

EVERYDAY HEROES™

QUICKSTART GUIDE

A ROLEPLAYING GAME FOR THE MODERN WORLD

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INTRODUCTION

Everyday Heroes is, first and foremost, a game inspired by thrilling tales of adventure from films, books, comics, and our own imaginations. The primary setting for **Everyday Heroes** is the world that we all live in, but with plenty of room for your imagination. If you want to experience a gritty story of heroism torn from today's headlines, enter the world of a favorite movie franchise, or throw modern-day heroes into adventures in faraway times and places, **Everyday Heroes** can get you there!

The rules of our game are here to inspire you, to give you a framework to build on, and to make the act of bringing thrilling stories to life simple and fun. **Everyday Heroes** has enough rules to make combat a tactical challenge and enough flexibility to allow for strong storytelling in firefights, car chases, and almost any other action scene that you can imagine. So, fasten your seat belts, check your magazines, and get ready for action, adventure, and other memorable moments with **Everyday Heroes!**

QUICKSTART EDITION

This special "Quickstart" edition has been designed to let you jump into **Everyday Heroes** and start playing immediately. Fundamentally, it is the same game that you will find in the full ***Everyday Heroes Core Rulebook***. The full version greatly expands the options for creating heroes, and it includes a host of options, tools, and advice for Game Masters. If you like this ***Everyday Heroes Quickstart Guide***, you will love the full game!



HOW TO READ THIS BOOKLET

IF YOU ARE NEW TO ROLE PLAYING GAMES:

- Just read this booklet from the *Introduction.*
- Take breaks whenever you need to.
- Check out Live Plays of **Everyday Heroes** online.

IF YOU PLAY RPGS, BUT ARE NEW TO 5E:

- Start with *Character Creation.*
- Then, read *Game Rules.*

IF YOU PLAY RPGS AND ALREADY KNOW 5E RULES:

- Check out the 5e Changes in the Appendix.
- Browse through Hero Building.
- Look for key changes in *Game Rules.*

MATERIALS TO PLAY

You don't need much to play **Everyday Heroes**—just a few common RPG gaming supplies that you likely already have or can easily get.

ESSENTIALS:

- This ***Everyday Heroes Quickstart Guide*** rulebook
- A set of RPG Gaming Dice (or the digital equivalent)
- Pencil and paper (or digital equivalents)

REGARDING DIVERSITY

Evil Genius Games is committed to the idea that games should be enjoyed by everyone. For us, this means both representing a wide range of heroes in our games and also encouraging players to express themselves without limitations imposed by the rules. For these reasons, we don't use the rules to model race, gender, sexuality, disability, or similar categories of social identity.

Roleplaying games are fantasy. They are about having adventures and portraying characters that you want to play. Some players play heroes that are basically themselves. Others play heroes that are wildly different from themselves. We actively encourage both approaches. Diversity isn't just about accepting who we are, but also about the freedom to choose who we want to imagine ourselves to be. Play the hero of your



imagination, and be both respectful and considerate of everyone else's ability to play theirs, and you will all have a great time together.

RPG BASICS

People have been playing roleplaying games (RPGs) for almost 50 years, and sharing imaginations, group stories, and all sorts of fantastic adventures. In a roleplaying game, you imagine yourself in another life, world, or reality. Playing alongside friends, family, or even strangers, you share the experience of a fantastic adventure, of overcoming challenges, and (hopefully) of laughing at the crazy things that happen along the way.

Every game will have one Game Master (GM) and a number of players. The players all portray heroes in the story, while the Game Master describes the story, controls other characters that have roles in the story, but are not the heroes, and reacts to the heroes' choices during play. In this way, playing an RPG game is like playing make-believe in a fantastic story that has a set of rules to keep everything interesting, fair, and fun for everyone.

EXAMPLE OF ROLEPLAYING

Five friends are gathered around a dining room table. They have the ***Everyday Heroes Quickstart Guide***, some dice, snacks, and drinks. Emma is the Game Master, and her 4 friends are each playing a hero that they created. The adventure story is about a group of private investigators looking into the disappearance of their client.

- **Game Master Emma:** *You've arrived outside the shipping warehouse sometime around 1:00 a.m. There are lights around the perimeter of the building and a few cars parked in the lot. But you see no other signs of activity. What are you going to do?*

- **Danny:** *I think we should spend some time watching the place, see if there are any guards.*

- **Susan:** *Okay, but the longer we are here, the more likely someone will come by.*

- **Jen:** *I've got night-vision binoculars, so I put those on and look around carefully.*

- **GM Emma:** *Sure. Jen, make a Wisdom (Perception) Check. I'll give you Advantage on the check because of the binoculars, so roll two dice and use the best roll.*

Jen: *Okay. (Jen rolls two twenty-sided dice, takes the better roll and adds her Perception bonus.) I got a 22.*

GM Emma: *Great. As you scan the building carefully, you don't see any guards or other people, but there is a dog sleeping near the doors to the warehouse, tethered to the railing.*

Brian: *I brought a tranquilizer rifle, I could...*

Susan: *No! There is no way we are shooting that dog, Brian. Just no!*

Brian: *Fine, but we'll need to think of something; that dog could make all kinds of noise.*

Jen: *I've got a better idea, here's what we should do...*

A typical roleplaying game moves forward like a conversation. The Game Master sets the scene, the players describe their actions, and the Game Master determines what happens next. When an element of chance, skill, or luck comes into play, dice are rolled to determine the outcome. And the story unfolds from there. Once you start playing, it will feel natural and time will fly by as you all share in the grand adventure.

GAMING DICE

Polyhedral ("many-sided") gaming dice have been used in roleplaying games since the beginning of the hobby. A set of six polyhedral dice is used in **Everyday Heroes**: d4, d6, d8, d10, d12, and d20. Wherever you see this kind of notation, the "d" means "dice," and the number indicates how many sides the die has.

A number before the "d" tells you how many times to roll that particular die and to add the results together. So, if the rules say "roll 2d6," it means "roll a six-sided die two times and add the results together."

Sometimes a "+" or "–" and a number will follow the dice notation. This "modifier" tells you to add or subtract a number from the results of your roll. For example: "Roll 2d6 + 3" means "roll a six-sided die twice and add 3 to the result," and "Roll 3d8 – 2" means "roll an eight-sided dice three times, add them together, and subtract 2 from the result."

EVERYDAY HERO BASICS

In order to understand Hero Creation (below), there are some fundamental rules that you need to understand first. These are the essential dice mechanics on which most of the other rules rest.

ROLLS, RESULTS, AND MODIFIERS

When you roll a die, the number that shows on the die is the "roll." So, if the rules say "when you roll a 20...," it means that the actual number appearing on the die after you roll is "20."

- **Modifiers** are any values added to, or subtracted from, a roll.
- A **Bonus** is a positive modifier, and a **Penalty** is a negative modifier.
- The **result** is the total after applying modifiers to the roll.

Example: *You roll d20 with a +4 modifier, with the twenty-sided die coming up 16. That is your roll. You then add the +4 modifier and get a result of 20.*

SUCCESS ROLLS

The outcomes of (most) Actions in the game are resolved with a simple rule called a Success Roll:

1. Roll a d20 (twenty-sided dice).
2. Add modifiers.
3. Compare the result to a target number.
4. If the result equals or exceeds the target number, the roll succeeds. If the result is lower than the target number, it fails and something goes wrong.

Example: *Mack Williams is a Strong Hero who likes to use his fists in combat. He decides to punch a hijacker threatening passengers on a train. The GM calls for an Attack Roll, a type of Success Roll. Mack's player rolls their d20 and gets a 10. Mack also has a +6 modifier on his Unarmed Strike Attack, so the result is 16. The GM then compares this to the hijacker's Defense, which is the target number for Attack Rolls. Mack's 16 beats the hijacker's 12 Defense, so Mack lands the punch.*

This basic Success Roll mechanic is used throughout **Everyday Heroes**. Success Rolls will almost always have special names that are determined by the situation that your hero is in, and what they are trying to do, but the basic mechanic is always the same: roll, add, and compare.

REROLLS

If the rules allow you to reroll dice, you can choose to roll your die again after determining if the original roll was successful or not. But, if you do reroll, you *must* accept the rerolled outcome...even if it is worse than your initial roll! If you are rolling two dice on a Success Roll, then you only get to reroll one of the two dice. You choose which one.

ADVANTAGE AND DISADVANTAGE

In many circumstances, players have "Advantage" or "Disadvantage" when attempting a roll. Advantage means that you roll the die twice (or roll two d20s together) and use the higher roll. Disadvantage means that you roll the die twice and use the lower roll.

Statistically, Advantage gives you a much better chance of success, and Disadvantage a much higher risk of failure, so keep this in mind!

- **Example:** *You are asked to make a Success Roll with a target number of 15. The GM also says that you have Advantage on this roll. You roll two d20s and take the best number. You roll a 10 and a 17. Since Advantage allows you to take the highest number (17), you succeed on the roll. But, if the GM had given you Disadvantage, you would have had to use the lower number (10), and you would have failed the roll.*

If more than one effect gives you either Advantage or Disadvantage on the same roll, you still roll only two dice. You never roll more than two dice due to Advantage or Disadvantage.

However, if one effect grants you Advantage and another grants you Disadvantage on the same roll, they cancel each other out and you make the roll as normal. This is true even if you have multiple effects providing Advantage and only one effect providing Disadvantage, or vice versa. Advantage and Disadvantage always cancel each other out.

- **Example:** *Kat Whitlock has sneaked up behind a guard. Because Kat is hidden from the guard, she has Advantage on any Attack that she makes. Unfortunately, it is the dead of night and the visibility is poor, which also gives her Disadvantage on this Attack. Because Kat has both Advantage and Disadvantage, they cancel each other out, and her Attack Roll is normal.*

Advantage and Disadvantage are sometimes specified by the rules. That said, Advantage and Disadvantage are mostly meant to be used as needed by the Game Master and players to account for all the unique situations and wild circumstances that can affect the success or failure of heroes' actions while playing.

PROFICIENCIES AND EXPERTISE

Proficiencies are used to represent broad areas in which a hero has been trained to excel. Every hero has a Proficiency bonus of some kind. When they make a Success Roll for something in which they have an applicable proficiency, they get to modify the roll with their Proficiency bonus. For example, a hero with a Perception Proficiency bonus of +4 would get this Bonus added to their dice roll when rolling to determine if they can succeed in identifying a sniper hiding on a rooftop.

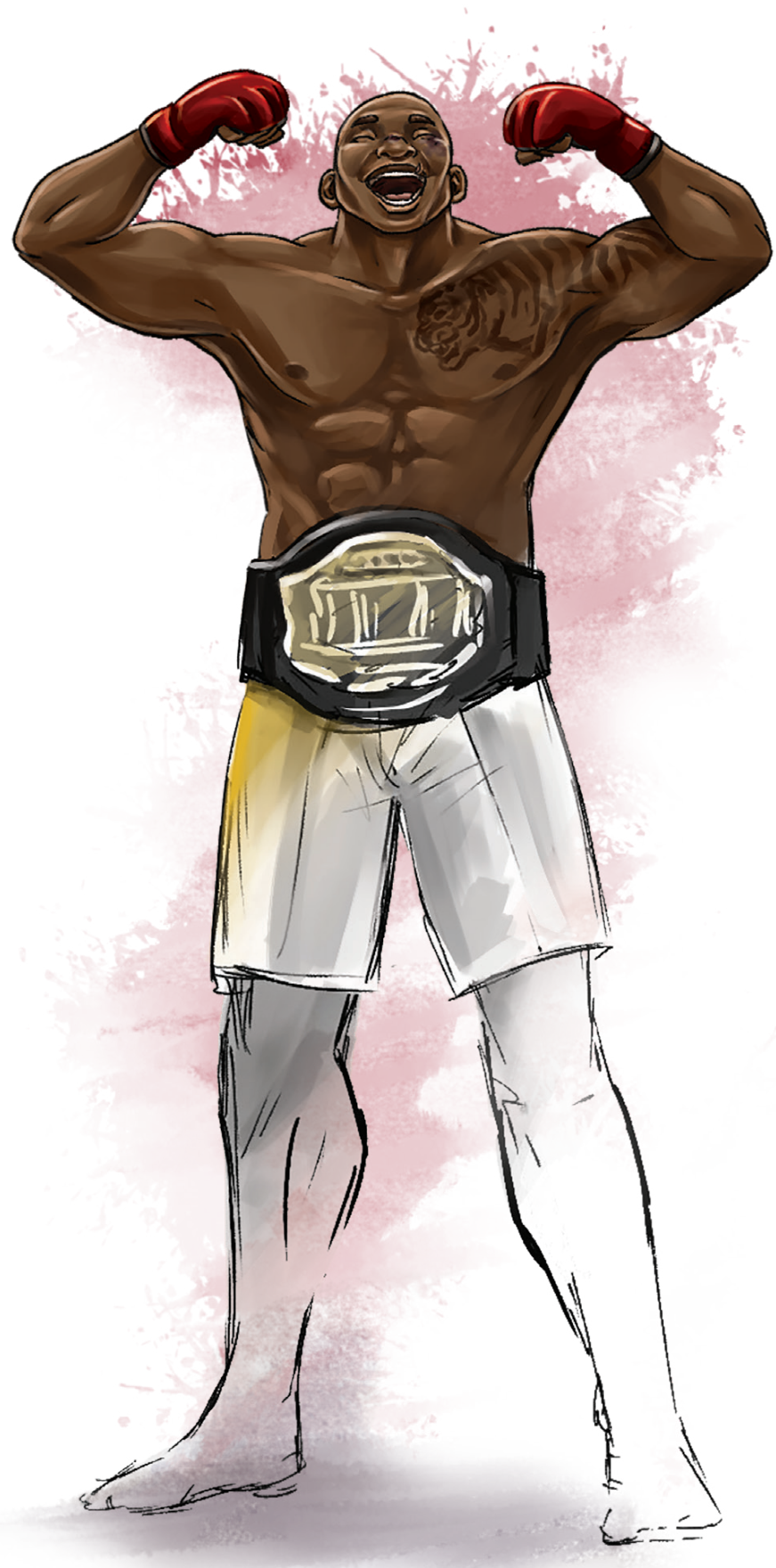
There are three categories of Proficiency in **Everyday Heroes**.

- **Equipment Proficiencies.** These are used almost exclusively in combat situations when attacking with weapons or defending yourself.
- **Skill Proficiencies.** These are used in a wide range of situations, both in and out of combat, to do almost anything that could benefit from training or practice.
- **Saving Throw Proficiencies.** These are used when a hero is put into unexpected danger.

EXPERTISE

Expertise represents the highest level of training or experience in Skill Proficiencies. Heroes can only gain Expertise in a Skill if they are already proficient in that Skill. Expertise allows the hero to double their Proficiency bonus on a roll in which the Proficiency normally applies.

HERO CREATION



Creating a hero is an essential part of **Everyday Heroes**. The heroes that the players create are the stars of the adventure. Their actions drive the story forward and they use their many Abilities and Talents to overcome the many challenges that the adventure contains.

Creating a Quickstart hero requires you to make four key choices.

- **Origin:** Choosing Ability Scores
- **Background:** Choosing a history
- **Profession:** Choosing a day-job
- **Archetype and Class:** Choosing a hero's Talents

You can make these choices in any order that you like, but we are presenting them in the order that gives you increasingly complex choices to make.

This ***Quickstart Guide*** assumes that you will make Level 1 heroes to begin with. Heroes gain additional levels through play, in a process described later in these rules. That said, you can begin by creating higher-level heroes, if your GM calls for it.

Once you have made the four key choices above, you can flesh out additional details about your hero, which we discuss in the Finishing Touches section. Having an official **Everyday Heroes** character sheet will help you with making a hero (you can find them for free at https://evilgeniusgames.com/shop/character-sheets/), but it is not necessary. You can just write down your choices on a piece of paper or use an electronic equivalent.

DUPLICATE PROFICIENCIES

If, along the way, your hero acquires a skill proficiency that they already have, you can, instead, choose any skill proficiency to acquire. If your hero acquires an expertise that they already have, they can, instead, choose to gain expertise in another skill in which they are already proficient or to gain proficiency in another skill.

If a hero acquires a duplicate proficiency in Advanced, Historical, Improvised, or Military Equipment proficiency, they can, instead, choose a different Equipment proficiency to acquire. However, they cannot choose Military Equipment unless they already have the Advanced Equipment proficiency.

ORIGIN

A hero's Origin represents their intrinsic nature. In this ***Quickstart Guide*** and in the ***Everyday Heroes Core Rulebook***, there is only one Origin: Human. But in settings like ***Everyday Arcana***, other Origins are available to play.

The main thing that choosing an Origin does is to set the method for determining a hero's six Ability Scores.

- **Strength**: representing the hero's physical power and might
- **Dexterity**: representing the hero's agility and grace
- **Constitution**: representing the hero's physical health and endurance
- **Intelligence**: representing the hero's reasoning and wits
- **Wisdom**: representing the hero's intuition and willpower
- **Charisma**: representing the hero's personal magnetism and charm

Each Ability is assigned a score. Hero Ability Scores range between 3 and 20, with 10 being a human average. **Everyday Heroes** has three official methods for determining Ability Scores:

Standard Set. Standard set is a list of six scores that you can assign to your six Abilities in any order that you like. This is a great way to quickly create a well-balanced hero with a range of different Ability Scores.

- The array for the Human Origin is: 15,14,13,12,10,8

Point Buy. In point buy, you are given a number of points that you can spend on the point buy table. Higher scores cost increasingly more than lower scores. This is great for players that want to precisely set their Ability scores to match their vision for the hero, or to achieve a mechanical goal.



Humans get 27 points and a maximum score of 15.

SCORE	POINT COST
8	0
9	1
10	2
11	3
12	4
13	5
14	7
15	9

Rolling Ability Scores: This method uses random dice rolls to determine Ability Scores. You assign each roll to an Ability Score of your choice. It can give you very strong or very weak heroes, and it is fun if you like to let chance influence who your hero is. Each Origin will detail what dice to roll.

- Humans roll 4d6 and sum the three highest dice for each Ability Score.

ABILITY MODIFIERS

Ability Scores are not commonly used directly during play. Instead, the scores are used to determine an Ability Modifier. These Ability Modifiers are then used in nearly every Success Roll. The following table shows how to determine the modifier based on the score.

In the following table, the yellow range represents scores that are very low for starting heroes. The blue range is the normal range for creating a new hero. The green range includes high Ability Scores that heroes aspire to as they get more experience.

ABILITY SCORE	MODIFIER
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

BACKGROUND

A hero's Background represents an important element of how their history contributed to who they are. Often this is how they grew up, but it can also be a former profession, a cultural background, or nearly anything that speaks to the hero's inner identity. Typically, backgrounds offer an Ability Score improvement, a skill proficiency, and a unique talent, though some, like Rural Family, vary from this formula.

Choose one of the following Backgrounds when creating your hero.

BOOKWORM

As a child, you spent your free time reading anything you could get your hands on. And, as you immersed yourself in wonderful stories, you also absorbed a great deal of practical knowledge.

Ability Score Increase: Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

Language: Choose one additional language.

Skill Proficiencies: Choose either Natural Sciences or Social Sciences.

Iconic Equipment: A first edition or a rare book, a well-used bookmark

Have You Ever Read. You can use your proficiency Bonus on any Ability Check to recall knowledge on the subject of authors and literature.

JUVENILE DELINQUENT

As a kid, you went looking for trouble and found it in abundance through fighting, stealing, vandalism, or general mayhem. Over time, however, you either grew out of this behavior or learned how to behave in a socially acceptable manner.

Ability Score Increase: Increase your Strength, Dexterity, or Charisma score by 1, to a maximum of 20.

Skill Proficiencies: Choose one from Deception, Sleight of Hand, Stealth, or Streetwise.

Iconic Equipment: A switchblade knife with a skull on it

Underworld Contacts. You gain Advantage on Wisdom (Streetwise) checks to buy or sell illicit goods and services.

PERSON OF MYSTERY

Your background is a mystery, even to you. You have no official records to consult and only a few dim recollections of your former life. It is not a topic that you feel comfortable discussing with others.

Ability Score Increase: Increase an Ability Score of your choice by 1, to a maximum of 20.

Iconic Equipment: A mysterious locket

It's Coming Back to Me. A forgotten skill and language rise from your foggy memory.

- At any point during play, you can decide which single additional skill proficiency you learned in your mysterious past. Once you make your choice, it is permanent.
- At any point during play, you can decide which single additional language you learned in your mysterious past. Once you make the choice, it is permanent.

RURAL FAMILY

You grew up outside the cities and among straightforward, honest folk. You learned the value of hard work and gained a range of practical experiences and skills.

Ability Score Increase: Increase your Strength or Constitution score by 1, to a maximum of 20.

Skill Proficiencies: Mechanics and Survival

Equipment Proficiencies: Basic Equipment

Iconic Equipment: Your family's old pickup truck ("she still runs great")

SOCIAL BUTTERFLY

You have had a knack for making friends from an early age. Your congeniality and popularity open doors for you.

Ability Score Increase: Increase your Charisma score by 1, to a maximum of 20.

Skill Proficiencies: Choose either Deception or Persuasion.

Iconic Equipment: One-of-a-kind fashionable couture

Life of the Party. You gain Advantage on Charisma (Deception) and Charisma (Persuasion) checks made while at a party or other social event.

SURVIVOR

Something horrible happened to you when you were young, but you survived. The event left you emotionally scarred, but determined to thrive despite your trauma.

Ability Score Increase: Increase your Constitution or Wisdom score by 1, to a maximum of 20.

Skill Proficiencies: Choose either Endurance or Insight.

Iconic Equipment: A memento from your tragic past that gives you hope

True Survivor. You need two successful Death Saving Throws to stabilize, rather than three.



PROFESSION

A hero's Profession is how they make their living, day-to-day. Some Professions are inherently heroic, while others are more mundane. You never know for sure who has the makings of a hero within them. A Profession determines a hero's Wealth Level and standard of living. Professions also offer various skills, Ability Score increases, and sometimes a unique talent.

Choose one of the following Professions when creating your hero.

CREATIVE

You are a professional artist or entertainer. Your creativity and dedication to your craft can carry you from busking on the sidewalk for spare change to the heights of super stardom.

Sample Careers: Actor, artist, dancer, editor, game designer, graphic designer, musician, online personality, photographer, singer, songwriter, stage magician, writer

Ability Score Increase: Increase your Charisma and two other Ability Scores of your choice by 1, to a maximum of 20.

Language: Choose one additional language.

Skill Proficiencies: Insight, and choose either Arts and Crafts or Performance.

Iconic Equipment: Artisan's tools (for your artistic focus), fashionable clothing, examples of your work

Wealth Level: 3

Artistic Focus. Choose one type of performance or art as your specialty. You gain Advantage on Ability Checks when practicing the chosen type of art or performance.

ESPIONAGE

You work as a clandestine field agent. Your primary mission is to collect intelligence in the field as you pretend to be an ally of those on whom you are spying, but you may be called on to perform sabotage or even commit an assassination.

Sample Careers: Diplomatic attaché, field operative, secret agent, spy

Ability Score Increase: Increase your Dexterity or Intelligence score by 1, to a maximum of 20.

Language: Choose one additional language not commonly spoken in your country of origin.

Skill Proficiencies: Deception, Security, Stealth, and choose either Acrobatics or Athletics

Equipment Proficiencies: Basic Equipment and Advanced Equipment

Iconic Equipment: A concealed carry pistol or a holdout pistol, fake passport and ID, surveillance kit, a memento from the spy who loved you

Wealth Level: 3

Safe House: While working for your agency you have access to a local safe house. So long as you stay in the safe house, anyone trying to find you must first succeed at a DC 25 Intelligence (Investigation) check. This check can only be made once every 24 hours.

JOURNALISM

You're passionate about uncovering things that people (often, people in power) want to keep hidden and then presenting an engaging report to inform the public about them. Along the way, you discover nefarious deeds, injustices, and buried truths.

Sample Careers: Blogger, investigative reporter, journalist, news anchor, paparazzi, photojournalist

Language: Choose one additional language.

Ability Score Increase: Increase your Wisdom and two other Ability Scores of your choice by 1, to a maximum of 20.

Skill Proficiencies: Insight, Investigation, and Streetwise

Iconic Equipment: Digital recorder, notepad and pencil, press credentials, laptop computer

Wealth Level: 2

I'm with the Press. You gain Advantage on Charisma (Persuasion) checks made to convince people to talk with you and answer basic questions. At the GM's discretion, your press credentials may allow you to access off-limit areas.

INTELLIGENCE

You work for a government intelligence agency or private security firm, collecting and analyzing actionable information for your employer. You rarely go into the field and spend most of your time at a desk with a computer.

Sample Professions: Analyst, counter-terrorism expert, cryptographer, handler, operations officer, profiler

Ability Score Increase: Increase your Intelligence and one other Ability Score of your choice by 1, to a maximum of 20.

Language: Choose one additional language.

Skill Proficiencies: Computers and Investigation

Iconic Equipment: Laptop computer, security clearance card, a secure briefcase

Wealth Level: 4

That's Need to Know. Your extensive access to classified government data gives you Advantage on Intelligence (Investigation) checks made to gather information about people and organizations.

MILITARY

You are a proud member of the national armed forces. As career military, you are trained for fighting and you have learned a range of useful combat skills.

Sample Careers: Air Force Special Tactics, Army Ranger, enlisted soldier, Green Beret, Marine, Military police, Navy SEAL, officer, pilot, seaman

Ability Score Increase: Increase your Strength and Constitution scores by 1, to a maximum of 20.

Skill Proficiencies: Athletics, Perception, and Stealth

Equipment Proficiencies: Basic Equipment, Advanced Equipment, and Military Equipment

Iconic Equipment: Military uniform, assault rifle (enlisted) or 9mm semi-auto service pistol (officer), medium ballistic vest, ballistic helmet, military ID, a letter from your sweetheart

Wealth Level: 2



Servicemember. You gain the following benefits:

- When on mission or on base, you have access to military weapons, vehicles, and equipment. This includes the weapons and armor in your iconic equipment.
- You can travel for free to many destinations if you are traveling alone.
- You are provided with room and board while living on base.

PRIVATE SECURITY

You ensure that people, places, or things under your protection come to no harm while you remain on guard. It is rarely exciting, but the job gives you plenty of time to reflect.

Sample Careers: Bodyguard, bouncer, mall cop, night guard, security guard

Ability Score Increase: Increase your Wisdom and two other Ability Scores of your choice by 1, to a maximum of 20.

Skill Proficiencies: Intimidation, Perception, and Security

Equipment Proficiencies: Basic Equipment

Iconic Equipment: Your trusty flashlight, an official-looking badge, orthopedic shoe inserts

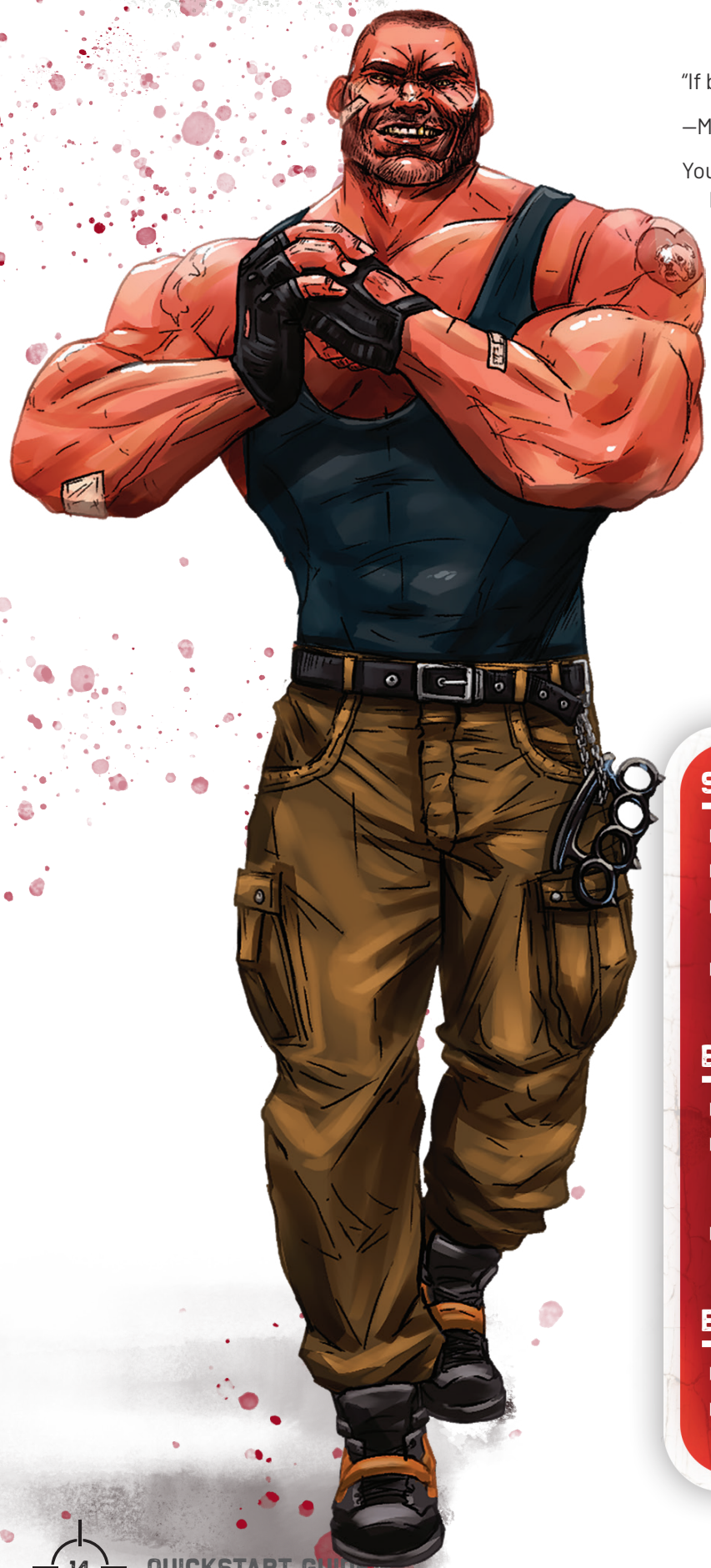
Wealth Level: 2

I'm Calling the Police. You have a good relationship with law enforcement. You gain Advantage on Charisma checks when dealing with law enforcement. Furthermore, the police respond if you call to report a security problem related to your official duties.

ARCHETYPE AND CLASS

Archetype and Class are the most significant game mechanic choices that you make when creating a hero. In this **Quickstart Guide**, we have combined Archetype and Class together. In the **Everyday Heroes**, Archetype and Class are two separate elements with each Archetype having multiple Classes to choose from (you will find 14 additional Classes in the ***Everyday Heroes Core Rulebook***).





STRONG BRAWLER

"If brute force ain't workin', yer just not usin' enough!"

—Mack Williams

You break stuff and hit people. Sometimes you mix it up by hitting stuff and breaking people.

Comics left their imprint on you as a kid, and it shows in your approach to a fight. With fists like hammers and the ability to turn nearly anything into a deadly weapon, you are dangerous and everyone knows it.

The Brawler charges into melee combat, hitting hard and destroying everything in their path. They enjoy using improvised weapons, but are also great unarmed combatants. The Brawler doesn't need to carry weapons to fight at full strength.

STRONG DEFENSES:

- **Hit Dice:** 1d10 per hero level
- **Starting Hit Points:** 10 + Constitution modifier
- **Hit Points at Higher Levels:** 1d10 (or 6) + Constitution modifier per hero level after Level 1
- **Defense (Meat Shield):** 10 + Strength modifier + Strong Hero Defense bonus

BRAWLER PROFICIENCIES:

- **Saving Throws:** Strength and Constitution
- **Skills:** Choose two from Acrobatics, Athletics, Endurance, Intimidation, Mechanics, and Streetwise.
- **Equipment:** Basic Equipment and Improvised Equipment

EQUIPMENT RECOMMENDATIONS:

- **Equipment Pack:** Badass Pack
- **Weapons:** Unarmed strikes and anything you find lying around

LEVELING UP

LEVEL	TALENTS	SMASH	PROFICIENCY BONUS	DEFENSE BONUS
1	Crush, Hurl, Reckless Attack, Smash	1d6 / 1d12	+2	+1
2	Feats, Power Attack	1d6 / 1d12	+2	+1
3	Rampage	2d6 / 2d12	+2	+2
4	Feats	2d6 / 2d12	+2	+2
5	Bits and Pieces, Haymaker	3d6 / 3d12	+3	+2

TALENTS

Crush (Brawler Level 1). You have Advantage on any Strength check that you make to break an object.

In addition, your Melee attacks have +1 Penetration Value.

Hurl (Brawler Level 1). Whenever you make an Attack with any weapon that has the Thrown property, you can double the throwing range .

Reckless Attack (Strong Level 1). At the start of your turn, you can declare that you are being Reckless. You gain Advantage on Attack Rolls with melee weapons until the end of your turn. Your opponents gain Advantage on Attack Rolls against you until the start of your next turn.

Smash (Brawler Level 1). Once during your turn, when you hit an opponent with a melee weapon (including weapons with the Thrown property), you can choose to deal an additional 1d6 Damage (or an additional 1d12 Damage if you used the Power Attack Talent as part of the Attack). If you did not make an Attack with an Unarmed Strike, the weapon that you used to make the Attack is destroyed. You can't use this Talent with thrown explosives, such as grenades.

The amount of extra Damage that you deal increases as you gain levels in this Class, as shown on the Smash Damage column of the Brawler table.

Power Attack (Strong Level 2). Before making an Attack Roll with a melee weapon (including thrown weapons) during your turn, you can take a –5 penalty on the Attack Roll to gain a +10 Bonus to Damage if the Attack hits. You cannot use Power Attack if the Attack was made as part of a Bonus Action, with a thrown explosive, or when using Reckless Attack. You also cannot use Power Attack with any Attack that does not require an Attack Roll.

Feats (Strong Levels 2, 4). You can choose two Minor Feats or one Major Feat.

Rampage (Level 3). As a Bonus Action, you can move up to your speed if you move toward an opponent. If there are no opponents present, you may move toward an obviously dangerous situation instead.

In addition, during a foot chase, if you are a predator (the one doing the chasing), you have Advantage on Strength (Athletics) and Constitution (Endurance) checks made as part of a Gain Ground Action.

Bits and Pieces (Level 5). Immediately after you use your Smash Talent with a Melee attack that is not an unarmed strike and break the weapon, you can use a Bonus Action to make an additional Attack using the destroyed pieces of the weapon. The pieces are an improvised weapon that deal 1d4 Piercing damage and are destroyed after the Attack.

Haymaker (Level 5). When making an unarmed strike and using Reckless Attack, you can also use Power Attack. (Normally, you cannot use Power Attack when using Reckless Attack.)



AGILE SHARPSHOOTER

"Aim true. Your first shot is the only one you know you're getting."

–SAOIRSE O'CONNOR

You are a master of modern firearms and able to make impossible shots look effortless. Whether you are sniping targets from a mile away or dancing through a hail of bullets with a gun in either hand, you rarely miss your mark.

The sharpshooter focuses on ranged weapons, using either dual pistols or long guns. Both are highly effective at bringing down foes quickly. Sharpshooters are not especially durable combatants, and they tend to stick to cover whenever possible in combat.

AGILE DEFENSES

- **Hit Dice:** 1d8 per hero level
- **Starting Hit Points:** 8 + Constitution modifier
- **Hit Points at Higher Levels:** 1d8 (or 5) + Constitution modifier per hero level after Level 1
- **Defense (Agile Movement):** 10 + Dexterity modifier + Agile Hero Defense bonus

SHARPSHOOTER PROFICIENCIES

- **Saving Throws:** Dexterity and Intelligence
- **Skills:** Choose two from Acrobatics, Intimidation, Mechanics, Perception, Sleight of Hand, Stealth, and Vehicles.
- **Equipment:** Basic Equipment and Advanced Equipment

EQUIPMENT RECOMMENDATIONS

- **Equipment Pack:** Underworld Pack
- **Weapons:** Two concealed carry pistols or sniper rifle

LEVELING UP

LEVEL	TALENTS	PROFICIENCY BONUS	DEFENSE BONUS
1	Fast Reflexes, Gunslinging, Sharpshooting	+2	+1
2	Quickness, Feats	+2	+1
3	Improved Gunslinging, Improved Sharpshooting	+2	+1
4	Feats	+2	+1
5	Advanced Combat Training	+3	+2

TALENTS

Fast Reflexes (Agile Level 1). You have Advantage on Initiative Rolls.

Gunslinging (Sharpshooter Level 1). You can draw two one-handed light weapons as a free Action.

In addition, you can reload two guns, as part of the same Action, without needing a free hand.

Sharpshooting (Sharpshooter Level 1). When using a two-handed ranged weapon, if you don't move during your turn, you gain +2 on Attack Rolls with that weapon.

In addition, you ignore the slow-firing property of ranged weapons.

Quickness (Agile Level 2). You can take the Dash or Disengage Action as a Bonus Action.

In addition, during a foot chase, you have Advantage on Strength (Athletics) checks made as part of a Gain Ground Action.

Feats (Agile Levels 2, 4). You can choose two Minor Feats or one Major Feat (see Feats section). Some Feats have prerequisites that you must meet to take the Feat.

Improved Gunslinging (Sharpshooter Level 3). You can add your Dexterity modifier to Damage Rolls made with off-hand Ranged attacks.

Improved Sharpshooting (Sharpshooter Level 3). You gain the following benefits when using a two-handed ranged weapon and you don't move during your turn:

- You do not have Disadvantage on Attack Rolls due to long range.
- When attacking a target behind Three-Quarters or Half Cover, you treat their cover as if it were one category lower for purposes of their Defense (for example, Three-Quarters Cover is treated as Half Cover, and Half Cover is treated as no cover).

Advanced Combat Training (Sharpshooter Level 5). Once during your turn, when you take the Attack Action, you can make two Attacks as part of that Action.



TOUGH COMMANDO

"The wise recruit hopes for peace but prepares for war. For the veteran, peace is like a fallen comrade, something you never get back."

—Sue Fairfield

You are the consummate warrior, dangerous with any weapon and trained to survive in every circumstance. Whatever the enemy throws at you, you are ready. The only thing that you might be unprepared for is peace.

The Commando is an all-around combat Class that offers a great blend of defense and offense. Unlike the other Tough Heroes, they can't directly protect their allies, but they are versatile and can use nearly any weapon. You might consider investing in Dexterity if you want to lean into offensive strategies.

TOUGH DEFENSES

- **Hit Dice:** 1d12 per hero level
- **Starting Hit Points:** 12 + Constitution modifier
- **Hit Points at Higher Levels:** 1d12 (or 7) + Constitution modifier per hero level after Level 1
- **Defense (Thick Skinned):** 10 + (Constitution or Dexterity) modifier + Tough Hero Defense bonus

COMMANDO PROFICIENCIES

- **Saving Throws:** Strength and Constitution
- **Skills:** Choose two from Athletics, Endurance, Mechanics, Persuasion, Streetwise, Survival, and Vehicles.
- **Equipment:** Basic Equipment, Advanced Equipment, and Military Equipment

EQUIPMENT RECOMMENDATIONS

- **Equipment Pack:** Soldier Pack
- **Weapons:** Assault carbine rifle, 9mm semi-auto pistol, combat knife

LEVELING UP

LEVEL	TALENTS	TOUGH AS NAILS	PROFICIENCY BONUS	DEFENSE BONUS
1	Fighting Spirit, Payback, Watch Your Six	—	+2	+2
2	Tough as Nails, Feats	(DR 2)	+2	+2
3	Extra Effort, Grenadier	(DR 2)	+2	+2
4	Feats	(DR 2)	+2	+2
5	Advanced Combat Training	(DR 3)	+3	+3

Fighting Spirit (Commando Level 1). You can take the Second Wind Action as a Bonus Action.

Payback (Tough Level 1). You gain a +2 Bonus on one Attack Roll against an opponent who has damaged you since the end of your last turn. You can use this talent once during your turn. You can decide to use Payback after making your Attack Roll, but before determining the result.

Watch Your Six (Commando Level 1). You gain a +1 Bonus to your Defense.

Tough as Nails (Tough Level 2). You gain Damage reduction (against all Damage types) equal to your Proficiency bonus.

Feats (Tough Levels 2, 4). You can choose two Minor Feats or one Major Feat (see Feats section). Some Feats have prerequisites that you must meet to take the Feat.

Extra Effort (Commando Level 3). By pushing yourself to the limit, you can take an additional Action during your turn. You can do this only once before you finish a Short or Long Rest.

Grenadier (Commando Level 3). You can draw, arm, and throw a grenade as a Bonus Action. You must have a free hand or already be holding the grenade to do this.

Advanced Combat Training (Commando Level 5). Once during your turn, when you take the Attack Action, you can make two Attacks as part of that Action.





SMART MASTERMIND

"Never bet against stupid. They never know when to quit and they have a clear numbers advantage."

—Wesley Scott

You are always plotting, scheming, and planning your next masterstroke, and at least one step ahead of your enemies. Your allies benefit from your Genius as well. If only you could find someone to truly challenge you.

Mastermind plans involve strategies that, unbeknownst to others, you retroactively enacted in the past, but only reveal in the present moment. This give the Mastermind the ability to shortcut difficult challenges and to be very powerful outside of combat. In combat, however, they are rather weak and vulnerable.

SMART DEFENSES

- **Hit Dice:** 1d6
- **Starting Hit Points**: 6 + Constitution modifier
- **Hit Points at Higher Levels:** 1d6 (or 4) + Constitution modifier per hero level after Level 1
- **Defense (Superior Tactics):** 10 + Intelligence modifier + Smart Hero Defense bonus

PROFICIENCIES

- **Saving Throws:** Intelligence and Wisdom
- **Skills:** Choose four from Computers, Deception, Insight, Investigation, Medicine, Natural Sciences, Perception, Persuasion, Security, Social Sciences, and Streetwise
- **Equipment:** Basic Equipment
- **Mental Expertise:** Choose two from Computers, Deception, Insight, Investigation, Perception, Persuasion, Security, Social Sciences, and Streetwise. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- **Equipment Pack:** Executive Pack
- **Weapons: Pocket** .38 pistol or hunting rifle

LEVELING UP

LEVEL	TALENTS	PROFICIENCY BONUS	DEFENSE BONUS	GENIUS PLANS	PLANS
1	Plans, Genius, Know-It-All, You're Doing It Wrong	+2	+0	2	Intelligence modifier (min. 1)
2	Mental Refresh, Feats	+2	+0	3	1 + Intelligence modifier
3	Plans Improve	+2	+0	4	1 + Intelligence modifier
4	Feats	+2	+0	4	2 + Intelligence modifier
5	Plans Improve	+3	+1	5	2 + Intelligence modifier

SMART HERO TALENTS

Plans (Smart Level 1). You have a limited number of plans at your disposal. The total number is:

Intelligence modifier (minimum 1) +1/2 Hero Level (rounded down)

Select a set of plans equal to the total above from the Shared Plans list and your Class's plan list. As your maximum number of plans grows, due to your intelligence or level, you can select additional plans for your list. These selections are semi-permanent. When you gain a level, you can decide to exchange a single plan that you know for a different plan.

The effect of each plan, as well as the Action that you must take to enact it, is included in the plan's individual description. If a plan calls for a Saving Throw, the save DC is...your Intelligence modifier + your Proficiency bonus. This is your plan DC.

Plans grow in power as you gain more levels. Each plan describes how it improves, and these enhancements are cumulative unless otherwise noted. Heroes multiclassing into Smart Hero have a cap on the level of effect that they can access.

Genius (Smart Level 1). Your incredible Genius allows you to devise and enact cunning plans that can accomplish what had seemed impossible—until you explain how your plans came to fruition.

You can enact any plan that you know by spending 1 Genius. The Smart Hero table shows how much Genius you have based on your level. Genius recharges when you finish a Long Rest. Provided you have Genius, you can use any of your plans without restriction.

Know-It-All (Mastermind Level 1). You have Advantage on all Ability Checks to recall information.

You're Doing It Wrong (Mastermind Level 1). When an ally that can see and hear you misses with an Attack, you can use your Reaction to instruct them on the proper technique, allowing them to reroll the Attack.

Mental Refresh (Smart Level 2). When you take a Short Rest, you can refresh your mind with a nice snack, a power nap, and/or some light reading. You regain 1 Genius point when you finish that Short Rest. You can do this only once before you finish a Long Rest.

Feats (Smart Levels 2, 4). You can choose two Minor Feats or one Major Feat (see Feats section). Some Feats have prerequisites that you must meet to take the Feat.

PLANS

These plans are available to all Smart Heroes. Plans represent the ability of the Smart Hero to anticipate situations and have preparations in place to deal with the challenges that face them. Players are not required to explain precisely how those arrangements came into being, but it can add a lot of fun to the game. The GM is welcome to help with this as well.

Each plan has some level of detail explaining how it can be used, but we encourage both players and the GM to invent new creative uses for these plans in keeping with the idea behind each of them. Doing so can lead to really

fun moments in roleplay and problem solving. However, the GM gets final say in just how far you can push the boundaries of your plans.

In this ***Quickstart Guide***, the generic plans for Smart Heroes and the Mastermind-specific plans have been mixed together. In the ***Everyday Heroes Core Rulebook***, each Smart Hero Class has its own set of specialized plans.

COORDINATED MANEUVERS

You already told your team exactly where to go in this very situation. When you enact this plan as a Bonus Action, you and each ally that can see or hear you can immediately move up to their movement speed. Opportunity attacks made in Reaction to this movement have Disadvantage. During a foot chase, each affected hero gains Advantage on Strength (Athletics) checks until the start of your next turn.

Plan Improvements

- **Level 5**: Each affected hero can perform Dash as a Bonus Action for the next 10 Rounds. Opportunity attacks made in Reaction to this movement have Disadvantage. During a foot chase, each affected hero gains Advantage on Strength (Athletics) checks for the next minute.

EXPECT THE UNEXPECTED

When you enact this plan as an Action, you prepare yourself for every form of Attack. For the next hour, your Defense bonus is +3.

Plan Improvements

- **Level 5:** The Bonus becomes +4. While this plan is active, you can use this Bonus in place of your Strength or Dexterity modifier when making a Saving Throw.

KNOW THE LAYOUT

You surmised that you were going to end up here, so—naturally—you carefully studied the blueprints. Or, perhaps, you have researched so many similar locations that you could perfectly predict the layout. When you enact this plan, which does not require any Action, the GM reveals one of the following facts of your choice:

- All entrances and exits from the building
- The number of guards normally stationed
- The type of security systems installed in the building
- Which floor of the building a given person or object is located on
- The location of all stairs and elevators in the building
- The location of one secret room or door within the building
- The fastest path from one location to another in the building

Plan Improvements

- **Level 3:** The GM reveals two facts of your choice.
- **Level 5:** The GM reveals three facts of your choice.

THE RIGHT TOOL

When you enact this plan as a free Action, you produce the perfect tool for the task at hand. The tool can be any piece of equipment that you can carry and afford with your Wealth Level. If it is a weapon, it is fully loaded. How did you get it? Maybe you brought it with you, or had it brought to you, or just knew exactly where to find it. You are smart that way.

Plan Improvements

- **Level 3:** You can produce up to two pieces of equipment.
- **Level 5:** You can produce up to three pieces of equipment. The equipment can have a price level of up to one level higher than your Wealth Level.

WHEN A PLAN COMES TOGETHER

After you enact any other plan, you may use this plan as a free Action to inspire your team. You and up to six of your allies that can see or hear you gain Temporary Hit Points equal to your Intelligence modifier.

Plan Improvements

- **Level 3:** You and your allies gain Temporary Hit Points equal to 1d4 + your Intelligence modifier instead.
- **Level 5:** You and your allies gain Temporary Hit Points equal to 2d4 + your Intelligence modifier instead.

I HAD IT POISONED

Thanks to your brilliant foresight and schemes, this plan can be enacted as a Reaction when one of the following occurs.



- When you or an ally that you can see makes a successful Attack with a weapon that does Piercing or Slashing damage to a target.
- After someone in the same room as you eats something, drinks something, or receives medical treatment.

When you enact this plan, choose one of the following poisons:

Common Hallucinogens. The target must succeed on a Constitution Saving Throw against your plan DC or be Sickened for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on a success.

Common Snake Venom. The target must make a Constitution Saving Throw against your plan DC, suffering 3d6 Poison damage (ignoring armor) on a failed save, and half as much on a successful one.

If you have an ingestible or injury poison in your inventory, you can choose to use that poison in place of one of the above. If you do, the target of the plan suffers the effects of that poison instead, using its normal save DC. This uses up the poison.

Plan Improvements

Level 3: You can choose one of the following poisons instead:

Common Spider Venom. The target must succeed on a Constitution Saving Throw against your plan DC or be Sickened for 1 minute. While Sickened in this way, the target suffers 1d6 Poison damage (ignoring armor) at the start of each of its turns. The target can repeat the Saving Throw at the end of each of its turns, ending the effect on a success.

Rare Hallucinogens. The target must succeed on a Constitution Saving Throw against your plan DC or be Sickened for 1 minute. The target is Blinded while Sickened in this way. The target can repeat the save at the end of each of its turns, ending the effect on a success.

Level 5: You can choose one of the following poisons instead:

Rare Snake Venom. The target must make a Constitution Saving Throw against your plan DC, suffering 6d6 Poison damage (ignoring armor) on a failed save, and half as much on a successful one.

Tranquilizer. The target must succeed on a Constitution Saving Throw against your plan DC or be Sickened for 1 minute. The target is Unconscious while Sickened in this way. The target wakes up if it suffers any Damage.

I HAVE THE PERFECT DISGUISE

When you enact this plan as an Action, you can reveal a disguise that you have prepared for the occasion. This disguise makes you look almost identical to another person that you have seen. The disguise can include facial prosthetics, a realistic wig, skin tone adjustments, and anything else required to mimic the chosen person. It can include any normal clothing or uniform, but any identification or badge does not hold up to more than cursory scrutiny. You can make yourself appear up to 3 inches taller or shorter, and up to 25% lighter or heavier, but the appearance does not hold up to any measurements. The disguise is purely visual; you can't change your voice.

You have Advantage on Charisma (Deception) checks to pretend to be the person that you are disguised as, as long as the target can see you.

Anyone trying to see through the disguise must use their Action to inspect your appearance and make an Intelligence (Investigation) check against your plan DC. If the check is successful, they see through the disguise. Otherwise, they believe the disguise.

The disguise lasts for 1 hour before pieces begin falling off and breaking apart, at which point it no longer functions.

Plan Improvements

- **Level 3:** You can add a voice modulator to your disguise, allowing you to mimic the chosen person's voice. You have Advantage on Charisma (Deception) checks to pretend to be the person that you are disguised as if the target can hear or see you. In addition, the disguise can make you appear to be up to 1 foot taller or shorter, and up to 50% lighter or heavier, which holds up to basic measurements, but not medical exams.
- **Level 5:** You can target up to two allies within 30 feet of you instead of yourself, or yourself and one ally within 30 feet, and give a unique disguise to each.

I LURED YOU INTO DANGER

You can enact this plan as a Reaction, when an opponent that is within 30 feet of you and that you are aware of moves closer to you, to cause the opponent to stumble into a cleaning cart, to trip over a mop, to get their foot stuck in a loose floorboard, and so on. That opponent must make a Dexterity Saving Throw against your plan DC, taking 2d6 Bludgeoning Damage (PV 1) on a failed save, or half as much on a successful one. In addition, on a failed save, the target falls Prone and their movement speed is reduced to 0 until the end of the current turn, ending their movement.

Plan Improvements

- **Level 3:** The Damage becomes 3d6.
- **Level 5:** The Damage becomes 5d6. You can affect an opponent up to 60 feet away.

THEY'LL NEVER SEE US COMING

When you enact this plan as an Action, you and any allies that you choose and that can see or hear you gain a +5 Bonus to Dexterity (Stealth) checks. This effect lasts for 10 minutes, or until you enact this plan again.

Plan Improvements

- **Level 3:** The Bonus lasts for 1 hour.
- **Level 5:** The Bonus becomes +10.



WISE SLEUTH

"The truth is strong medicine. It can make you whole, but it leaves a very bitter taste in your mouth."

—Kat Whitlock

Evil never sleeps, so neither do you. Your keen perception pierces the deceptions of the devious, and your own inner darkness gives you insight into the worst villains humanity has to offer. It's a dirty, demanding job, but someone's gotta do it.

The sleuth has the skills necessary to solve mysteries and avoid dangers. They are the most defensive of the Wise Heroes, loaded with abilities to help them stay alive. At higher levels they also gain offense to make them dangerous to unwary enemies.

WISE DEFENSES

- **Hit Dice:** 1d10 per hero level
- **Starting Hit Points:** 10 + Constitution modifier
- **Hit Points at Higher Levels:** 1d10 (or 6) + Constitution modifier per hero level after Level 1.
- **Defense (Know Your Enemy):** 10 + (Wisdom or Dexterity) modifier + Wise Hero Defense bonus

SLEUTH PROFICIENCIES

- **Saving Throws:** Intelligence and Wisdom
- **Skills:** Choose three from Arts and Crafts, Computers, Deception, Insight, Investigation, Perception, Security, Stealth, Streetwise, and Vehicles.
- **Equipment:** Basic Equipment
- **Investigative Expertise**: Choose one from Insight, Investigation, or Perception. You gain expertise in that skill. You must be proficient in a skill to take expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- **Equipment Pack:** Detective Pack
- **Weapons:** Heavy revolver pistol or hunting rifle



LEVELING UP

LEVEL	TALENTS	WEAK SPOT	PROFICIENCY BONUS	DEFENSE BONUS	FOCUS
1	Concentration, Deduction, Focus, Sixth Sense, Weak Spot	1d6	+2	+2	2
2	One Step Ahead, Feats	1d6	+2	+2	3
3	Alert, Investigative Expertise	2d6	+2	+2	4
4	Feats	2d6	+2	+2	5
5	Roll With It	3d6	+3	+3	5

TALENTS

Concentration (Wise Level 1). When you fail a Wisdom Ability Check, you can spend 1 Focus to reroll that check. This can be used only once per Ability Check.

Deduction (Sleuth Level 1). When you fail an Intelligence Ability Check, you can reroll that check. This can be done only once per Ability Check.

Focus (Wise Level 1). You have Focus points equal to the number shown on the Wise Hero table, which can be spent to use your Concentration Talent, as well as Talents granted by your Class. All your Focus recharges whenever you finish a Short or Long Rest.

Sixth Sense (Sleuth Level 1). You gain the following benefits:

- You can use Wisdom instead of Dexterity for any Attack or Damage Roll you make with weapons that don't have the heavy property.
- You can use Wisdom instead of Dexterity when you roll for Initiative.
- You can take the Search Action as a Bonus Action.

Weak Spot (Sleuth Level 1). As a Bonus Action, you can spend 1 Focus to gain Advantage on your next Attack Roll against one opponent that you can see. If that Attack hits, you deal an additional 1d6 Damage.

The amount of extra Damage increases as you gain levels in this class, as shown in the Weak Spot column of the Sleuth Leveling Up table above.

One Step Ahead (Wise Level 2). You can choose not to fall Prone when you take the Dive for Cover Reaction.

Feats (Wise Levels 2, 4). You can choose two Minor Feats or one Major Feat (see Feats section). Some Feats have prerequisites that you must meet to take the Feat.

Alert (Sleuth Level 3). You cannot be Surprised.

Investigative Expertise (Sleuth Level 3). Choose one from Insight, Investigation, or Perception. You must be proficient in a skill to take expertise in that skill.

Roll With It (Sleuth Level 5). When you take Damage from an Attack, you can use your Reaction to halve the Damage of that Attack against you.



CHARMING ICON

"I'm so cool I got penguins writing me postcards."

—Johnny Blaze



You are too cool for school, and a legend among those who know of you. You add a little something special to everything that you do—and you make sure that everyone knows about it. You are certain that you were born to be a hero.

The Icon offers an even mix of offense, defense, and social skills. Their abilities are unique, fun, and versatile. If you are looking for a powerhouse in combat, this is not the Class for you. But if you want to be wonderfully ridiculous, you've come to the right place!

CHARMING DEFENSES

- **Hit Dice**: 1d8 per hero level
- **Starting Hit Points**: 8 + Constitution modifier
- **Hit Points at Higher Levels:** 1d8 (or 5) + Constitution modifier per hero level after 1st
- **Defense (Not in the Face!):** 10 + (Charisma or Dexterity) modifier + Charming Hero Defense bonus

ICON PROFICIENCIES

- **Saving Throws:** Dexterity and Charisma
- **Skills:** Choose three from Acrobatics, Athletics, Arts and Crafts, Deception, Intimidation, Performance, Persuasion, and Streetwise.
- **Equipment:** Basic Equipment and Advanced Equipment
- **Celebrity Expertise:** Choose one from Arts and Crafts, Performance, or Persuasion. You must be proficient in a skill to gain expertise in that skill.

EQUIPMENT RECOMMENDATIONS

- **Equipment Pack:** Entertainer Pack
- **Weapons:** Pump shotgun or hand cannon

LEVELING UP

LEVEL	TALENTS	PROFICIENCY BONUS	DEFENSE BONUS	INFLUENCE DICE	TRICKS
1	Banter, Center of Attention, Influence, Tricks	+2	+1	2d6	2
2	Charm, Feats	+2	+1	3d6	2
3	Flinch	+2	+1	3d6	3
4	Feats	+2	+1	4d6	3
5	Advanced Combat Training, Improved Influence	+3	+2	4d8	3

CHARMING HERO TALENTS

Banter (Icon Level 1). As a Bonus Action, you can give your allies an opening by drawing the attention of an opponent within 60 feet of you that you are aware of and that can hear you. The next Attack that one of your allies makes against that target before the start of your next turn has Advantage.

Center of Attention (Icon Level 1). Whenever you desire, you can make yourself the center of attention. As long as you continue to speak, perform, or otherwise attract attention, enemies and bystanders that can see or hear you have Disadvantage on Wisdom (Perception) checks made against anyone and anything other than you.

Influence (Charming Level 1). You have two Influence dice, which are d6s. An Influence die is expended when it is rolled. You regain all your expended Influence dice when you finish a Short or Long Rest.

You gain additional Influence dice as you gain levels, as shown in the Charming Hero's Leveling Up table above.

Tricks (Charming Level 1). You learn two tricks, chosen from your Class's list of tricks. You learn additional tricks as you gain levels, as shown on the Charming Hero's Leveling Up table above. Whenever you gain a level in Charming Hero, you can replace one trick that you know with another from your Class's list.

You can use only one trick during a single Attack, Saving Throw, or Ability Check.

The effect of each trick, as well as the Action that you must take to enact it, is included in the trick's individual description. If a trick calls for a Saving Throw, the save DC is your Charisma modifier + your Proficiency bonus. This is your **Trick DC**.

Charm (Charming Level 2). When you make a Charisma check, after rolling, but before determining the result, you can roll an Influence die and add it to your result.

Feats (Charming Levels 2 and 4). You can choose two Minor Feats or one Major Feat (see Feats section). Some Feats have prerequisites that you must meet to take the Feat.

Flinch (Icon Level 3). As a Reaction, when an opponent within 5 feet of you that can see you targets you with an Attack, you can cause that Attack to have Disadvantage. The opponent cannot change targets in response to you doing this.

Advanced Combat Training (Icon Level 5). Once during your turn, when you take the Attack Action, you can make two Attacks as part of that Action.

Improved Influence (Charming Level 5). Your Influence dice increase by one die step from d6s to d8s.

ICON TRICKS

Your Charming Hero level determines the number of Icon tricks that you know, as shown in the Tricks column of the Charming Hero's Leveling Up table above.

Do You Know Who I Am? When you ask someone to do a favor for you, as long as they are not overtly hostile, you can roll an Influence die to convince them to agree. The target must make a Charisma Saving Throw against your Trick DC. On a failed save, the target does the favor for you, no questions asked. The favor can be time-consuming, as long as it won't take more than an hour.

You can choose a number of the following properties for the favor that is equal to half of the result of the Influence die, rounded up.

- The favor can be expensive, as long as it is within the target's Wealth Level.
- The favor can be embarrassing, as long as the embarrassment won't cost the target anything but pride.
- The favor can be dangerous, as long as it doesn't involve combat and there is a reasonable chance to avoid harm.
- The favor can be illegal or could get the target in trouble, as long as there is a chance of not getting caught.

Frightening Blow. When you hit an opponent with an Attack, you can attempt to scare the target. Roll one Influence die and add the result to the Damage dealt, and the target must make a Wisdom Saving Throw against your Trick DC. On a failed save, the target is Frightened of you until the end of your next turn.

Insult to Injury. When you hit a target that can hear you with an Attack, you can roll an Influence die and add it to the Damage of that Attack. In addition, the target has Disadvantage on Attack Rolls until the end of your next turn.

Magnetic Personality. As a Bonus Action, you can roll an Influence die to trick an opponent that is within 60 feet of you and can hear you into coming closer. The target must make a Wisdom Saving Throw against your Trick DC. On a failure, it must move up to its speed toward you, taking the safest path. If there is no safe path, it does not move. Whether the target succeeds or fails, add the Influence die result to the next Attack Roll you make against the target during this turn.

Taunting Blow. When you hit an opponent with an Attack, you can goad that opponent into attacking you. Roll one Influence die and add the result to the Damage dealt. The target of the Attack must make a Wisdom Saving Throw against your Trick DC. On a failed save, the target has Disadvantage on all Attack Rolls against targets other than you until the end of your next turn.

Watch This. After you make an Attack Roll, Strength (Athletics) check, or Dexterity (Acrobatics) check, but before determining the result, roll an Influence die and add it to your result. At least one other person must be able to see you to use this trick.

FINISHING TOUCHES

You have now made all the important game choices for your hero! Next up, we have a few calculations to do, some finishing touches with mechanics that will make your hero complete, and a look at ways to flesh out your hero's personality and history.

LANGUAGES

Every hero knows their native language and one additional language of their choice. Heroes can gain additional languages from Backgrounds, Professions, and Feats.

SPEED

Your speed is 30. This is how many feet of movement you get each round of combat. It's the equivalent pace of a fast walk or jogging.

PASSIVE PERCEPTION

Passive perception is used by your Game Master to secretly determine if your hero is able to notice hidden dangers or opportunities without you having to say that you are actively doing so.

Passive Perception Formula

10 + Perception Skill Bonus

EQUIPMENT

It is a good idea to outfit your hero with some basic gear to carry around with them on a day-to-day basis, as well as with whatever equipment they might use when facing a fight. You should talk to your Game Master before starting an adventure to find out what kind of equipment makes sense for the adventure.

PERSONA

Many of the most important aspects of heroes are not covered by the rules of **Everyday Heroes**. These are the traits, both internal and external, that make up a hero's personality and character. Here, we offer you 9 aspects of your hero's persona to consider, arranged roughly in the order in which we think directly enhances game play. You are free to think through any or none on this list, but we do encourage you to consider at least the first three aspects carefully.

Persona Definitions

- **Motivation.** What drives your hero to do the things that they do?
- **Attachments.** With what people, places, or things does your hero feel a personal bond?
- **Biography.** What has your hero's life's journey been thus far?
- **Beliefs:** What core beliefs shape the ways that your hero sees, understands, and responds to the world around them?
- **Role.** What role does your hero see themselves playing in society?
- **Appearance.** What does your hero look like, both to themselves and others?
- **Virtues.** What makes you a good person?
- **Flaws.** What makes you a flawed person?
- **Quirks.** What makes you a little bit strange or different?

However, don't feel like you must determine all this information right away. It is perfectly reasonable to leave some areas blank and get a better feel for your hero—who they are, where they have been, and where they are going in their life—as you play them. Also, even if you think that you have your hero all figured out from the beginning, do not be afraid to let them grow and change, just as people do, with their experiences as the adventure progresses.

Game Masters can also find inspiration here for creating memorable NPCs and Villains to enrich the game's feel and immersion. Heroes are not the only imaginary characters to have personalities and dreams and feelings!

EQUIPMENT

The range of gear and equipment available to modern heroes is nearly endless. This ***Quickstart Guide*** includes just a sampling of commonly used items found in the ***Everyday Heroes Core Rulebook***. In **Everyday Heroes**, the term "equipment" is generally used for the weapons, explosives, and armor that heroes use in combat, while the term "gear" covers everything else.

Heroes are assumed to live in the modern world, which means that they would likely own far more stuff than anyone would ever want to write down on a character sheet. Try to focus on items that you think would be useful for your hero's current adventure. And remember: modern heroes have access to anything that they could reasonably purchase online or in a store—if they have the time to go shopping, that is!



GEAR PACKS

Gear Packs are small prepackaged collections of items that help you get ready for adventure quickly. They contain common sets of gear and equipment typical of, or useful for, a particular kind of hero. This ***Quickstart Guide*** does not contain rules for Vehicles, but you can find extensive vehicle rules, including rules for exciting car chases in the ***Everyday Heroes Core Rulebook***.

BADASS PACK

- **Clothes.** Jeans, tank top, steel-toe boots
- **Gear.** Bag stuff, pocket stuff, utility knife
- **Vehicle.** An old muscle car
- **Weapons.** None
- **Armor.** Heavy leather jacket (armored clothing)

DETECTIVE PACK

- **Clothes.** Business casual shirt and pants, overcoat, rugged shoes
- **Gear.** Bag stuff
- **Vehicle.** Common car, car stuff, evidence kit
- **Weapons.** Heavy Revolver, stun gun
- **Armor.** None

ENTERTAINER PACK

- **Clothes.** Stylish clothing and footwear, a brimmed hat or cap
- **Gear.** Bag stuff
- **Vehicle.** A sports car (or common car for –2 price level), car stuff

- **Weapons.** Pepper spray
- **Armor.** None

EXECUTIVE PACK

- **Clothes.** Designer dress or suit
- **Gear.** Bag stuff, pocket stuff, expensive watch
- **Vehicle.** Luxury car
- **Weapons.** None
- **Armor.** None

UNDERWORLD PACK

- **Clothes.** Stylish club outfit, trendy jacket, fashionable shoes, concealed carry holsters
- **Gear.** Bag stuff, pocket stuff, stylish watch
- **Vehicle.** A sedan with tinted windows
- **Weapons.** Two concealed-carry pistols
- **Armor.** Ballistic vest, medium

SOLDIER PACK (ON-DUTY MILITARY PERSONNEL ONLY)

- **Clothes.** Military fatigues, combat boots
- **Gear.** Soldier's kit
- **Vehicle.** 4WD vehicle
- **Weapons.** Assault rifle, 2 fragmentation grenades
- **Armor.** Ballistic vest, heavy

POCKET STUFF

"Pocket stuff" is a catch-all term that represents the kinds of things that people normally carry around in their pockets. Exactly what it consists of depends on the historical period and the type of person that the hero is. It should not include weapons or other combat equipment, nor unusual or specialized gear.

Typical modern pocket stuff: Wallet, ID, credit cards, cash, receipts, smart phone, keys, utility knife, watch, a comb or brush, small grooming items.

WEALTH LEVEL

A hero's wealth level represents their overall standard of living due to income or saved wealth. The higher the level, the more financial resources they have at their disposal. Your hero's wealth is based on their Profession. Having wealth means that you can easily acquire, or may already own, equipment and goods that someone of your Wealth Level could easily afford. Let's look at what these Wealth Levels represent.

WEALTH LEVEL	DESCRIPTION
1	You are considered poor and everything is a financial struggle for you.
2	You are getting by, but rarely have extra money. You can afford the things you need, but not a lot more.
3	You are solidly middle income. You could afford to buy a modest house, and own a decent car.
4	You are moderately wealthy. You can easily afford a nice home, multiple cars, and have solid savings.
5	You are quite wealthy and can afford an extravagant home, vehicles, and significant luxuries.
6	You are fabulously wealthy to the point that you can buy whole companies like most people buy groceries.

MAKING PURCHASES

When your hero wants to buy something, compare their Wealth Level to the Price Level of the product or service that they want to buy. If their Wealth Level is equal to or higher than the Price Level, then they can afford it. It is that simple. This ***Quickstart Guide*** mostly includes Price Levels for equipment that heroes might need for combat situations or for iconic items like vehicles, but the Game Master can set the price for anything that a hero wants to acquire. Use common sense to think about what things cost in real life, and then about what Wealth Level, according to the table above, would be needed to afford them.

EQUIPMENT PROPERTIES

Most equipment has one or more of the following properties, which are generally referenced by the game rules. Also a piece of equipment may have its own special rules that pertain to how it works.

Ballistic. Ballistic armor can only be used to make Armor Saving Throws against Ranged attacks.

Blinding. Blinding weapons use chemical agents or intense light to temporarily blind opponents. In addition to the listed Damage, the target must make a Constitution Saving Throw (DC...attacker's Proficiency bonus + attacker's Dexterity modifier) or be Blinded for 1 minute. A target can repeat the Saving Throw at the end of each of its turns, ending the effect on a successful save. Chemical blinding agents are ineffective against anyone wearing a full face covering or eye protection. Blinding weapons do not add an Ability Score Bonus to their Damage Rolls.

Light. Light weapons are small enough for a hero to effectively wield one in each hand. For details, see "Bonus Action: Off-Hand Attack."

Loud. Loud weapons can be heard up to 2 miles away and are easily detected through building walls.

Finesse. When you use a weapon with the Finesse property to make a Melee attack, you can choose to use your Dexterity instead of Strength modifier for the Attack and Damage Rolls.

Full-Auto. A full-auto mechanism cocks the gun and loads a new round from the magazine each time that a round is fired. The gun fires continuously as long as the trigger is held down. This feature allows you to use the Suppressive Fire Action.

Grenade. Grenades are explosives designed to be charged and then quickly thrown or launched. They require one hand to throw, and a free hand to charge them. Explosives have different Attack rules, which are detailed in the section on Combat Rules.

Heavy. Heavy weapons are especially large and difficult to wield. Anyone with less than 15 Strength has Disadvantage on Attack Rolls while wielding a heavy weapon. Heavy firearms can be fired without this penalty if they are fired from a stationary position, braced on the ground or a sturdy platform.

Indirect. Indirect weapons are almost always some kind of Thrown explosive. See the special rules for targeting and attacking with Thrown explosives.

Restricted. This equipment is limited to police and military in most or all of the US, and in many other jurisdictions worldwide. Even where a piece of Restricted equipment isn't expressly illegal, it still raises eyebrows and draws attention when in the hands of anyone but known authority figures.

Semi-Auto. A semi-auto mechanism cocks the gun and loads a new round from the magazine each time that a round is fired. Each pull of the trigger fires one bullet.

Slow-Firing. A slow-firing weapon requires significant time for preparing each shot. As a result, you cannot make an Attack with a slow-firing weapon more than once during your turn, even if you have the Advanced Combat Training Talent.

Stunning. Stunning weapons use electrical pulses to temporarily incapacitate opponents. In addition to any Electrical damage, a Medium size or smaller target must make a Constitution Saving Throw (DC...Proficiency + Dexterity modifier) or gain the Stunned condition until the end of their next turn. Stunning weapons do not add an Ability Score Bonus to their Damage Rolls.

Thrown. Melee weapons that have the Thrown property can be used either for a Melee attack or thrown at an opponent as a Ranged attack. If thrown, they use the same ability modifier for Attack and Damage as for a Melee attack. For example, a hatchet uses your Strength modifier whether you make a Melee or Thrown attack. If you throw a dagger, the Attack can use either your Strength or your Dexterity modifier, since the dagger has the Finesse property.

Weapons with the Thrown property have their range noted in feet in parentheses (normal/long range). You must be holding the weapon to throw it. Once thrown, the weapon must be recovered before it can be thrown again.

Two-Handed. These weapons require two hands to make an Attack, but they can be carried in one hand.

Versatile. These melee weapons can be used with one hand or two. When used with two hands, they deal the additional Damage listed in parentheses.



BASIC EQUIPMENT

Basic combat equipment includes items that are both highly accessible and fairly common among civilians and are also somewhat less effective than Advanced or Military Equipment.

BASIC WEAPONS

Weapon	Damage	Range	Rounds	Reload	PV	Properties	Price
Combat Knife	1d6 slashing				1		1
Pepper spray	1d4 poison	10	10	—	0	Blinding	1
Pistol, heavy revolver	1d10 ballistic	100/200	6	Action	3	Loud	2
Rifle, hunting	1d10 ballistic	750/2200	6	Bonus	4	Loud, Slow-Firing, Two-Handed	2
Stun gun	1d4 electrical	—	—	—	0	Finesse, Stunning	1
Unarmed Strike	1d4 bludgeoning	—	—	—	1	Light, Finesse	0

BASIC ARMOR

Armor	Armor Value	Price	Properties
Armored Clothing	1	—	1

ADVANCED EQUIPMENT

Advanced combat equipment is legal for civilians to use but is considerably more effective, more complicated, or simply less common than basic equipment.

ADVANCED WEAPONS

Weapon	Damage	Range	Rounds	Reload	PV	Properties	Price
Fire ax	1d8 slashing	—	—		2	Versatile (1d10)	1
Pistol, concealed carry	1d8 ballistic	100/200	8	Bonus	2	Light, Loud, Semi-Auto, Versatile (1d10)	2
Pistol, hand cannon	1d12 ballistic	100/200	7	Bonus	3	Loud, Semi-Auto	3
Rifle, tactical	1d12 ballistic	600/1200	30	Bonus	3	Loud, Semi-Auto, Two-Handed	3
Shotgun, pump-action	2d6 ballistic	200/400	9	Action	3	Loud, Shot, Two-Handed	2
Thrown explosive	per explosive	40/80	—	—	—	Indirect	—

ADVANCED EXPLOSIVES

Explosive	Damage	PV	Radius	Properties	Price
Grenade, Smoke	—	—	15 feet	Grenade, Special	1

ADVANCED ARMOR

Armor	Armor Value	Properties	Price
Ballistic vest, Medium	3	Ballistic	2

HISTORICAL EQUIPMENT

Historical combat equipment includes any item that is no longer commonly used by military forces or in civilian life. While deadly, training with them is usually limited to hobbyists.

HISTORICAL WEAPONS

Weapon	Damage	Range	Rounds	Reload	PV	Properties	Price
Longbow	1d10 piercing	250/750	—	—	1	Two-Handed	2
Sword	1d8 slashing	—	—	—	1	Versatile (1d10)	3

IMPROVISED EQUIPMENT

Improvised equipment includes anything that is not normally used as a weapon in combat. The type and amount of Damage depends on the type and size of the object used.

IMPROVISED WEAPONS

Weapon	Damage	Range	Rounds	Reload	PV	Properties	Price
Chainsaw	1d12 slashing				2	Heavy, Loud,Two-Handed	2
Thing, tiny ouchie	1d4 variable	40/80			1	Finesse, Light, Thrown (40/80)	0
Thing, medium hurtful	1d8 variable	50/100			1	Thrown (50/100), Versatile (1d10)	0

ADVANCED EQUIPMENT

Advanced combat equipment is legal for civilians to use, but it is considerably more effective, more complicated, or simply less common than basic equipment.

MILITARY WEAPONS

Weapon	Damage	Range	Rounds	Reload	PV	Properties	Price
Machine gun, light	2d6 ballistic	900/1,800	30 or Belt	Bonus or Action	3	Belt, Full-Auto, Heavy, Loud, Restricted, Two-Handed	3
Rifle, anti-materiel	2d10 ballistic	2,000/6,000	10	Action	5	Heavy, Loud, Semi-Auto, Stationary, Two-Handed	4
Rifle, assault	1d12 ballistic	900/1,800	30	Bonus	3	Burst 3, Full-Auto, Loud, Restricted, Two-Handed	2
SMG	1d10 ballistic	100/200	30	Bonus	2	Burst 3, Full-Auto, Loud, Restricted	3
Thrown explosive	per explosive	40/80	—	—	—	Indirect	—

MILITARY EXPLOSIVES

Explosive	Damage	PV	Radius	Properties	Price
Grenade, fragmentation	4d8 explosive	3	20 feet	Grenade, Loud, Restricted	1

MILITARY ARMOR

Armor	Armor Value	Properties	Price
Ballistic vest, heavy	4	Ballistic	3



GEAR

Gear includes just about anything that heroes might need. It is usually up to the Game Master to decide when gear is needed or is helpful for a given task. We have a few of the most common gear kits here for the ***Quickstart Guide***.

GEAR KITS

Kits	Price Level	Bulk
Burglar's kit	2	3
Camping kit	2	4
First Aid kit	1	2
Police kit	3	2
Soldier's kit	3	4
Surveillance kit	3	2

Burglar's Kit. This set of tools proves useful for breaking into cars and homes that have minimal security. A typical kit might include a tough canvas bag, set of lock picks, crowbar or sturdy screwdriver, Slim Jim, window-breaking tool, bolt cutters or angle grinder, can of spray paint, mask, and gloves.

Camping Kit. A camping kit typically fits into a frame backpack and is designed to make spending time outdoors comfortable and fun. Camping kits contain such things as a flashlight, compact shovel, tent, sleeping bag, camp stove with fuel, hand radio, batteries, GPS unit, camp stool, food, water purification filter or bottled water, binoculars, hand warmers, gloves, change of clothes, soap, and solar charger.

First Aid Kit. A first aid kit helps treat injuries and the symptoms of illness at home or in the field. Sizes range from tiny survival kits to large EMT kits. The entry assumes a briefcase-sized kit.

A First Aid Kit is required gear for some uses of the First Aid Action and specific Actions from Feats, Class Talents, and Professions. Usage calls for an Intelligence (Medicine) or Wisdom (Survival) check.

Police Kit. The police kit contains the items a typical US law enforcement officer might carry with them when on duty outside the station. The centerpiece is a duty belt that holds most of the items. The kit includes uniform, body camera, watch, set of handcuffs, zip ties, two weapon magazines, pepper spray, flashlight, latex gloves, mini-first aid kit, utility knife, and radio.

Soldier's Kit. Soldiers carry a lot of equipment when deployed for combat. Exactly what they carry depends on the mission, their role in their unit, and the environment in which they are fighting. This kit offers the essentials, including a frame backpack, combat fatigues, military ID, chemlight, ear and eye protection, multitool, notebook and pen, a woobie (a blanket/poncho), seven magazines of ammunition, night vision goggles, batteries, rations for three days, water, first aid kit, hygiene kit, snacks, and—for the unit leader only—a two-way radio.

Surveillance Kit. As technology advances, surveillance grows more pervasive. Cameras and microphones can be hidden nearly anywhere, and computer hacking can access the ever-growing number of smart surveillance devices found in every business and home. A typical surveillance kit includes tiny remote cameras, hidden microphones, trackers, batteries, receivers, and transmitters.

GAINING LEVELS

Heroes gain a level when they reach a Milestone. A Milestone occurs at a significant moment in a story in which the heroes have overcome many trials and become stronger as a result of their efforts and experience. The GM is in control of when Milestones occur, but they are most often awarded at the end of an adventure or when the heroes have achieved a major objective in the midst of a longer campaign.

What you get when you gain a level:

- Additional Hit Points (Archetype)
- Additional Hit dice (Archetype)
- Defense Bonus advancement (Archetype)
- Proficiency bonus advancement (Archetype)
- New Feats (Archetype)
- New Talents (Archetype and Class)
- Talent Advancement (Class)

In this ***Quickstart Guide***, Archetype and Class are combined, so your Class entry will provide all the information that you need to level up. The values listed in the Class Tables show the total value of a Bonus at a given level. You do not add level 1 Defense bonus or Proficiency bonus to level 2; rather, level 2 shows the complete Bonus. The same is true for other level-based numerical values like Damage dice, Genius points, and other similar values.

FEATS

Feats are used to customize heroes as they gain levels. Most heroes acquire Feats at every even-numbered level. Feats come in two sizes: Minor Feats and Major Feats. When acquiring a Feat, heroes can usually pick either one Major Feat or two Minor Feats.

Feats in **Everyday Heroes** are divided into three broad categories: Basic Feats, Advanced Feats, and Multiclass Feats. This ***Quickstart Guide*** includes two types of Feats: Basic Feats and Advanced Feats. Basic Feats offer core mechanical benefits, while Advanced Feats offer unique talents. The ***Everyday Heroes Core Rulebook*** includes more than 100 Feats to choose from, including Multiclass Feats, which allow you to learn talents from other Archetypes and Classes.

BASIC FEATS

ABILITY SCORE TRAINING (MINOR FEAT)

You have trained your mind and/or body to increase your overall human potential.

- Each time you take this Feat, you can increase any Ability Score by 1 to a maximum of 20.

ADVANCED SKILL TRAINING (MINOR FEAT)

You love to acquire new skills and abilities through constant study and practice.

- Each time you take this Feat, you gain expertise in a skill of your choice that you are already proficient in.

EQUIPMENT TRAINING (MINOR FEAT)

You have trained to use various kinds of combat equipment.

- You gain Basic Equipment proficiency if you don't already have it.
- Choose one additional equipment proficiency from Advanced Equipment, Historical Equipment, and Improvised Equipment.
- If you already have Advanced Equipment, you may select Military Equipment.

INVESTMENTS (MINOR FEAT)

You have either made wise investments or come into an inheritance of some kind.

- Each time you take this Feat, you gain +1 Wealth Level (maximum 5).

SKILL TRAINING (MINOR FEAT)

You love to acquire new skills and abilities through constant study and practice.

- Each time you take this Feat, you gain proficiency in two skills of your choice.

SURVIVAL TRAINING (MINOR FEAT)

You have hardened yourself against various hazards.

- Each time you take this Feat, you gain proficiency with one type of Saving Throw of your choice.

ADVANCED FEATS

AWESOME REFLEXES (MINOR FEAT)

You have trained yourself to reflexively catch objects that come speeding at you, and you can even throw them back.

- When someone throws a weapon at you, you can spend a Reaction to try to catch it, then throw it back at the attacker. Before the attacker rolls to hit, make a Dexterity Saving Throw with a DC equal to the attacker's Defense. If you succeed, the attacker is hit and takes Damage from the Attack. If you fail, their Attack resolves normally.

GUNFIGHTER (MAJOR FEAT)

You have an itchy trigger finger and can shoot well in close quarters.

- You don't suffer Disadvantage for attacking with a pistol against an adjacent opponent.
- You can take a Bonus Action and treat any firearm you wield that does not have the Slow-firing property as if it had the Burst 3 property until the end of your turn.

HEALTHY (MAJOR FEAT)

Through rigorous activity and good living, you have become more resilient to injury and fatigue in battle.

- On taking this Feat, increase your hit point maximum by 2 per character level.
- Each time you gain a level, increase your hit point maximum by 2.

POWER SLAM (MAJOR FEAT)

You have a knack for slamming people violently into the ground and tackling them with great force.

- You have Advantage on shoving/tripping attempts.
- If you successfully Shove or Trip an opponent, you can deal Damage to them as if you had hit them with an Unarmed Strike.

RENAISSANCE THINKING (MINOR FEAT)

You are able to look at challenges from both a philosophical and intellectual approach.

- You can substitute your Intelligence modifier for your Wisdom modifier and vice versa when making Ability Checks with skills in which you are proficient.

SIGNATURE WEAPON (MAJOR FEAT)

You are dedicated to the use of a specific weapon and feel more confident when wielding it.

Choose a specific weapon as your signature weapon, describe it, and give it a name. All further benefits of this Feat require you to be wielding this weapon.

- You can ignore one source of Disadvantage when making an Attack Roll.
- You have Advantage on Ability Checks to avoid being disarmed.
- You have Advantage on Charisma (Intimidation) checks.
- Your signature weapon will not break as a result of your own Actions, Abilities, or Class Talents.

If some horrible foe or other calamity destroys your precious signature weapon, you can designate and name a new one after an appropriate mourning period of 1 week.





CORE RULES

ABILITY CHECKS

Ability Checks are the most common type of Success Roll in **Everyday Heroes**, and they are used to see if a hero succeeds at some challenging activity.

When you are asked to roll an Ability Check by the Game Master, the GM will do two things: specify which of the six Abilities you need to roll for, and give you a **Difficulty Class** (DC) number. The DC is the target number that you want to beat or match with the result of your Ability Check. Remember, your result is your roll **plus** your Ability Modifier. So, roll a "DC 15 Strength check," means that you should roll a d20 and add your Strength modifier to it. If the result is 15 or higher, you succeed at the check.

> **Example:** *Mack Williams wants to try to break down a locked door by ramming it with his shoulder. The Game Master calls for Mack to roll a DC 20 Strength check. Mack rolls a 17 and adds their Strength Bonus of +3. This gives a result of 20, which is a success. Mack easily breaks down the door.*

SUCCESS AND FAILURE

These next points are mostly for Game Masters, but they are good for both GMs and players to understand.

Most of the time, "success" means that the hero accomplishes their goal or gets a good outcome from their Action. Likewise, most of the time, "failure" means that the hero fails at their goal or gets a poor outcome from their Action. That said, there are areas of gray. A failure could mean that the hero succeeded at an Action that turned out to have negative consequences. A success could mean the hero didn't achieve exactly what they wanted, but they still achieved some generally positive result.

The most important part of a Success Roll is the drama and suspense created by the possible outcomes. So, you should use Success Rolls to determine outcomes when both the possible good and the possible bad results of an Action make the adventure more fun and exciting. You shouldn't, for example, make checks for doing everyday things like driving to work or making breakfast. And you definitely shouldn't make checks for things that would ruin the story if the hero doesn't succeed!

Finally, Ability Checks are great for situations in an adventure when a hero must do things that the player cannot do. For example, the hero might be a great chess player, even though the player has no idea how to play chess. If the hero faces off against a villain over a game of chess, an Ability Check is a good way to determine if the hero can checkmate the opponent. But if the player is also good at chess, the Game Master might not need to call for an Ability Check. The player could describe exactly how they beat the villain, and the GM could simply decide that the hero is successful, based on the player's excellent description.

SKILLS

There are 22 skills in **Everyday Heroes**, which represent broad areas of training and knowledge in which heroes may become proficient. Each hero will have a number of skill Proficiencies and sometimes Expertise. Being "Proficient" in a skill means that you have some training or experience in it, while having "Expertise" means that you are highly trained and experienced in that skill category.

Skills come into play when heroes are making Ability Checks. If your hero is Proficient with a skill that is useful for the Ability Check that you are making, you can add your Proficiency bonus to determine your result. If your hero has Expertise in a useful skill, you can add double your Proficiency bonus to determine your result.

You can benefit from only one skill on any given Ability Check. But skills categories are intentionally broad, and it is often possible to overcome a given challenge by using different skills. For example, if there is a need to get past a security camera undetected, one hero might use Computers to hack it, another might use Security to trick it, and yet another might use Stealth to sneak past it.

Your character sheet lists a default Ability Check for each skill. The default is the Ability Check to which the skill most commonly applies. However, this doesn't mean that it is the *only* Ability Check that it can apply to. Your character sheet also lists your hero's Ability Modifier for the default Ability of each skill. And, if your hero is Proficient or has Expertise in that skill, the character sheet has already added in the appropriate Bonus.

> **Example:** *Kat Whitlock is searching an abandoned hospital for clues to the location of a mysterious serial killer. The Game Master calls for a DC 15 Intelligence (Investigation) check. The player looks at their character sheet and sees that they are proficient in Investigation, and that their total Bonus is +6. They roll a 12 on their check and add their Bonus for a result of 18: success! The GM then describes how Kat finds a strange shrine made of bones in the basement of the building.*

Now, let's take a look at what each skill is about and at least some of the situations in which it can be used.

ACROBATICS

Acrobatics covers physical activities that involve quick movement, balance, eye-hand coordination, and grace. Heroes proficient in acrobatics might be gymnasts, skateboarders, or dancers. Acrobatics could be used to walk a tightrope, to leap off a building safely, or to escape from being tied up.

ARTS AND CRAFTS

Arts and Crafts includes knowledge of the arts and skills that are used to create beautiful, hand-crafted objects. Heroes with these skills include both professionals and dedicated hobbyists. Arts and Crafts could be used to create a painting, to forge someone's signature, or to evaluate a piece of art.

ATHLETICS

Athletics includes a wide range of physical activities that require physical strength and speed. Heroes proficient in athletics are typically avid sports or health enthusiasts, or professional athletes. Athletics could be used to kick open a door, to wrestle with an opponent, or to win a foot race.

COMPUTERS

Computers cover just about anything to do with computers and other information systems. Thanks to the advent of expert software, computer skills can be used to overcome a wide variety of challenges. Computers could be used to do online research, to hack into a database, or to blow up a post on social media.

DECEPTION

The art of deception is the skill of creating false beliefs, and it is useful for more than simply lying. While deception comes naturally to most people, heroes with

this proficiency are especially cunning. Deception could be used to tell a convincing lie, to disguise oneself, or to win at poker by bluffing.

ENDURANCE

Endurance is the ability to withstand hardship and continue to function at a high level of physical performance. Athletes or other professionals that train their bodies to resist fatigue and to perform under especially difficult conditions may have Expertise in endurance. Endurance could be used to hold your breath, to fight off exhaustion, or to win an eating contest.

INSIGHT

The skill of Insight is about having an intuitive understanding of other people: their motivations, how they think, and why they behave as they do. It is commonly used to guess if others are lying and to understand others' motivations. Insight could be used to see through deception, to guess someone's next move, or to create a great marketing campaign.

INTIMIDATION

The art of Intimidation involves manipulating people through fear. This can be as subtle as adopting a posture that gives others the impression of authority, or as direct as extracting information from a prisoner by threat of torture. Intimidation could be used to interrogate a prisoner, to avoid a fight, or to get money from people.

INVESTIGATION

Investigation covers abilities that are used in solving logical puzzles, finding hidden secrets, and systematically analyzing information. This skill is a mainstay of detectives, spies, and investigative journalists. Investigation could be used to find hidden clues, to break secret codes, or to solve a puzzle.

MECHANICS

Mechanics covers a wide range of disciplines that involve designing, building, and fixing useful mechanisms and machines. Heroes with this skill are happiest when they have a good set of tools and a practical problem to solve. Mechanics could be used to repair a car, build a machine, or analyze a structure.

MEDICINE

Medicine typically refers to modern Western medicine, but it can include other medical practices from around the world. Heroes proficient in medicine tend to work or volunteer their services in some medical field. Medicine could be used to render first aid, to diagnose illnesses, or to create a personal diet plan.

NATURAL SCIENCES

Natural Sciences include the "hard" sciences, through which we seek to understand the nature and operations of the material world. While knowledge gained through research is the primary focus for most heroes with this skill, there are many practical applications for this knowledge when in the field. Natural Sciences could be used to identify a plant, solve a math problem, or build a bomb.

PERCEPTION

Perception is all about a hero's ability to be aware of their environment through their senses . Heroes proficient in Perception have trained themselves to observe and remember minute, but important details in their surroundings, and to maintain a high level of awareness at all times. Perception could be used to spot a hiding enemy, discover a secret door, or read the fine print in an insurance policy.

PERFORMANCE

Performance is about entertaining an audience, even if it is only an audience of one. Heroes with this proficiency can use this skill to monopolize and manipulate people's attention and emotions. Performance could be used to play an instrument, impersonate another person, or seduce a spy.

PERSUASION

Heroes who are proficient in Persuasion have learned how to manipulate and convince others to do what the hero wants. Persuasion is something that everyone can do, but heroes with this skill are particularly adept at getting their way in any social situation. Persuasion could be used to win a debate, to get someone's help, or to get a raise at work.

SOCIAL SCIENCES

These are the "soft" sciences that study how individuals, societies, and social relationships work. Heroes proficient in these skills are often members of academia, public service professionals, or lovers of foreign cultures. Social Sciences could be used to provide therapy, to recall historical information, or to practice law.

SECURITY

Security is about skills used in both creating and defeating security systems, from simple locks to motion detectors and facial recognition systems. Heroes with this skill are typically either criminals or the security experts that are hired to stop them. Security could be used to pick a lock, to set or disarm an alarm system, or to recover someone's online identity.

SLEIGHT OF HAND

Sleight of Hand skills have been used to entertain audiences and to commit petty crimes since the dawn of human interaction. Heroes with this talent are adept at nearly anything that requires quick and deft hands. Sleight of Hand could be used to perform a magic trick, to pick a pocket, or to juggle knives.

STEALTH

Stealth is the art of going unnoticed by others, either by remaining unseen or by blending into the environment. Heroes trained in stealth include the likes of hunters, scouts, soldiers, and rogues. Stealth could be used to sneak up on a guard, to conceal a weapon, or to blend into a crowd.

STREETWISE

Streetwise skills are about understanding and surviving urban environments. Heroes with this skill proficiency understand the workings of cities and the ways of their inhabitants. They know where to find what they need and how to get what they want. Streetwise could be used to gather rumors, to buy illicit drugs, or to locate the pizza parlor favored by locals.

SURVIVAL

The skill of Survival is about staying alive in the wilderness by using nature to your advantage. Heroes with this skill feel at home in wilderness settings and know how to provide for and protect themselves, even in harsh environments. Survival could be used to hunt small game, to bivouac in the wild, or to identify a wild mushroom.

VEHICLES

Many people drive cars for transportation to work, but heroes who are proficient in Vehicles drive race cars, fly planes, pilot boats, and know how to get the best performance from any vehicle that they operate. Vehicles could be used to jump a motorcycle, to fly a plane, or to win a car chase.

PASSIVE CHECKS

Passive Perception is the most common type of a passive check, and it is a tool that is used most often by the Game Master at certain points in the adventure. Players don't roll these checks; instead, the Game Master compares the player's total Bonus in a skill, plus 10, to a secret Difficulty Class that the GM holds for these situations. Heroes that pass the check usually get some kind of special information from the Game Master or discover something that is otherwise hidden.

> **Example:** *Four heroes enter a room in an ancient temple complex, unaware that a trap awaits them. The GM doesn't want to tip the players off by calling for Wisdom (Perception) checks, but does want them to have a chance to notice the danger before the trap springs. So, the GM decides that a successful DC 15 Wisdom (Perception) check allows one of the heroes to notice the dried blood of earlier victims.*

CONTESTS

When two opponents are trying to best one another at a task, they roll Ability Checks as a contest. Instead of the Game Master assigning a DC to the checks, each opponent makes their check and the one who has the higher result is the winner. If the checks are tied, the GM might determine that no one wins the contest or that the situation over which the characters were competing remains unchanged.

Ability Checks made as a contest can be made using the same type of check for each side or a different check for each side. Under some circumstances, the GM might, for example, call for one opponent to roll an Ability Check, while the other opponent makes a Saving Throw. If a Saving Throw is used in a contest, a tie goes to the opponent making the Saving Throw..

Example: *The Denver Strangler is trying to force open a door while Saoirse O'Connor tries to keep it closed. The GM calls for a contest of Strength (Athletics) checks. The Strangler rolls a 12 and adds their Strength modifier and Proficiency bonus for a result of 17. Saoirse rolls a 15, but doesn't have proficiency in Athletics—and their Strength is low enough that it gives Saoirse a -1 penalty to the check, so that their result is only 14. The Strangler wins the contest and pushes the door open, forcing Saoirse away from the door.*

GROUP CHALLENGES

When a number of heroes are attempting the same task and could collectively succeed or fail, the GM might call for a group challenge. Each hero then makes an individual Ability Check against a DC set by the GM. If half or more of the heroes succeed, then all the heroes succeed as a team. Otherwise, all the heroes fail together.

Example: *Four heroes want to sneak up on a group of human traffickers meeting in a warehouse, so the GM calls for a DC 15 Dexterity (Stealth) group challenge. Sue, Kat, and Saoirse all succeed on their Dexterity (Stealth) checks, but Mack botches their roll with a result of 3. Even though Mack was a klutz, the other heroes keep their companion out of trouble, allowing the team to approach their adversaries undetected.*

GROUP CONTESTS

When two or more teams of opponents collectively oppose each other in a task, the GM can call for a group contest. In a group contest, the number of successes and failures against a set DC is tracked for the groups. Each participant in the contest makes their own Ability Check, adding a success to their team's total if they succeed, and subtracting a success if they fail. The team with the most net successes wins the contest.

Example: *Five heroes scramble to swim across a river, chased by corrupt police. The GM has each player roll a DC 15 Strength (Athletics) check for their hero, and the GM rolls the same checks for the four dirty cops chasing them. Three of the heroes succeed while two fail, leaving their final net successes at one. Two of the four cops also succeed, but two failures leave them with zero net successes, which means that the heroes get safely to the other side of the river as a team, while the police are still floundering in the water.*

HELPING

When a hero makes an Ability Check, another hero can help them, which grants Advantage to the hero making the check. The helper must have some reasonable means of giving the hero assistance, and the GM has discretion over what is reasonable in this situation.

SAVING THROWS

Saving Throws are another type of Success Roll. The Game Master will call for a Saving Throw when something bad is about to happen to a hero in order to see if the hero can resist or withstand what is happening.

As with Ability Checks, the GM can call for a Saving Throw based on any of the six Ability Scores. And like Ability Checks, Saving Throws will have a DC value. The hero will roll a d20 and add their Saving Throw modifier to determine the result. If the result is equal to or greater than the DC value, the hero resists. If the result is less, they do not.

A hero's Saving Throw modifier includes their Ability modifier and, if they are proficient, their Proficiency bonus.

STRENGTH SAVING THROWS

Strength Saving Throws are called for when a character is unexpectedly challenged by an effect that can be resisted with sheer physical power. For example, you might roll a Strength save to resist being tripped, to shield yourself from falling debris, or to avoid being pushed off a cliff.

DEXTERITY SAVING THROWS

Dexterity Saving Throws are called for whenever a character's quick reflexes or innate sense of balance can allow them to avoid danger. A successful Dexterity save can help you to avoid oncoming traffic, catch an incoming grenade, or cover your eyes before a bright light blinds you.

CONSTITUTION SAVING THROWS

Constitution Saving Throws are called for when a character needs to resist effects that can make them Sickened, gain Exhaustion, or impose other unhealthy conditions. You might roll a Constitution save to reduce

the Damage taken from poison, to avoid illness, or to resist being Stunned.

INTELLIGENCE SAVING THROWS

Intelligence Saving Throws are called for when a character must think clearly under difficult circumstances or is attempting to avoid being tricked. A successful Intelligence save lets you see through a deception, to respond deftly to an insult, or to avoid becoming confused.

WISDOM SAVING THROWS

Wisdom Saving Throws are called for when a character wants to resist emotional compulsion or manipulation, or they must rely on their intuition to overcome deception. You might roll a Wisdom save to identify a lie, to withstand a temptation, or to resist fear.

CHARISMA SAVING THROWS

Charisma Saving Throws are called for when a character's reputation, identity, or image are under attack in some way. A successful Charisma Saving Throw allows you to properly respond to being accused of a crime, to counter someone's defamatory statements, or to keep looking cool even while covered in mud.

DIFFICULTY CLASS (DC)

Activities that require an Ability Check or Saving Throw are made against a Difficulty Class (DC), which can be set by the GM, the rules, a player's talents, or the adventure. If your Success Roll or Saving Throw result is equal to, or higher than, the DC, you succeed at the task or resist the threat represented by the check. The following table shows typical DCs based on how challenging the event is.

TYPICAL DIFFICULTY CLASS VALUES

DIFFICULTY	DC
Very Easy	5
Easy	10
Challenging	15
Hard	20
Very Hard	25
Near Impossible	30

Generally speaking, higher level heroes will face more difficult challenges and thus have higher DC values on checks and saves. The table above is a good tool for Game Masters when creating adventures or improvising an Ability Check or Saving Throw during play.

INSPIRATION

Inspiration is something heroes can get while playing **Everyday Heroes**. You either have inspiration or you don't, and when you spend it, you lose it.

Heroes get Inspiration when their player or the hero does something that the GM really enjoys, or when the GM thinks that the hero has achieved something important for themselves in the story. It is a way for the GM to show appreciation and give a player a little reward that they can use later during the game to help their hero.

Players can spend Inspiration in three ways at any time.

- To reroll one of their Success Rolls
- To recover one spent Hit Dice
- To give Inspiration to another hero who needs it

The GM may invite players to spend their Inspiration to do something special and unique, or that might normally seem impossible. Players may also suggest spending Inspiration in situations in which they think it might be important and appropriate. This is all entirely at the GMs discretion.

CONDITIONS

Conditions are special states that alter a character's capabilities. They can apply to heroes and NPCs alike. All Conditions impose adverse effects, and these effects sometimes include other Conditions.

Whenever the GM or the players are unsure of the effect that a certain situation might have on characters, they can check this section for a Condition that might fit. The following list covers most of the common Conditions, but it is not exhaustive. Additionally, the GM may create Conditions as needed.

BLINDED

When a character cannot see or their normal visual sensory perception is somehow disabled, they are Blinded, and:

- The character can't see and fails any Ability Check requiring sight.
- The character has Disadvantage on Attack Rolls.
- Attack Rolls made against the Blinded character have Advantage.

BURNING

When a character's body or clothing are on fire, they are Burning, and:

- The character takes 1d4 Fire damage at the start of each of their turns. This Damage ignores armor.
- A DC 10 Dexterity, Wisdom (Survival), or Intelligence (Medicine) check can be made as an Action to extinguish the fire.
- Immersion in water or the use of a fire extinguisher automatically extinguishes the fire.

DEAFENED

When a character's hearing or similar sense is completely impaired, they are Deafened, and:

- The character cannot hear and fails any Ability Check requiring hearing.

DISTRACTED

When a character's concentration and attention are diverted from what they are doing, and preoccupied by something else, they are Distracted, and:

- The character can't take Bonus Actions or Reactions.
- The character has Disadvantage on Intelligence and Wisdom checks, unless these checks are directed at the source of the distraction.

EXHAUSTION

When a character has exerted themselves beyond the limits of their endurance, they gain levels of Exhaustion.

Exhaustion is measured in six levels, each of which has a cumulative effect. Whenever a character becomes exhausted, they gain one level of Exhaustion. Finishing a Long Rest reduces Exhaustion by one level, provided that food and drink are available.

EXHAUSTION LEVEL	EFFECT ON THE CHARACTER
1	Disadvantage on Ability Checks
2	Speed halved
3	Disadvantage on Attack Rolls and Saving Throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

FRIGHTENED

When characters are overwhelmed by fear or anxiety, they are Frightened, and:

- The character has Disadvantage on Ability Checks and Attack Rolls while the source of their fear is visible to them.

GRAPPLED

When a character is grabbed and held securely by another character, they are Grappled, and:

- The character's speed becomes 0, and they can't benefit from any Bonus to their speed.
- The condition ends if the grappler is Incapacitated or chooses to release the character.
- Melee Attack Rolls against the Grappled character have Advantage.

INCAPACITATED

When a character is unable to do anything to defend or help themselves, they are Incapacitated, and:

- The Incapacitated character is unable to move or to take Actions, Bonus Actions, Free Actions, or Reactions.
- The character automatically fails Strength and Dexterity Saving Throws.
- Attack Rolls against the Incapacitated character have Advantage.

PARALYZED

When a character is incapable of physical movement, they are Paralyzed, and:

- The character is Incapacitated.
- The character automatically fails Strength and Dexterity Saving Throws.

- Any Attack that hits the character is a Critical Hit if the attacker is within 5 feet.

PRONE

When a character is lying down, they are Prone, and:

- The character's only movement option is to stand up or crawl.
- The character has Disadvantage on Attack Rolls with melee weapons.
- Melee Attack Rolls against the character have Advantage.

RESTRAINED

When a character is tied up, or stuck in a way that limits both their movement and the use of their limbs, they are Restrained, and:

- The character's speed becomes 0, and the character can't benefit from any Bonus to their Speed.
- Attack Rolls against the character have Advantage, and their Attack Rolls have Disadvantage.
- The character has Disadvantage on Dexterity Saving Throws.
- The character cannot make use of any restrained limbs.

SICKENED

When a character's physical health is compromised in such a way that it impairs them, they are Sickened, and:

- A Sickened character has Disadvantage on Attack Rolls and Ability Checks.

STUNNED

When a character has suffered a shock that renders them nearly unconscious and unable to react for a short time, they are Stunned, and:

- The character is Incapacitated, but can speak haltingly.

UNCONSCIOUS

When a character is no longer aware of themselves and their surroundings, and cannot act, they are Unconscious, and:

- The character is Incapacitated.
- The character is completely unaware of their surroundings.
- The character drops whatever they are holding and falls Prone.
- Any Attack that hits the character is a Critical Hit if the attacker is within 5 feet.

ENVIRONMENTAL DANGERS

Combat is far from the only mortal danger that heroes may face. Two common environmental dangers are falling and suffocation.

FALLING

When a character falls a distance greater than 10 feet, they take 1d8 Bludgeoning damage for each 10 feet fallen when they land. If they take any Damage from a fall, they land Prone.

Depending on the circumstances, the GM might allow a Hero who is faced with a very long fall to roll a Strength (Athletics) or Dexterity (Acrobatics) check to reduce the Damage taken by half or to avoid all Damage by interacting with the environment to slow or arrest their descent.



SUFFOCATION

A hero can hold their breath for a number of minutes equal to their Constitution modifier (minimum 1 minute). Once their breath runs out, they must attempt a DC 15 Constitution (Endurance) check at the end of each turn. On a failed check, the hero is reduced to 0 hit points. But, instead of making a Death Saving Throw, they must attempt a DC 15 Constitution Saving Throw at the end of each turn. If they fail three Saving Throws before being rescued, they die immediately.

COMBAT RULES

HIT POINTS

Before we dive into the flow of combat, we need to cover Hit Points. Hit Points are a measure of how difficult it is to defeat, kill, or destroy a character. Hit points can be a measure of many qualities, including health, fighting ability, luck, morale, and pure determination. All these ideas are combined into a single number. The more Hit Points that a character has, the longer they can avoid defeat.

TAKING DAMAGE

During combat, or in dangerous situations outside of combat, characters may temporarily lose Hit Points. This is called "taking Damage." If a character loses all their Hit Points, they fall Unconscious and can be killed. If the character loses more Hit Points than they have left, they don't go into negative numbers, they just remain at 0 Hit Points. Characters can't have negative Hit Points (we will talk about this more later).

You can use the "Damage" space on your character sheet to record either your current Hit Point total, or how much Damage you have taken. Both methods work, but be aware that the rules will talk about "losing" and "recovering" Hit Points, rather than about adding or removing Damage.

RECOVERING HIT POINTS

Characters can lose Hit Points, but they can, under special circumstances, also recover them. The most common way to recover Hit Points is to spend time resting (we will talk about rests in more detail later). However, characters cannot increase their Hit Points past their maximum when recovering Hit Points.

0 HIT POINTS

When a hero takes Damage that reduces them to 0 Hit Points, they immediately fall Unconscious and are in danger of dying. While Unconscious, a hero cannot move or take any Actions, though they still have a turn in combat. They will remain Unconscious until they can recover at least one Hit Point.

OVERWHELMING DAMAGE

If a hero takes so much Damage from one Attack or effect that it not only takes them to 0 Hit Points, but the excess Damage is equal to their Hit Point Maximum, they take what is called "Overwhelming Damage" and die instantly.

DEATH SAVING THROWS

Any time that a hero starts their turn with 0 Hit Points, they must roll a Death Saving Throw. This special Saving Throw takes no modifiers, just roll the d20 and consult the table below.

SAVE ROLL	RESULT
20	The hero regains 1 hit point, regains consciousness, and can take their turn normally. They typically begin their turn Prone.
10–19	The hero gains one success. If this gives them their third success, they "stabilize" at 0 Hit Points and no longer need to make a Death Saving Throw on their turn.
2–9	The hero gains one failure. If this gives them their third failure, they die.
1	The hero gains two failures. If this gives them their third failure, they die.

TAKING DAMAGE AT 0 HIT POINTS

Each time that a hero takes Damage while at 0 Hit Points, they remain at 0 hit points, but gain one failed Death Saving Throw. If the Damage is from a Critical Hit, the character gains two failures. If the Damage taken is greater than the hero's maximum Hit Points, they die immediately.

STABILIZING

A hero is Stabilized when they make their third successful Death Saving Throw, or when another character successfully uses the First Aid Action to aid them. A Stabilized character remains at 0 Hit Points, but they no longer need to make Death Saving Throws on their Turn. If a Stabilized hero is damaged while at 0 Hit Points, they resume making Death Saving Throws each Round, and gain one or more failed Death Saving Throws immediately for the Damage taken.

After one hour, a Stabilized hero will regain 1 Hit Point.

RECOVERING

If the hero regains any Hit Points when at 0 Hit Points, they become conscious again. All successes and failures from Death Saving Throws are cleared. The hero can now act normally on their turn.

Note: Gaining what are called "Temporary Hit Points" (see below) does not allow a hero to recover. They must recover their regular Hit Points.

NPCS

Unlike heroes, NPCs in combat normally die at 0 hit points. The GM may decide that special NPCs, such as a main villain, can use the hero rules for Death Saving Throws.

TEMPORARY HIT POINTS

The "Temp HP" box on the character sheet is for recording Temporary Hit Points. Temporary Hit Points are short term boosts to a character's fighting spirit and morale that makes them more durable in dangerous situations. When a character has Temporary Hit Points, any Damage taken by the hero is applied to these points first. Only when the Temporary Hit Points are depleted are the character's regular Hit Points reduced.

A character has no maximum number of Temporary Hit Points. However, if a character has a number of Temporary Hit Points and receives more, they are not combined. Rather, the number of new Temporary Hit Points is compared to the old, and the character's Temporary Hit Points become the larger of the two.

> **Example:** *Johnny Blaze currently has 6 Temporary Hit Points. Wesley Scott uses their plan "When a Plan Comes Together" to grant Johnny 10 Temporary Hit Points. Since 10 is the larger value, Johnny now has 10 Temporary Hit Points. Later, Johnny is fighting a motorcycle gang when one of them hits him with a sledgehammer for 12 Damage. The Damage is first applied to the 10 Temporary Hit Points which removes all of them. The remaining 2 Damage is deducted from Johnny's normal Hit Points.*

All Temporary Hit Points are lost when a hero completes a Short or Long Rest, unless a specific duration of time is specified for the effect granted to them.

HIT DICE

In **Everyday Heroes**, Hit Dice are used to recover Hit Points. The *type* of Hit Dice (d4, d6, d8, etc.) that a hero has is based on their Archetype, while the *number* of Hit Dice that a hero has is based on their Level.

Hit Dice are both spent (used up) and rolled (for a number) to recover Hit Points. The "Spent" box is used to record when you spend your limited number of Hit Dice. You can get back Hit Dice that you have spent, but normally only after getting a Long Rest.

When you roll your Hit Dice, you add your Constitution modifier to the roll to get a result; that result is the number of Hit Points that you regain. When you roll multiple Hit Dice, you add the Constitution modifier to each roll. However, when you spend Hit Dice, you can spend them one at a time, so that you don't use more than you need.

RESTING

When resting, heroes take some time to eat, drink, tend to injuries, and generally refresh themselves. Resting is the primary way that heroes and their allies recover lost Hit Points and replenish any limited-use Talents that they may use. Characters must have at least 1 Hit Point to benefit from a rest.

There are two types of rest in **Everyday Heroes**: Short Rests and Long Rests.

SHORT REST:

A Short Rest lasts for one hour or more, during which time heroes and their allies can eat, drink, nap, read, chat, and tend to their wounds. At the end of a Short Rest, heroes and their allies can spend one or more of their Hit Dice to recover lost Hit Points.

LONG REST

A Long Rest lasts for eight hours or more, during which time heroes and their allies must sleep for at least six hours. The remainder of the time can be spent keeping watch, eating, drinking, or otherwise relaxing. A character can take only one Long Rest in a 24-hour period.

At the end of a Long Rest, each hero or ally recovers their Hit Points (up to their Hit Point maximum), and regains a number of Hit Dice (up to half their maximum number of Hit Dice, rounded up).

MEDICAL CARE

When a hero takes a Short Rest, their recovery can be improved through medical attention. This requires a First Aid Kit or other medical supplies, which can be used by another hero or NPC character who provides the medical attention. The care provider must attempt a DC 10 Intelligence (Medicine) check. On a success, any character being cared for gains a reroll for each Hit Die that they have spent to restore their Hit Points. On

a failure, each character recovers Hit Points normally. If an assistant can help the provider using the First Aid Kit or medical supplies, it grants Advantage to the provider on the check. However, since the character providing the medical attention is not resting, they do not themselves recover Hit Points during the Short Rest.

STARTING COMBAT

Combat starts as soon as a hero or NPC decides that they want to Attack someone. A common situation is for a team of bad guys to decide to Attack the heroes, but it is not unheard of for the heroes to start the fight.

There are three things that the Game Master needs to determine before combat can begin:

- Surprise
- Position
- Initiative

STEP 1: SURPRISE

This step only pertains in situations in which one group of combatants is trying to take their opponents by surprise. If both sides of a conflict are aware of each other, you can skip this step. Combatants that are Surprised in combat don't get to act in the first round of combat. Rounds will be explained in the next section.

If the heroes are being attacked by NPCs:

The GM determines a DC for the heroes to detect the attackers before they strike. This can be a fixed value, or the GM can set it with a Dexterity (Stealth) check made by the attackers.

The GM then uses the DC for a Passive Perception check for all heroes. Heroes that fail are Surprised when combat starts.

If the heroes are the attackers:

The players designate a hero to lead the ambush. The hero makes a Dexterity (Stealth) check. The result sets a DC for the NPCs.

The GM makes a passive Perception check for all the NPCs against the DC. NPCs that fail the check are Surprised.

- **Example:** *A team of heroes walk into a laundromat where a group of gang members lie in wait for them. The GM sets the check for the heroes to notice the ambushers at DC 14. Kat Whitlock has a passive Perception of 15, so Kat isn't Surprised. Mack Williams has a 14, just enough to avoid surprise. But Sue Fairfield and Johnny Blaze aren't so perceptive, since they only have 13 and 11, respectively. Sue and Johnny are Surprised and unable to respond in the first round of combat.*

STEP 2: POSITION

As the fight gets underway, the GM will establish where all visible combatants are located with respect to one another. This includes distance, direction, and the environment of the battlefield.

MAPS OR MAPLESS

Combat in **Everyday Heroes** is designed to allow players to choose whether to play with or without a map. Playing with a map makes it easier for everyone to understand and keep track of the locations of all the combatants, especially as the number of combatants increases. On the other hand, playing without a map gives the group more flexibility, since you don't need a table—just a way to roll dice.

If you are playing with maps, it is easy to show where everyone is by placing figures or tokens that represent the heroes and the NPCs on the map . If you are playing without a map, the GM and players must describe where the combatants are and where they move to.

- **Example:** *The heroes begin the combat in the middle of a warehouse all within about 5 feet of one another. Their ambushers are scattered around the rest of the warehouse evenly, and in positions behind crates that they are using for cover.*

STEP 3: INITIATIVE

In this final step, each hero makes an Initiative roll, which is a Dexterity Check made with no Proficiency bonus. However, some heroes may have Talents that further modify Initiative Rolls.

Initiative: d20 + Dexterity modifier

The Game Master also rolls Initiative for their NPC combatants, although they may choose to roll Initiative for groups of enemies. The groups should be selected before the GM rolls.

Initiative will determine in what order the combatants will act. The higher the Initiative, the sooner the character acts. It is important for the GM to record the Initiative order for the combat. If any combatants tie on

their Initiative rolls, the GM decides in what order the tied combatants will act.

> **Example:** *The heroes encounter a group of terrorists and decide to fight. They all roll for Initiative. Kat Whitlock rolls 17 and will go first, followed by Mack Williams with 14, Wesley Scott with 8, and finally Sue Fairfield with only 3.*

The GM rolls Initiative for the terrorists as a group and gets a 12, so they go after Mack Williams. The GM rolls for their leader, Barnabas Rex, who rolls a 20, which will let Barnabas take the first turn during combat.

COMBAT STRUCTURE AND TIME

Real-life combat happens all at once. But, in **Everyday Heroes**, combat (much like an action movie) focuses on one combatant at a time. It is up to the imaginations of the players and the GM to envision how the individual actions of the heroes and their foes play out together.

ROUNDS

During combat, time is measured in Rounds, each of which is about 6 seconds long. During a Round, each combatant will take a Turn in the order of their Initiative, from highest to lowest with the highest going first.

A Round ends when all combatants have taken their Turns. Then, a new Round will begin. This continues until combat ends.

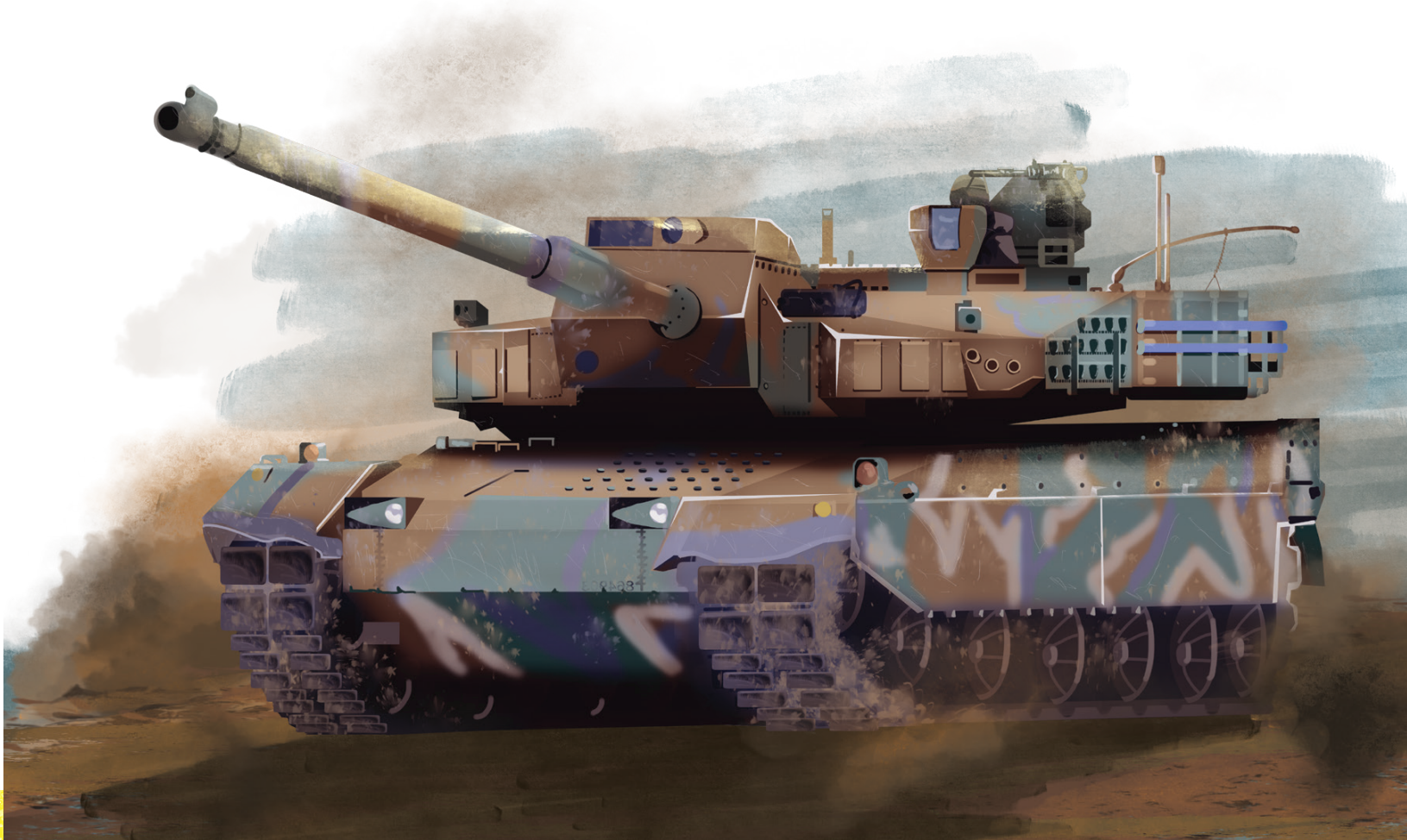
TURNS

In each Round of combat, every combatant will have a Turn during which they can move and take Actions. Typically, there are three things a combatant can choose to do during their Turn.

- Move up to a number of feet equal to their Speed
- Take an Action (such as making an Attack)
- Take a Bonus Action, if they have one

Combatants are not required to do any of these things on their Turn, but they do have to take their Turn—even if they choose to do nothing. There are also circumstances in which heroes or NPCs may have additional Actions that they can take during their Turns, but the three choices above are the default Actions that every combatant can do.

Every combatant's Turn also has a beginning and end. Events that happen at the beginning of a Turn happen before the combatant does anything. Events that happen at the end of the Turn happen after the combatant is done with all their Actions and movement.



The order in which such events occur is up to the GM, although the order does not normally matter a great deal.

MOVEMENT IN COMBAT

The Speed value on your character sheet tells you how many feet that hero can move when it is their turn. If you are using a map, squares are usually 5 feet, so if you divide their speed by five, that is how many spaces they can move.

Combatants can use as much or as little of this movement as they like during their turn. Furthermore, they can use their movement allowance at any time during their turn, even breaking it up into multiple shorter moves before, between, or after other Actions.

MOVEMENT MODES

Movement includes running, jumping, climbing, swimming, flying, and so forth. These are called Movement Modes. The default mode is running, which means that someone is moving on the ground in a way that is normal to them. Humans have a default Speed of 30.

Other Movement Modes can include, but are not limited to: Crawling, Climbing, Flying, and Swimming. Some NPCs may have multiple speeds listed, with different values for different modes. This means that these types of movement are normal for them, and that the listed speed is how far they can move in that mode.

NORMAL AND DIFFICULT MOVEMENT

Normal movement means that a character can move at their full speed. Difficult Movement means that a character can move at only half their full speed. That is, when movement is Difficult, characters spend twice as much of their speed as they would if movement was Normal.

Movement can be Difficult for various reasons. A common reason is difficulty due to the terrain, which is referred to as Difficult Terrain. A sandy beach, rocky slope, or tangled thicket of blackberries could all be considered Difficult Terrain. The GM has final say over what constitutes Difficult Terrain.

A second reason for Difficult Movement occurs when the character is moving in a mode that is not natural or normal for them. Humans are slower, for example, while swimming or crawling than they are on foot. Penguins, on the other hand, are faster in the water and slower on foot. Using an unnatural mode of movement is usually referred to as Difficult Movement. But, as with Difficult Terrain, the GM has the final say over what does or does not constitute Difficult Movement.

Note that, even if multiple circumstances make movement difficult, the circumstances do not add up. Movement is either Difficult or it is Normal.

> **Example:** *Sue Fairfield is trying to rescue Johnny Blaze, who has fallen in combat. Johnny is lying on top of a large boulder that is 20 feet tall and 10 feet away from where Sue starts on her turn. Sue's speed is 30. She can run across the 10 feet of open ground, which uses 10 feet of their movement. Climbing the boulder is Difficult Movement, so to climb up 20 feet takes another 40 feet of movement. Sue can't make it to the top, because she only has 20 feet of movement remaining. However, she could climb up 10 feet on this turn and finish climbing up the remaining 10 feet on their next turn in order to reach her fallen comrade.*

FALLING PRONE

Combatants can end up Prone (see Part 3: Expanded Rules), either because they were knocked down or because they dropped down intentionally. A character can drop Prone as a free Action without using any of their movement. Standing up after being knocked Prone costs half of a combatant's movement (rounded down to the nearest 5-foot increment). To move while Prone, a character must usually crawl, which is Difficult Movement.

JUMPING

Characters can normally jump without making Ability Checks. Whenever a character jumps, the distance that they jump is counted against their overall movement and is treated as Normal Movement.

If a character can get at least a 10-foot running start, they can automatically make the following jumps:

- A **horizontal** jump covering a number of feet equal to the character's Strength Score (minimum 1 foot)
- A **vertical** leap covering a number of feet equal to the character's Strength Modifier (minimum 1 foot)

Without a running start, a character can jump only shorter distances:

- A **horizontal** jump covering a number of feet equal to the character's Strength Modifier
- A **vertical** leap of 1 foot

The GM may allow longer jumps and higher leaps to be made using a successful Strength (Athletics) check, with the DC based on the difficulty of the jump.

MOVING THROUGH OTHER COMBATANTS

Combatants can move freely through spaces occupied by their allies. They can't normally move through spaces occupied by their opponents, but the Game Master may allow this if the combatant can succeed with an Ability Check Contest that is appropriate for the situation.

Also, characters can't choose to end their movement in the same space as another combatant. If a character is forcibly moved (pushed, for example) by another character and lands in the same square as some other combatant, the character falls Prone in the occupying combatant's space.

ACTIONS

In **Everyday Heroes**, "Action" has a specific meaning. Anything that has a meaningful impact and can be done in a few seconds in combat could be an Action, but the GM has the final say on which activities require taking an Action during combat. During combat, each combatant can normally take one Action on their turn. Most of the time, they use their Action to Attack their enemy, but there are many other choices, and heroes often have additional Actions available to them from their Talents.

Let's take a look at a standard set of Actions. The following list does not include all the activities that could be Actions, but it does list Actions that all combatants can do.

ABILITY CHECKS

A combatant can roll an Ability Check as an Action to do anything that could reasonably be done in a few seconds during combat. It is up to the Game Master to decide whether the Ability Check requires an Action in most cases. But, as a general rule, if what you want to do with the Ability Check would be a big help to you in combat, it should require an Action. Here are a few common Ability Checks that are usually Actions in combat:

FIRST AID

By using the First Aid Action, a combatant can roll an Intelligence (Medicine) check to provide emergency medical care to an ally or to themselves during combat. Some activities associated with the First Aid Action require a First Aid Kit. We'll get into the details of the First Aid Action below.

HIDE

A combatant can use the Hide Action to attempt to get out of sight, making a Dexterity (Stealth) check as part of a contest with the combatants that might notice them. Combatants that are hidden often have advantages in combat.

NEGOTIATE

A combatant can roll a Charisma (Deception, Intimidation, or Persuasion) check to try to negotiate with an enemy during combat to end hostilities. The GM should only make this an Action if they are willing to give the hero a chance to succeed at this negotiation. Players, however, should not expect that they can always take this Action or that success will come easily. It is up to the GM to decide how difficult the Ability Check will be...if they allow one at all.

SEARCH

A combatant uses the Search Action to intentionally observe their environment using either a Wisdom (Perception) check or an Intelligence (Investigation) check. This is usually done to find combatants who are hiding, to detect dangerous traps, or to locate something useful. Combatants don't need to use Search to see things that are obvious at a quick glance.

ATTACK

The Attack Action is the most common Action in combat. An Attack is some kind of violent Action using a weapon intended to deal Damage to a combatant or object. Since attacking is the most complex part of combat, we will explain attacking in greater detail after we look at the rest of the Actions that you can do.

DASH

Taking the Dash Action allows a combatant to move a distance, up to their current speed. This is in addition to their normal movement. Dashing in combat is often used when you want to quickly get close to, or far away from, an enemy.

DISENGAGE

The Disengage Action can be useful when a combatant wants to escape a melee opponent or run past other enemies. If a combatant uses the Disengage Action, their movement for the rest of their turn does not provoke Opportunity attacks (we will talk about Opportunity attacks in more detail below under Reactions).

DODGE

Using the Dodge Action lets a combatant focus on avoiding being hit in combat. When a combatant uses the Dodge Action, anyone attacking them has Disadvantage on their Attack Rolls, and the character taking the Dodge Action has Advantage on Dexterity Saving Throws. These effects last until the start of the combatant's next turn.

FIRST AID

By using the First Aid Action, a combatant can roll an Intelligence (Medicine) check to provide emergency medical care to an ally or to themselves during combat. First Aid can be used to address a number of different health concerns, both on the battlefield and outside of combat.

The First Aid Checks table below lists the DC values that you need to roll to get the result you want. Only one of these checks can be made when taking the First Aid Action. Some Actions require a First Aid Kit or other appropriate medical supplies.

FIRST AID CHECKS

CHECK DC	RESULT	KIT REQUIRED?
10	Stabilize a character at 0 Hit Points.	No
10	End the Blinded, Burning, Deafened, Paralyzed, or Stunned condition on a character. You can also awaken an Unconscious character provided they have at least 1 Hit Point.	No
15	A Stabilized character can spend one Hit Dice, or regain 1 Ht Point.	Yes
Poison DC	Allow a combatant to roll an immediate Saving Throw with Advantage to end an ongoing effect of a poison or drug.	Yes

HELP

A combatant can use the Help Action to assist an ally that is within reach with something that the ally is about to do. The combatant who is helping must declare the Action that they are helping with. If the combatant's Ability Check is successful, their ally gains Advantage on one Ability Check or Attack Roll made before the start of the helping character's next turn.

OBJECT INTERACTION

The Object Interaction Action allows a character to do something with an object that requires focus and concentration, or that goes beyond the limits of what is allowed as a Free Action (discussed below). The activities covered by Object Interaction might include any of the following:

- Controlling heavy machinery or a gadget to perform a specific task
- Pulling a second item from inventory (pulling the first item is a Free Action)
- Picking up a large or awkward item
- Unlocking a door using the key

READY

A combatant can use the Ready Action to delay taking another specific Action until a specific triggering event occurs. The readied Action can be any Action the combatant can perform, and the triggering event can be nearly anything that they name. When the event occurs, the combatant can use their Reaction to perform the readied Action. If the combatant doesn't have a Reaction, however, the readied Action is wasted.

The most common use of Ready is to prepare to attack an enemy when they become visible or come into range. For example, a character might say, "I ready an Action to shoot the next enemy who comes into this room." But there are many other uses, such as when a character might say, "I ready an Action to Dash if the bomb is activated."

Generally, a readied Action can happen before the triggering event is complete. For example, if a combatant readies an Action to shoot an enemy if the enemy tries to advance across a river, the Attack happens at the moment that the enemy tries and before they get a chance to do anything else. Once the readied Action is finished, the enemy, if they survive the Attack, can continue doing whatever they were doing. The GM makes the final call on any complex situations.

SECOND WIND

The Second Wind Action allows a hero to recover Hit Points during combat. When taking this Action, a hero can spend up to half their maximum number of Hit Dice (rounded up), to recover Hit Points. When a hero uses the Second Wind Action, they can't do so again until they complete a Short or Long Rest.

Game Masters should note that NPCs can't take this Action unless the NPC's stat block specifically allows it. Normally, Second Wind is for heroes only.

SUPPRESSIVE FIRE

When taking the Suppressive Fire Action, a combatant sprays an area with bullets, endangering everyone in the area. Suppressive fire is most commonly used to clear an area of enemies or to keep them behind cover, but it can also be used to threaten enemies that are crowded together.

To take the Suppressive Fire Action, you must be using a weapon with the "semi-auto" or "full-auto" properties. Full-auto weapons can cover a larger area, but they require more ammunition.

- Semi-Auto: 8 rounds of ammunition for a 10-foot-wide area
- Full-Auto: 20 rounds of ammunition for a 30-foot-wide area

After spending the ammunition and taking the Action, you choose the area that you want to cover. You will select a line, or set of squares, up to the length of the area that you can cover. The area should be within the base range of your weapon (not long range).

- **Example:** *Sue Fairfield is facing off against three guerrilla fighters that have taken cover behind a car. They keep peeking from behind cover to shoot at Sue and her allies. Sue wants to suppress them, so one of their allies can get behind the car and flush them out. Sue uses her Action to lay down Suppressive Fire with her combat rifle. She spends 20 rounds of ammunition, and chooses a line that includes the car and about 5 feet on either side of it. This way it includes all the militia taking cover there.*

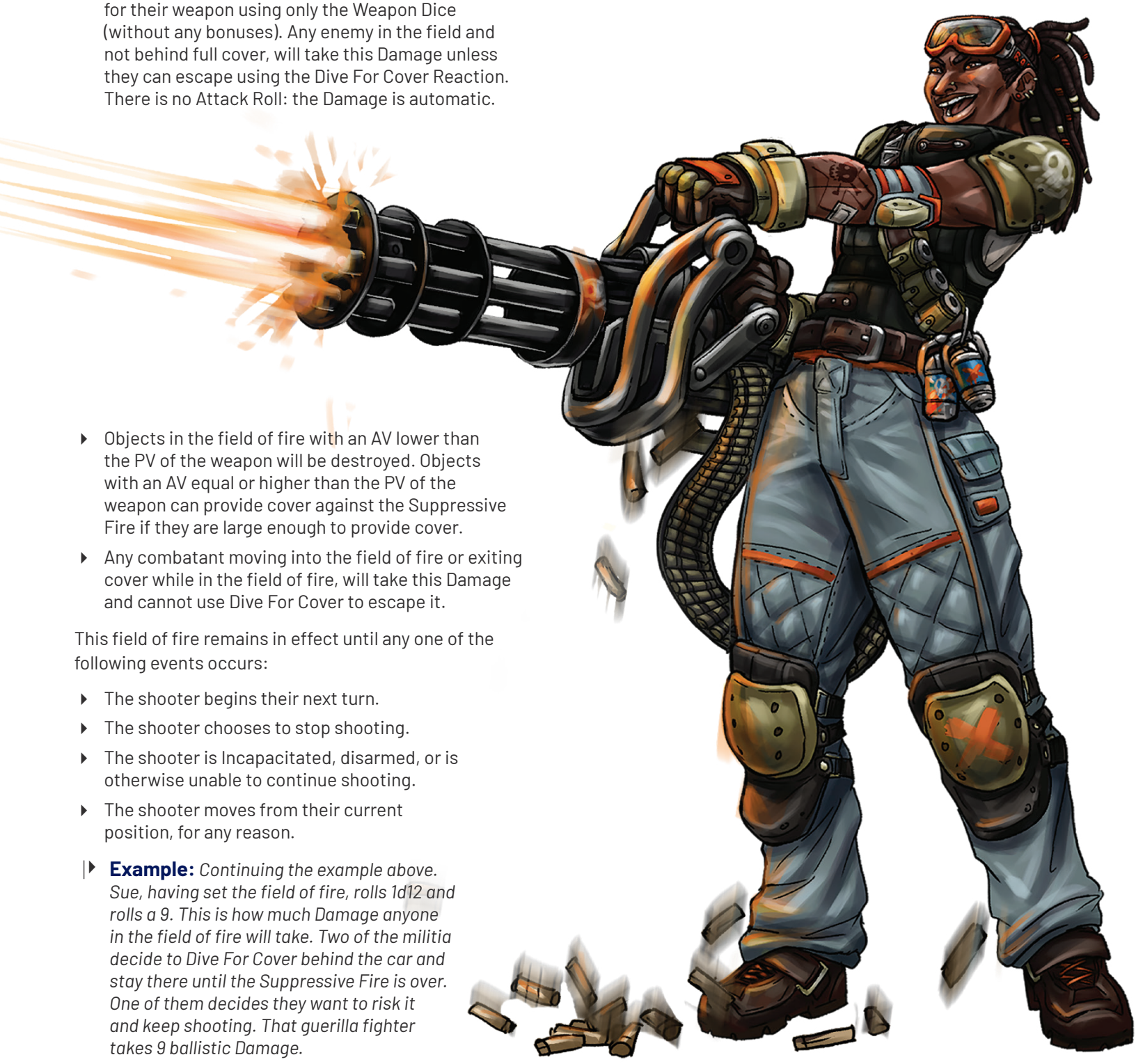
After choosing the line, the Suppressive Fire Action creates a "field of fire" in the shape of a cone, in which the point is the shooter, and the end is the line that was



selected. Every combatant in that cone is in danger of taking Damage from the weapon fire. When you are using a combat map, if the center of a space is inside the cone, then anything in that space is in the field of fire.

- The combatant using Suppressive Fire rolls Damage for their weapon using only the Weapon Dice (without any bonuses). Any enemy in the field and not behind full cover, will take this Damage unless they can escape using the Dive For Cover Reaction. There is no Attack Roll: the Damage is automatic.

Note that using Suppressive Fire is not considered an Attack. No Attack Roll is made, there are no Critical Hits, and Talents that modify Attacks do not modify Suppressive Fire. The shooter is not aiming specifically at any one opponent: they are just endangering everyone and everything within an area with gunfire.



- Objects in the field of fire with an AV lower than the PV of the weapon will be destroyed. Objects with an AV equal or higher than the PV of the weapon can provide cover against the Suppressive Fire if they are large enough to provide cover.
- Any combatant moving into the field of fire or exiting cover while in the field of fire, will take this Damage and cannot use Dive For Cover to escape it.

This field of fire remains in effect until any one of the following events occurs:

- The shooter begins their next turn.
- The shooter chooses to stop shooting.
- The shooter is Incapacitated, disarmed, or is otherwise unable to continue shooting.
- The shooter moves from their current position, for any reason.

Example: *Continuing the example above. Sue, having set the field of fire, rolls 1d12 and rolls a 9. This is how much Damage anyone in the field of fire will take. Two of the militia decide to Dive For Cover behind the car and stay there until the Suppressive Fire is over. One of them decides they want to risk it and keep shooting. That guerilla fighter takes 9 ballistic Damage.*

BONUS ACTIONS

Alongside their Actions, each combatant can also take one Bonus Action during their turn. Most Bonus Actions are granted by special Class Talents or Feats, but there are other Bonus Actions that are only available in special circumstances. Not every hero will have Bonus Actions to take during their turn, and NPCs only use Bonus Actions that are specifically listed for that NPC.

OFF-HAND ATTACK

An Off-Hand Attack is an Attack made as a Bonus Action. A hero can make an Off-Hand Attack only when both of the following two conditions are true:

- The hero must be attacking with two different weapons with the "light" property. This includes Unarmed Strikes.
- The hero must have already used their Action to make an Attack with one of the light weapons during this turn.

When a hero makes an Off-Hand Attack, the Attack is made with the other light weapon or an Unarmed Strike. Off-Hand Attacks do not add an Ability modifier to Damage.

> **Example:** *Saoirse O'Connor is wielding a light pistol and a knife. On her turn, she starts by using her Action to Attack a nearby zombie. After resolving the Attack, the zombie remains standing. Determined to finish the job, Saoirse runs up to the zombie and uses their Bonus Action to make an Off-Hand Attack with the knife.*

REACTIONS

Reactions are activities that can be undertaken by combatants during anyone's turn, but only when triggered by specific effects or particular circumstances. Each combatant can use only one Reaction per Round and, after a combatant takes a Reaction, they can't take another Reaction until the start of their next turn. When a Reaction is finished, play continues with the active combatant's turn.

There are two Reactions that every combatant can perform by default. Let's take a look at them.

DIVE FOR COVER

When a combatant is about to take Damage or be endangered by an explosion, a hail of gunfire, or some other effect that covers an area, they can use their Reaction to Dive For Cover.

When Diving For Cover, a combatant can move up to half their Speed to try to reach the nearest safe space or location where they must fall Prone. This can be a location outside the area of the effect or it can be behind cover capable of blocking the Damage of the effect (for more on Cover, see below).

If the combatant's Dive For Cover gets them to safety, they don't suffer the Damage or other effects of the Area Effect.

> **Example:** *A soldier throws a fragmentation grenade right where Kat Whitlock is standing. The grenade's radius is 20 feet, but half of Kat's movement is only 15 feet. Luckily, an open ground floor window stands 10 feet away. Using the Dive for Cover Reaction, Kat nimbly leaps through the window. The GM declares that the building's wall will block the effects of the blast and Kat escapes taking Damage from the grenade.*

If you are not using a battle map for combat, whether a safe space can be reached by a character is at the GM's discretion. That said, we recommend that the GM allow success with the Dive For Cover Reaction unless it makes absolutely no sense in the current situation. The limitations placed on Dive For Cover are to keep it from feeling too unrealistic, not to make it difficult to use.

OPPORTUNITY ATTACK

If one combatant is within the melee reach of an opponent and then voluntarily moves away from that opponent, the combatant can use their Reaction to make an Opportunity Attack against that opponent. Opportunity Attacks can be made only with melee weapons. Unarmed Strikes are considered melee weapons.

> **Example:** *Mack Williams has been punching Sweaty Jim, who is close to defeat. Sweaty Jim panics and makes a run for the back door of the bar, which allows Mack to take an Opportunity Attack as a Reaction.*

FREE ACTIONS

Since a turn is about 6 seconds long, combatants can also perform various quick activities alongside their standard Action and Bonus Action. Such Actions are deemed to be Free Actions, or activities that typically require minimal concentration and less than 1 second in time.

Examples of free Actions include:

- Pulling one item or weapon out of inventory
- Dropping or picking up a small item within reach with a free hand
- Opening an unlocked door
- Communicating quickly with someone
- Using an object in a simple way, like pushing a button or stepping on a foot pedal

Picking up more than one item or pulling more than one item out of inventory requires taking a normal Action. Otherwise, you can do as many Free Actions as the Game Master feels is reasonable.

ATTACKING

Making an Attack is one of the more complex areas of the **Everyday Heroes** rules, but once you understand the basics, it just takes a few seconds to resolve during play. Most Attacks are made with a weapon of some kind, and if it is made with the body (such as with a punch, kick, and the like), it is referred to as an "unarmed strike."

HOW TO ATTACK

There are four basic steps to making an Attack. Most of the time, you can do all four at the same time, but it is good to understand each step. To make your Attack, you:

1. Spend your Action to make the Attack
2. Pick your target and the weapon that you are attacking it with
3. Make an Attack Roll
4. Determine the Damage and effects of the Attack

> **Example:** *Jenny is playing Sue Fairfield, who is currently in combat against an elite enemy soldier, and it is her turn. Jenny decides Sue will take an Action to Attack the soldier using her combat knife. She tells the Game Master and makes an Attack Roll. If the Attack Roll is successful, Jenny will then roll to determine Damage from her Attack.*

PICKING TARGETS

When making an Attack, a combatant must identify a target. The target can be a combatant, an object, or a location.

When you Attack someone up close and use a weapon that you keep in your hand (like a knife or a club), it is called a Melee Attack and the weapons are called Melee Weapons. You must be within 5 feet (or one square) of your target to make a Melee attack. Some weapons, however, may have the "Reach" property. This means that they are long enough for you to make a Melee attack on someone farther away than 5 feet.

Attacking someone out of reach, by using a weapon like a gun or a bow, is called a Ranged Attack and the weapons are called Ranged Weapons. These weapons will list a "Range" that tells you the maximum distance at which they can be used. Usually, there will be two ranges: "Normal Range" and "Long Range" (at Long Range, you have less of a chance to hit your target). The target of your Attack must be inside of your weapon's long range for you to use it. In most circumstances, you also need to be able to see and have a line of fire to the target.

ATTACK ROLLS

Attack Rolls are a type of Success Roll. You will roll a d20, add modifiers, and try to get a result equal to or higher than the target's Defense. If you succeed on an Attack Roll, the target will take Damage and possibly other effects from the Attack. If the Attack Roll fails, there are usually no effects on the target. Let's look at Defense to start with.

DEFENSE

Defense is a measure of how difficult it is to hit or otherwise harm a target in combat. If the result of an Attack Roll is equal to or higher than the target's Defense, the Attack succeeds and is considered a "hit." If the Attack Roll is lower than the Target's Defense, the Attack "misses."

For heroes, Defense is determined by a special formula based on the hero's Archetype. Normally, this is 10 + Archetype Ability Score + Archetype Defense Bonus. Some combat circumstances, like taking cover, may change your Defense temporarily. It is good to remember what your hero's Defense is because you will be using it often.

NPCs always have their own Defense scores. The Game Master normally keeps this a secret, but they may tell players if they choose to.

Objects don't usually have a Defense score of their own. By default, objects have 0 Defense against Melee attacks and 5 Defense against Ranged attacks. But the GM may set different Defense scores for some objects that you want to shoot at, such as those that are very small or very far away.

ATTACK BONUS

Every Attack will have an Attack Bonus. This is the number that you will add when you make an Attack Roll with a weapon. In the beginning, it is a good idea to pre-calculate your Attack Bonus with a given weapon. Once you become familiar with the game rules, you can then usually do it quickly in your head.

CALCULATING ATTACK BONUS

Attack Bonuses are a combination of an Ability Modifier and Proficiency Bonus added together.

Attack Roll: d20 + Ability Modifier + Proficiency Bonus (conditional)

In order to use your Proficiency bonus, you need to have Proficiency with the weapon that you are using. Every weapon has an equipment proficiency category. If a hero has that Equipment Proficiency, they are proficient with all the weapons in the category.

ATTACK ABILITY MODIFIER

The Ability Modifier that you use for an Attack depends on the Attack type:

- You use your Strength Modifier for Melee Attacks.
- You use your Dexterity Modifier for Ranged Attacks.

Some melee weapons can be thrown, and they can use either the Strength or the Dexterity Modifier on Ranged attacks. Melee weapons with the "finesse" property can use Strength or Dexterity as well, but just for Melee attacks. And finally, some heroes have Class Talents that let them use other Ability Modifiers for Attack Rolls. No matter what the options are, though, you can't use more than one Ability Modifier per Attack Roll.

HITS AND MISSES

If the Attack Roll is successful, the Attack "hits" the target. If the Attack Roll fails, the Attack "misses" the target. Often "hit" and "miss" have literal meanings, but sometimes the GM may describe a near miss as a "hit" because the defender had to work very hard to avoid a direct hit.

Your character sheet lists how much Damage each Attack deals. You can roll Damage with your Attack to speed up play, and then just ignore the Damage roll if you miss. A successful Attack means that the defender will take Damage from the Attack and/or suffer other effects. We will look at Damage in detail when we are finished explaining Attacks.

CRITICAL HITS AND CRITICAL MISSES

If the attacker rolls a 20 on the die for an Attack Roll, the Attack is called a Critical Hit. A Critical Hit automatically hits the target and deals extra Damage (more on Damage below).

On the other hand, if an attacker rolls a 1 on an Attack Roll, the Attack is called a "Critical Miss." A Critical Miss automatically misses the target no matter what the target's Defense is. In most situations, a Critical Miss won't have any special effect.

It is important to remember that Critical Hits and Critical Misses are based on the "roll" (the number on the dice), not the "result" (the number after you add the Attack Bonus to the roll).

ADVANTAGE AND DISADVANTAGE

There are many situations that may give an attacker Advantage or Disadvantage on an Attack Roll. Some situations are stipulated as part of the game rules, but others can be allowed for or imposed by the GM at their discretion.

DAMAGE

When an Attack is successful, the next step is to determine and apply Damage. This is commonly called "dealing Damage" from the attacker's perspective, and "taking Damage" from the target's perspective. The target will lose Hit Points equal to the amount of Damage that they take.

The amount of Damage is determined by a Damage Roll. As with your Attack Bonus, it is a good idea to write down a Damage formula for your weapon before you start play, though if you are experienced you can do so quickly in your head when needed.

CALCULATING DAMAGE

The basic Damage formula looks like this:

Damage Roll: Weapon Dice + Ability Modifier + Bonus Damage

Weapon Dice. Weapons and NPC Attacks will always list the dice that you roll to determine Damage. This is referred to as the Weapon Dice or Weapon Damage.

Ability Modifier. For most Attacks, a default Ability Modifier is also added to the Damage Roll. By default, this modifier is the same Ability Modifier that is used with the Attack Roll:

- You use your Strength modifier for Melee Attacks
- You use your Dexterity modifier for Ranged Attacks

Exceptions are Off-Hand Attacks and Explosives, which do not add an Ability modifier to Damage.

Some heroes have Class Talents that let them use other Ability Modifiers for Damage Rolls. However, even if you have more than one Ability Modifier that you can use, you can use only one of them for the Damage Roll. Choose the Ability Modifier that lets you deal the most Damage to your target.

Bonus Damage. Bonus Damage includes any additional Damage dice or miscellaneous modifiers that apply to Damage. An attacker can benefit from multiple sources of Bonus Damage. Bonus Damage is not usually listed with an Attack on your character sheet; rather, it will be described as part of one of your hero's Talents and will apply only in specific situations.

- **Example:** *Mack Williams has hit an opponent with an Unarmed Strike and is using their Smash Talent which does Bonus Damage. The Unarmed Strike does 1d4 weapon Damage. This is a Melee attack, so Mack adds his Strength Modifier (+3) to the roll. Because Mack is using Smash, he also adds 1d6 Bonus Damage. Mack rolls 2 on the d4, and 5 on the d6, then adds 3 from Strength for a total of 10 Damage.*

CRITICAL HITS

On a Critical Hit, the Attack's Weapon Dice are rolled twice and the rolls are added together. Damage from Ability Modifiers and Bonus Damage are not affected.

- **Example:** *In the example above, if Mack rolled a Critical Hit, he gets to roll his weapon Damage twice, then add his Strength and the Bonus Damage from Smash. So he would roll a 2d4 instead of 1d4, but otherwise the calculation would be the same.*

DAMAGE TYPES

Every Attack that deals Damage has one or more Damage Types. Most of the time, the Damage Type does not matter, but there are certain situations, like when wearing armor, in which it can.

The following Damage Types are used in **Everyday Heroes**:

- **Acid** (any type of corrosive effect)
- **Ballistic** (from bullets and other fast projectiles)
- **Bludgeoning** (from blunt weapons or unarmed strikes)
- **Cold** (frostbite and other effects of extreme cold)
- **Electrical** (electric shocks and burns)
- **Explosive** (intense shock waves in air or water)
- **Fire** (heat and open flame)
- **Force** (gravitational force, torsion, and similar slow, crushing effects)
- **Piercing** (from arrows, daggers, spears, and other stabbing weapons)
- **Poison** (both natural and synthetic toxins)
- **Psychic** (damage to the mind or spirit)
- **Slashing** (from knives, swords, and other slashing weapons)

DAMAGE REDUCTION

Damage Reduction is a property that lowers how much damage is taken by a combatant from certain Damage Types. The amount of the reduction will be listed in parentheses after the Damage Type. Whenever a combatant takes Damage from the given type(s), reduce the amount by the listed amount, to a minimum of 0. It is possible to reduce all types of Damage. If a combatant has multiple sources of Damage Reduction, only the largest single reduction that applies to the type of Damage received is applied.

- **Example:** *Sue Fairfield runs into a burning building to save a puppy. Sue has the Tough as Nails Talent giving her Damage Reduction (2) against all types of Damage. The GM decides that the intense fire is going to do 3d6 Damage and rolls 9 total Fire damage. Sue reduces that by 2 and takes 7 Damage instead.*



PENETRATION VALUE

Most weapons and Attacks will list a Penetration Value (PV). Penetration Value is used to determine if the Damage inflicted can penetrate cover, ignore armor, or damage objects. If the inflicted Damage cannot be stopped by cover or armor, then a PV will not be listed (Damage from falling, poison, and psychic Attack are common examples that don't have a listed PV).

Since Penetration Value is usually compared to Armor Values (AV), let's take a moment to look at how armor works.

ARMOR

Armor in **Everyday Heroes** works, just as it does in real life, to thwart potentially catastrophic or fatal harm to whatever it protects. When a combatant is wearing armor and they take Damage from an Attack that will reduce them to 0 Hit Points, the combatant can check to see if their armor saves their life. This is called an Armor Saving Throw.

An Armor Saving Throw is a type of Success Roll. The DC for an Armor Saving Throw is equal to half the Damage from the Attack (rounded down), with a minimum of 10. So, for an Attack that does 28 Damage, the DC would be 14, but for an Attack that does 12 Damage, the DC would be 10 (the minimum).

If the combatant is Proficient in their personal armor, they can add their Proficiency Bonus to their Armor Saving Throw. There is no Ability Modifier used in Armor Saving Throws.

Armor Saving Throw:
d20 + Proficiency Bonus (conditional)

> **Example:** *Saoirse O'Connor is wearing a Medium Ballistic Vest and is taking 8 ballistic Damage from a pistol shot. Because the Damage will take Saoirse to 0 hit points, she gets to make an Armor Saving Throw. She rolls a 9 and adds her +2 Proficiency Bonus for a result of 11. Since the DC is the minimum of 10, the Armor Saving Throw is successful.*

When an Armor Saving Throw is successful, the armor stops all Damage from the Attack, but the armor itself becomes damaged. Damaged armor gives the wearer Disadvantage on all subsequent Armor Saving Throws unless it is repaired.

ARMOR VALUE

No personal armor protects the target (wearer) from every kind of weapon. In **Everyday Heroes**, in order for a target to roll an Armor Saving Throw, their armor has to first be capable of stopping the Attack. Accordingly, every kind of armor has an Armor Value (AV). The AV indicates that the armor can protect a target against Damage from weapons that have a Penetration Value (PV) that is equal to or lower than the armor's AV. Simply put, if the attacking weapon's PV is higher than the armor's AV, the target cannot make an Armor Saving Throw.

ARMOR PROPERTIES

In addition, some armors are only useful against certain kinds of Attacks. For instance, ballistic vests have the "ballistic" property. This limits the wearers to making Armor Saving Throws only against Attacks that deal ballistic Damage.

NONLETHAL FINISH

Whenever an Attack would reduce a combatant to 0 hit points, the attacker can choose to avoid killing the target by pulling the full force of the Attack or targeting a less critical area of the body. The target still falls Unconscious, but is considered Stabilized at 0 Hit

Points and does not need to make Death Saving Throws unless they take additional Damage.

Nonlethal finishes are at the discretion of the GM as there may be some situations in which a nonlethal finish may undermine believability, such as when the attacker is using explosives or powerful firearms.

DAMAGE REDUCTION

Damage Reduction is a special property that reduces the amount of Damage that a combatant takes from certain Damage types. Damage Reduction can be gained from specific equipment or Talents. The amount of the Damage Reduction is noted alongside the Damage type (for example: "Damage reduction 10 against cold"). Whenever a combatant takes Damage from the given types, reduce the Damage by the noted amount, to a minimum of 0.

RANGED ATTACKS

Ranged combat is a bit more complex than melee combat, with a number of rules specific to ranged weapons and to firearms.

LONG RANGE

An Attack is made at Long Range if the target is farther away than the weapon's Normal Range (the first number in the range entry), but still within its maximum Long Range (the second number in the range entry). Ranged Attacks made at Long Range have Disadvantage on the Attack Roll.

LINE OF FIRE

In order to make an Attack with a ranged weapon, a character must have a direct line of fire to the target. The line of fire is the direct path that the ammunition travels from the attacker making the Ranged attack to the target.

Any substantial object in the line of fire grants the target some measure of cover. Having other combatants (whether allies or opponents) in the line of fire, for example, provides the target Half Cover. If you use a battle map for combat, you can determine the line of fire by tracing a line from the center of the attacker to the center of the target: any space touched by the line is in the line of fire.

CLOSE COMBAT

Close Combat is a term to describe combatants that are actively engaged in melee combat with one another. This situation can make it difficult to make a Ranged attack.

RANGED ATTACKS FROM CLOSE COMBAT

A combatant making a Ranged attack, when an opponent is within 5 feet of them and is capable of attacking them, has Disadvantage on Ranged Attack Rolls.

RANGED ATTACKS INTO CLOSE COMBAT

If a combatant rolls a Critical Miss when making a Ranged attack against a target that is in Close Combat, the Attack instead hits an ally of the attacker (chosen by the Game Master).

AMMUNITION

Most ranged weapons require ammunition. Players don't normally need to track how much ammunition they are carrying unless the GM decides that the situation calls for it.

Players are expected to track how much ammunition is in a weapon that has the Rounds and Reload properties. These weapons require heroes to perform a Reload Action when they run out of ammunition if they want to continue using the weapon. Each time a shot is fired, or Suppressive Fire is used, the ammunition spent should be tracked.

Except for guns with very small magazines, most firearms won't run out of ammunition during a fight unless the hero is using Suppressive Fire or Burst Fire.

BURST FIRE

Automatic weapons with the "Burst" property can expend additional ammunition to deal increased Damage. The number given with the Burst value indicates the number of rounds required. Using Burst Fire imposes Disadvantage on the Attack Roll, but adds one Weapon Dice to the Damage Roll if the Attack hits. Combatants must declare that they are using Burst fire before they roll their Attack. Burst fire cannot be used at long range.

RELOAD

Firearms and similar weapons have a limited amount of ammunition carried in the magazine of the weapon. When all the ammunition is used, the weapon must be

reloaded before it can be used again to make an Attack. The type of Action that a character must take to reload a weapon is determined by the weapon. Most of the time, it is either a Bonus Action or a normal Action. Weapons that don't list an Action type for Reload don't need to be reloaded.

EXPLOSIVES

Most explosives are not listed directly with weapons. Instead, they are listed separately as ammunition. Attacks with grenades are covered by Thrown explosives or grenade launchers, rockets are covered by rocket launchers, and mines are used as Traps and don't use an Attack Roll.

When they detonate, explosives affect areas within an indicated radius. Some deal Damage, others have nonlethal effects. When an explosive detonates, anyone within the radius may use the Dive for Cover Reaction (provided that they have a Reaction available). If successful, they escape the explosion entirely. Damage from explosives is rolled once and applied to all combatants who suffer the effect of the blast.

If you use a battle map for combat, the radius of an area of effect is measured from the center of the target square. Any square whose center point is within that distance is included. You can determine which squares are affected by dividing the radius by the size of a square. For example, a 10-foot-radius Attack, divided by 5-foot squares, affects targets up to 2 squares away from the center square.

TARGETING EXPLOSIVES

Throwing or launching indirect explosives works differently than other Ranged attacks, in that an attacker throws an explosive at a location, rather than at a specific combatant. The location must be within the explosive's range, and there must be some clear path to the location. It is possible, for example, to throw or launch an explosive with the Indirect property at a location that is behind cover, so long as the explosive can reasonably be thrown or launched over, under, or through the obstacle(s) blocking a direct path to the target location.

Locations have a Defense of 5, so, most of the time, the Attack Roll will succeed. If the Attack misses, roll a d4 and use the following table to determine where the explosive goes off.

ROLL	LOCATION
1	10 feet short of the target
2	10 feet left of the target
3	10 feet right of the target
4	10 feet past the target

Rocket launchers and other explosives without the Indirect property are targeted normally since these types of explosives are usually designed to penetrate targets, rather than to endanger combatants in an area (like anti-personnel grenades and mines are). If these explosives miss, they presumably shoot off past the battlefield or hit the first wall that they encounter.

COVER

Walls, trees, vehicles, obstacles, and other combatants can provide cover during combat and make a target more difficult to hit.

Cover offers combatants a fixed Defense score. Combatants in cover can use either their normal Defense or the cover's Defense, whichever is higher.

There are three degrees of cover that can help protect a target, and each one has its own Defense score. The degree of cover is based on how much of the combatant is shielded: Half Cover, Three-Quarters Cover, and Total Cover.

HALF COVER (16 DEFENSE)

Half Cover provides Defense 16 to combatants behind it. A target has Half Cover if an obstacle blocks approximately half of its body. Such an obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, a medium-sized automobile, or another character.

THREE-QUARTERS COVER (20 DEFENSE)

Three-Quarters cover provides Defense 20 to combatants behind it. A target has Three-Quarters Cover if an obstacle blocks approximately three-quarters of its body. A character poking their head around a corner or peeking over a wall typically has Three-Quarters Cover.

TOTAL COVER

A target has Total Cover if it is completely concealed by an obstacle. Combatants in Total Cover cannot be attacked.

POSITIONING AND COVER

Combatants can position themselves with respect to suitable obstacles to gain Half Cover, Three-Quarters Cover, or Total Cover. The GM ultimately decides how much cover an obstacle provides. For example, a combatant worried about being attacked goes Prone behind a two-foot-high wall, taking Total Cover and preventing themselves from being attacked. Wanting to get a look at their foes, they can decide to rise to their knees behind the wall, and crouch for Half Cover. Or they can peek around the end of the wall while Prone, giving them Three-Quarters cover. For an average-size person, standing behind the same wall provides no cover at all.

Knowing the direction that an Attack is coming from is also important for taking cover. Hiding behind a wall only helps when the attacker is on the other side of the wall! Ultimately, the GM decides what degree of cover a given object can provide in a given situation.

Crouching and standing from a crouch do not require any movement, but getting up from being Prone does cost half your movement.

COVER AND ARMOR VALUE (AV)

Cover also has an Armor Value (AV). This is used to see if the cover can effectively stop a given Attack or effect. The AV of the cover must be equal or higher than the PV of the Attack or effect to provide any Defense. The AV of cover is determined by the materials of its construction. The AV granted by common construction materials follows in the table below:

COVER MATERIALS (AV)

COMMON MATERIAL EXAMPLES	ARMOR VALUE
Fragile glass, cloth, paper	0
Plasterboard, thick leather, safety glass, thick padding, plywood panels, sheet metal	1
Solid wood doors, bullet proof glass, light ballistic materials, sandstone, people	2
Bricks, sandbags, ballistic armor, steel armor plating	3
Engine block, concrete, thick vehicle armor, heavy ballistic materials	4
Bunkers, tanks, battleship hulls	5

Even though they are not considered a protective material as such, characters' bodies (living or dead) have an Armor Value of 2 when determining what kind of cover they provide. Combatants in the line of fire of a Ranged attack provide Half Cover to targets of the Attack.

BREAKING STUFF

Breaking items uses the same Armor Value and Penetration Value system as Cover does. Objects' Armor Value depends on the material from which they are made and how fragile the GM deems them to be. Attacks made with weapons that have a higher PV easily destroy objects with a lower AV. Attacks made with a lower PV can't reasonably destroy objects with higher AV. When PV and AV are equal, it takes about one minute of persistent effort to destroy the object. Use the above Common Materials chart for Cover Materials for a rough guide for object Armor Values.

The GM can always make exceptions, of course, and if a tool is specifically designed to destroy an object (like a wire cutter cutting wires or a chainsaw cutting a log), it should always succeed at its intended task.

SPECIAL ATTACKS

Special Attacks involve special mechanics and outcomes that are different from other Attacks, but are otherwise considered Attacks. The core rules include four of these: Disarm, Grapple, Shove, and Trip. Whenever you make an Attack, you can instead make a Special Attack. Each of these Special Attacks is resolved by a Challenge between the attacker and the target.

DISARM

The Disarm Special Attack allows a combatant to attempt to deprive an opponent of a melee weapon that they are wielding in the following manner:

- **Requirement:** The target must be no more than one size category larger than the attacker and within reach. In order to make the Special Attack, the attacker must target a specific weapon that the target is wielding using a melee weapon or unarmed strike.
- **Challenge:** The attacker makes a Melee Attack Roll against the target's Strength (Athletics) or Dexterity (Acrobatics) check (target's choice).
- **Outcome:** If the attacker is successful, the target drops their weapon. If the attacker is



using an empty hand as an unarmed strike, they can take the dropped weapon.

Note that the GM has the discretion to restrict heroes from making an unarmed Disarm against a weapon that is clearly very dangerous to grab onto, such as a sword.

GRAPPLE

The Grapple Special Attack allows a melee combatant to grab hold of an opponent and control their movement in the following manner:

- **Requirement:** The target must be no more than one size category larger than the attacker and within reach. The attacker must have at least one free hand (or any limb suitable for grabbing and holding the opponent).
- **Challenge:** The attacker makes a Strength (Athletics) check against the target's Strength (Athletics) or Dexterity (Acrobatics) check (target's choice).
- **Outcome:** If the Attack is successful, the target has the Grappled condition until either the attacker chooses to release the target as a Free Action, or the target escapes.
- **Escape:** Escaping a grapple requires taking an Action. The escapee makes a Strength (Athletics) or Dexterity (Acrobatics) check (escapee's choice) against the grappler's Strength (Athletics) check. If successful, the escapee ends the Grappled condition.
- **Forced Movement:** A combatant that grapples a target of equal or smaller size can forcibly move the Grappled opponent when they move. This counts as Difficult Movement unless the Grappled target is two or more size categories smaller than the grappling attacker.

SHOVE

The Shove Special Attack allows a melee combatant to move an opponent by pushing them away in the following manner:

- **Requirement:** The target must be of the same size category or smaller than the attacker and within reach.

- **Challenge:** The attacker makes a Strength (Athletics) check against the target's Strength (Athletics) or Dexterity (Acrobatics) check (target's choice).
- **Outcome:** If the attacker is successful, the target is pushed 5 feet away from the attacker. The attacker can then choose to move into the space that the target previously occupied or to remain where they are.

TRIP

The Trip Special Attack allows a melee combatant to force an opponent to become Prone in the following manner:

- **Requirement:** The target must be no more than one size category larger than the attacker and within reach.
- **Challenge:** The attacker makes a Strength (Athletics) check against the target's Strength (Athletics) or Dexterity (Acrobatics) check (target's choice).
- **Outcome:** If the attacker is successful, the target falls Prone.

Note that the GM has discretion on which non-human creatures can be effectively tripped.

VISIBILITY IN COMBAT

Smoke, fog, and a lack of light can all impact visibility, as can any effect that causes a character's vision to be sufficiently impaired. At any point in the game, characters might experience good visibility, poor visibility, or no visibility, with effects as noted on the table below.

LEVEL	DESCRIPTION	EFFECT
Good visibility	Good lighting and air quality	None
Poor visibility	Light fog, light smoke, blurry vision, dim lighting	Disadvantage on Ranged Attacks beyond 5 feet Disadvantage on Wisdom (Perception) checks based on sight
No visibility	Heavy fog or smoke, minimal to no illumination	Combatants can't see and are effectively Blinded



NIGHT VISION

Night vision allows a combatant to ignore the effects of poor visibility and no visibility due to poor lighting. It does not help with other effects that limit visibility, such as smoke or fog.

UNSEEN ATTACKERS

When an attacker is completely hidden from the target, but the target is visible to the attacker, the attacker has Advantage on Attack Rolls against the target.

UNSEEN TARGETS

There are situations in which a combatant may want to Attack an enemy that they cannot see. For example, they might suspect an enemy is hiding in the dark or behind a closed door. In these situations, the attacker can make an Attack, blindly hoping to hit someone.

The attacker has to guess where they think the target is. They make an Attack Roll with Disadvantage, and they cannot gain Advantage on this Attack for any reason. If any combatant is in that space, the Attack targets them. If no combatant is in the space, the Attack misses.

HIDING

Combatants can use the Hide Action in combat to gain an edge over their opponents. A combatant can't normally hide while they are currently visible to their enemies. They must break the line of sight somehow and find a location suitable for hiding. The GM is the final arbiter of when heroes can hide and when they can't.

A combatant that wants to hide makes a Dexterity (Stealth) check and makes a note of the result. Opponents can detect them actively by making a Search Action and also by making an Intelligence (Investigation) or Wisdom (Perception) check against the result of the earlier Dexterity (Stealth) check. If the search is successful, the person searching can call out the location of the hiding combatant, at which point they are no longer considered hidden.

SNEAKING

Intentionally moving around while remaining unnoticed is referred to as sneaking. Combatants cannot sneak while being directly observed unless they have some kind of camouflage, there is poor visibility, or no one is looking in their direction.

A combatant who wants to sneak makes a Dexterity (Stealth) check with the DC being the passive Perception of anyone nearby who could possibly see or hear them. If the combatant's check is successful, they remain undetected; if not, the opponent with the highest passive Perception detects their presence and can shout a warning. Various circumstances may give Advantage or Disadvantage to the sneaker at the GMs discretion.

HANDS

It is assumed most heroes have two hands with which to hold weapons, and that you need only one hand to make an Attack with most weapons. Some weapons have the "Two-Handed" property, which requires both hands to make an Attack. Two-Handed weapons can be carried in one hand when not using them to make an Attack. Some Actions also implicitly require a free hand, such as using a smartphone, opening a door, or picking up an object.

Because the rules allow heroes to pick up or pull out a weapon as a free Action, keeping track of what people are holding is usually not an issue. There are some situations where the GM should remind players that there are practical limits to what they can do with their hands in a given situation. If a hero needs to swap items in and out of their hands constantly, such as trying to reload pistols that they have in each hand, the GM should require them to spend an Action to account for all the juggling of equipment.

GAME MASTERING

This section of the ***Quickstart Guide*** is intended for those who want to be Game Masters and to run the included adventure for their friends. Being a Game Master is more challenging than being a player, but can be just as much or more fun. A good Game Master does their best to learn the rules and is dedicated to helping all the players have a good time. It helps to have a vivid imagination and a way with words, but anyone can become an excellent GM with a little experience and enthusiasm. The adventure in this starter set is specifically designed to make your job easy and fun.

As Game Master you have great power over, and therefore great responsibility for, the success of the game. You set the stage for the players, react to their decisions, and adjudicate the game rules. Your goal should be for everyone at the table to have a good time. Players will ultimately have more fun if they are successful in the adventure, but still face sufficient challenges to make their efforts feel heroic.

As arbiter of the rules, keep this in mind: if you face a choice between following the rules precisely and everyone having fun, choose fun...every time!

THE ADVENTURE

As a new Game Master, we suggest that you start by grabbing a prepared adventure. These will present you with a story, enemies to fight, descriptions, and other helpful items that let you focus on reacting to the players. Ultimately, most Game Masters will want to try their hand at creating their own original adventures.

You can grab one of our free adventures at our web store at: ***https://evilgeniusgames.com/product-category/free-downloads/***

If you want to create adventures for yourself, here are some key tips.

- Ensure that the player's heroes are the stars of the story and can make key decisions
- Follow the three act structure: Introduction, Rising Action, Climactic Resolution.
- Allow for multiple solutions to the challenges in the adventure
- Don't plan for what the heroes will do; rather, focus on the situations that they must respond to.



DESCRIBING THE SCENE

Usually, each adventure, each session, and each scene begins with narration. You explain to the players where they are, what is going on, and who else is there. You then ask some variation of, "What do you do?"

Try not to describe what the heroes are doing, thinking, or feeling—this is the one thing that you should avoid taking control of as the Game Master. The players should tell their own stories through their heroes.

PLAYER ACTIONS

One or more players will then describe what they want to do. This might be choosing their combat Actions, speaking to an NPC or another player character, or interacting with the world in any way that they can imagine. Try not to tell players what they can or cannot attempt. The fun of an RPG is that you can try almost anything. The Game Master's job is to decide what happens in reaction to the players' choices.

ROLLING DICE

If there is a chance that the hero could succeed or fail at their Action, you tell the player what to roll. Outside of combat, this is usually an Ability Check of some kind, but you may call for a Saving Throw or an Attack Roll as well, if the situation calls for it. Combat involves a lot of rolling of all types, but especially Attack Rolls. If the player's Action doesn't need a roll, then you can skip straight to the resolution.

RESOLUTION

Once any necessary dice are rolled, you narrate the result in much the same way that you described the initial scene. Once you describe the outcome of the hero's Actions, always ask them, "What do you do next?" or transition to another player and ask them what their hero is doing.

IS THAT EVERYTHING?

Yes and no. That is all you really need to do in order to be a Game Master. In some ways, it is very simple. In other respects, it is an activity that no matter how much experience and talent you have, there are always ways to improve and to find creative ideas to add to your Game Mastering skill set.

The ***Everyday Heroes Core Rulebook*** is chock full of Game Mastering advice, optional rules, and resources for creating adventures. There are also wonderful videos out there in which experienced GMs share their own advice and wisdom about running a great gaming session or campaign. But the first big step is simply gathering up your friends and running a game.

Our parting advice is to relax, focus on the fun, and learn by doing!



APPENDIX

NPCS

BOUNCER — CR 1/4

Medium person (human)
Defense 16
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	11 (+0)	13 (+1)	13 (+1)

Proficiency +2
Skills Athletics +4, Insight +3, Intimidation +3
Senses passive Perception 11
Roles Melee, Tank
Equipment Pocket stuff

Actions

Grab. Melee attack: +4 to hit, 4 (1d4 + 2) Bludgeoning damage (PV 1) and target is Grappled.

Bonus Actions

Toss. The Bouncer can throw a Grappled target up to 10 feet with the victim landing Prone, ending the grapple. The victim must make a DC 12 Strength Saving Throw or take 4 (1d4+2) Bludgeoning damage (PV1).

Bouncers are adept at handling drunks that have gotten too rowdy, and anyone who's getting too handsy with the employees.

ELITE SOLDIER — CR 4

Medium person (human)
Defense 16
Hit Points 52 (7d8 + 21)
Armor Heavy Ballistic Vest (+2 save Bonus, AV 4, ballistic)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	13 (+1)	11 (+0)

Proficiency +2
Saves Constitution +5
Skills Athletics +5, Endurance +5, Perception +3, Survival +3, Vehicles +6
Senses passive Perception 13
Roles Ranged, Killer
Equipment Assault rifle, combat knife, two fragmentation grenades, soldier's kit

Headshot. The Elite Soldier scores a Critical Hit on a roll of 19 or 20 when making Ranged attacks.

Actions

Multiattack. The Elite Soldier makes three Attacks or uses Suppressive Fire. They may only make one Grenade Attack per turn.

Combat Knife. Melee attack: +5 to hit, 6 (1d6 + 3) Slashing damage (PV 1).

Assault Rifle. Ranged (900/1800) attack: +6 to hit, 10 (1d12 + 4) Ballistic damage (PV 3).

Burst Fire. Ranged (900/1800) attack: +6 to hit, 17 (2d12 + 4) Ballistic damage (PV 3). This Attack is made at Disadvantage.

Suppressive Fire. The Elite Soldier creates Suppressive Fire along a 30-foot line within 900 feet, dealing 10 (1d12 +4) Ballistic damage (PV 3) to all targets in the field of fire.

Grenade (2/Long Rest). *Thrown Explosive* ***Ranged (75/150) attack:*** +6 to hit target space, 20 ft radius, 18 (4d8) Explosive damage (PV 3).

Elite Soldiers are the baddest around, having experienced some of the most intense combat scenarios imaginable.

GOON — CR 1/2

Medium person (human)
Defense 11
Hit Points 26 (4d8 + 8)
Armor Gang Jacket (+2 save Bonus, AV 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Proficiency +2
Senses passive Perception 9
Roles Melee, Hulk
Equipment Medium improvised weapon (chain, pipe, etc.), street clothes, Pocket stuff

Dogpile. The Goon has Advantage on an Attack Roll against an enemy if at least one of the Goon's

allies is within 5 feet of that enemy and the ally isn't Incapacitated.

Actions

Multiattack. The Goon makes two Attacks, one with its unarmed strike and one with its improvised weapon.

Unarmed Strike. ***Melee attack:*** +4 to hit, 4 (1d4 + 2) Bludgeoning damage (PV 1).

Improvised Weapon. ***Melee attack:*** +4 to hit, 6 (1d8 + 2) Bludgeoning damage (PV 1).

Goons are experienced street toughs. They might be working for the mob, leading lesser punks, or providing a gang some extra muscle.

HITMAN — CR 3

Medium person (human)

Defense 14

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Proficiency +2

Skills Insight +4, Perception +4, Security +3, Stealth +5, Streetwise +4, Vehicles +5

Senses passive Perception 14

Roles Killer, Ranged, Shadow

Equipment Concealed carry pistol, knife, suit, pocket stuff

Fast Reflexes. The Hitman has Advantage on Initiative Rolls.

Vital Strike (1/Turn). The Hitman deals an extra 10 (3d6) Damage when they hit a target with an Attack with a weapon and have Advantage on the Attack Roll, or when the target is within 5 feet of an ally of the Hitman that isn't Incapacitated and the Hitman doesn't have Disadvantage on the Attack Roll.

Surprise Attack. The hitman has Advantage on Attack Rolls against a target that has not yet acted during this combat.

Actions

Multiattack. The Hitman makes two Attacks.

Knife. ***Melee attack:*** +5 to hit, 6 (1d6 + 3) Slashing damage (PV 1).

Concealed Pistol (8 rounds, bonus reload). ***Ranged (100/200) attack:*** +5 to hit, 8 (1d10 + 3) Ballistic damage (PV 1).



Hitmen are killers for hire, or the loyal wetworkers of organized crime. It's not personal. Usually.

POLICE OFFICER — CR 1

Medium person (human)

Defense 13

Hit Points 13 (2d8 + 4)

Armor Light ballistic vest (+2 save Bonus, AV 2, ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	10 (+0)	12 (+0)	12 (+0)

Proficiency +2

Skills Athletics +4, Intimidation +2, Streetwise +2, Vehicles +4

Senses passive Perception 10

Roles Killer, Support

Equipment 9mm Semi-Auto Pistol, TASER, police kit, pocket stuff

Actions

Multiattack. The Police Officer makes two Attacks.

Cuff 'em. The Police Officer tries to cuff a combatant that they have Grappled. The target must succeed at a DC 12 Strength Saving Throw or be cuffed. The Police Officer decides whether the target is cuffed to an object, to the Officer, or to itself. A combatant cuffed to an object or to the Officer cannot move further than 5 feet from what it is cuffed to and has Disadvantage on any Attack Rolls made with the cuffed hand. A combatant cuffed to itself has Disadvantage on any Attack Roll or Ability Check that uses its hands.

Grapple. *Special Melee attack:* Strength (Athletics) vs Strength (Athletics) or Dexterity (Acrobatics) challenge.

Nightstick. *Melee attack:* +4 to hit, 4 (1d4 + 2) Bludgeoning damage (PV 1).

9mm Pistol (21 rounds, Bonus reload). *Ranged (100/200) attack:* +4 to hit, 7 (1d10 + 2) Ballistic damage (PV 2).

TASER (2/Long Rest). *Ranged (15) attack:* +4 to hit, 2 (1d4) Electrical damage (PV 0) and target must make a DC 12 Constitution Saving Throw. If the save fails, the target is Stunned until the end of their next Turn.

Police Officers are experienced in law enforcement. Or, at least, they're armed well enough to enforce the law. They carry tasers to subdue criminals, but are willing to open fire if necessary.

ZOMBIE — CR 1/8

Medium person (undead)

Defense 8

Hit Points 6 (1d8 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	14 (+2)	3 (-4)	6 (-2)	5 (-3)

Proficiency +2

Skills Athletics +3

Senses passive Perception 8

Roles Fodder, Melee

Equipment Tattered clothing, pocket stuff

Aim For The Head. An attacker that does not already have Disadvantage can take Disadvantage on any Attack Roll against the Zombie. If they do, that Attack ignores the Zombie's Undead Fortitude talent.

Flammable. When the Zombie takes any Fire damage, it is Burning.

Undead Fortitude. If Damage reduces the Zombie to 0 hit points, it must make a Constitution Saving Throw with a DC equal to the Damage taken, unless the Damage is from a Critical Hit. On a success, the Zombie is reduced to 1 hit point instead.

Undead Nature. The Zombie cannot be Frightened, Paralyzed, Sickened, or Stunned, and it cannot gain levels of Exhaustion or Intoxication. It is immune to Poison damage.

Actions

Bite. *Melee attack:* +3 to hit, 4 (1d6 + 1) Piercing damage (PV 1) and the target is exposed to the Zombie virus. This Attack is made with Advantage against a Grappled opponent.

Grab. *Melee attack:* +3 to hit, 3 (1d4 + 1) Piercing damage (PV 1) and the target is Grappled.

The living dead. They wander about in packs, grabbing hold of anyone they can find to satiate their eternal hunger.

GLOSSARY

Ability Check: This is a Success Roll made to take an Action that has a chance of failure, but is not an Attack. Ability Checks often involve a skill of some kind.

Ability Scores: The essential measures of a hero: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha).

Action: Something that you can do once on your turn in combat, whether it is attacking an opponent, helping an ally, or searching a room.

Advantage: When you have Advantage on any success roll, you roll two dice and use the better result.

Ally: This refers to heroes other than the acting hero, as well as to Companions, friendly NPCs, or anyone else that the acting hero wants to treat as an ally. It specifically excludes the hero themselves.

Archetype: The essential type of hero that you are: Strong, Agile, Tough, Smart, Wise, or Charming.

Armor Value (AV): A measure of how protective armor is, or how tough a material is. It is compared with Penetration Value (PV).

Attack: An Action that is violent in nature and intended to harm or hinder an opponent.

Attack Roll: A Success Roll used to determine if you hit your opponent with an Attack.

Bonus Action: Something extra that you can do once during your turn, usually granted by your Class.

Background: This represents a hero's past experience and upbringing.

Class: This represents the way that you express your Archetype and face challenges.

Challenge Rating (CR): A measure of how strong an NPC is. Higher is stronger.

Combatant: Any entity engaged in combat or caught up in a combat situation, including yourself, your allies, and your opponents.

Conditions: Adverse states that can affect your character during the game, such as Blinded, Distracted, or Stunned.

Creature: This refers to any living or mechanical entity represented in the game rules.

Damage: When characters are struck by Attacks or threatened by danger, they can suffer Damage. Taking Damage doesn't always mean that you are physically injured.

Damage Roll: The roll to determine how much Damage a successful Attack inflicts on an opponent.

DC (Difficulty Class): The target number needed to succeed when making an Ability Check or Saving Throw.

Defense: This is the target number for Attack Rolls. It represents how difficult it is to endanger a character with an Attack.

Defense Bonus: A value added to a hero's Defense, as determined by their Class and Level.

Disadvantage: When you have Disadvantage on a success roll, you roll two d20s and use the lower result.

Expertise: This doubles the Proficiency Bonus for a skill in which a hero is already proficient.

Feat: A special way to customize your hero. Feats are usually gained when a hero gains even-numbered levels.

Initiative: A d20 roll that determines the order of combat.

Hero. Heroes are the characters controlled by players. When the rules mention "heroes," the term is referring specifically to the players' characters.

Hit Dice: Hit Dice are a measure of how many Hit Points characters have, and how many Hit Points they can recover.

Hit Points (HP): A measure of a character's health, luck, and fighting spirit. The more Hit Points a character has, the longer they can stay in the fight.

Level: A measure of how powerful heroes are, from 1 to 10. New heroes start at the 1st Level.

Opponent: Any combatant opposing the heroes or trying to do them harm is an opponent.

Origin: The nature of a hero, whether it be their species, physical nature, or unique intrinsic qualities independent of their life experience.

Profession: What a hero does for a living.

Proficiency: Things a character is particularly good at. The three types are Equipment, Saving Throws, and Skills. If a character is proficient with something, they gain a Proficiency Bonus when doing it.

Proficiency Bonus: A Level-based bonus added to things that a character is proficient with.

Penetration Value (PV): Penetration Value is assigned to weapons and Damage. It is compared to Armor Value (AV) to determine if a weapon's Damage can penetrate armor or other obstacles.

NPC. A non-player character. These are characters with game stats that are controlled by the GM.

Reaction: A type of Action triggered by another effect, like Diving For Cover in reaction to an explosion.

Round: A time frame of combat in which every combatant gets a turn..

Saving Throws (Saves): A Success Roll to avoid unexpected danger. There are different types of Saving Throws based on the six Ability Scores.

Success Roll. A d20 roll that determines the success or failure of an Action or Reaction by a character. Attack Rolls, Saving Throws, and Ability Checks are all common types of Success Rolls.

Skill: Areas of knowledge that heroes use for everyday challenges. Proficiency in a skill gives characters a Proficiency Bonus when making Ability Checks that use that skill.

Target: A target is the combatant chosen as the object of an Attack, Talent, or other effect.

Team. This is used to refer to the heroes as a group.

Turn: An individual Player's time to act during a Round.

Victim: The subject of a successful Attack or other detrimental effect.

5E DIFFERENCES

The following is an overview of the major functional mechanical differences from 5e that you will find in this ***Quickstart Guide***. There are additional minor differences, mostly formalizing mechanics that are informally defined in 5e, or making small adjustments to existing 5e mechanics. There are additional unique rules to be found in the ***Everyday Heroes Core Rulebook***.

10 Levels. Everyday Heroes Classes and Archetypes stop at Level 10 instead of Level 20.

Armor. Armor gives the wearer a Saving Throw to avoid Damage that would take them to 0 hit points. It doesn't affect how difficult a target is to hit.

Armor Class. Armor class has been re-named to Defense and it is calculated differently for each Archetype. Defense is not based on worn armor and it increases with a hero's level.

Armor Value (AV). Armor, cover, and objects have an Armor Value, usually between 1 and 5 that is used to see if Attacks have a chance to defeat them.

Character Creation. Heroes are created by choosing five key elements: **Origin** (which is similar to race, but includes generating Ability Scores), **Background** (a hero's past), **Profession** (a hero's day job), **Archetype** (like a broadly defined Class), and **Class** (a specialization of the Archetype)

Breaking Objects. Inanimate objects do not have hit points in **Everyday Heroes**. The Armor vs Penetration system is instead used to determine what Attacks can effectively destroy a given object.

Bulk. Bulk is a value that objects have to determine a hero's carrying capacity before becoming Encumbered.

Conditions. New conditions include Burning, Distracted, and Sickened, while some fantasy themed conditions have been excluded.

Cover. Cover provides a static Defense value, rather than modifying a hero's Defense. It is also possible to penetrate cover with powerful weapons.

Critical Misses. Critical misses are a defined rule in **Everyday Heroes** and there are instances in which it can cause friendly fire, equipment malfunctions, or other events.

Damage Types. The list of Damage types is slightly different, including Explosive damage and excluding some types of purely magical Damage.

Firearm Rules. A number of equipment properties and combat rules have been added to the game to support firearms.

Penetration Value (PV). Damage sources have a Penetration Value, usually between 1 and 5 that is used to see if the Damage can penetrate armor, cover, or other defenses.

Difficult Movement. Any situation that slows movement by half is termed Difficult Movement.

Dive for Cover. This is a new standard Reaction available to all heroes and NPCs. It allows someone to use their Reaction to avoid area Damage effects and other hazards. It is often used in place of reflex Saving Throws for reduced Damage.

Explosives. A number of equipment properties and combat rules have been added to the game to support modern explosives.

Feats. Feats are a standard mechanic in **Everyday Heroes**. There are two sizes of Feats: Minor and Major. Heroes can choose to take one Major Feat or two Minor Feats when gaining even levels. Feats also have three categories, Basic, Advanced, and Multiclass, depending on the type of mechanics found in the Feat.

Heroes. Player characters are referred to in the rules as "heroes."

Milestones. Milestones are used exclusively for leveling. There are no experience points in **Everyday Heroes**.

Multiclassing. Multiclassing is done exclusively by taking Multiclass Feats.

Proficiencies. There are no equipment proficiencies in **Everyday Heroes**. Weapon and Armor Proficiencies are grouped together into Equipment Proficiencies and the categories are different than in 5e.

Second Wind. Second Wind is an Action that any hero can perform once per Short Rest in **Everyday Heroes**.

Skills. There are 22 in the base **Everyday Heroes** list, some of which are different in order to reflect the modern setting.

Special Attacks. Special Attacks like Grapple, Shove, and Disarm can not only be performed as a specific Action, but can also be substituted for another Attack.

Unarmed Strike. Unarmed Attacks are not a special category of Attack. They are treated exactly like Attacks with weapons and deal 1d4 Bludgeoning damage.

Wealth Level. Heroes gain a Wealth Level from their profession. Heroes can freely buy any available item with a Price Level equal to, or lower than, their Wealth Level. Exact currency is only tracked when it is part of an adventurer's plot.

