

5E LEGENDARY HEROES

*Create the world's greatest characters for the world's
greatest roleplaying game*

Introduction: Heroic characters stand above ordinary adventurers, because they possess exceptional abilities that mark them for greatness even at 1st level. While legendary heroes often come from humble beginnings, many others manifest powers and abilities far beyond what their experience would suggest.

5e Legendary Heroes gives players and Game Masters the tools to realize heroes—and superheroes—in 5e. Inside you will find many new options for heroic characters, including magic items that grow in power with their wielder, heroic race options, and heroic abilities, starting from 1st level.

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INTRODUCTION

All adventurers claim great deeds and acts of heroism in their adventuring careers. Of the countless individuals who seek fortune and renown as adventurers, only a few can call themselves legends. Most require years—or decades—to prepare for the challenges that inspire tales told long after their death.

Among legendary adventurers, a few seem destined for greatness, showing signs of their potential before they ever begin training.

The basic rules of 5e work well if you want to create a character with humble beginnings and few abilities at 1st level. *5e Legendary Heroes* enables you to create something more—a true **heroic character**.

HEROES OF LEGEND

What is a heroic character? Heroic characters are those who manifest special power, aptitudes, or traits at 1st level and beyond. Heroic characters command more power than other members of their race and class of the same level.

Heroic characters receive their gifts from many different sources. Some may benefit from the blessing of a deity or archfiend. Demigods, who have both mortal and divine parents, often become mythical heroes. Others find or inherit a legendary relic that only reaches its full potential in their hands. A heroic character's quest to discover the origins of their extraordinary abilities could serve as the basis for an adventure or campaign.

Heroic Versus Epic

Many tabletop roleplaying games allow “epic” characters. For the purposes of this book, epic characters are those who have advanced past 20th level. Heroic characters can advance past 20th level and become epic, but not all epic characters are heroic characters.

WHY HEROIC CHARACTERS?

When should you include heroic characters in a campaign? Heroic characters fit best in the campaign types detailed below:

Advanced Players. The limited options available to most classes at 1st level help new players learn the basics of play. However, experienced players may find themselves bored until they choose an archetype at 3rd level. Heroic characters offer the meaningful

choices preferred by experienced players, starting at 1st level.

Solo Campaigns. Heroic characters make ideal protagonists for solo campaigns between a Game Master and a single player. Heroic characters lend themselves to telling the story of a legendary hero or heroine's adventures through the solo campaign.

Heroic Campaigns. In a campaign that features battles against gods, dread beings from otherworldly realms, or entire armies, heroic characters allow for encounters that would overwhelm any standard character.

USING THIS BOOK

Part 1 presents new options for players to create heroic characters, including [heroic race options](#), new [class features](#), [heroic traits](#), and [heroic backgrounds](#). You will need the core rules of 5e (not found in this book) to create and play a character.

Part 2 is intended for **Game Masters** and includes new magic items that grow in power with heroic characters. The guide concludes with tips for Game Masters running heroic campaigns.

HEROIC ABILITY SCORES

Conventional ability score generation methods enable players to create characters within a minimum and maximum range appropriate for most campaigns. At your Game Master's discretion, you may use one of the heroic ability score options detailed in this section to generate your character's ability scores.

OPTION 1: RANDOM

Roll four 6-sided dice and record the total of the highest three dice. Do this five more times, so that you have six numbers. Discard and reroll any results of 9 or lower. If you do not have at least two results of 15 or above, continue discarding the lowest result(s) and rerolling until you have at least two scores of 15 or higher.

OPTION 2: CUSTOMIZING ABILITY SCORES

The heroic method of generating ability scores creates characters with higher base and maximum ability scores than possible under the standard methods.