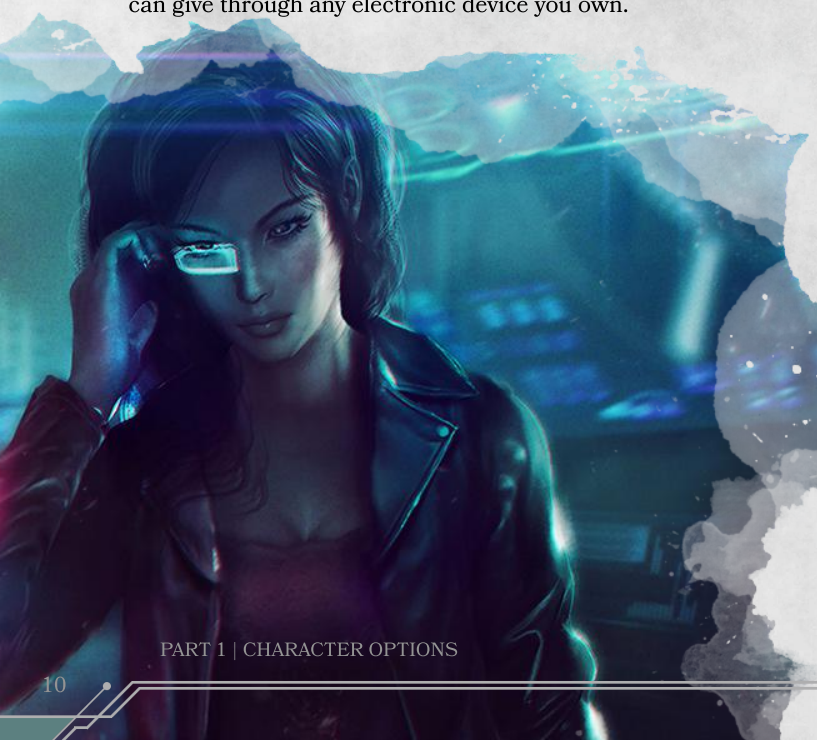
Arcane Tradition

The most common arcade traditions in the multiverse resolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools.

School of Technomancy

A new world brings new opportunities as the magical and the mundane fuse into novel patterns. The technomage combines the rising power of magic with a deep understanding of technology. The technomage has a roster of spells that she may cast, and in addition gains new powers that meld magic and machinery.

Technomancy Savant

Beginning when you select this school at 2nd level, you change your spellbook into a E-book device infused with magic, allowing you to save spells on it in a special format called "spellfiles". You can copy spells you can prepare at half the time.

Machine Empathy

Also at 2nd level, you gain proficiency with one of the following tools: engineering kit, hacking tools or mechanic tools. In addition, whenever you make an ability check using the chosen tool, you can twice your proficiency bonus to that roll.

Program Spell

At 6th level, you can cast a 5th-level spell or lower while touching an electronic device. When you do so, you expend the spell slot, but none of the spell's effects occur. Instead, the spell is programed into the device for later use if the item doesn't already contain a spell from this feature. When you program it, you determine the method of activating the spell, such as typing a specific word, flicking a switch or similar.

After that, a creature that has an Intelligence score of at least 6 can use an action to activate the spell and cast the programmed spell in the device. The creature must know the method of activation to cast the spell (for example, you can program the *haste* spell to be casted in a creature when it hits Control-Alt-H in the keyboard). A concentration spell placed in a device cannot be activated while you are concentrating on another spell.

When you program a spell in this way, it must be used within 8 hours. After that time, the magic fades and is wasted. The programmed spell is also lost if the device is destroyed or after you finish a long rest.

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

Online Casting

At 10th level, you can cast spells through electronic devices, including cameras, smartphones, tablets and computers. If a spell requires the caster to be seen, the target must see you, and if it requires the caster to be heard, then the target must be able to hear you.

The range is determined from the caster to the device and then from the device to its target. You must be able to see or otherwise be able to determine the location of your target.

You can only use this feature to cast spells that target a specific creature.

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

Download Spell

At 14th level, you can download temporary spellfiles into your E-book device to cast them once.

When you prepare your spells, you can choose four spells of 4th level or lower you know. These spells don't count against the total number of spells you can prepare and you can cast each of them once without expending a spell slot until you finish a long rest.

Part 2: Modern Equipment

Armor

Here you can find some of the armor descriptions.

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

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

Land Warrior Armor. It is designed to improve the connectivity and combat effectiveness of combat personnel in the army. Improvements include modernized body armor, a helmet with a mounted flashlight, integrated communication systems, and a special eye monitor (infrared goggles).

Leather Jacket. This armor is represented by a heavy leather biker's jacket.

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

Light Undercover Shirt. Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

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

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

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

Armor Properties

The following armor grants some kind of protection against piercing damage dealt by firearms.

Light Undercover Shirt. Piercing damage that you take from firearms is reduced by 2.

Kevlar-lined Coat. Piercing damage that you take from firearms is reduced by 2.

Undercover Vest. Piercing damage that you take from firearms is reduced by 2.

Concealable Vest. Piercing damage that you take from firearms is reduced by 3.

Light-duty Vest. Piercing damage that you take from firearms is reduced by 3.

Tactical Vest. You have resistance against piercing damage you take from firearms.

Special Response Vest. You have resistance against piercing damage you take from firearms. Slashing damage that you take is also reduced by 2.

Land Warrior Armor. Piercing damage that you take from firearms is reduced by 5. Slashing damage that you take is also reduced by 5.

Forced Entry Unit. You have resistance against piercing damage you take from firearms. You also have resistance against slashing damage.

Riot Shield. Piercing damage that you take from firearms is reduced by 3.

Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
Heavy coat	5 gp	11 + Dex modifier	—	Disadvantage	6 lb.
Leather jacket	10 gp	11 + Dex modifier	—	—	4 lb.
Light undercover shirt *	45 gp	11 + Dex modifier	—	—	2 lb.
Kevlar-lined coat *	50 gp	12 + Dex modifier	—	—	8 lb.
Undercover vest *	75 gp	13 + Dex modifier	—	—	3 lb.
Medium Armor					
Concealable vest *	75 gp	13 + Dex modifier (max 2)	—	—	4 lb.
Light-duty vest *	500 gp	14 + Dex modifier (max 3)	—	—	8 lb.
Tactical vest *	1,500 gp	15 + Dex modifier (max 2)	Str 10	Disadvantage	10 lb.
Heavy Armor					
Special response vest *	1,500 gp	15	Str 10	Disadvantage	15 lb.
Land warrior armor *	2,000 gp	17	Str 13	Disadvantage	10 lb.
Forced entry unit *	2,500 gp	18	Str 13	Disadvantage	20 lb.
Shield					
Riot shield *	100 gp	+2	—	—	6 lb.

Weapons

Here is an expanded list of modern weapons you can use in your adventures.

Weapon Properties

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

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

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

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

CQB. You have advantage on attack rolls made against targets within 20 feet or less from you.

Reload. The weapon can be fired a number of times equal to its Reload score before you must spend an action or a bonus action to reload. You must have one free hand to reload a firearm.

Suppressing Fire

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

Weapons

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Baton, expandable	15 gp	1d6 bludgeoning	2 lb.	Covert, finesse, light
Baton, metal	10 gp	1d6 bludgeoning	2 lb.	Finesse, light
Baton, stun	20 gp	1d4 lightning	1 lb.	Finesse, light, special
Ketch-All pole	10 gp	—	8 lb.	Reach, special
Pocket knife	3 gp	1d4 piercing	1 lb.	Covert, finesse, light, thrown (range 20/60)
Simple Ranged Weapons				
Dart gun	150 gp	Special	3 lb.	Ammunition (range 40/120), reload 1
Pistol, light	200 gp	2d6 piercing	3 lb.	Ammunition (range 60/180), light, reload 12
Pistol, pocket	250 gp	2d4 piercing	1 lb.	Ammunition (range 20/60), covert, light, reload 7
Revolver	250 gp	2d8 piercing	2 lb.	Ammunition (range 50/150), reload 6
Rifle, hunting	500 gp	2d10 piercing	8 lb.	Ammunition (range 180/540), reload 1, two-handed
Shotgun, double-barrel	500 gp	2d8 piercing	7 lb.	Ammunition (range 30/90), CQB, reload 2, two-handed
Taser gun	100 gp	Special	2 lb.	Ammunition (range 15/35), special
Martial Ranged Weapons				
Grenade launcher	750 gp	Special	12 lb.	Ammunition (range 40/120), heavy, reload 6, two-handed
Light machinegun	750 gp	2d10 piercing	20 lb.	Ammunition (range 100/300), autofire, heavy, reload 120, two-handed
Machine pistol	350 gp	2d6 piercing	3 lb.	Ammunition (range 60/180), burst fire, light, reload 20
Pistol, heavy	300 gp	2d8 piercing	3 lb.	Ammunition (range 60/180), reload 7
Rifle, sniper	650 gp	2d10 piercing	8 lb.	Ammunition (range 180/540), reload 8, two-handed
Rifle, assault	600 gp	2d8 piercing	8 lb.	Ammunition (range 100/300), burst fire, reload 30, two-handed
Shotgun, tactical	550 gp	2d8 piercing	7 lb.	Ammunition (range 30/90), CQB, reload 6, two-handed
Submachine gun	500 gp	2d8 piercing	6 lb.	Ammunition (range 80/240), burst fire, reload 30, two-handed

Special Weapons

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

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

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

Dart Gun. This air-dart gun fires a needle via an air compressor. The needle itself inflicts no damage, but it can deliver an injection with any poison to the target. Each dart cost 5 sp, and a vial of poison can coat three darts. You can read more about poisons in the chapter 8 of the *Dungeon Master's Guide.*

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

Ketch-All Pole. A Large or smaller creature hit by a ketch-all pole is restrained until it is freed. A ketch-all pole 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.

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

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

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

Explosive Devices

Item	Cost	Weight
Flashbang	40 gp	1 lb.
Fragmentation	50 gp	1 lb.
Plastic explosive	50 gp	1 lb.
Smoke	25 gp	1 lb.
Tear Gas	40 gp	1 lb.
Thermite	40 gp	1 lb.
White Phosphorus	50 gp	1 lb.

Explosive Devices

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

Grenades

- When using a grenade, it's considered a martial ranged weapon (range 30/60).
- If a grenade requires a saving throw, the DC is 8 + your Dexterity modifier + your proficiency bonus. Tear gas grenades use its own DC.

Planted Explosives

- You need a detonator for each explosive you use.
- The saving throw DC for planted explosives is 12.

Flashbang

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

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

Fragmentation

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

Grenade. As an action, a character can throw a grenade at a point. Each creature within 20 feet of the point must make a Dexterity saving throw, taking 4d6 piercing damage on a failed save, or half as much damage on a successful one.

Planted. When it's activated, each creature within 20 feet of the point must make a Dexterity saving throw, taking 4d6 piercing damage on a failed save, or half as much damage on a successful one.

Plastic Explosive

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

Planted. Each creature within 5 feet of the explosive must make a Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one. It deals double damage against objects and structures.

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

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

Smoke

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

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

Tear Gas

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

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

Thermite

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

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

White Phosphorus

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

Grenade. As an action, a character can throw a grenade at a point. Each creature within 10 feet of the point must make a Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. One round after the grenade lands, it emits a cloud of white phosphorus that creates a heavily obscured area in a 10-foot radius. It disperses after 1 minute, though a moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round. Any creature starting its turn in the gas is considered blinded and it must make a Constitution saving throw taking 1d6 fire damage on a failed save, or half as much damage on a successful one (DC 15).

Gear
Firearms Accessories

Most of the firearms can be equipped with one or more accessories to improve them. Every accessory has a weapon compatibility, showing which accessories are available for each firearm.

Combined Module. The Combined Module is a multifunctional gadget that combines a laser sight and a tactical flashlight. You can use a bonus action to toggle between the laser sight and the tactical flashlight. You can also use a bonus action to turn it off.

While you have the laser sight on, you gain a +1 bonus on attack rolls with that firearm.

While you have the tactical flashlight on, the light illuminates a 40-foot cone and dim light for an additional 40 feet.

Weapon compatibility: Pistols, rifles, shotguns and submachine guns. You cannot add it to a weapon that already has a laser sight or a tactical flashlight.

Concealed Holster. A concealed holster is designed to help keep a weapon out of sight. In most cases, this is a shoulder holster or a waistband holster. While the weapon remains in the holster, it gains the covert property. A character can carry up to three concealed holsters (two shoulder holsters and one waistband holster)

Weapon compatibility: Dart guns, pistols, revolvers and Taser guns.

Deployable Bipod. Bipods are commonly used on weapons to provide a forward rest and reduce motion. They are also seen on other long-barreled weapons, such as sniper rifles. Bipods permit operators to easily rest a weapon on objects, like the ground or a wall, reducing their fatigue and increasing accuracy and stability.

You must use your action to deploy or retract the bipod. While you have the bipod deployed, you gain advantage when shooting over 100 feet. To deploy a bipod you must be prone or in a stable shooting position. If you have the bipod deployed and shooting from the hip, you have disadvantage on the attack rolls.

Weapon compatibility: Rifles and light machineguns.

Laser Sight. This gadget is a small laser placed on a handgun or a rifle and aligned to emit a visible beam parallel to the barrel to assist in shooting. The laser color can be red or green.

While you have the laser sight on, you gain a +1 bonus on attack rolls with that firearm. You can use a bonus action to turn the laser on or off.

Weapon compatibility: Pistols, rifles, shotguns and submachine guns. You cannot add it to a weapon that already has a combined module or a tactical flashlight.

Laser Sight, Infrared. This laser sight uses an infrared diode to produce a dot invisible to the eye but detectable with infrared devices.

While you have the laser sight on, you gain a +1 bonus on attack rolls with that firearm if you are wearing infrared goggles. You can use a bonus action to turn the laser on or off.

Weapon compatibility: Pistols, rifles, shotguns and submachine guns. You cannot add it to a weapon that already has a combined module or a tactical flashlight.

GEAR

Item	Cost	Weight
Firearms Accessories		
Combined module	550 gp	1 lb.
Concealed holster	5 gp	1/2 lb.
Deployable Bipod	100 gp	1 lb.
Laser sight	500 gp	1/2 lb.
Laser sight, infrared	600 gp	1/2 lb.
Speed loader	2 gp	1/2 lb.
Scope, x2	100 gp	1/2 lb.
Scope, x4	200 gp	1/2 lb.
Scope, x8	400 gp	1 lb.
Scope, thermal	1,000 gp	2 lb.
Suppressor	200 gp	1 lb.
Tactical flashlight	10 gp	1/2 lb.
Ammunition		
Pistol bullets (20)	2 gp	1/2 lb.
Rifle bullets (20)	3 gp	1 lb.
Shotgun shells (20)	3 gp	1 lb.
Light machinegun bullets (20)	4 gp	1 lb.
Special ammunition		
Acid (10)	+100 gp	—
Breaching shotgun shells (10)	+5 gp	—
Cold (10)	+100 gp	—
Fire (10)	+100 gp	—
Holy (10)	+100 gp	—
Silvered (10)	+100 gp	—
XREP shotgun shells (10)	+50 gp	—
Detonators		
Remote detonator, radio	20 gp	—
Remote detonator, wired	15 gp	—
Timed	5 gp	—
Trigger, pressure	10 gp	—
Trigger, proximity	15 gp	—
Trigger, trip	5 gp	—
Utilities		
Battery	1 sp	—
Binoculars	15 gp	1 lb.
Briefcase	25 gp	2 lb.
Camera, still	40 gp	1/2 lb.
Camera, video	80 gp	1/2 lb.
Compass	1 gp	—
Computer, desktop	500 gp	18 lb.
Computer, notebook	500 gp	5 lb.

GEAR (CONTINUATION)

Item	Cost	Weight
Utilities		
ECM Jammer	1,000 gp	1 lb.
Fire extinguisher	25 gp	2 lb.
Flashlight	10 gp	1 lb.
Flash goggles	500 gp	—
Gas mask	500 gp	1 lb.
GPS	800 gp	1 lb.
Handbag	2 gp	1 lb.
Infrared goggles	1,000 gp	1 lb.
Light stick	2 sp	1/4 lb.
Lighter	5 sp	—
Metal detector	500	2 lb.
Pepper spray	1 gp	1/2 lb.
Plastic bottle	2 sp	2 lb. (full)
Sleeping Bag	5 gp	1 lb.
Smartphone	100 gp	—
Tablet	250 gp	1 lb.
Two-way radio	20 gp	1 lb.
USB flash drive	20 gp	—
Watch	10 gp	—

Scope. Scopes are used to increase the normal range of a weapon, allowing the user to shoot farther without having disadvantage on targeting. Depending on the scope you add to the weapon, you increase the normal range in a specific amount, as shown on the following table.

Scope	Range Increment
x2	50%
x4	100%
x8	200%

Weapon compatibility: light machineguns, rifles, shotguns and submachine guns. You can only add one scope to a weapon.

Scope, Thermal. The thermal scope is a sighting device combining a compact thermographic camera and an aiming reticle. It creates a visual based on the temperature of objects and creatures, allowing you to easily detect any source of heat, such as a creature. This is considered a x4 scope and you can use it both in darkness and through light.

Weapon compatibility: light machineguns, rifles, shotguns and submachine guns. You can only add one scope to a weapon.

Speed Loader. A speed loader holds 6 bullets in a ring, in a position that mirrors the chambers in a revolver cylinder, allowing the character to insert all bullets at once. Using a speed loader you can reload a revolver using a bonus action. You can use an action to put 6 bullets in an empty speed loader for future uses.

Weapon compatibility: Revolvers.

Suppressor. A suppressor is a device attached to or part of the barrel of a firearm which reduces (but don't negate) the amount of noise and visible muzzle flash generated by firing.

When you make a ranged attack with a suppressed weapon, you don't automatically reveal your location while hiding. Any creature within 20 feet from the weapon can still hear the gunshot, but not necessarily where it's originated. You can use your action to add or remove the suppressor from the weapon.

Weapon compatibility: Pistols, rifles, shotguns and submachine guns.

Tactical Flashlight. While you have the tactical flashlight on, the light illuminates a 40-foot cone and dim light for an additional 40 feet. You can use a bonus action to turn the flashlight on or off.

Weapon compatibility: Pistols, rifles, shotguns and submachine guns. You cannot add it to a weapon that already has a combined module or a laser sight (normal or infrared).

Special Ammunition

Each of these projectiles carries a load of some chemical (or alchemical) material inside, such as white phosphorus (fire) or ultraviolet fluid (holy). When it hits a target, the projectile's shatters, releasing the material directly onto the target. When you hit a creature with an acid, cold or fire ammunition, you deal an extra 1d4 damage. The damage type depends on the type of the ammunition.

When you hit a fiend or undead creature with a holy ammunition you deal an extra 1d6 radiant damage instead.

Breaching shotgun shells are designed to destroy door deadbolts, locks, and hinges without risking lives by ricocheting or by flying on at lethal speed through the door, as traditional buckshot can. Each one of this shells deals double damage to doors.

Silvered ammunition follows the same rules detailed in the chapter 5 of the *Player's Handbook.*

XREP shotgun shells are a long-range wireless electro-shock projectiles. A XREP shell deals lightning damage on a hit and the creature must make a Constitution saving throw (DC 15) or be paralyzed until the start of your next turn.

Detonators

Every planted explosive needs a detonator, and it can be detonated manually, automatically or after a determined time depending on the detonator used.

Remote Detonator, Radio. As an action, you can detonate the explosive remotely if you are within 3,000 feet from it.

Remote Detonator, Wired. As an action, you can detonate the explosive remotely if you are within 1,000 feet from it.

Timed. When planting the explosive with a timer, you must determine the number of rounds or minutes for the countdown, up to 10 minutes. When the countdown ends, the explosive is detonated.

Trigger, Pressure. A planted explosive with a pressure trigger will explode when a creature stands on the detonator.

Trigger, Proximity. When your arm a planted explosive with a proximity trigger detonator, it explodes when a creature moves in the burst area. When planting the explosive, you can reduce the detection radius to a minimum of 5 feet of the explosive.

Trigger, Trip. The explosive is connected to a 20 feet trip wire, and when a creature pass through the wire, the explosive detonates. A creature can make a Wisdom (Perception) check to detect the wire (DC 12).

Utilities

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

Battery. An electric battery is a device consisting of one or more electrochemical cells with external connections provided to power electrical devices such as flashlights and metal detectors. Each battery recharges 5 spent charges to any electrical gear.

Binoculars. Objects viewed through the binoculars are magnified to twice their size.

Briefcase. Made from leather and plastic. It has mechanical locks that require either a key or a combination to open.

Computer, Desktop. This can be any large computing platform, such as a client workstation or server. The typical desktop computer has hundreds of gigabytes of storage space, a high-quality monitor and a broadband or modem access to the Internet.

Computer, Notebook. A portable version of a desktop computer. In general, notebooks are as not as fast or powerful as its equivalent desktop version.

ECM Jammer. An ECM jammer has 10 charges. As an action, you can expend one charge and turn the ECM jammer on, disabling cameras and impeding all incoming and outgoing wireless communication, including smartphones, radio detonators, Wi-Fi and similar within 100 feet from the ECM jammer for 5 minutes.

Fire extinguisher. The extinguisher has 10 charges. As an action, you can expend one charge to extinguish a 5-foot area of fire.

Flashlight. A portable hand-held electric light. A flashlight has 5 charges. As a bonus action, you can expend one charge to turn the flashlight on, illuminating a 60-foot cone and dim light for an additional 60 feet for one hour. You can use a bonus action to turn the flashlight off.

Flash Goggles. Designed to provide protection against any blinding effects from bright light. While using flash goggles, you are immune against any blinding effect caused by lightning.

Gas Mask. This mask is used to protect the user from inhaling airborne pollutants and toxic gases. The mask forms a sealed cover over the nose and mouth, but may also cover the eyes and other vulnerable soft tissues of the face. While wearing the mask you are immune to inhaled poisons.

GPS. It provides geolocation and time information to a GPS receiver anywhere on or near the Earth where there is an unobstructed line of sight to four or more GPS satellites.

Infrared Goggles. An infrared goggles has 10 charges. As a bonus action, you can expend one charge to turn them on to see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light for 10 minutes. You can't discern color in darkness and the image color produced is typically monochrome (shades of green or blue)

Light Sticks. It consists of a translucent plastic tube containing isolated substances that, when combined, make light through chemiluminescence, so it does not require an external energy source. The light color can vary (usually red, green or blue).

As a bonus action, you can activate the stick, providing bright light in a 20-foot radius and a dim light for an additional 20 feet for one hour. A light stick can only be used once, and when activated it cannot be turned off.

Lighter. A lighter has 20 charges. You can expend one charge to create a flame for one minute. The lighter sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Metal Detector. A handled portable sensor for detecting bits and pieces of metal in and on the ground. The metal detector has 10 charges. As an action, you can expend one charge to gain advantage on Wisdom (Perception) checks you make when searching for metals and metallic objects for 10 minutes.

Pepper Spray. A creature within 10 feet from you must make a Constitution saving throw or be blinded for 1d4 rounds (DC 15). Any creature wearing goggles or something to protect its eyes automatically passes the check. A spray can only be used once.

Smartphone. A smartphone is a mobile personal computer with a mobile operating system with features useful for mobile or handheld use. Smartphones have the ability to place and receive voice/video calls and create and receive text messages, have personal digital assistants, an event calendar, a media player, video games, GPS navigation, digital camera and digital video camera. Smartphones can access the Internet through cellular frequencies or Wi-Fi and can run a variety of third-party software components.

Tablet. A tablet is a mobile computer with a touchscreen display, which is usually in color, processing circuitry, and a rechargeable battery in a single thin, flat package. Most tablets also have sensors, including digital cameras, a microphone, and an accelerometer so images on screens are always displayed upright. The touchscreen display uses gestures by finger or stylus to replace the mouse, trackpad and keyboard used with desktop computers and laptops. Tablets are larger than smartphones, with screens 7 inches (18 cm) or larger. However, much of a tablet's functionality resembles that of a modern smartphone, using a virtual keyboard and running a mobile operating system.

Two-way Radio. A hand-held, portable, two-way radio transceiver. Multiple radios use a single channel, and only one radio on the channel can transmit at a time, although any number can listen. The transceiver is normally in receiving mode and when the user wants to talk he presses a "push-to-talk" button. You can communicate with someone using a two-way radio at the same frequency up to 20 miles.

USB Flash Drive. A USB drive is a data storage device that includes flash memory with an integrated USB interface.

Tools

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

Tools

Item	Cost	Weight
Kits		
Engineering kit	50 gp	8 lb.
Forensics kit	50 gp	8 lb.
Hacking tools	80 gp	6 lb.
Mechanic tools	50 gp	8 lb.
Spy kit	100 gp	12 lb.

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

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

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

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

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

Disabling Devices

A character can try to disable a security device, such as an electric fence, motion sensor, security camera or an alarm. Using an engineering kit allows the character to add it's proficiency bonus if it's proficient with the tool.

The character must be able to reach the actual device to disable it, and the DC is determined by the DM depending on the device the character want to disable (for example, disabling a bank vault alarm is more difficult than disabling an average security camera).

If the device is monitored, the fact that the character attempted to disable it will probably be noticed.

Disarming an Explosive

Using an action, a character can try to disable a planted explosive to avoid a detonation. The DC for disarming an explosive equals to the saving throw DC (which is generally 12 unless the creature that planted the explosive has the sapper feat). Using an engineering kit allows the character to add it's proficiency bonus if it's proficient with the tool.

On a success, the detonator is destroyed and the explosive can be recovered. On a failure, the explosive is detonated.

A character cannot disarm explosives with a proximity trigger for obvious reasons. A character can determine the detonator type from a safe distance making an Wisdom (Perception) check.

Repairing Devices

Most repair checks are made to fix complex electronic or mechanical devices. Using an engineering kit allows the character to add it's proficiency bonus if it's proficient with the tool. The DC is set by the GM. In general, simple repairs have a DC of 5 to 10 and require no more than a few minutes to accomplish and complex repairs have a DC of at least 15 and can require an hour or more to complete.

Up to the DM, in some cases repairing a device might also involve a monetary cost when spare parts or new components are needed. The value of this parts in gold pieces are equal to the total DC.

Restricted Objects

Some objects might require licenses to own or operate, or are restricted in use to qualifying organizations or individuals. In such cases, a character must purchase a license to legally own the object.

It's up to the DM to determine which objects require a license to operate.

The four levels of restriction are as follows.

1. **Licensed.** The owner must obtain a license to own or operate the object legally.
2. **Restricted.** Only specially qualified individuals or organizations are technically allowed to own the object.
3. **Military.** The object is sold primarily to legitimate police and military organizations.
4. **Illegal.** The object is illegal in all but specific, highly regulated circumstances.

Purchasing a License

As a general rule, a character must obtain the appropriate license before buying a restricted object. Legitimate dealers will not sell restricted objects to a character that does not have the necessary license.

Purchasing a License

Level	Cost	Time
Licensed	50 gp	1 day
Restricted	250 gp	2 days
Military	750 gp	3 days
Illegal	1,500 gp	4 days

The Black Market

Alternatively, a character can obtain an object without going through the hassle of getting a license first in the black market. A character who wants to buy something in the black market must make an Intelligence (Investigation) check to locate a black market merchant for buying the item without needing to obtain a license (DC for the check is 15 + level of restriction).

Using Electronic Devices

In general, normal computer operations don't require a check. However, there're some particular actions that require the character to make an Intelligence check when trying to search a file in an unfamiliar network, when trying to defeat the device security, operate a device remotely and altering existing programs.

Defeat the Device Security

When a character tries to connect to an electronic device, it's probably protected by a security program installed to defend the system. The character can make an Intelligence check to try to disable the security to gain access to the device, adding its proficiency bonus to this check if it have the hacking tools and if it's proficient with them.

The DC is determined by the quality of the security program installed, as shown in the table below.

Security Level	DC
Minimum	15
Average	20
Exceptional	25
Maximum	30

If the check is failed, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system making a contested Intelligence check using hacking tools. If the character succeeds, the administrator attempt fails and the character can make another check to try to defeat the device security again. If the character fails, its session ends and it can't try to defeat the security again for 24 hours.

Degrade Programming

A character can try to destroy or alter applications on an electronic device to make use of that device harder or impossible. There're three possible actions related to this:

- **Crashing a Device.** This simply shuts down the device. It's possible to restart the device in 1 minute without making a skill check.
- **Damage Programming.** This imposes disadvantage on all Intelligence checks made with the device until its repaired.
- **Destroy Programming.** This make the device unusable until the programming is repaired.

Degrade Programming	DC	Time
Crash device	10	1 minute
Damage programming	15	10 minutes
Destroy programming	20	10 minutes

The character must spend all the time working without interruptions to destroy or alter the application or the electronic device.

Find File

Whenever a character is using an electronic device such as a computer, smartphone or tablet to find files or data in an unfamiliar network it can make an Intelligence (Investigation) check. The DC and the time for finding a file vary depending on the size of the network, as shown in the table below.

Network Size	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

If the character succeeds on the check, the file is found. On a failure, the file is not found and it must make another check to search it again. Up to the DM, after various failed attempts it's possible that the administrator is notified by the security program.

Operate Remote Device

If a character has access to the device that controls such systems, it can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off the character's access to the system making a contested Intelligence check using hacking tools (see the "Defeat the Device Security" section for more information).

Type of Operation	DC	Time
Shut down a passive remote (including cameras and door locks)	20	1 round
Shut down an active remote (including motion detectors and alarms)	25	1 round
Reset the remote parameters	25	1 minute
Change passcodes	25	1 minute

Additional Hacking Actions

There're several actions you can make to hack into a site:

- **Covering Tracks.** Spending 1 minute, you can make an Intelligence check (DC 20) using the hacking tools to alter your identifying information. Doing this imposes disadvantage to the Intelligence check made by the administrator to identify you. If you fail this check, you can't make it again for 8 hours.
- **Accessing Through Internet.** If you are not able to access to the device physically, you must find the address making an Intelligence (Investigation) check first, and then defeat the device security (if any). The DC is determined by the DM (for example, finding the address of a military computer is harder than finding the address of a domestic computer)

Vehicles

Most adult characters in a modern world can drive ground vehicles. Here are the rules for vehicles and the vehicles characteristics.

Vehicles Rules

Getting in and out of a vehicle costs an amount of movement equal to half your speed.

Vehicles have a **top speed**, which indicates the maximum speed the vehicle can achieve. Additionally, vehicles have an **acceleration speed**, which determines the speed you can increase or decrease on each turn.

Passengers. The table indicates the number of small or medium passengers (in addition to the driver) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo. The table indicates the maximum amount of cargo the vehicle is designed to carry. Some vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Damage Threshold. A vehicle has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the damage threshold is considered superficial and doesn't reduce the vehicle's hit points.

Acceleration

You have three ways to increase or decrease the speed while driving a vehicle.

- The driver can use its action to increase or decrease the speed up to the acceleration speed.
- Making a Dexterity check, the driver can try to increase or decrease the speed up to twice the acceleration speed (DC 10)
- Making a Dexterity check, the driver can try to increase or decrease the speed up to three times the acceleration speed (DC 15), allowing the driver to achieve the top speed in just 1 turn.

If a driver fails any check, it loses the control of the vehicle.

Controlling the Vehicle

In general, while driving a vehicle you don't need to roll for maintaining control of the vehicle, but there are some actions where the driver must make a Dexterity check or lose the control, such as dodging an obstacle or resisting a ram.

Losing Control

While the vehicle is moving out of control, the driver cannot increase or decrease the speed. At the beginning of each turn while the car is out of control, the driver must roll a d8 and compare the result with the following table.

d8 Result

1	The vehicle decreases its speed up to its acceleration speed
2	The vehicle turns to the left, decreasing its speed up to its acceleration speed
3	The vehicle turns to the right, decreasing its speed up to its acceleration speed
4	The vehicle spins out of control, decreasing its speed up to twice its acceleration speed
5	The vehicle turns to the left and crashes
6	The vehicle turns to the right and crashes
7	The vehicle crashes
8	The vehicle rolls as it crashes, taking 3d6 bludgeoning damage on each turn until the speed reach 0

If the vehicle doesn't crash, the driver can use its action on each turn to make a Dexterity check (DC 10) to regain control of the vehicle.

Crashing

If a driver lose control of the vehicle, it's very probable that a crash occurs. When it happens, the vehicle and its occupants take bludgeoning damage depending on the speed of the vehicle when it crashes, as shown in the table below. Any occupant using seat belts suffers only half of the damage.

As a reaction, the driver or the passengers can try to escape the car before it crashes by making a Dexterity (Acrobatics) check (DC 15). On a success, they escape the car without taking damage and they are considered knocked prone.

Crash Damage

Crashing Speed	Damage
30 or less	1d8
31-50	2d8
51-70	3d8
71-90	4d8
91-110	5d8
111-130	6d8
131-150	7d8
151-170	8d8
171-190	9d8
191-210	10d8
211-230	11d8
231-250	12d8
251-270	13d8
271-290	14d8
291-310	15d8
311 or more	16d8

Vehicle Combat

As a general rule, the driver has disadvantage on attack rolls while the vehicle is moving, and the driver can only use one handed ranged weapons while driving, such as pistols.

- If the driver or the passengers wants to make an attack using a ranged weapon or a spell, they must unfasten the seat belt first. Fastening or unfastening a seat belt uses a bonus action.
- When making a ranged attack, you can target the vehicle or the occupants.
- Vehicles grants half cover to its occupants. Alternatively, they can use the vehicle AC instead (whichever is higher).
- Vehicles are immune to all conditions and to necrotic, poison, psychic and radiant damage.

Ramming

While driving, you can move your vehicle to an adjacent space of the target and ram it with your vehicle using an action. Make a single melee attack, adding your Dexterity modifier and your proficiency bonus if you are proficient with land vehicles. On a hit, you deal bludgeoning damage to the target and it must make a Dexterity check to maintain the control of the vehicle (The DC equals 10 or half the damage dealt, whichever number is higher).

The damage dealt equals to a damage die based on the vehicle's damage threshold and the driver's Dexterity modifier. As an example, a Sedan ramming another car will deal 1d8 plus the driver's Dexterity modifier.

If you are ramming a static target, use the crash damage table to determine the damage dealt. It's up to the DM to determine if the vehicle is also damaged when ramming a static target.

Vehicle Hit Points

A vehicle reduced to 0 hit points is considered non-functional. If a vehicle is reduced to 0 hit points and there is damage remaining, it burst into flame if the damage equals or exceeds the vehicle maximum hit points, dealing 4d6 fire damage to every creature that moves through the vehicle or starts its turn in the vehicle.

Repairing a Vehicle

Repairs to a damaged vehicle can be made in a car workshop using the mechanic tools. You repair a number of hit points equal to 1 + your Intelligence modifier per day and costs 20 gp for material and labor.

Vehicles

Name	Cost	Top Speed	Acceleration Speed	Passengers	Cargo	AC	HP	Damage Threshold
Motorcycle	1,000 gp	270 ft.	90 ft.	1	0	13 + Dex modifier	22	—
Sedan	3,000 gp	255 ft.	85 ft.	4	300 lb.	13 + Dex modifier	40	8
Sports car	8,000 gp	315 ft.	105 ft.	1	200 lb.	13 + Dex modifier	34	8
SUV	4,000 gp	210 ft.	70 ft.	4	500 lb.	14 + Dex modifier (max 2)	50	10
Pickup	4,000 gp	180 ft.	60 ft.	3	1,600 lb.	14 + Dex modifier (max 2)	50	8
Van	4,000 gp	165 ft.	55 ft.	8	4,800 lb.	13 + Dex modifier (max 2)	50	8
Truck	8,000 gp	120 ft.	40 ft.	2	33,000 lb.	15	70	10
Wheeled APC	15,000 gp	180 ft.	60 ft.	13	250 lb.	16 + Dex modifier (max 2)	70	12

Part 3: Character Options

Feats

Car Mechanic

You have spent years of looking and repairing cars, gaining the following benefits:

- You gain proficiency with the mechanic tools.
- Whenever you repair a damaged vehicle using the mechanic tools, you repair an extra number of hit points of damage equal to half your proficiency bonus per day.

Engineer

You have spent years of looking and repairing cars, gaining the following benefits:

- You gain proficiency with the mechanic tools.
- Whenever you repair a damaged vehicle using the mechanic tools, you repair an extra number of hit points of damage equal to half your proficiency bonus per day.

Expert Driver

You have been driving more time than most of the common people, gaining the following benefits:

- You gain proficiency with vehicles (land).
- Whenever you make a Dexterity check to accelerate or doing a maneuver such as dodging an obstacle or resisting a ram, you can add twice your proficiency bonus.

Gunslinger

Prerequisite: Proficiency with at least one firearm.
   Thanks to extensive practice with firearms, you gain the following benefits:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with firearms.
- Once per turn when you attack with a firearm you can reload it as a free action.

Sapper

You have practiced extensively with a variety of explosives, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You can add half your proficiency bonus to the planted explosives DC.

Part 4: New Spells

This part describes spells for a modern setting. Certain of the spells in this section have a special tag: **technomagic.** Such spells are cast normally, but the technomagic tag indicates that their magic specifically references and interacts with computer systems and electronic devices.

Cantrips (0 Level)
Arcane Graffiti
Haywire
Magic ID

1st Level
Degauss
Power Device
Machine Invisibility

2nd Level
Burglar's Buddy
Dataread
Relay Text

3rd Level
Electromagnetic Pulse
Shutdown

4th Level
Wire Walk

5th Level
Instant Connectivity
Synchronicity

Spells Descriptions

The spells are presented in alphabetical order.

Arcane Graffiti
Conjuration cantrip

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

This spell allows you to inscribe your personal rune or a short message, which can be no larger than 2 feet tall and consist of no more than six words, on a nonliving creature or object. The writing can be visible or invisible. An arcane graffiti spell enables you to etch the words upon any substance (even stone or metal) without harming the material upon which the mark is placed. If invisible graffiti is made, the casting of any spell within 30 feet causes the words to become visible for 5 rounds.

Burglar's Buddy
2nd-level illusion (technomagic)

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S, M (a camera lens cover)
Duration: 1 minute

You create a magical area around you, suppressing all mechanical or electronic intrusion alarms and alarms sensors in the area. Burglar alarms or other intrusion alarms within the affected area simply fail to function; sensors for intrusion alarm systems (such as motion detectors, IR detectors, pressure sensors, electric eyes, and so forth) also fail to function, sending no signal to monitoring stations. Video surveillance devices stop sending whatever the image they were photographing the moment when the spell was cast.

Dataread
2nd-level divination (technomagic)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You run your finger over any machine-readable data source (a barcode, a computer disk, a USB drive, or any similar record) to understand the content of the data. You experience the data as it would normally be experienced through an appropriate machine. For example, if reading a USB with music, you hear the music in your head. If reading a word processor file, you visualize and read an image of the page. If reading a barcode, you see the serial number, pricing information, or other barcoded data.

The amount of time required to experience the data is the same as that required to read it by conventional means. You can normally read 2 pages of documents in 1 minute. This spell does not decode encrypted data. Without the encryption code, an encrypted document or file appears as a seemingly random string of characters. If you know the encryption code, however, you can read encrypted data normally with this spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for 10 minutes. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for 1 hour.

Degauss
1st-level transmutation (technomagic)

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

By touching a single device that contains electronic files, such as a computer, external hard drive, USB flash drive, or magnetic disk, you erase all files on that device. The device is rendered empty of data.

Electromagnetic Pulse
3rd-level evocation (technomagic)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

When you cast this spell, you send a powerful burst of energy that ruins electronic circuitry in a 20-foot cube. Any computer, telephone, television, or other device with a computer processor inside ceases to function immediately, and the contents of hard drives and other storage media are scrambled.

The electromagnetic pulse affects only devices with extensive circuitry, not everything that uses electricity. Ordinarily the lights stay on, although their electronic switches might not function. Automobiles continue to run, although their engines will run more roughly without electronic guidance. Cars with an electronic ignition system won't start after the spell.

Devices affected by this spell can be fixed using an engineering kit.

Haywire
Transmutation cantrip (technomagic)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a small magnet)
Duration: Concentration, up to 1 minute

This cantrip causes a single device to behave randomly and erratically, defying any attempts to bring it under control. Cash registers display random prices and open their money drawers repeatedly. Escalators surge forward, then reverse themselves. Automatic teller machines flash random patrons' account balances on the screen as they spew forth receipts (not money, though).

It's impossible to describe the exact effects of haywire on every modern device. In general, a machine subject to haywire functions as if someone were pressing random buttons or otherwise manipulating it randomly.

Turning off a device subject to a haywire spell doesn't work, because the spell disables the "off" switch. Cutting off the power supply (by unplugging it, for example) disables the device 1d4 rounds later, ending the spell.

This cantrip doesn't disable the devices (for example, a camera might get a static effect but it will continue recording, and a door with an electronic lock might not be openable while is under the effects of this cantrip)

Instant Connectivity
5th-level conjuration (technomagic)

Casting Time: 1 action
Range: 10 feet
Components: V, S, M (a device connected to internet worth at least 100 gp)
Duration: Instantaneous

With the aid of instant messaging software, you physically transport the subject or subjects from one place to another. If several willing creatures link hands in a circle, up to eight creatures can be affected by the spell at the same time.

At least one of the creatures affected must be touching a computer with Internet connection. The targets must be sent to a specific computer that is currently active online. Instant connectivity causes the targets to appear in the room from which the receiving device is, automatically gaining surprise on anyone else in that room.

You must have seen the receiving device for at least 1 minute from 5 feet or less to be able to target that device.

If any of the devices have some kind of security (or if the device is in a secure network), the spell cannot be casted until the security is disabled (for more information about disabling security, read the "Using Electronic Devices" section).

Machine Invisibility
1st-level illusion (technomagic)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a glass lens, which the caster fogs by breathing on it)
Duration: Concentration, up to 10 minutes

A creature or object you touch cannot be detected by video cameras, electronic sensors, or other high-tech detection machines for the duration of the spell. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The target remain visible to vision.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Magic ID
Illusion cantrip

Casting Time: 1 action
Range: Touch
Components: V, S, M (a small card or slip of paper)
Duration: Concentration, up to 1 minute

You touch a small card or slip of paper appear to be a valid identification card of your choosing. The card bears your name, likeness, and all other data expected by anyone examining such a card. However, it is only visually accurate and does not contain any valid machine-readable data or electronic coding. You cannot use this spell to make an electronic passkey.

Power Device
1st-level transmutation (technomagic)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

You touch an electrical or mechanical device that requires a power source. For the duration of the spell, the device functions exactly as it normally would if it had conventional power.

This spell can affect any household or handheld device, or general-purpose vehicle. Larger or more intricate devices cannot be powered with this spell.

Relay Text
2nd-level transmutation (technomagic)

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

You cause a text message of up to 25 words to appear on the screen of an electronic device capable of receiving such messages, such as a smartphone, tablet, or computer. If the device is turned on, the message appears instantly; if not, the message appears as soon as someone turns it on. The message remains onscreen until read, then disappears, leaving no electronic record of its appearance. You must have seen the device to send a message to it.

Shutdown
3rd-level transmutation (technomagic)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (the CONTROL, ALT and DELETE keys from a computer keyboard)
Duration: 1 minute

The spell shuts down all electronic devices in a 15-foot radius centered on a point you can see. When the spell ends, the devices operate again as if their operation had not been interrupted.

   At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius increases by 15 feet for each slot level above 3rd.

Synchronicity
5th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

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

   Synchronicity grants advantage to Dexterity (Stealth) checks, since the target always finds a handy piece of cover available. Additionally, the target has advantage on all ability checks made to drive a vehicle. In the event that two or more creatures under the effect of *Synchronicity* are attempting to avoid being inconvenienced by each other, the creatures engage in a contest of Charisma each time the effects of the spells would oppose each other.

Wire Walk
4th-level conjuration (technomagic)

Casting Time: 1 action
Range: 10 feet
Components: V
Duration: Instantaneous

This spell instantly transports up to six willing creatures of your choice that you can see within range to the location of a telephone you call. The telephone must be answered (either by a creature or by an answering machine), and it works only over an open line. You arrive adjacent to the device (within 5 feet of it), and any other creatures transported by the spell appear next to you.

Part 5: Creatures

T his section includes new creatures for your players to face during their adventures in a modern-themed setting, supplementing those found in the *Monster Manual*.

Security Forces

Security Forces is an umbrella term frequently used to describe statutory organisations with military, paramilitary, or internal security mandates.

Security Guard

Medium humanoid (any race), any alignment

Armor Class 15 (concealable vest)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Damage Reduction Piercing damage from firearms is reduced by 3
Skills Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Actions

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

Taser Gun. *Ranged Weapon Attack:* +4 to hit, range 15/35 ft., one target. *Hit* 2 (1d4) lightning damage, and the target must make a DC 15 Constitution saving throw or be paralyzed until the start of the security guard next turn.

Security guards includes every guard in a store, banks, and other public places. In general, they're the first ones who call the police for backup.

Police Officer

Medium humanoid (any race), any alignment

Armor Class 15 (concealable vest)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	10 (+0)

Damage Reduction Piercing damage from firearms is reduced by 3
Skills Perception +5, Persuasion +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Actions

Multiattack. The police officer makes two ranged attacks with its light pistol.

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

Light Pistol. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit* 8 (2d6 + 2) piercing damage.

Police officers are almost always the first on the scene when someone call the police, and when needed, they fight as hard as possible to protect their city.

Police Riot Control Unit (PRCU)

Medium humanoid (any race), any alignment

Armor Class 18 (light-duty vest, riot shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	10 (+0)	10 (+1)	10 (+0)

Damage Reduction Piercing damage from firearms is reduced by 6
Skills Intimidation +5, Persuasion +5
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1 (200 XP)

Pack Tactics. The police riot control unit has advantage on attack roll against a creature if at least one of the PRCU's allies is within 5 feet of the creature and the ally isn't incapacited.

Actions

Multiattack. The police riot control unit makes two melee attacks.

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

Tear Gas Grenade. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. One round after the grenade lands, it emits a cloud of tear gas creating a heavily obscured area in a 20-foot radius, and any creature starting its turn in the gas is considered blinded and it must make a Constitution saving throw or be incapacitated (DC 15).

Police riot control units are the security forces that control, disperse, and arrest people who are involved in a riot, demonstration, or protest, using riot sields and non-lethal weapons.

Special Response Units

Heavy Response Unit (HRU)

Medium humanoid (any race), any alignment

Armor Class 18 (forced entry unit)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	11 (+0)	12 (+1)	15 (+2)

Resistances Piercing damage from firearms and Slashing damage
Saving Throws Str +7, Dex +5, Con +4
Skills Athletics +5, Intimidation +10
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Actions

Multiattack. The heavy response unit makes three ranged attacks.

Tactical Shotgun. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit* 11 (2d8 + 4) piercing damage.

Flashbang. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. Each creature within 20 feet of the flashbang must make a Dexterity saving throw (DC 13) or be blinded and deafened until the end of your next turn.

Heavy response units are the elites within the response unit teams. Each man have served to the special response units for many years, they're highly experienced and well trained, wearing the strongest armor and weaponry.

Light Response Unit (LRU)

Medium humanoid (any race), any alignment

Armor Class 17 (tactical vest)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Resistances Piercing damage from firearms
Saving Throws Con +4, Wis +2
Skills Perception +5, Persuasion +5
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

Actions

Multiattack. The light response unit makes two ranged attacks with its submachine gun.

Submachine Gun. *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target. *Hit* 11 (2d8 + 3) piercing damage.

Flashbang. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. Each creature within 20 feet of the flashbang must make a Dexterity saving throw (DC 13) or be blinded and deafened until the end of your next turn.

Light response units (or LRU) are the ones called when the normal police forces can't handle it or when the situation is volatile enough to require specialist weapons and training. They're well-equipped with more armor and firepower.

LRU and HRU Weapons

The response units varies the weapons depending on the situation they're deployed. In general, you can replace the light response unit weapon to a tactical shotgun or an assault rifle. For the heavy response unit, you can replace the tactical shotgun to an assault rifle or a light machinegun.

You can also add plastic explosives, tear gas grenades and weapon accesories (such as suppressors and XREP shotgun shells) when needed.

Other NPCs

Sniper

Medium humanoid (any race), any alignment

Armor Class 15 (concealable vest)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Damage Reduction Piercing damage from firearms is reduced by 3
Skills Acrobatics +6, Perception +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 3 (700 XP)

Sniper's Eye (3/Day). As a bonus action, the sniper can add 1d10 to its next attack or damage roll with a sniper rifle.

Actions

Multiattack. The sniper makes two attacks with its sniper rifle.

Sniper Rifle. *Ranged Weapon Attack:* +6 to hit, range 180/540 ft., one target. *Hit* 14 (2d10 + 4) piercing damage.

Light Pistol. *Ranged Weapon Attack:* +6 to hit, range 60/180 ft., one target. *Hit* 10 (2d6 + 4) piercing damage.

A **Sniper** is a marksman who operates to maintain close visual contact with the enemy and shoot them from concealed positions or distances exceeding their detection capabilities. They generally have specialized training and use high-precision rifles and optics.