

CAPE & CROOKS

A 5E SUPERHERO RPG

SAMPLE PREVIEW



Create your own unique
superhero in this ultramodern
campaign setting

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PREVIEW

Thank you for previewing our Capes & Crooks: 5e Superhero RPG. This preview contains examples from each of the core character creation sections and does not include the core 5e rules. You can get the free 5e rules [here](https://www.critacademy.com/capesandcrooks). In this sample, we have selected and built a completely customized character all the way to level 20. This includes a chosen origin, role, alter-ego, enhancements, and powers selected from lists with over 200+ options. This includes only the most basic of information and necessary mechanics needed to test as a proof of concept.

Follow us and get notified when the Kickstarter goes live on **6/29/21!**

www.critacademy.com/capesandcrooks

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PLAYER CHARACTERS

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

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

HOW DO YOU PLAY?

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

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

CREATING YOUR DEVIANT

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

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

1. **Choose an Origin.** Here, you will choose the nature of your character's deviant powers. These come with a variety of benefits, such as extra skills, stat bonuses, and features.

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

HERO ADVANCEMENT

The *Capes & Crooks* game has several core Roles to choose from. Each one includes a basic tool kit starting at first level.

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

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

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

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, if your 7th-level crime fighter has a Constitution score of 18, when he reaches 8th level, he increases his Constitution score from 17 to 18, thus increasing his Constitution modifier from +3 to +4. His hit point maximum then increases by 8.



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



MILESTONE ADVANCEMENT

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

HERO ADVANCEMENT TABLE

Level	Experience Points	Proficiency Bonus	Features	At-Will Powers	Super Powers Known	Super Power Slots	Super Power Level	Enhancements
1st	0	+2	Role Feature	2	2	1	1	1
2nd	300	+2	Enhancement	2	2	2	1	2
3rd	900	+2	Role Feature	2	3	2	2	2
4th	2,700	+2	Ability Score Improvement	3	3	2	2	2
5th	6,500	+3	—	3	4	2	3	3
6th	14,000	+3	Role Feature	3	4	2	3	3
7th	23,000	+3	—	3	4	3	4	4
8th	34,000	+3	Ability Score Improvement	3	5	3	4	4
9th	48,000	+4	—	3	5	3	5	5
10th	64,000	+4	Role Feature	4	6	3	5	5
11th	85,000	+4	Signature Power	4	6	3	5	5
12th	100,000	+4	Ability Score Improvement	4	7	3	5	6
13th	120,000	+5	Signature Power	4	7	3	5	6
14th	140,000	+5	Role Feature	4	8	3	5	6
15th	165,000	+5	Signature Power	4	8	3	5	7
16th	195,000	+5	Ability Score Improvement	4	9	4	5	7
17th	225,000	+6	Signature Power	4	9	4	5	7
18th	265,000	+6	—	4	10	4	5	8
19th	305,000	+6	Ability Score Improvement	4	11	4	5	8
20th	355,000	+6	Role Feature	5	12	5	5	8



ORIGINS

Deviants are the result of a variety of different events, but most notable is “The Rise.” Because of this, they come from a multitude of different origins. Some may gain the powers from being bitten by a chemically altered insect, their keen intellect and wealth may allow them to create powerful suits of armor, or they are the result of laboratory experiments to create the ultimate soldier. The origins of heroes are nearly endless. While “The Rise” started it all, it doesn’t end there. Because of this, it makes for an opportunity to build on your character's story and powers.

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

GENIUS

GENIUS

Humans are an amazingly versatile and progressive people. They strive to reach for the stars and create ever impressive technological marvels. Starting with the creation of the wheel, to aircraft, robotics, and even artificial intelligence. While not always gifted with powers of their own, their keen mind allows them to craft powerful tools that can help them in their fight for justice. Whether intellect comes from the effects of “The Rise” or more traditional hard work, you decide the origin of your hero.

GENIUS TRAITS

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

Ability Score Increase. Your Intelligence score increases by 3.

Size. Medium.

Speed. 30 feet.

Languages. Common and two others of your choice.

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

ROLE

There is a near infinite variety of deviants on Terra. Regardless of the nature of their core powers, they can all be broken down into a few categories known as Roles. A Role is a core set of features a player character gains regardless of the powers or enhancements they choose. The role they choose to fill allows them to achieve a specific core area of focus, that is then expanded upon by their choices of powers and enhancements.

In this sample we have the Exosuit role. All Exosuit characters will have the same core features, such as *Enhanced Strength* and the *Overcharge*. Beyond that, their powers and enhancements mean the player can completely change the playstyle and focus of their character while still having the core Exosuit concept.

EXOSUIT

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

ROLE FEATURES

As an exosuit, you gain the following role features:

Hit Points

Stamina Dice: 1d10

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

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

Power Ability Modifier: Intelligence or Wisdom

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

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

Equipment

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

- Two simple weapons or one martial weapon
 - Sonic Cannon
- Tanta Battlesuit

EXOSUIT

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

ENHANCED STRENGTH

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

AMBRO MED SHOT

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

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

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

This feature has no effect on constructs.

OVERCHARGE

When you hit a creature with a melee or ranged attack, you can expend a power slot to overcharge it to deal radiant damage to the target, in addition to the attack's damage. The extra damage is 2d8 for a 1st-level



power slot, plus 1d8 for each power level higher than 1st. The damage increases by 1d8 if the target is an undead or fiend.

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

EQUIPMENT AUGMENTATIONS

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

Augmentation. As action, you redirect your suit's power with energy, for 1 minute, you add your Intelligence modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

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

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

MENTAL DISRUPTION INHIBITOR

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

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

AUTOMATED DEFENSES

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

MEDICAL PROBE

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

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

ARMORED TITAN

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

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.



ALTER EGO

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

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

MECHANIC

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

Skill Proficiencies: Investigation, Intimidation

Tool Proficiencies: Tinker's tools, Vehicles

Languages: One of your choice

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

FEATURE: NEARBY GARAGE

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



POWERS

The world is changing. There are people being born with gifts, others wake up and find they can do extraordinary things. There are those who study the ancient secrets of lost magics. To top it off, technology is advancing so quickly that some technology is indistinguishable from superpowers. Whatever the source of a Deviant's powers, they all fall under a general term, superpower.

This chapter provides the rules for using superpowers. Different rolls and origins have distinctive ways of learning and preparing their powers, and monsters use powers in unique ways. Regardless of its source, a power follows the rules set here.

WHAT IS A POWER?

A power is a distinct technological, biological, psionic, or magical effect used in the world of Capes & Crooks. A single combination of abilities that suffuse the world into a specific, limited expression. In using a power, a character is bending the invisible energy ley lines that surround world, load and unload a complex technological device, or shape elements of their body in, usually, the span of seconds.

Powers are more than just releasing laser beams from your eyes, taking to the sky in flight, or even creating intricate holograms. They can be versatile tools, weapons, or even protective wards. They can deal damage or undo it, impose or remove conditions, drain life energy, and, in some rare cases, even restore life to the recently deceased.

Undocumented thousands of powers exist in this new world of deviants. Genius scientists and inventors are developing new formulas to recreate powers, or they work to engineer technology that can duplicate similar effects. Unfortunately, those who acquire these great gifts aren't always altruistic. In fact, if you listen to the news, you will believe the opposite to be true. There is no shortage of evil and villainy accompanying those with power. Fortunately for the world, there are a few who would stand against the rising tide of darkness, defending the innocent and helping ensure justice is served. These caped heroes use their newfound strength to aid against crooks and villains who wish darkness upon the world. With hundreds of powers and enhancements to choose from, what kind of hero will you create?

POWER LEVELS

Every power has a level from 0 to 9. A power's level is a general indicator of how powerful it is, with the lowly (but still impressive) *energy sphere* at 1st level and the earth-shaking *meteor swarm* at 9th level. At-will powers, simple but potent powers that characters can use almost by routine, are level 0. The higher a power's level, the higher level a Deviant must be to use that power.

Power level and character level do not correspond directly. A Deviant at 20th level uses mostly 5th level powers. The exception is the extremely taxing, extremely formidable signature powers that reach up to 9th level in power.

POWER SLOTS

Regardless of how many powers a Deviant knows, he or she has a limited well of stamina and can use their power a limited number of times before resting. Using powers is physically and mentally taxing, and higher-level powers are even more so. Thus, the role and advancement table show how many power slots of each level a character can use at each character level. For example, a 3rd-level Deviant has two 2nd-level power slots. As a Deviant grows in strength,

so does their powers. When a Deviant uses a power, he or she expends a slot of that power slot.

Finishing a short (5 minutes) or long rest (8 hours) restores any expended power slots.

Some characters and monsters have special abilities that let them activate powers without using power slots.

ACTIVATING POWERS AT HIGHER LEVELS

When a deviant uses a power with a slot that is of a higher level than the power, the power itself becomes enhanced and assumes that higher level. For instance, an Exosuit deviant at level 1 might pick up *homing missiles* a 1st level power. When they level up to third level, their power level increases to 2nd level. This means, *homing missiles* is now activated at 2nd level and now releases four missiles instead of just three. A deviant's power is always activated at its highest level available to the deviant.

NOTES ON POWERS AND VERSATILITY

The goal of Capes & Crooks is to ensure the players feel their characters are super! In order to ensure this feeling of superhero excitement happens, it's up to the Overseer to guide and narrate the player character's intentions. This book provides a large collection of powers, with a large variety of mechanical effects. While these are a great starting point, the Overseer can allow a bit of freedom with the powers outside their basic mechanical function. This allows for creative thinking from the players and their character's powers.

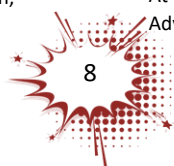
For example, a character may need to make a jump from one roof top to the next. One of the characters has the *Elongation* at-will power. That character decides they want to use their stretchy power to act as a rubber band, grappling onto an object and pulling back until it's tight to release the tension to send themselves flying over the gap. Now, the power does not say anything about this, but it certainly fits what is expected of that sort of power. In this case, the Overseer deems this an acceptable use of the power, and grants the character Advantage on their check, or just lets them succeed outright.

POWERS IN ARMOR

It takes a great deal of practice to activate or use powers. You must be proficient with any armor you are wearing when you use your powers. Otherwise, the unnatural feel of the armor is too distracting and physically hampers your use of power. You have disadvantage on all attack rolls and enemies have advantage on any saving throws from your powers while wearing armor you are not proficient with.

AT-WILL POWERS

An At-will is a power that can be used without using a power slot. These powers are second nature to you. An At-will power level is 0. At 1st level, you know two At-will powers of your choice. You learn additional At-will powers as shown on the At-Will Powers column of the Hero Advancement chart.



At-will powers are unique in that they evolve as the deviant gains more levels. This means they become more versatile in their uses and can be used in multiple ways. For example, *energy lance* begins as just a ranged power attack. At 5th level not only can they hurl it at enemies, but they can now choose instead to harness it into physical object to use as a melee weapon. Then, when the character hits 17th level, once per encounter they can release a massive surge of energy in a line, decimating minions and crooks.

USING POWERS

When a character activates any power, the same basic rules are followed, regardless of the character's role or the power's effects.

Each power description begins with a block of information, including the power's name, level, activation time, range, and duration. The rest of a power entry describes the power's effect.

ACTIVATION TIME

Most powers require a single action to activate, but some powers require a bonus action, a reaction, or much more time to activate.

Bonus Action

A power with a bonus action is especially swift. You must use a bonus action on your turn to activate the power, provided that you haven't already taken a bonus action this turn. You can't activate another power during the same turn, except for an At-will with an activation time of 1 action.

Reactions

Some powers can be activated as reactions. These powers take a fraction of a second to bring about and are used in response to some event. If a power can be activated as a reaction, the power description tells you exactly when you can do so.

Longer Activation Times

Certain powers (including powers activated as routines) require more time to activate. This could be minutes, hours, or even days. When you activate a power with an activation time longer than a single action or reaction, you must spend your action each turn to activate the power, and you must maintain your concentration while you do so (see "Concentration" below). If your concentration is broken, the power fails, but you do not expend a power slot. If you want to try activation the power again, you must start over.

POWER RANGE

The target of a power must be within the power's range. For a power like *homing missile*, the target is a creature. For a power like *fireball*, the target is the point in space where the ball of fire erupts.

Most powers have ranges expressed in feet. Some powers can target only a creature (including you) that you touch. Other powers, such as the *shield* power, affect only you. These powers have a range of 'self.'

Powers that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the power's effect must be you (see "Areas of Effect" later in this chapter).

Once a power is activated, its effects are not limited by its range, unless the power's description says otherwise.

DURATION

A power's duration is the length of time the power persists. A duration can be expressed in rounds, minutes, hours, or even years. Some

powers specify that their effects last until the powers are canceled or destroyed.

Instantaneous

Many powers are instantaneous. These are powers that harm, heal, create, or alter a creature or object in a way that can't be canceled, because its power exists only for an instant.

Concentration

Some powers require you to maintain concentration in order to keep their magic active. If you lose concentration, such a power ends.

If a power must be maintained with concentration, that fact appears in its Duration entry, and the power specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Activating another power that requires concentration.** You lose concentration on a power if you activate another power that requires concentration. You can't concentrate on two powers at once.
- **Taking damage.** Whenever you take damage while you are concentrating on a power, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage.
- **Being incapacitated or killed.** You lose concentration on a power if you are incapacitated or if you die.

The Overseer might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, will require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a power.

POWER SAVING THROWS

Many powers specify that a target can make a saving throw to avoid some or all of a power's effects. The power specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your powers = 8 + your power ability modifier + your proficiency bonus + any special modifiers.

POWER ATTACK ROLLS

Some powers require the user to make an attack roll to determine whether the power effect hits the intended target. Your attack bonus with a power attack equals your power ability modifier + your proficiency bonus.

Most powers that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

COMBINING MAGICAL EFFECTS

The effects of different powers add together while the durations of those powers overlap. The effects of the same power activated multiple times do not combine, however. Instead, the most potent effect, such as the highest bonus from those activations applies while their durations overlap.

For example, if two psychics use *telepathic push* on the same target, that character gains the power's benefit only once; he or she does not get to roll two bonus dice.



AT-WILL POWERS

Anesthetic

Activation Time: 1 action
Range: Touch
Duration: Instantaneous

A willing creature you touch is injected with a mild anesthetic to dull pain. The target gains 1d4 + your power modifier temporary hit points. The target loses any remaining temporary hit points after 1 minute.

At Higher Levels.

5th level. While you have temporary hit points from the anesthetic effect, you gain resistance to poison damage.

11th level. The anesthetic die increases to 1d8, and the target becomes immune to the poisoned condition while they have temporary hit points granted by this power. If they are poisoned when this power takes effect, it removes the poisoned condition.

17th level. The anesthetic die increases to 1d12 and the target gains resistance to slashing, piercing, and bludgeoning damage. Once a creature gains the resistances from this power, they cannot do so again until they finish a short or long rest.

Air Launch

Activation Time: 1 bonus action
Range: Weapon
Duration: Instantaneous

You make a powerful upward strike that sends your target flying into the air and falling back to the ground. If you take the Attack action on your turn, you can use a bonus action to attempt shove a medium or smaller creature. On a success, the target is knocked 10 feet into the air. If they land back on the ground or hit a similar hard surface, they take falling damage.

At Higher Levels.

5th level. You follow up your air launch by leaping into the air and attempting to shove the target. On a success, you throw, punch, or kick the target back down onto the ground doubling the fall damage taken.

11th level. Your next grapple check against the target has advantage.

17th level. The height the target is launched increases to 20 feet. Additionally, you can now use this feature on Large creatures.

Heat Ray

Activation Time: 1 action
Range: 100 feet
Duration: Instantaneous

You release a thin beam of heated light from a device or your body such as your hands or eyes. Make a ranged power attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this ignites if it isn't being worn or carried.

At Higher Levels.

5th level. The damage increases to 2d10. When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to activate this power at the creature, rather than making an opportunity attack.

11th level. The damage increases to 3d10 and the range increases to 120 feet.

17th level. The damage increases to 4d10. This power can score a critical hit on a 19 or 20.

Light Drones

Activation Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 minute

You release four softball sized tech drones that fly and emit light within range, hovering in the air for the duration. Each light drone sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the light drones up to 60 feet to a new spot within range. A light drone must be within 20 feet of another light drone. The drone loses power and drops to the ground and its light goes out if it exceeds this power's range.

At Higher Levels.

5th level. You can use a bonus action to combine the drones into single small basketball sized drone. This drone sheds light in a 30-foot radius. You can use another bonus action to separate them.

11th level. While this power is active, you can use an action to command the drones to place a spotlight on a target. The target must succeed a Dexterity saving throw. On a failure, any attack roll against the creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The target can make another saving throw at the end of its turn.

17th level. The range of the power increases to 200 feet and the radius of its light increases by 10 feet.

Micro Missile

Activation Time: 1 action
Range: 120 feet
Duration: Instantaneous

A small missile launches from you, streaking to a point you choose within range, and then blossoms with a low roar into a small explosion of flame. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 2d4 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels.

5th level. The damage increases to 4d4. The area of impact becomes difficult terrain.

11th level. The damage increases to 5d4 and the area of effect increases to 10-foot radius sphere.

17th level. The damage increases to 6d4. Additionally, as an action you can release a short cluster of micro missiles in a line 40 feet long and 10 feet wide centered on a creature of your choice. You choose the direction of the line. Each creature in the line must make a Dexterity saving throw. A creature takes 6d4 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't benign worn or carried. Once you use this feature, you cannot use it again until you finish a short or long rest.





SUPERPOWERS

Concussion Beam

1st level

Activation Time: 1 bonus action

Range: 120 feet

Duration: 1 round

You or a gadget releases a laser that streaks toward a creature of your choice within range. Make a ranged power attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the subtle concussion left from the impact on the target.

At higher levels. When you activate this power using a power slot of 2nd level or higher, the damage increases by 1d6 for each power slot level above the 1st.

Cryo Capsule

2nd level

Activation Time: 1 action

Range: Touch

Duration: 10 days

You or a gadget releases a tube of liquid nitrogen or pure crystalized ice that surrounds an unconscious or dead creature and forms a membrane

that seals the creature. For the duration, the target is protected from decay if it is dead and is placed in a frozen state of suspended animation.

If the creature is dead, this extends the time limit on raising the target from the dead, since days spent in icy tomb don't count against the time limit of black magic such as raise dead.

DARKE Contact

4th level

Activation Time: 1 action (routine)

Range: Self

Duration: Instantaneous

You have a device that allows you to reach a secret and knowledgeable contact within the DARKE organization. This contact is well informed on local happenings within the area. You can ask a single question concerning a specific goal, event, or activity to occur within 7 days. The Overseer offers a truthful reply. The reply might be a short phrase, such as a cryptic or straight forward answer.

This power doesn't take into account any possible circumstances that might change the outcome, such as the interference of other powers or the loss or gain of a companion.

If you activate the power two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each activation after the first that you get a random reading. The Overseer makes this roll in secret.

Emergency Ambro Medical Probe

1st level

Activation Time: 1 bonus action

Range: 60 feet

Duration: Instantaneous

With a special drone or gadget, this probe launches to a creature of your choice that you can see within range. It regains hit points equal to 1d4 + your power ability modifier. The probe instantly returns once hit points are restored. This power has no effect on undead or constructs.

At higher levels. When you activate this power using a power slot of 2nd level or higher, the healing increases by 1d4 for each power slot level above the 1st.

Explosion

3rd level

Activation Time: 1 action

Range: 150 feet

Duration: Instantaneous

You release a powerful blast of fire from your hands, eyes, a missile, or similar device to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you activate this power using a power slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Fabricate

4th level

Activation Time: 10 minutes

Range: 120 feet

Duration: Instantaneous

Using nanite drones, magic, or similar power, you convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, a tower from steel, and clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the power is proportionate with the quality of the raw materials.

Creatures or magic items can't be created or transmuted by this power. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Flash/Sonic Pulse

2nd level

Activation Time: 1 action

Range: 30 feet

Duration: 1 minute

You release a blazing light or a sonic pulse from a gadget or tool to blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded

or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the power ends.

At Higher Levels. When you use this power using a power slot of 3rd level or higher, you can target one additional creature for each power slot level above 2nd.

Fly

2nd level

Activation Time: 1 action

Range: Self

Duration: 10 minutes

With either the aid of magic, wings, a gadget, or similar feature, you gain a flying speed of 30 feet for the duration. When this power ends, you fall if you are still aloft unless you can stop the fall.

At Higher Levels. When you use this power using a power slot of 3rd level or higher, the duration increases by 10 minutes and speed increases by 10 feet for each power slot level above 2nd level.

Holo Translator

1st level (routine)

Activation Time: 1 action

Range: Self

Duration: 1 hour

A gadget or implant allows you to understand the literal meaning of any spoken language that you hear. A projected hologram interprets and converts any written language that you see. It takes about 1 minute to translate one page of text.

This power doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Orbital Scanner

4th level

Activation Time: 10 minutes

Range: 30 feet

Duration: Concentration, up to 1 hour

You send a description or name a creature that is known to you to an orbital scanner satellite either by hacking, owning, or borrowing for a brief short time. It relays back information on the target so long as it is within 1 mile of you. If the creature is moving, you know the direction of its movement.

This power can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or lion), so long as you have seen such a creature up close enough to describe it accurately. If the creature you described or named is in a different form, such as being under the effects of a *shapeshifting* or *wearing a disguise kit* or similar, this power doesn't locate the creature.

Sentry Turret

4th level

Activation Time: 1 action

Range: 5 feet

Duration: 8 hours

Using nanobots, you fabricate or place a small sentry turret in an unoccupied space, where it remains functional for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it.

The turret is coated in stealth camouflage and is invisible to all creatures except you. It has an AC 16 and 50 hit points. When a Small or larger creature comes within 30 feet of it without first speaking the

password that you specify when you activate this power, the sentry turret releases a loud alarm. It ignores illusions.

At the start of each of your turns, the turret attempts to blast one creature within 30 feet of it that is hostile to you. The turret's attack bonus is equal to your power ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

System Targeting

1st level

Activation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

A special gadget or other similar tech marks targets and objects clearly identifying and tracking them. Each object in a 20-foot cube within range is outlined in a blue, red, or green (your choice) targeting system. Any creature in the area when the power is activated is also outlined in the laser light if it failed a Dexterity saving throw. For the duration, the objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

SIGNATURE POWERS

Starting at 11th level, deviants have been working with and understanding their power for some time. This has led to a masterful understanding. They begin to gain access some of their most potent powers. These powers can be used once without expending a power slot. Once used, they cannot be used again until you finish a long rest.

Ambrostim Dart

Signature

Activation Time: 1 action

Range: 60 feet

Roles:

Duration: Instantaneous

You release an ambro filled dart from a weapon, gadget, or similar device at a creature that you can see within range. A surge of condensed ambrosia rushes through the creature, causing it to regain 80 hit points. This power also ends blindness, deafness, and any diseases affecting the target. This power has no effect on constructs.

Contingency

Signature

Activation Time: 10 minutes

Range: Self

Roles:

Duration: 10 days

Choose any non-signature power that you can use, that has an activation time of 1 action, and that can target you. You use that power, called the contingent power, as part of the activation of *contingency*, expending power slots for both, but the contingent power doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you use the two powers. For example, a *contingency* activated with *water breathing* might stipulate that *water breathing* comes into effect when you are engulfed in water or a similar liquid.

The contingent power takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then *contingency* ends.

The contingent power takes effect only on you, even if it can normally target others. You can use only one *contingency* power at a time. If you activate this power again, the effect of another *contingency* power on you ends.

Disintegrate

Signature

Activation Time: 1 action

Range: 60 feet

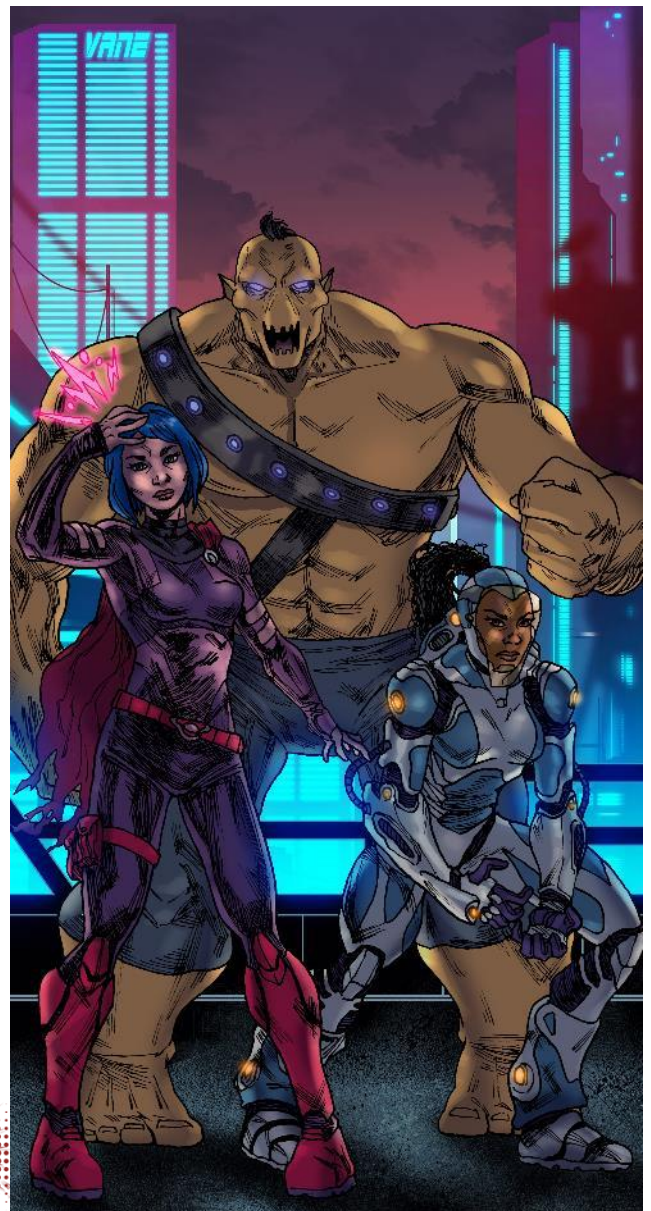
Duration: Instantaneous

A massive purple and red ray springs from your hand, eyes, weapon, or similar feature to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by *wall of force*.

A creature targeted by this power must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. The target is disintegrated if this damage leaves it with 0 hit points.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection*.

This power automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this power disintegrates a 10-foot cube portion of it. A magic item is unaffected by this power.



ENHANCEMENTS

Heroes are always out to improve themselves, either by further physical training, educational training, or just an upgrade to their armor and arsenals. Enhancements imbue the hero with additional features, powers, and knowledge, most of which are a more passive effect than most of their powers. Enhancements can be acquired only once, unless otherwise specified.

Agonizing Blast

When you make a ranged power attack, add a d4 to the damage it deals on a hit.

Artificial Intelligence

Prerequisite: Battlesuit

You install an artificial intelligence into your battlesuit. While wearing your battlesuit, when you make an ability check, you can use your bonus action to allow your battlesuit's artificial intelligence to aid you. Roll a d4 and add the number rolled to your ability check.

Cover Fire

If you hit an enemy with a ranged attack, you can inflict half damage and one ally within 10 feet of the target can use its reaction to take the Disengage action and move up to half its movement speed.

Extra Attack

Prerequisite: 5th level and a Strength or Dexterity score of 15

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Hacker

You gain proficiency in the Investigation and Technology skills.

You gain 3 Adept points. Whenever you make an ability check using Investigation or Technology, you can spend one Adept point to roll a d6 and add it to the result. You can choose to spend one of your Adept points after you roll the die, but before the outcome is determined.

You regain expended Adept points when you finish a long rest.

Improved Fortitude

Your body is extremely resilient, allowing you to easily take blows that would cause others to flinch. You have a +2 bonus to Constitution saving throws.

Marksmen

You gain a +2 bonus to attack rolls you make with ranged weapons.

Echo Sensors

Prerequisite: 7th level

You can activate echo sensors to gain blindsight to a range of 30 feet. You have advantage on Wisdom (perception) checks that rely on sound, as long as you're not deafened. This feature lasts for 1 minute. You can use this feature a number of times equal to your proficiency bonus. Once all uses are expended, you must finish a long rest before you can use this feature again.



CROOKS & MONSTERS

Crooks come in all shapes and sizes. In Capes and Crooks. In addition to traditional enemies, C&C has two special types of enemies: The Crony and Henchmen. These two special monsters don't have hit points. Instead, Cronies die after a single blow and henchmen are a bit more durable and die after two attacks. If they are subject to certain area effects, such as explosion or flamethrower that allow them to make a saving throw to take only half damage, they instead take no damage if they succeed on the saving throw. These monsters act as shocktroopers and can be tossed at heroes in large numbers.

GANGSTER

Medium humanoid, any alignment

Armor Class 16

Hit Points Crony

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	11 (+0)	11 (+0)

Skills Intimidation +4 Stealth +6

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Surprise Attack. If the gangster surprises a creature and hits with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Sub-Machine Gun. The gangster releases a spray of bullets in 20/50-foot cone. Each creature in that cone must make a DC 13 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one.

ROBBER

Medium humanoid, any non-good alignment

Armor Class 12

Hit Points Crony

Speed 30 ft.

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

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Pistol Whip. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 +1) bludgeoning damage.

Pistol. Ranged Weapon Attack: +3 to hit, range 30/90 ft., one target. Hit: 6 (1d10 +1) piercing damage.

SENTRY DRONE

Small construct, neutral

Armor Class 11

Hit Points Henchmen

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	12 (+1)	12 (+1)

Skills Perception +3

Damage Vulnerabilities lightning

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands commands given in any language but can't speak

Challenge 1/2 (25 XP)

Death Burst. When the sentry drone dies, it explodes in a burst of fire. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area or ignited.

ACTIONS

Blaster. Ranged Weapon Attack: +4 to hit, range 60/120 ft., one target. Hit: 6 (2d4 +1) radiant damage.

WEAK JUMPER

Medium, humanoid, any alignment

Armor Class 13

Hit Points Henchmen

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Perception +3, Sleight of Hand +5, Stealth +5

Senses passive Perception 13

Languages Common

Challenge 1/4 (1/4 XP)

Keen Sight. The jumper has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Pistol Whip. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) fire damage.

Blaster Pistol Ranged Power Attack: +5 to hit, range 60/90 ft., one target. Hit: 4 (2d4) radiant damage.

Teleport (Recharge 4-6). The jumper teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the jumper can make one attack. This attack scores a critical hit on an 19-20.

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