

ULTRAMODERN(5)



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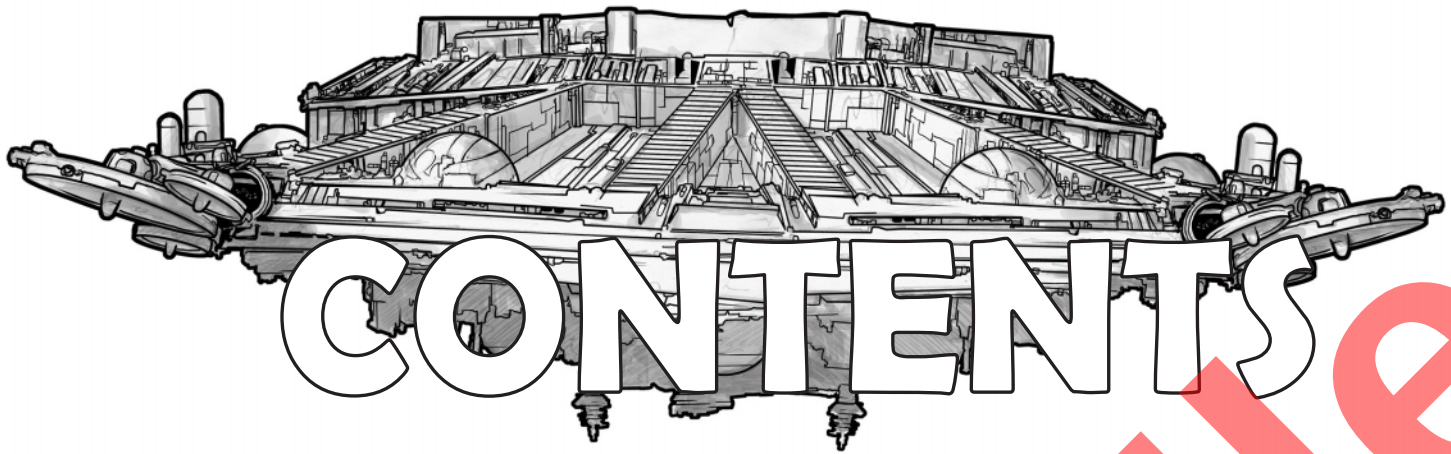
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CHAPTER ONE

WHAT IS ULTRAMODERN5

In 2008, Dias Ex Machina released their first product, *Amethyst*—a techno-fantasy introducing modern rules into traditional fantasy. These rules were later separated and expanded into *Ultramodern4*, offering players the chance to insert technology in any type of 4th Edition game.

4 In 2016, after a successful Kickstarter campaign, *Amethyst* transitioned into 5th Edition, and *Ultramodern5* is the natural evolution of that project. Our goal at (DEM) is to push beyond the accepted assumptions of 5th Edition rules and to allow unlimited freedom to create whatever setting anyone can imagine.

Ultramodern5—or U5—is a supplement designed to offer classes, backgrounds, feats, skills and equipment, and opponents for settings outside of traditional ones involving dragons and dungeons, though still employing 5th Edition rules. This book is an expansion of the core 5E rules and thus does not reprint material from core books required for play.

Ultramodern5 utilizes the 5th edition (5E) of the first fantasy roleplaying game, the defining RPG of the last, current, and most likely next generation. The core books of that edition are required. This book was crafted utilizing those core 5E books and no others, as to not make the required list longer than needed.

Although numerous rules are referenced from these core books, only a few are reprinted or redefined. A few rules (specifically referencing firearms) are expanded upon, but the original 5E rules are not altered. This book creates original material within the same rules structure while also attempting to honor the original game's philosophy.

MODERN / SCIENCE FICTION

The mission of U5 is to present 5th Edition rules for use in non-fantasy settings. These include pre-modern settings, contemporary settings, and those that are far-flung, fantastic and futuristic. U5 is designed to be suited for any modern or future campaign, such as cyberpunk, espionage, modern warfare space opera, techno-fantasy, urban fantasy, and wild west (with or without aliens).

U5 has no default setting including, allowing you to explore the rules in whatever context you wish. The rules are offered in a general way, not assuming any one time period.



DIAS EX MACHINA SETTINGS

These are the following compatible settings published by DEM at the time of U5's release.

AMETHYST

Amethyst is the name of DEM's first product—a techno-fantasy set in a post-apocalyptic distant future where magic return to the world disrupts technology's capacity to function.

What would happen if a true-to-book fantasy setting was forced upon the real world? People read and watch stories speculating how society would react if that were to occur—and most of the time, society takes it rather well. In truth, there wouldn't be such a smooth transition, as fantasy tropes affront modern society. There would be immediate repercussions, including social, political, religious, and philosophical.

The future presented in *Amethyst* emerges from the real world—a world where books and movies written about fantasy exist. Those that live in this new age see firsthand what they had previously thought to be fiction. Some rush to embrace this new world, only to be devoured by the harsh realism that awaits them. They are not the architects of their own dreams. Nothing

matches expectations. Even major religions have difficulty adapting to such massive shocks to their dogma.

On top of this social dilemma comes the issue of disruption. Magic is a chaotic system that overwrites itself on reality, disrupting many of the normal rules of the universe that technology requires to operate. Although this interference doesn't directly destroy life, it does retard the progress of civilization, preventing technology from operating beyond simple mechanisms like windmills and bicycles. Where magic is prohibited, normality returns and technological advancement can continue. Those creatures born from magic have little choice on the matter, but those consequential to evolution can still choose which world to live in.

What remains of mankind's previous society and its technology survive in cities resembling those of memory, though walled in against the encroaching magic around it. Inside are cars, central heating, refrigerators, and all the other conveniences of modern life.

Meanwhile, outside of these bastions of technology is a complex mythology with its own conflict, where the fantasy world is divided between two opposing forces. Magic is not a singular energy but a complex power emerging from two metaphysically contrasting sources, the white star of Attricana and the black gate of Ixindar. The main axis between evil and good is not one where the law-abiding, civilized nations of good battle against



the destructive force of chaos, but where the chaotic tendencies of life clash with the controlled and methodical might of syntropy. The conflict sets anarchy against order, uniformity against unpredictability, and determinism against free-will. Where life needs a level of uncertainty to blossom, homogeneity leads only to death. The fantasy world is not some singular entity, but a complicated multi-layered world of warring nations, political strife, and monsters clever and powerful, as well as dumb and many.

Ultramodern5 is built from the skeleton of *Amethyst*. From a presentation perspective, U5 and *Amethyst* are very different, but their similarities cannot be denied. Both games feature identical rules regarding firearms, power armor, explosives and vehicles. U5 is more complicated, and there are additional rules not present in *Amethyst*.

Amethyst also features considerable setting detail not found here. Where *Amethyst* assumes a mix of fantasy elements, *Ultramodern5* makes no such presumption. There are mechanics in U5 not available in canon *Amethyst*, though game masters are welcome to insert them in whatever hybrid game they envision.

Unlike *NeuroSpasta* described below, *Amethyst* does not require *Ultramodern5* to function

NEUROSPASTA

NeuroSpasta is a DEM setting designed to work with *Ultramodern5*. It is a cyberpunk/espionage campaign inspired by the recent generation of books and films on the genre (*Appleseed*, *Chrysalis*, *Cypher*, *Ghost in the Shell*, *Natural City*, *Renaissance*, etc).

The setting is centered on the fictional autonomous city-state of Archon, built as the future headquarters of the United Nations. In the years since its founding, the city has become a powder keg of political tension and controversy. Characters would either take on the role of radicals or peacekeepers, their attention focused solely upon this city.

The setting book not only contains the campaign background but advanced rules unique to the setting. GMs can also use in their homebrew games. These include the full-sized manipulator class—our variation on the hacker. *NeuroSpasta* also offers hacking feats, an expanded Computer Use skill, cybernetics, new races (built around the melding of machine and man, not actual races), robots, and new opponents.

Unlike *Amethyst*, *NeuroSpasta* requires *Ultramodern5* to play.



NEW RULES SUMMARY

Here is a general list of what to expect in *Ultramodern5*:

AUTOFIRE

Many of the firearms in *Ultramodern5* are able to fire multiple rounds of ammunition in a single attack. Said weapons feature the auto or auto-heavy property, with the former firing five rounds of ammunition with each attack roll and the latter firing ten rounds of ammunition with each attack roll. This is separate from the burst fire property that all auto and auto-heavy weapons also possess. Burst fire always fires ten rounds of ammunition. Where normal autofire is a direct attack, burst fire sprays a 10-foot-cube area within normal range, with targets opposing a Dexterity saving throw (15 or 8 + your Dexterity modifier + your proficiency bonus if proficient).

Normally, an autofire attack only increases the damage dice of a weapon (see Equipment), though some classes can increase the capacity of this type of attack (like grounders). When wielding a weapon with auto or auto-heavy property, state if you are making an autofire attack and use the appropriate ammunition.

SKILLS & PROFICIENCIES

INTELLIGENCE (COMPUTER USE)

Knowing where the "on" switch is and understanding a point/click interface is a common skill expected of everyone. Computer Use specifically covers more advanced concepts like hardware modification, upgrade, and maintenance. Computer Use is also employed in the researching of online materials. You can attempt the repair or modification of a computer, circumvent security, create programs, or use it to replace Intelligence (Investigation) when researching a subject.

INTELLIGENCE (DEMOLITIONS)

If proficient in demolitions, you can set and disarm explosives. This includes the planting of all manners of mechanical and electronic detonators. A successful check lets you place explosives to best effect and set or disarm detonators. Failure means that the explosive fails to go off as planned. The explosives are not lost. Failure by 10 or more means the explosive might go off (if it is an explosive that can) as the detonator is being installed. A failure with wiring explosives together means the extra wired explosives will not go off with the primary (See Equipment).

INTELLIGENCE (ENGINEERING)

This is the broad skill dealing with all applications of technology, allowing you to craft, modify, and repair devices. These include electronics, general machines, exo-armor, techan armor, techan weapons, and vehicles.

Crafting: Crafting technology deviates slightly from crafting mundane items. Not only are you required to be proficient in Intelligence (Engineering), but you also must possess the appropriate Engineering kit. If so, then you can expend 5uc in widgets each day until you reach the market value of the item (this is called a build schedule). You must have widgets or parts on hand. Alternately, you can attempt to make an Intelligence (Engineering) check—the result is how much in uc you progress instead of taking the normal 5uc each day. This value can increase with the use of engineering kits.

The tech level of your engineering kit affects the speed of your build, being a multiplier affecting the number of uc you can invest per day of use. A TL1 kit thus cannot affect your build time, while a TL5 kit allows you to spend 5 times more uc than normally for a day's work. You cannot build other kits or medical injections.

Disarm Electronic Locks: When attempting to disarm a trap or break through a lock using an Engineering tool kit, you can use Intelligence (Engineering) granted you have a tool kit of at least equal tech level of the device you are trying to affect.

Recover Hit Points: You can take a day of downtime and make an Intelligence (Engineering) to recover the hit points of damaged items or vehicles. The number of hit points recovered is equal to the result of your skill check -10.

This value can be adjusted with an appropriate engineering kit. If the kit is more advanced than the item being repairs, add the difference to the hit points recovered. If the other way around, the recovered hit points is reduced (if repairing a TL2 item with a TL4 kit, you gain a +2 bonus to the hit points recovered—if reversed, it becomes a -2 penalty).

The repair cost in widgets for each day is equal the number of hit points recovered x 5.

Reverse Engineer: You can use the Intelligence (Engineering) skill to convert technology into widgets to be used in the creation of other technology. Each attempt to reverse engineer an item takes six hours. Reverse engineering destroys the item being selected. The end result is you acquire one-fifth of the item's value in widgets.

Sabotage: You can use Intelligence (Engineering)

skill to sabotage devices and vehicles. With this technique, you can inflict effects instantly or when certain conditions occur.

You can only attempt sabotage against a target which you can incapacitate logically. The GM can refuse a sabotage attempt if you have no way of accessing vital components in the target. The GM may also require you to spend time gaining access to said components.

There are hundreds of different effects you can accomplish with sabotage. Effects last until the effect is repaired unless stated otherwise. Effects can be repaired by a contested Intelligence (Engineering) check or with specific solutions to each problem (breaking open a door instead of fixing the sabotage).

INTELLIGENCE (SCIENCES)

This is the general study of the applications of the unaltered rules that govern the real world. It deals with broad studies like Biology, Astronomy, and Geography and into further specific fields of expertise like Biochemistry and Astrophysics. Given enough dedication, you could earn grants and degrees, specializing in a field of study to better your species and the natural world. Being a top mind of the profession could enable you to unravel a genome or to design and build your own superconducting supercollider.

You do not have to specify a field of expertise. This skill refers to a general knowledge of science. You use this skill for general scientific observations.

VEHICLE PROFICIENCY

If proficient with a vehicle, you know how to drive or pilot said vehicle and any situation. There are five types of vehicle proficiency—light ground, heavy ground, super-heavy ground, and aircraft, and watercraft. If possessing one, you know how to control all vehicles of that type. So if you ride one bike, you can ride them all. Although not entirely accurate given the broad range of technology seen across the world, this is a compromise to prevent clutter.

Routine tasks such as ordinary driving don't require a check. You only make a check when experiencing unusual circumstances (such as stormy weather or a slippery surface), performing a stunt, driving at high speeds, or if trying to operate a vehicle while being attacked or attacking.

If you fail a Dexterity check with a vehicle, you must suffer the consequences. This can include a second change to recover, a slide, or a crash. Some stunts are easy, and they neither require a skill check nor have consequences.

If you are crashing, you often lose control of your vehicle and cannot perform any checks involving your

vehicle until the crash is resolved. In most crashes, you continue your remaining movement in the direction you were previously pointed. In others (like catastrophic jumps), you immediately stop your movement.

See **Vehicle Rules** in the **Equipment** chapter for detailed rules on vehicles and how they are controlled.

Vehicles used to be a skill, but I decided to make them an item proficiency. Although one would expect me to follow suite with medicine requiring a medical kit, but Wisdom (Medicine) has already been established

NEW FEATS

Ultramodern5 also presents a handful of new feats.

EXO-ARMOR PROFICIENCY

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with exo-armor.

CROSSFIRE

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- Any ability you have requiring an ally within 5-feet of an enemy is now extended to any ally with a firearm within 20 feet of an enemy.

FIDGETY FINGERS

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- When crafting technology, the \$ you can expend per day (or longer with a mismatched engineering kit) is doubled.

FIREARM EXPERTISE

- Increase your ranged attack ability score by 1, to a maximum of 20.
- You can reload one clip, magazine, or cell using fifteen feet of unspent movement.
- Before making a ranged attack with a firearm that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

CHARACTER CREATION

Characters are created using the same process as the core 5th Edition games. You determine ability scores, establish dominant modifiers, and select race just as you would in a fantasy game. All race selections are assumed human unless the GM permits otherwise (see official 5E licensed products for rules on humans). The first point where character creation alters from the established rules is with the inclusion of the ladders.

RACE

Many of the games set in a semi-modern, modern, or futuristic setting will assume all player characters are human. This does remove one level of choice from character generation. The human race entry has therefore been expanded with optional rules to allow more customization. These include adding in genetic traits and natural skills distinguish one character from the rest.

LIFEPATH

Backgrounds have been heavily revised. Though you are welcome to select any background from any officially licensed product, you can also take your chances with the lifepath system where virtually every facet of a character's life can be determined. Instead of selecting a single background and rolling on a handful of tables for personality and motivations, there are now dozens of tables to work from, including ones where windfall or tragedy are only a dice roll away.

LADDERS

In traditional 5th Edition rules, classes represent defined fantasy archetypes. The type of story that *Ultramodern 5* seeks to emulate calls for characters with more complexity. Therefore, a character's capabilities are derived from two sources: a ladder that determines their general traits, outlook and disposition, and a class that determines their vocational abilities.

You choose a ladder at character generation, gaining an initial level 1 ability. You can neither change your ladder nor multi-class into another ladder. There are no prerequisites for ladders, but having high values in the ladder's key abilities will certainly help. When you reach a level where you can select either an ability score improvement or a feat, you can gain an ability from your ladder instead.

Unlike classes, which fill specific roles, ladders are based on what you are and how you live your life. These include various mental and physical disciplines as well as natural talents. Although some classes and ladders obviously complement each other, any ladder can be combined with any class. Ladders are generic in their benefits.

BORN LEADER

You possess a genuine charisma, always taking center stage. People naturally gravitate towards you. As result, Charisma is your primary ability with Intelligence as your secondary.

JUGGERNAUT

You're big. You were the tallest in school, excelled in sports, and were groomed for a career where you wouldn't have to speak so much. Constitution and Strength are equally important to you.

RUNNER

You are healthy, lithe, and fast. Your mind and body are one as you focus your energy into evasion and pursuit. Dexterity is the obvious primary, but Intelligence or Wisdom are important secondary abilities.

SAVANT

You are compelled know as much as your brain can comprehend. You enjoy reading, understanding, and resolving problems. Intelligence is an automatic priority but smarts is useless without Wisdom.

SURVIVOR

No matter the situation, you always appear to make it out alive. You can endure any hardship, from hostile weather to hostile locals. Constitution is your primary ability with Wisdom a close second.

VETERAN

You are grizzled and seasoned. You have become hardened to the traumas of the world through practical experience. Wisdom is your primary attribute with Charisma not far behind.

WARRIOR

You're a fighter in any situation, whether that is in a ring, in an alley, or in a warzone. You can wield a blade, a bow, a pistol, or a tank. Sometimes all you need are your fists. Dexterity and Strength are both vital.

ATTACK / DAMAGE MODIFIER

Almost every ladder allows you to alter the ability score required for attack rolls and damage rolls. Some of these entries list specific conditions that must be met in order for you to swap your primary ability (only one-handed small arms, for example).

BEYOND ULTRAMODERN

Ladders are fully compatible with all 5th Edition-compatible products. You can marry them to any 5E game (if you want to include druids, fighters, or wizards, for example). Some of the ability swap features listed for several ladders don't appear to offer much variety unless you integrate them into classes not listed here.

Yes, ladders are back, though not as monumentally game-changing as they were in Ultramodern4. They are still in place to slightly alter classes they are paired with. I fully expect players to select a ladder but never select any later level features.

CLASSES

There are ten classes presented in *Ultramodern5*, and although similar in build to those in official 5th Edition licensed products, readers will notice a few notable exceptions.

Firstly, all U5 classes have martial archetype options, and unlike their fantasy counterparts, offer these options at the same levels. Archetypes are no longer bound to specific classes, meaning you can feasibly match any class to any archetype.

There are also classes that are not combat-based—their power is not in how much damage they inflict, but how they can alter the course of a story. The ten classes are as follows.

FACE

You use words and a smile to succeed in areas where bullets would fail. Your abilities confound and seduce. Combine with the runner and know when to run when words fail. Combine with warrior so you can throw a punch under those same circumstances.

GUNSLINGER

You wield pistols like they're an extension of your body. It could be one firearm or two. You can fire one bullet or unleash volleys. Pair this with runner and dash through combat like an action hero. Opt for veteran and be the stone-faced marshal of a classic western.

GRUNDER

You're the tried and trained soldier, able to use any weapon in any situation. Unlike the heavy class, you wield firearms against specific opponents, most likely the greatest threat on the battlefield. Select a born leader to be a front line leader that has earned authority through shared combat, or opt for warrior and be full time militant.

HEAVY

You often wield the largest, most devastating weapons. Your powers involve raining down large area effects on multiple opponents, hindering their movements and preventing them from gaining advantage. Pair this with juggernaut to create an unstoppable force of fire and thunder. Select veteran and be the largest gun that has survived the most battles.

INFILTRATOR

You're an assassin trained to operate independently from others. You move in by stealth and inflict massive damage on single foes. You go about this using either a firearm or a blade. Select the survivor ladder and be the singular killer that journey's for weeks to dispatch your enemy. Select runner and make haste your escape after you succeed.

MARSHAL

You use strategy and tactics to control the battle theater. Your limit enemy movement, hindering their effectiveness. Inflicting damage comes via placing enemies in harm's way. You can pair this with born leader and affect both allies and enemies. Select veteran and be a trained commander of a unit. Be a warrior and stand on the front line with your brothers.

MARTIAL ARTIST

You disdain the efficiency of firearms in favor of straight melee fighting. The martial artist covers nearly every style, whether it is using fists or swords. Although you would think a warrior would be the obvious choice, nearly every ladder has something to offer. Be a juggernaut to ram through opponents or be a savant to use your mind as well as your fists.

SNIPER

You don't offer yourself as a target. You take out enemies from as far away as possible. You target single opponents and inflict devastating conditions, a talent you can employ with every attack. Pair with survivor and be a guerilla or select savant and brandish your weapon openly while you surgically remove enemies from the battlefield.

MEDIC

You are a doctor, pure and simple. Because of the nature of the class and the game, you are encouraged to be a healer. Although a savant would be an obvious ladder, any combat-based ladder will supply some much needed offensive abilities.

TECHIE

You sabotage enemy technology while modifying your own to boost its performance. Abilities are based around improving the capacity of your weapon. Pair your class with warrior or juggernaut to be a combat engineer. Alternately, you could select savant and be a general geek.

Amethyst features all these classes save for the face and the infiltrator. Any changes between the Amethyst classes and these are mostly due to the errata, and if you own both books, the classes here are more up to date. There are also more archetypes in this books as well.





CHAPTER TWO

BIRTH & LIFE

HUMANS

There are thousands of variations of the human species, many races biologically compatible with very little genetic differentiation. Game books would claim they fall under the umbrella of a single race, but ignoring stereotypes of color or ethnicity, there can be variations between even family members more extreme than two individuals on opposite sides of the globe.

Ultramodern5 does not present a canon setting, thus it cannot list any races outside of the default human found in officially licensed products. This canon option is still available, or you can choose the Genetic Diversity option. You can still select this option even if there are other races available.

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ETHNICITY

It would be a disservice to the human race to list all the creeds and colors in summation here. If set in the modern world, you are invited to be specific about your character's life, including details about country and culture. The lifepath section does offer a lot of detail, but it avoids specifics relating to race and ethnicity.

It would be near impossible to create a table cataloging all the variations of humanity, and even then, it would only be for a default modern setting and not necessarily the setting being played. In this case, you are invited to be creative.

GENETIC DIVERSITY

Despite humans being biological compatible with one another and sharing 99.9% of their genetic data, there is a universe of possibilities in that final decimal point. Deviating no more than 5% of that chromosomal data begets apes and chimpanzees. So it's no shock that a microscopic variation in the genetic code can change someone from short to tall, or make them prefer art over sports. There are no doubt people exhibiting certain physical or mental advantages that are superior over others. It's a simple fact of life. Someone can be born with numerous disadvantages over the norm. However, in real life, people do not have a disembodied puppeteer controlling every aspect of their creation...at least not one that roll dice and paints miniatures.

The Genetic Diversity table allows you to select an additional benefit to your character, or more at the cost of an ability score increase. Since most people can't choose their biological parents, you can roll randomly instead of selecting (rolling twice and taking the preferred bonus).

COMMON 99.9% BASE HUMAN TRAITS

These are traits all humans share:

Ability Score Increase. Your ability scores each increase by 1. You can forego one of these increases for one additional roll on the Genetic Benefit table.

Age. Humans reach adulthood in their late teens and live between 80 and 110 years depending on the level of technology in the setting.



Alignment. Humans don't naturally adhere to any alignment, or even to the concept of alignment.

Size. Humans vary widely in height and build. Nutrition, genetics, and gender all play factors. The average height for men is 5'5" while women is 5'2", and anything between 5 feet and 6'5" can be considered within the median.

Speed. Humans have a vast variety of walking speeds, based on both height and physical fitness...but this is a game, so they all have a speed of 30 feet.

Languages. You can speak, read, and write in your native language and one extra language of your choice. While the current 'common tongue' of our planet is English, who is to say what it will be in the future? Humans typically learn the languages of other peoples they deal with, including obscure dialects.

Genetic Benefit. Select or roll for one genetic benefit below. You can gain additional benefits by either forgoing one of your +1 ability score increases, or by incurring a penalty by selecting a shortcoming. The GM may choose to limit the number of benefits you can gain - generally no more than two or three. The GM may also require you to roll for both benefits and shortcomings instead of choose, to enforce the randomness of the genetic lottery.

GENETIC BENEFIT

Roll or
Choose

Benefit

1 **Skill / Tool Proficiency:** You are adept at one thing since birth, a calling. You gain proficiency in one skill or tool of your choice.

2 **Enhanced Secondary Senses:** A connoisseur, you have advantage with any Wisdom (Perception) checks regarding taste or

3 **Night Eyes:** You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

4 **Disciplined Lungs:** You've always had the capacity to hold your breath longer than others. You can go without oxygen for as many minutes as twice your Constitution modifier.

5 **Extreme Fortitude.** You gain 2 additional hit points at 1st level, plus 1 additional hit point every additional level.

6 **Light Sleeper.** It's been a positive and a negative, but you cannot be surprised by sleeping. Alas, it can also be difficult to get a proper night's sleep.

7 **Short Sleeper.** You don't need much. You only require 3 hours of sleep per night to function, and a good night's sleep is only 4 hours.

8 **Eidetic Memory.** You remember nearly everything. You automatically pass any Intelligence checks to recall any information you have been exposed to.

9 **Empathy.** You've always been able to understand someone's emotional state, allowing for sympathy or manipulation. You gain a +2 bonus to Wisdom (Insight).

10 **Extra Fatigue.** You've always been running. You can ignore level 1 and 2 exhaustion effects.

11 **Fashion Sense.** You look good in anything, from haute couture to dollar store rejects. You have a +1 bonus to all Charisma ability checks.

12 **Quick Healer.** Very useful when you were a child—you regain 1 additional spent Hit Die when you take a long rest.

13 **High Pain Threshold.** You can take a punch. When reduced to zero hit points, you do not fall unconscious until you fail your first death save.

14 **Disease Immunity.** You rarely get sick. You have advantage on saving throws against disease.

15 **Poison Immunity.** Tastes minty. You have advantage on saving throws against poison

16 **Speed Boost.** Limber. You gain a +5 foot bonus to speed.

17 **Strong Will.** Not easy to stare down. You have advantage with Wisdom saving throws; you also have proficiency with Wisdom (Intimidation).

18 **Toughness.** Each time you suffer damage from a piercing or slashing weapon, you suffer 2 fewer points of damage.

19 **Nimbleness:** You can move through the space of any creature that is of a size larger than yours.

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

SHORTCOMINGS

- 1-2 Bad Eyes.** It happens to everyone. You need glasses. Without them, you have disadvantage with Wisdom (Perception) checks when using your eyes.
- 3-4 Long Sleeper:** You get...headaches. You need to have at least 8 hours of sleep a night to qualify for having a long rest.
- 5-6 Bad Hearing:** I said, you need hearing aids. Without them, you have disadvantage with Wisdom (Perception) checks with them.
- 7-8 Hairless:** You have no hair. Anywhere. You have disadvantage with Charisma (Persuasion) checks.
- 9-10 Dwarfism:** The accepted term is "little person"—and while rumors of short people having big tempers aren't necessarily true, people should think twice before testing it with you. You choose whether you are size Medium or Small, but your speed is reduced by 5 feet either way.
- 11-12 Fat:** It's not big boned, you've accepted that. You are not slightly overweight. Your speed is reduced by 5 feet.
- 13-14 Frail Frame:** You do not handle pain very well. Each time you suffer damage, you lose 1 additional hit point.
- 15-16 Albino:** You suffer from a condition resulting in a complete lack of melanin. When in direct sunlight, you have disadvantage with Wisdom (Perception) checks when using your eyes.
- 17-18 Dyslexia:** You have disadvantage on checks that involve reading or research unless you take double the usual time to perform them.
- 19-20 Shyness:** You don't like being in public spaces. You have disadvantage with all Cha-

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LIFEPATH

It may not be about where you are, but where you came from. Even then, you are not as easily categorized by a single word, title, or background. Your life, until this moment, cannot be summarized with a single sentence. Two people, born from the same walks of life, can live very different lives. These following pages allow that individuality.

In order to encourage unique character development, backgrounds in *Ultramodern5* are presented thinly, offering little content outside of one's primary origin, which is then used as a springboard into a customizable lifepath. You are encouraged to piece together the oftentimes random elements of a life into a story of one character. Although on the surface certain combinations may not make sense, this should encourage creativity...or the GM can simply allow you to re-roll.

With *Ultramodern5*'s lifepath, after a player selects a background / origin, which establishes a dominant aspect of one's life, the lifepath continues, determining family status, siblings, friends, enemies, romantic con-

quests, and various other important events.

With exception of Life Moments, which should be rolled, every other element can be chosen. A life built this way is still only a skeleton on which to create fleshed-out moments that integrate into the setting in question. The GM should alter these following pages, and the roll results, if they don't mesh well in the established setting.

Players are also welcome to ignore the following pages. If wishing to adhere to the standard rules regarding backgrounds, it should be noted the ones presented here offer considerably less than those listed in official license products. The player should discuss a selection with the GM in order to make a background balanced.

BACKGROUND / ORIGIN

These following backgrounds denote where you came from, usually detailing the first few years of your life. It may not determine your current status, only that which was given to you upon your birth. You can start wealthy and lose it all or be born into poverty, only to find wealth through actions rather than luck. It should be noted that several backgrounds can be integrated together, but you can only gain the benefits of one. Avoid the instinct to select the one background most connected to your class or ladder. People change a lot through their lives, and it may be more interesting to see a rollercoaster of life-changing events rather than a straight line.

AFFLUENT

You were born into privilege. Regardless if yours is the first generation with such wealth or the latest tracking back hundreds of years, your early years were not one in poverty. If you wanted something, you generally could get it, regardless of cost or difficulty. This does not assume an arrogance or ignorance in the difficulty of achieving wealth—you are simply one that had always gotten what you wanted. Said fortune can remain with you, or an event later could take it all away, just after you had gotten used to money's presence.

Skill Proficiencies: Deception or Persuasion

Tool Proficiencies: One musical instrument.

Languages: Two languages of your choice.

Equipment: A set of fine clothes, \$200 in a fine leather wallet.

BRUISER

This is not a record of your physical capacity. You may not be strong or even agile. You simply won't back down from a fight, and have been known to provoke one on occasion. You can be a flat-out bully, or someone always willing to stand up for themselves or other against any form of oppression. You have been called scrappy, not always open to instigate an attack but always open to ending one, usually after a bout of physical violence. Unlike other backgrounds, this mentality started early in school and probably remained with you for the rest of your life.

Skill Proficiencies: Athletics or Acrobatics

Languages: One language of your choice.

Equipment: A trophy from a fight (official or informal), \$20 in loose bills, common clothes.

DELINQUENT

You dabbled in some form of criminal activity, as little as petty theft or as severe as organized crime. This is not assuming you enjoy it or whether or not you were even caught. Perhaps you had embraced the life of a

career criminal, only for said life to bite you back via a double-cross or jail time. Ignoring such presumption, you could have just been an irresponsible youth lacking proper education or parenting that fell in with the wrong crowd...unless you were the ringleader that tempts others. Children make mistakes—it's part of growth. What you do now is what matters.

Skill Proficiencies: Sleight of Hand or Deception

Tool Proficiencies: Thieves' tools

Languages: One language of your choice.

Equipment: Common clothes, \$15 of stuff you stole.

DISCIPLE

A large chunk of your early life was spent in prayer, surrounded by others that validated your devoutness. Companions could have been family members or unrelated followers. Maybe you escaped a cult; maybe you are still a loyal member of a massive society. Were you raised in loving family or the victim of fanaticism? Perhaps you were given to a monastery where you learned a variety of skills from martial arts or wine making. Your opinion on faith or religion is unrelated to the selection of this background, though you would be required to select a faith, real or not.

Skill Proficiencies: Religion or Nature

Languages: One of your choice.

Equipment: Holy items (if said faith endorses them) including books and symbols, a set of common clothes.

DRIFTER

By force or by choice, you have moved from location to location, following friends or family as they struggled for income. Regardless of your education level, you acquired more from your time on the streets than anything learned from books. Drifting doesn't always equate to being homeless—perhaps you lived out of a vehicle or a small apartment, huddling with others for warmth. Perhaps you have no connections at all, and live your life one day at a time. You may be a runaway or an orphan, why has yet to be determined.

Skill Proficiencies: Deception or Survival

Languages: Two languages of your choice

Equipment: A set of common clothes, backpack, bedroll, blanket, \$5 in coins.

INTELLECTUAL

It's not a matter of how smart you are but more your choice to never stifle your curiosity about the world. You always asked questions. If parents didn't satisfy, you pestered teachers, and when they failed, you took matters in your own hands and embraced books or online sources. Regardless of your capacity to solve problems or retain complex theories, you refused to accept an explanation without evidence. This may act in opposition to your upbringing or the environment in which you live, where ignorance and blind faith can be the norm. This may not lead into a life of science, but simply one that embraces change.

Skill Proficiencies: Engineering or Science

Languages: Two languages or your choice.

Equipment: A set of common clothes, a handful of textbooks, \$15 in a wallet.

LABORER

You've always appreciated the value of a day's work. You can't handle sitting in a cubicle. To you, a life is not worth leading unless you get your hands dirty. There's a decent probability you were raised on a farm, or idolized a parent or sibling following blue-collar

work, a pursuit in mining, manufacturing, or construction. Perhaps they were a firefighter or paramedic. Despite a possible lingering fascination with creative arts, a need has been instilled to contribute to society in a physical way. You don't have to be strong, just committed.

Skill Proficiencies: Animal Handling or Athletics.

Tool Proficiencies: One set of artisan tools

Languages: One language of your choice.

Equipment: One set of artisan tools, \$50 in well-earned money.

PRODIGY

To the detriment of other aspects of your life, you excel overwhelmingly in one talent. It could be something abstract. It could be a sport. It could be a musical instrument. You picked up a fascination early in life and thought of nothing else. Thankfully, there was a support structure in place allowing you to follow your dream. Someone put the instrument in your hand, dropped you in front of a computer, or paid for your classes. This obsession could drive you to exclude most other desires, even to such an extreme as to develop psychological complications. You may even suffer from some form of neurodevelopmental disorder, but probably not one to make you non-functional in society, but even this is not outright prohibited.

Skill Proficiencies: Athletics or Performance

Tool Proficiencies: One musical instrument or one artisans tool kit

Languages: One language

Equipment: One musical instrument or artisan tool kit, a trophy, \$15 in a wallet.

RECLUSE

You're an introvert, requiring solitude from time to time. You may not hate people; you just can't handle groups for long periods of time. As such, your default stance is to dive into books or in front of a computer. It may go further, forcing you to live life as a hermit in a hut or as a hobo pining his days in a van down by the river. This is unlikely as you are required to be functional in some way among other people. This concept could encompass a monastic order, or you could be geek. You are not required to create an extravagant reason why you avoid people—you could just be a nerd. You excel when allowed to act by yourself.

Skill Proficiencies: Computer Use or Investigation

Languages: Two languages of your choice

Equipment: A set of common clothes, a personal computer, \$20 in game cards, \$10 in your wallet.

REGULAR JOE

You don't consider yourself special—you don't excel in any one thing. And yet, you are still a unique and interesting snowflake. The combination of skills and strengths, despite nothing marking you as the best in the world, still distinguishes you to the world...it's just the world will probably never know. You don't consider yourself average, but you are aware you have never been recognized for much in your life. You are the one society depends on to be reliable. You lack any debilitating psychological traits, but you are also not gifted to be outclass those around you. This does not assume you will never achieve anything—it just says you were never expected to.

Skill Proficiencies: Any one skill of your choice.

Tool Proficiencies: Any one tool or vehicle of your choice.

Languages: One language of your choice

Equipment: \$50 in a wallet—always good to have change.

SMOOTH TALKER

As a mirror to the recluse, you find interacting with people thrilling. They invigorate you, and you find confidence and motivation when surrounded by those paying attention. You are often the leader in a situation, or you desire to be said leader. In school, you quickly found that words and actions would gather the interest of others, encouraging you to continue the practice. You can't stand remaining still in front of a computer, or in isolation. You have to get out.

Skill Proficiencies: Persuasion or Intimidation

Tool Proficiencies: One gaming set

Languages: One language of your choice

Equipment: One gaming set, a set of fine clothes, \$50 in a wallet you always try to keep on hand.

ORIGIN

These tables detail your birth, your parents, your general family, and the events which punctuate your life. The good and bad. The loves and the tragedies. The following pages comprise a loose flowchart in which to build a life, creating the significant events that will hopefully pop up during a campaign.

Start with parenting (A1), and then move onto siblings (B1), then onto life events (C1). Several tables are referred to several times.

A1—PARENTING

What happened to one or both of your parents?

Choose or roll 1d20

- | | |
|-------|--|
| 1-11 | Both parents are alive.
(Go to A2-Status) |
| 12-14 | Orphan – Your parents are dead.
(Go to A3-Casualty, then go to A5-Surrogate) |
| 15-17 | Abandoned – Your parents are gone, but unlikely dead.
(Go to A4, then go to A5-Surrogate) |
| 18-20 | One parent is absent.
(1-10: Mother; 11-20: Father)
(1-10: Got to A3-Casualty; 11-20: Go to A4-Separation)
(Also go to A2-Status) |

A2—STATUS

Both parents are alive, but what standing are they and the family in?

Choose or roll or roll 1d20

- | | |
|-----|--|
| 1-8 | Your family has had its highs and lows, but you've got nothing to complain about. |
| 9 | A bad business deal bankrupted the estate—you've got nothing. |
| 10 | A parent or parents were abusive; you hated them. |
| 11 | Your family got swept up in a cult. |
| 12 | Parents doted on either you or a sibling hand and foot at the expense of others. There might be resentment. |
| 13 | Unpredictable employment moved your family from town to town, never establishing roots. |
| 14 | You lived a bucolic life (on a farm, off the grid). |
| 15 | Your family is a cog in a well-oiled corporate or government machine. |
| 16 | Your family sold you into slavery—whether out of selfishness or extreme need, makes no difference to you. |
| 17 | Trauma tore the family apart and you've never fully recovered. |
| 18 | The family would be better off without you. You are damaged. |
| 19 | Your parents are criminals, and that's the source of some stress. You don't need to follow in their footsteps. |
| 20 | Your family is embroiled in a rebellion. It's respectable, but also dangerous. |

A3—CASUALTY

Someone close to you died. What happened?

Choose or roll or roll 1d20

- | | |
|-------|---|
| 1-2 | Murdered in a targeted attack (it was not random violence). |
| 3-4 | Murdered by gang violence. |
| 5-6 | Assassinated by a corporation/organization. |
| 7-8 | Assassinated by the government/kingdom. |
| 9-10 | Killed in a terrorist strike—he/she was not a target, but the location was. |
| 11-12 | Died by natural causes.
(cancer, diabetes, etc.). |
| 13-14 | Died in a viral outbreak. |
| 15-16 | Suicide—you could deny it, but it's the truth. |
| 17-18 | Killed in an accident (fire, vehicle crash, drowning, etc.). |
| 19-20 | Civilians casualty of armed conflict. |

A4—SEPARATION

Someone close to you is no longer around. Why?
Choose or roll or roll 1d20

1-3	Amnesia—the memories of you are gone.
4-6	In hiding, probably to protect you.
7-9	Confinement (jail, concentration camp).
10-12	Vanished, just like that.
13-15	Kidnapped, you're certain of it.
16-18	Separation, for your safety or someone else's.
19-20	There were psychological problems in place. Maybe they were committed.

A5—SURROGATE

Someone raised you other than your parents.
Choose or roll or roll 1d20

1-4	You were raised by relatives. (go to A1-Parenting again)
5-6	You bounced through foster homes.
7-8	You were reared on the streets (gang).
9-10	You joined a cult or monastery.
11-12	You were raised in an orphanage.
13-14	You were adopted. (go to A1-Parenting again)
15-16	An inheritance paid for a private school.
17-18	You joined a military organization.
19-20	Your family is atypical (animals, aliens, machines, etc.).

BI—SIBLINGS

Did you have brothers and / or sisters? If so, how many?
Choose or roll or roll 1d20

1-6	You are an only child.
7-11	You have 1 sibling.
12-15	You have 2 siblings.
16-17	You have 3 siblings.
18-19	You have 4 siblings.
20	You have 5 siblings.

After determine the number of siblings, go to B2

B2—SIBLING INDIVIDUALITY

Is your sibling older or younger, and by how much?
Choose or roll 1d20 for each sibling

1-2	Baby Sister
3-5	Slightly younger sister
6	Twin sister
7-9	Slightly older sister
10	Matriarch sister
11-12	Baby brother
13-15	Slightly younger brother
16	Twin brother
17-19	Slightly older brother
20	Patriarch brother

B3—SIBLING VIEWPOINT

What does your sibling think of you?
Choose or roll 1d20 for each sibling

1-6	The sibling is a sibling, love and rivalry will always be there.
7-9	Your sibling is also your best friend.
10-12	The sibling loves you but you don't see eye to eye.
13-14	The sibling worships the very ground you walk on. You respect that.
15-16	The sibling has issues with you, which may or may not be justified.
17-18	The sibling and you don't talk. They may hate you; you may hate them.
19	Feelings are moot—your sibling is dead (go to A3-Causality).
20	Feelings are moot—your sibling is no longer around (go to A4-Separation).

LIFE EVENTS

This is the one section you cannot choose, where you must gamble the events of your life. After selecting your current age, roll 1d6+4 or select a value between 5 and 10; the final result is the number of life changing events which occurred in your past, in the order in which they are determined. You can spread the events around as much as you'd like, and they can even be swapped around if it best suits the backstory the GM is approving.

You can assume each event marks one year of your life. If older, each event could occur each few years. If younger, the events could occur over a matter of a few months (once a year is default). Roll on the Life Episodes table (C1) for each event.

Optional Rule: Each time Tragedy is rolled, it cannot be rolled again before a windfall is selected, and vice-versa.

CI—LIFE EPISODES

Roll 1d20

1-4	Tragedy (go to C2-Tragedy)
5-8	Friendship (go to D1-Friendship)
9-12	Enemy (go to E1-Enemy)
13-15	Romance (go to F1-Romance)
16-20	Windfall (go to C3-Windfall)

C2—TRAGEDY

Roll 1d20

1-2

Injury: You suffer a crippling wound. This could be from (1-10) an accident, or (11-20) in a battle. Roll 1d20 to determine the extent of the injury.

1-10: Most of the damage is internal or psychological; most people don't notice.

11-12: You have scars or burns across your body, but most can be covered by clothes. *If a critical hit is scored on you, you are stunned until the end of your next turn.*

13-14: You suffered facial scars or burns. *You have disadvantage with Charisma (Persuasion) checks.*

15-16: You developed hearing problems. *You have disadvantage with any ability check that requires hearing. If you also have the Bad Hearing shortcoming, you are completely deaf instead.*

17: You developed a limp. It's noticeable and may require a cane. *Your speed is reduced by 5 feet.*

18: You lost a hand. Unless cybernetics have advanced far enough, your functionality is severely reduced. *You lose the function of one hand.*

19: An internal injury never fully healed. It's not visible, but it affects you. *Your hit points are reduced by 2 at 1st level, and you gain 1 hit point less every additional level gained.*

20: You lost an eye, replaced with a false eye or patch. *Advances in cybernetics may mitigate this penalty—otherwise, you cannot score a critical hit.*

3-4

Addiction: You developed a substance addiction. You can try to kick the habit in game (you may kick it later in life habits), but it shouldn't be easy. *If separated from your fix for more than a day, you are poisoned until your addiction is satisfied.* Roll 1d20 to determine the addiction.

1-6: Caffeine

7-11: Alcohol

12-14: Cannabis

15-16: Tobacco

17-18: Prescription drugs

19: Amphetamines

20: Opioids

5-6

Psychological Trauma: You suffered an ordeal which left permanent emotional scars or even a behavioral addiction. Roll 1d20 to determine the trauma.

1-10: You wake up every morning suddenly. You are slightly moody. You sweat on occasion in stressful situations. These are minor manifestations that don't affect you greatly, but friends notice.

11-12: You're an alcoholic. *If separated from alcohol for more than a day, you are poisoned until your addiction is satisfied.*

13-14: You developed a stutter, and have issues with public speaking. *You have disadvantage with both Charisma (Persuasion) and Charisma (Intimidation) checks.*

15-16: You suffer from nightmares. Even if no one notices, it affects you. *After you wake from unconscious, you have disadvantage to ability checks and attack rolls for five minutes.*

17-18: You suffer from migraines. *You have disadvantage with Intelligence ability checks.*

19-20: You love gambling, but this is not necessarily limited to games; you may place yourself at risk in order to achieve the same stimulus.

7-8

Lover, friend, or relative killed: Which one dies can be up to you or the GM, but it should be a lover or friend established through life events or a relative from your immediate family. *(Go to A3-Casualty)*

9-10

Pursued by Criminals: You have crossed some very dangerous people and are now being hunted. This may continue to the present, or be resolved in the same event or a later event. Roll 1d20 to determine who hunts you.

1-6: You crossed a small gang, forcing you to avoid certain areas.

7-11: A small crime organization put a mark on you.

12-15: You crossed a prominent crime family.

16-18: You ticked off a major crime syndicate with connections across the land.

19-20: Turns out, you cut the finger of a massive criminal body with shell corporations and influence over governments.

11-12

Illness: You either contract a major illness or a hereditary disease rears its ugly head. You spend a time suffering from it. Pick a specific condition. Roll 1d20 to determine the affliction.

1-10: Level 0—You contract an infectious disease and for a while the prognosis looked grim. Thankfully, you pulled through with only minor aftereffects.

11-14: Level 1—You cannot fully recover from your condition and must manage it with medication. If properly dosed, no one notices your situation. *If you are denied your pill, injection, or treatment, you do not recover any Hit Dice after a long rest.*

15-17: Level 2—Despite regular medication, everyone that knows you is aware you'll never be 100%. *You suffer from the Level 1 impairment, and you also have disadvantage with Constitution ability checks.*

18-19: Level 3—Your condition is apparent to most everyone. Friends worry; strangers often keep their distance. *You suffer from the Level 1 and Level 2 impairments, and at the start of every morning, you suffer hit point loss equal to 10% of your total hit points. This can be healed through any available means.*

20: Level 4—It's honestly a miracle you're still alive. There's no doubt that your lifespan has been reduced from an affliction that you suffer from daily. *You suffer from the Level 1, Level 2, and Level 3 impairments, and your hit points are reduced by 2 at 1st level, and you gain 1 hit point less every additional level gained.*

13-14 Pursued by the Law: From tax evasion to premeditated murder, an arrest was issued with your face and name. You and/or the GM can decide if the accusation was legitimate or not. Perhaps you were framed. That aspect is up to choice (and should be assumed for the major crimes). The severity of the crime and the lengths people will go to your capture is not. Roll 1d20 to determine who pursues you.

1-6: You honestly don't know the big deal, but obviously someone does. Outside of a few police officer that know you, most others won't even bother chasing you.

7-11: It's a relatively minor offense (petty theft, drug use) in a small town, though still warranting jail time.

12-15: It's a major crime (grand theft, drug dealing), though you are relatively safe if you avoid the big cities.

16-18: The state or local militia have posted rewards for information leading to your capture. This sort of crime (individual murder, organized crime, serial robbery, sex crimes) is considered severe.

19-20: A national police force is dedicated to your capture. Information regarding you has spread to every corner of the globe. This crime is nothing less than terrorism, spree killings, or serial murder.

15-16 Debt: What you owe can be financial or personal. It could be to a government or to one person. Roll 1d20 to determine to what extent you owe.

1-6: Someone, somewhere, did you favor, something you needed at the time. This is not entirely financial, but they can call on you anytime for help.

7-11: You were saddled with incredible amounts of debt, which thankfully you have resolved in your later life. However, the stigma of that liability lingers, preventing you from taking chances financially or even getting approval for credit.

12-16: Your debt derives from some very bad decisions, decisions that you are still paying for. Your debt is \$1d6x100. When paid by a later event or in game, your debt is fulfilled.

17-18: There is not legal recourse; this is bad. You owe some powerful people a lot of money. You better appease them or make installments; otherwise you might find a price on your head. Your debt is \$1d6x1000. When paid by a later event or in game, your debt is fulfilled.

19-20: In cash or blood, you must repay this obligation. In lieu of a very dangerous mission, your debt is massive. Your debt is \$1d6x10000. When paid by a later event or in game, your debt is fulfilled.

17-18 Imprisonment: You've been either kidnapped or sent to prison. Whether or not it's warranted or how you get out at the end is up to you or the GM. Roll 1d20 to determine the number of months served.

19-20 Failure: Your career has faltered. Something you have been working on for a very long time has failed miserably. You may need to reconsider your goals, perhaps even your direction in life. Roll 1d20 to determine how bad you screwed up.

1-7: The failure cost you financially. You lose \$3d6x10 from starting money.

8-12: You lose your current status at your employment. If you had a rank, you are demoted. If it was a corporate job, you were banished to a lower floor.

13-17: You were fired outright or placed on leave. If in the military, you are busted down to private.

18-20: You lose everything, your position, your rank, and any hope of following that career again. What did you do? It might have been unethical. Was it warranted, or were you framed?

C3—WINDFALL

Roll 1d20

1-2

Earned Favor: Someone appreciates your actions. You might have saved a life or offered critical advice at the right time. A debt is owed that you can call on. How you can call on this favor and how often you can be determined below. A favor can supply equipment, transportation, access, money, or even military support. Roll 1d20 for frequency and influence.

Frequency

1-7: The debtor is limited to what she can accomplish by herself.

8-13: You can call of them for a single favor a level, or one big favor that will resolve the obligation.

14-18: You can call on them, big or small, but you are limited to six favors total.

19-20: You can call on them, big or small, but are limited to two favors per level.

Influence

1-6: The debt is owed by a single person who can or will only supply oneself.

7-11: The debtor can bring in a small group, like a gang, retinue, or a few employees.

12-15: The debtor will bring in dozens of people if necessary, calling on the right people for the right job.

16-18: The debtor has power and influence across hundreds, and can call on favors as well.

19-20: The debtor will move heaven and earth to appease you and may be able to do so. You want an army?

Identity

1-5: A relative nobody but who obviously has connections you don't know about.

6-9: The military or police commander.

10-12: A lord, small-town mayor, or the president of small company.

13-15: The patriarch or matriarch of a major crime family.

16-17: The president of a corporation. In medieval times, a duke or baron.

18-19: Royalty or the president of a multinational corporation.

20: This person runs a country.

3-4

Informant: Differentiated from favor, this is a connection that supplies information or their skill when called upon. This is probably someone you helped or a friend in a position of access. An informant has one dominant skill, rolled with a +8 bonus—this check has advantage. You can call on an informant once a week. The informant will never put oneself at risk and won't have access to anything outside of what's around.

Roll 1d20 for identity and skill.

1-2: Professor. Intelligence (History)

3-4: Scientist. Intelligence (Nature / Sciences)

5-6: Doctor. Wisdom (Medicine)

7-8: Hacker. Intelligence (Computer Use)

9-10: Engineer. Intelligence (Engineering)

11-12: Priest. Intelligence (Religion)

13-14: Entertainer. Charisma (Performance)

15-16: Charlatan. Charisma (Deception)

17-18: Private Investigator. Intelligence (Investigation)

19-20: Survivalist. Wisdom (Survival)

5-6

Wealth: What a stroke of luck, you've come into some money. Don't spend it all at once. Roll 1d20 for amount.

1-7: It wasn't much, a tax refund probably. You gain \$3d6x10.

8-13: You received a bonus, a commission, or a bank error in your favor. You gain \$6d6x10.

14-18: You've had a good night gambling, or finished a long-term project. Maybe you won a contest. You gain \$1d4x1000.

19-20: This is nothing short of a lottery win, inheritance, or a bank heist. However, the money is put aside for a rainy day. You gain the following bonuses when achieving the listed level: 1st level - \$500; 5th level - 2,500; 10th level - \$10,000; 15th level - \$55,000.

7-8

Combat Training: You gain admittance in a self-defense Class or find a martial-arts / weapons teacher. You spend an extended time specializing in a craft apart from your usual training. Each time you gain this windfall, you learn an additional tier.

Tier 1: You gain 1d4 weapon proficiencies.

Tier 2: You gain a +2 bonus to initiative.

Tier 3: Your speed increases by +5 feet.

Tier 4: You gain 1 feat.

9-10

Education Grant: People believe you're smart and throw money your way in order to develop your skills further. Each time you gain an education grant, you gain proficiency in one skill or tool of your choice as well as one additional language.

11-12

Recognition: You have been bestowed a well-deserved award, perhaps a gilded trophy. Maybe a medal. This doesn't assume a contest. If in the military, you receive medals; you don't win them. If in academia, you receive acknowledgement for a peer-reviewed paper which has advanced your field. *You have advantage on Charisma (Persuasion) checks with other people in in the same field that know of your achievements.*

13-14 **Positive Side Effect:** Well, that was unexpected. You have been subjected to a medical experiment, a yet untested treatment to a condition you suffer from, or something latent hidden for many years has finally manifested itself. *Roll on the Genetic Benefit Table*

15-16 **Reputation / Rank:** If in the military, you achieve a promotion. If on contract, you are able to raise your prices based on reputation alone. You are given more authority, influence over underlings or employees. This may have reaching aftereffects in the game. *You have advantage on Charisma (Intimidation) checks with other people under you command or influence.*

17-18 **Recovery:** You recover from one effect from the Tragedy table you are suffering from (chosen by you or the GM).

19-20 **Personal Treasure:** You discovered, was bequeathed, or were given something of value, something you treasure more than most other things, something you neither should sell or even want to (not that you would get anything, as selling it would only net you 1/10 its original value. Select one item worth \$5,000 or less as your item.

DI—FRIENDSHIP

You found a friend. Good for you. Roll 1d20 to determine how you met. Gender and race are up to you. Friends are different than earned favors or informants. Friends can be there for you in a pinch, help you out, but they should not be taken advantage of. They can be at home waiting for a phone call, or side-by-side with you in the neck of battle (as an NPC).

Roll 1d20

1-2 You reconnect with a relative (cousin, uncle, lost sibling, etc.)

3-4 A previous romantic interest. Either your separated prior and reconnected later, or the relationship didn't work and you remained as friends.

5-6 An old childhood friend, either that you've never lost contact with or one you bumped into and realized no time had really passed.

7-8 A co-worker, which could mean a tedious day job or a comrade you shared basic training with.

9-10 You owed this person a favor, or they owed you. Turns out you two both like the same things. The debt has long since been paid.

11-12 This person had known your family or mutual friends for years and you always considered him/her as a big brother / big sister. Alternatively, you've known this person through his/her family or mutual friends for years and you always considered him/her as a kid brother / kid sister.

13-14 It started as a teacher or mentor relationship, but after the classes were concluded, you two stayed in touch.

15-16 An old enemy, if you have one, and it makes sense. You two came to an understanding.

17-18 You two met through common interests or mutual friends. Consider it boring but it's also common.

19-20 He or she was more like a foster-parent, or rather the closest one you had to one,

EI—ENEMY

Yikes. You really got someone's hackles up. Decide on who the person is, what caused it, and what the other will do when encountered. Gender and age are up to you. If a combination doesn't work, the GM is more than welcome to order a re-roll.

Roll 1d20

1-2 Alas, not all friendships end well. A friend you picked up becomes an enemy.

3-4 A relationship you are currently in ends very badly. Or else someone you used to date comes back with an aim to destroy your life.

5-6 Regardless of blood, some lines still cannot be crossed. A relative is no longer a friend.

7-8 Either someone that bullied you or someone you bullied in your youth returns.

9-10 A coworker in a higher position wants to keep you down. As long as he/she is above you, you'll never advance.

11-12 Someone under your authority wants to bring you down to his/her level.

13-14 Someone you work with (a co-worker on equal footing) has it in for you.

15-16 A criminal is out for you.

17-18 Someone with a lot of weaponry (like someone in military or law enforcement) really doesn't like you.

19-20 Make sure you filed your taxes, because even the slightest slip could bring down the wrath from this government official with a lot of bureaucratic clout.

E2—THE CAUSE

Why is there such a divide between you two?

Roll 1d20

- | | |
|-------|---|
| 1-2 | Either you or the enemy caused the other to lose face (not literal) or position. |
| 3-4 | You caused your enemy a physical disability.
1-4: Facial scars or burns
5-8: Developed hearing problems
9-12: Developed a limp
13-16: Lost a hand
17-20: Lost an eye |
| 5-6 | You or your enemy caused the enemy to lose a loved one. |
| 7-8 | You or your enemy exposed a dark secret of the other that upset the other's life (but did not involve criminal proceedings). |
| 9-10 | You or your enemy was humiliated. Sometimes, that's enough. |
| 11-12 | There was a betrayal or abandonment. |
| 13-14 | You or your enemy was responsible for jail time.
1-10: You went to jail;
11-20: Your enemy went to jail.
Roll 1d20 to determine the number of months served. |
| 15-16 | You or your enemy just hates the other's stupid, stupid face. |
| 17-18 | You or your enemy cost the other a job or a lucrative deal. |
| 19-20 | You or your enemy foiled the other's cunning plan. |

E3—WHO TICKED OFF WHO

Maybe you hate him/her; maybe it's the other way around; maybe it's mutual.

Roll 1d20

- | | |
|-------|--|
| 1-6 | Your enemy is ticked off with you. You don't fully get it, and probably think it's being really overinflated. Someone needs a hug. |
| 7-12 | Your enemy is your enemy. It doesn't matter that he or she doesn't hold a grudge; you do. |
| 13-20 | It's totally mutual. |

Astute and aged players may recognize similarities between these tables and those found in another role playing game from nearly thirty years ago (well, about twenty-six years ago). Regardless of rules used or setting employed, my campaigns nearly always employed those tables in the creation of characters. I never forced it, but every player given the option always preferred leaving their lifepath up to random chance, always willing to let the chips fall where they may. That being said, as a GM, I did throw out rolls I didn't agree with. It's about constructing a backstory, a sensible backstory—sometimes events don't make sense. I'm honestly surprised it took me this long to create my own set of tables.

E4—WHO DOES WHAT

How angry are either of you? One of you can take this really personally. Choose logically who is the more cross (or if both sides are equally irate), then roll below. Roll 1d20

- | | |
|-------|--|
| 1-4 | The crossed individual (or both) will try to kill the other when given the chance, no remorse. Is that going too far? |
| 5-8 | The crossed individual (or both) wants to beat the living snot out of the other. Maybe it's something you both need to get out of your system. |
| 6-12 | The crossed individual (or both) wants to destroy the other's life, to suffer for years and years. |
| 13-16 | The crossed individual (or both) have been prepping some choice zingers to fling at the other at the first opportunity. |
| 17-20 | It's just best you just avoid each other. |

E5—WHAT CAN BE THROWN

The influence of your enemy—what he or she can throw at you, assuming there's motivation for doing so.

Roll 1d20

- | | |
|-------|--|
| 1-6 | Despite any authority, your enemy will only handle matters personally. |
| 7-11 | Your enemy can bring in a small group, like a gang, retinue, or a few employees. A line is drawn about bringing in more. |
| 12-15 | Your enemy will bring in dozens of people if necessary, calling on the right people for the right job. |
| 16-18 | Your enemy has power and influence across hundreds, and can call on favors as well. |
| 19-20 | Your enemy will move heaven and earth to appease you and may be able to do so. You want an army? |

F1—ROMANCE

Aww...Sweet. You found someone important in your life. It might have been a quick fling, or a much longer affair. Roll for the type of relationship unless it's a continuation of a prior relationship, its current status, and it's potential for joy or misery.

NEW RELATIONSHIP

Roll 1d20

- | | |
|-------|--|
| 1-6 | You met someone, dated for a spell, but ultimately it didn't work out after only a few weeks or months. The break up might not have been mutual, but these things happen all the time. |
| 7-11 | You met, are still together, but you can't see it lasting.
(go to F4—Feelings) |
| 12-15 | You met and are still together. This may be the one. |
| 16-18 | You met someone, but from the beginning, there were complications.
(go to F2—Issues) |
| 19-20 | Tragic Love Why? WHY?
(go to F3—Misfortune) |

PREVIOUS RELATIONSHIP

You are currently in a relationship. Roll to see if you two are still together, and how things are coming along. Roll 1d20

- | | |
|-------|--|
| 1-4 | It's going very well. If it wasn't before, it is now. If it was before, congratulations. |
| 5-8 | The relationship is as before. Nothing has changed. |
| 9-12 | This is the one. You get married. |
| 13-15 | You have a child.
Roll 1-10: boy; 11-20: girl. |
| 16-18 | It has started to go downhill because of complications.
(Move to F2—Issues) |
| 19-20 | Something bad happened.
(Move to F3—Misfortune) |

F2—ISSUES

Your relationship encountered several complications. After rolling in F2-Issues, roll again in F4-Feelings.

Roll 1d20

- | | |
|-------|---|
| 1-2 | Your family and/or friends hate your romantic interest. |
| 3-4 | Your romantic interest's family and/or friends hate you. |
| 5-6 | There is a romantic rival involved trying to divide you to. Who the rival is interested in can be chosen or randomized. |
| 7-8 | You fight constantly. |
| 9-10 | You are professional rivals. |
| 11-12 | There is a lot of jealousy between you to. |
| 13-14 | One of you two had an affair and the other found out. |
| 15-16 | The both of you come from different walks of life, and it puts pressure on the relationship. There may not be internal pressures, but there may be external ones. |
| 17-18 | The two of you differ in ethnicity or race. There may not be internal pressures, but there may be external ones. |
| 19-20 | There are money problems; aren't there always money problems? |

F3—MISFORTUNE

Something bad happened in the relationship, including a simple break-up, which can feel like the end of world sometimes.

Roll 1d20

- | | |
|-------|---|
| 1-4 | Sometimes bad things happen, but the relationship survives it. |
| 5-8 | You break up. It just was never going to work out—the separation is mutual. |
| 9-12 | You dumped your romantic interest. |
| 14-16 | Your romantic interest dumped you. |
| 17-18 | You two are separated.
(go to A4-Separation) |
| 19-20 | Your romantic interest has died.
(go to A3-Casualty) |

F4—FEELINGS

Your relationship has complications, but how do you two feel about each other?

Roll 1d20

- | | |
|-------|---|
| 1-4 | Despite everything (and there are a lot), you still love each other. |
| 5-6 | Your romantic interest appears to have issues, but won't leave you. Why? |
| 7-8 | You have issues, but you won't leave your romantic interest. Why? |
| 9-10 | You both have issues—the relationship should have ended, but it doesn't. Something is holding you together. |
| 11-12 | Your romantic interest still loves you; you're not so certain. |
| 13-14 | You still love your romantic interest. You are worried it is no longer reciprocated. |
| 15-16 | You're drifting apart from mutual apathy. |
| 17-18 | You'll always be friends, but you fear the spark has faded. |
| 19-20 | Screw it. It's over. |





CHAPTER THREE

LADDERS

At 1st level, you can select a ladder. You gain the ladder's 1st-level feature, and can choose to gain its additional features instead of choosing an ability score increase or a feat at 4th, 8th, 12th, 16th, and 19th levels. In essence, ladders are a collection of similarly themed feats with an additional benefit when selected at 1st level.

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You do not have to select the ladder's additional features at their listed levels if you would rather gain the normal ability score increase or a different feat. However, all ladder features must be taken in order: you can't skip a feature if you want a later one, and not choosing all the features prevents you from being able to achieve the apex of the ladder. Most ladder features include an ability score increase, so there is little incentive not to take them.

Unlike classes, which fill specific roles, ladders are based on what you are and how you live your life. These include various mental and physical disciplines as well as natural talents. Although some classes and ladders obviously complement each other, any ladder can be combined with any class.

Ladders are an optional system. The GM may choose to use them or not. If they are included, however, all players should choose one to avoid imbalance.

LADDER GAINS

At 5th, 11th, and 17th level, each ladder offers an additional benefit. This accounts for the lack of magic in most non-fantasy settings. Although weapons and armor may offer additional properties, almost none in *Ultramodern5* offer significant bonuses to attack or damage, and since modern games don't always feature incrementally better gear over the course of a campaign, it is entirely possible for you to carry the same equipment for the entirety of your character's life.

If your campaign features magic items or sudden jumps in technological advancement, ladder gains should be ignored. If you choose to use them anyway, treat each bonus as an attuned magic item, which must be relinquished (and later reattuned if you want it back) in order to benefit from a comparable item bonus.



BORN LEADER

You have always displayed confidence in the way you talk and present yourself. You were the captain of a sports team, the head of a technical department, the supervisor for a menial commission retail job, or the squad commander in an army. You could also have been a used car salesman or actor. You don't even need to be all that physically attractive; you simply project a presence that encourages followers. Thankfully, beyond the simple aura of your charisma, you're also clever enough to know what to say at the right times to have the greatest effect. You know that how you speak means more than the words themselves. Even if you're not the leader of the group, you often do most of the talking when the need arrives. In your spare time, you socialize with others.

Key Abilities: Charisma, Intelligence

BRAINS AND GOOD LOOKS

Beginning when you choose this ladder at 1st level, you can always choose to use Intelligence instead of Wisdom for the Insight and Perception skills.

Additionally, after taking a long rest, if you wear no armor and wield no weapons, you gain a +2 bonus to Charisma or Intelligence (select one) until you make an attack roll or cast a spell. Select either Charisma or Intelligence as your primary born leader ability.

COMPELLING DIRECTIVE

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, after you finish a long rest, roll a d20 and put the result aside. You can swap out any roll you or an ally that can communicate with you makes for that result. You should always have a d20 result put aside this way, but after swapping two die rolls, you cannot swap another until you finish a short or long rest. After you finish a long rest, you always roll a new d20.

SOCIAL SCIENCES

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, your *compelling directive* ability improves—you can swap out four die rolls between short and long rests.

PRESENCE OF LEADERSHIP

At 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, after taking a long rest, if you wear no armor and wield no weapons, you have advantage with either Charisma or Intelligence skill checks (select one) until you make an attack roll or cast a spell.

EARNED LOYALTY

At 16th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, you are able to turn a short rest into a long rest without an extension of time. This affects you and all allies you can see. After you use this ability, you cannot use it again until you have completed three additional long rests.

JUST STOP

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary born leader ability, which has a maximum value of 22.

Additionally, you are able to take a moment to focus and gather your wits, as well as the wits of your allies. Use an action, and you and all allies able to communicate with you gain the benefit of a short rest. This takes no time other than the action on your turn. After you use this ability, you cannot use it again until you finish a long rest.

LADDER GAINS

The born leader gains the following additional benefits at 5th, 11th, and 17th level:

5th Level: You gain a +2 bonus to any Charisma or Intelligence skill of your choice.

11th Level: You gain a +1 bonus to AC.

17th Level: You gain a +1 bonus to attack and damage rolls.



JUGGERNAUT

The juggernaut is a beast. Blessed with amazing stamina and brutal strength, you base your reputation upon the build you were gifted with and train daily to maintain. You may have worked in a gym, a farm, or a military base. You were self-taught, trained by a coach, or beaten down by a drill instructor. You might have earned a name in a ring or on the combat field. You could be an imposing behemoth or a gentle giant, only raising your hand when necessary. Regardless of what kind of pitiful body you were born with, you have worked up to nothing less than the physique of Greek legends. In your spare time, you work to maintain your physical perfection.

Key Abilities: Constitution, Strength

FULL TORQUE

Beginning when you choose this ladder at 1st level, you can use Strength in place of Dexterity for all attack and damage rolls with ranged weapons. You cannot use this ability with thrown explosives. Alternately, when wielding two-handed small arms, heavy weapons, or super heavy weapons, you can use Constitution in place of Dexterity for all attack and damage rolls. Select either Constitution or Strength as your primary juggernaut ability.

GOOD CARDIO

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, your speed is not reduced when moving through difficult terrain, and you gain a bonus to your hit points this level equal to twice your primary juggernaut ability modifier (meaning triple if you selected Constitution).

UNSTOPPABLE

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, you also gain 1 additional Hit Die at this level, and you maximize your hits points gained from both this Hit Die and the normal one you receive at this level.

BUILT LIKE A TRUCK

At 12th level, you can increase one ability score of your choice by 1, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, you gain a bonus to your hit points this level equal to your primary juggernaut ability modifier

(meaning double if you selected Constitution), and you gain a damage bonus with melee attacks against incapacitated targets or immovable objects equal to your primary juggernaut ability modifier. You also have advantage on saving throws against being poisoned or stunned.

HULKING SMASH

At 16th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, you can also use an action to activate your "hulking" ability. After you use this ability, you cannot use it again until you finish a long rest. When hulking, the following occurs.

- You gain temporary hit points equal to twice your level + twice your primary juggernaut ability modifier.
- As long as you have temporary hit points, you gain a bonus to damage rolls with melee attacks equal to your primary juggernaut ability.
- You suffer disadvantage on all skill checks, ability checks, and attack rolls utilizing Intelligence, Wisdom, or Charisma for one hour.

IN YOUR PRIME

At 19th level, you can increase one ability score of your choice by 2. You can't increase an ability score above 20 using this feature except for your primary juggernaut ability, which has a maximum value of 22.

Additionally, you have resistance to non-magical slashing, bludgeoning, and piercing damage.

LADDER GAINS

The juggernaut gains the following additional benefits at 5th, 11th, and 17th level:

5th Level: You recover 1 hit point every hour, provided that you have at least 1 hit point.

11th Level: You regain 1d4 additional lost Hit Dice when you take a long rest.

17th Level: Your regeneration increases to 2 hit points per hour.

RUNNER

With unmatched physical discipline, you have perfected a body designed for raw speed and agility. You are not a born soldier. If you served time in the military, your talents were as a scout, lightly armored and light on your feet. You may have grown up with an eye for sports. You broke records in the dash and ran for hours in marathons while others fell exhausted by the roadside. This was still not enough and you soon began finding more challenging ways to get from point A to point B.

Climbing walls, jumping across roofs, sliding under cars--nothing stood in your way. It's not enough just to be athletic: you have to keep your eyes and mind sharp, to gauge distances, crawlspaces, and the shortest possible route even if it involves some death-defying feat of acrobatic skill. You can keep an entire landscape in mind, analyzing paths and routes of escape, even when everyone else just sees walls. This may not be raw brainpower but a natural instinct of the surrounding environment. In your spare time, you run.

Key Abilities: Dexterity, Intelligence

POWER TO WEIGHT RATIO

Beginning when you choose this ladder at 1st level, you can always choose to use Dexterity instead of Strength for the Athletics skill, and Intelligence instead of Wisdom for the Perception skill. You can also use Dexterity in place of Strength for attack or damage rolls with all weapons without the heavy property, and you have proficiency with Dexterity (Acrobatics). Select either Dexterity or Intelligence as your primary runner ability.

CAT BALANCE

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, your speed also increases by +5 feet.

Additionally, if you move at least 10 feet while moving towards a wall, your remaining movement becomes a climb speed until the end of your turn. This movement can be any direction as long as it follows a vertical surface.

SAUTÉ DE PRECISION

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, if you use the Dash action, you movement increases by 1.5 times your speed (round down). You also add both your Dexterity and your Intelligence modifier to all Dexterity (Acrobatics) checks.

NATURAL ATHLETE

At 12th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, as an action, you can set your next Dexterity check or saving throw to your Dexterity score without rolling. You can do this as many times as your Intelligence modifier, and regain all spent uses after you finish a long rest.

Additionally, you also don't suffer half damage from an effect that inflicts half damage on a successful Dexterity saving throw.

ALL ABOUT THE FLIPPING

At 16th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, when wearing medium armor, your max Dex modifier is increased to 3. If wearing light armor, you gain a +1 bonus to AC. Also, if you take an action to analyze your path before making any movement on your turn, until the beginning of your next turn, you gain a bonus to your AC equal to your Intelligence modifier.

PARKOUR MASTER

At 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary runner ability, which has a maximum value of 22.

Additionally, you gain a pool of additional actions equal to your primary runner ability modifier. You can only use one additional action per turn, and only to take the Dash, Disengage, or Use an Object actions. Your action pool refills when you finish a long rest.

LADDER GAINS

The runner gains the following additional benefits at 5th, 11th, and 17th level:

5th Level: You gain a +1 bonus to AC when not wearing heavy or exo-armor.

11th Level: Your bonus to AC increases to +2

17th Level: Your bonus to AC increases to +3.



SAVANT

Your strengths are not in your endurance, speed, or ability to shoot something with pinpoint accuracy. You use a part of the body most of your comrades seem to let necrotize, your brain. You're the one with all the answers, an encyclopedia of knowledge. You went to school; you have degrees and awards of merit. You took those credentials and either went underground to use your expertise in nefarious ways or accepted a position with a school or corporation where they rained you with stock options and complimentary cars. You understand that you may be on the border between genius and madness, but all the great minds of the world balance that knife-edge. In your spare time, you read.

Key Abilities: Intelligence, Wisdom

TRAINING BEATS EXPERIENCE

Beginning when you choose this ladder at 1st level, you can use Intelligence in place of Dexterity for attack and damage rolls with one-handed and two-handed small arms. You can also use Intelligence or Wisdom as your modifier to AC instead of Dexterity, and as your spell-casting ability (if you cast spells). Select either Intelligence or Wisdom as your primary savant ability.

NOT STUPID

At 4th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Additionally, you gain the insight to discover if something is simply... stupid. You can ask the GM if a course of action (either yours or an ally's you know about) is just plain dumb, or the GM can volunteer this information. If the action is borderline, the GM's answer may be cryptic, otherwise it should be straightforward. You can ask as many times as your primary savant ability modifier before you finish a long rest.

28 TRAINING BEATS EXPERIENCE

At 8th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Additionally, you also are proficient in all skills of your primary savant ability (if not already) and use your primary savant ability instead of Dexterity for your bonus to initiative.

TOOOO SMART

At 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Also, if you use any skill tied to your primary savant ability to practice a profession during downtime activities, you can maintain a Wealthy lifestyle without having to pay per day. You also do not have to pay for research, and training costs 1/4 the usual time and money.

EIDETIC MEMORY

At 16th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Additionally, if you have advantage on any roll (including attack rolls and saving throws) and both results would succeed, you can set one aside. At any point in the next five minutes, you can choose not to make a d20 roll and instead use the saved die. You can only set aside one result at a time, and if not used within 5 minutes, it is lost.

OPUS

At 19th level, you can increase one ability score of your choice by 1. You can't increase an ability score above 20 using this feature except for your primary savant ability, which has a maximum value of 22.

Additionally, anytime you roll an ability check, skill check, or saving throw with your primary savant ability, you can set your die roll to your primary savant ability score.

LADDER GAINS

The savant gains the following additional benefits at 5th, 11th, and 17th level:

5th Level: You gain a +1 bonus to AC.

11th Level: You are immune to being charmed.

17th Level: You are immune to being frightened.

SURVIVOR

Regardless of how you have lived or where you were raised, you have always found a kinship with nature. You find salvation where others find death. While others starve, you prosper. No matter the environment, from bitter cold to scorching heat, you know the secrets to best stay alive. You can identify which foods will kill you or which animals will attack you. This is not knowledge gleaned from books but practical experience you may have earned the hard way. You may embark on weekend expeditions in the wilderness or elect to spend your entire life isolated from industry and popu-

lation. You refuse to depend on technology. If the world were to fall into ruin, you would still survive. In your spare time, you prepare yourself for the next day.

Key Abilities: Constitution, Wisdom

HUNTER

Beginning when you choose this ladder at 1st level, you can use Wisdom in place of Dexterity for attack and damage rolls with ranged attacks. You can use Constitution in place of Dexterity when determining your modifier to AC. Select either Constitution or Wisdom as your primary survivor ability.

