

Everyday Heroes

Backgrounds:

Convict

You spent time in one or more penal institutions and know the ins and outs of prison life.

Ability Score Increase: Increase your Strength by 1, to a maximum of 20

Skill Proficiencies: Endurance

Iconic Equipment: A badass prison tattoo

Special Feature: Know the Routine. You have advantage on Insight checks made against law enforcement, correctional officers, and other convicts.

Legend

Your past is the stuff of legends. Whether those legends are true or not, who can say, but your reputation precedes you wherever you go.

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

Skill Proficiencies: Any one skill proficiency of your choice

Iconic Equipment: You are known for a distinctive and decorative piece of clothing or jewelry—perhaps an eyepatch...

Special Feature: Instant Credibility. No matter where you go, your starting Street Cred score is 3 instead of 1.

War Veteran

You are a combat veteran but now have a different profession in civilian life.

Ability Score Increase: None

Skill Proficiencies: Basic, Advanced, and Military Equipment

Iconic Equipment: A collection of service medals and photographs of your comrades in arms

Special Feature: Veterans Benefits. In addition to the financial programs offered by your government, you have advantage on Charisma checks made when speaking to military personnel and veterans.

Charm

You are in the business of trading affection for money or patronage.

Ability Score Increase: Increase your Charisma and two other different ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Performance, Persuasion, and Streetwise

Iconic Equipment: A sexy outfit and pepper spray

Wealth Level: 2

Special Feature: Distracting. When not in combat, you can make a **Charisma (Persuasion)** check vs. a target's Wisdom saving throw. If you win the challenge, the target has the Distracted condition so long as you keep talking to them.

Survivalist/Reinactor

You are one of the Nightshades of Central Park, tasked with growing food, purifying the soil, and following the Nightshade's code to protect the park from corruption.

Ability Score Increase: Increase your Strength and Wisdom by 1, to a maximum of 20

Skill Proficiencies: Basic, Improvised, and Historical Equipment, Endurance, Medicine, Natural Science, and Survival

Iconic Equipment: Robe, sandals, scythe, seeds, water skin, and vegetables

Wealth Level: 1

Special Feature: Urban Jungle. You may substitute Survival for Streetwise when in urban environments.

Drug Cook

You work for a criminal enterprise making recreational drugs. Whether you have formal training or not, you know how to produce, process, and prepare illicit drugs for sale.

Ability Score Increase: Increase your Intelligence and two other different ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Medicine and Natural Science

Iconic Equipment: Chemistry kit, hazmat suit, and a sample of your work

Wealth Level: 3

Special Feature: Drug Expert. You have advantage on ability checks to identify illicit drugs and diagnose symptoms of intoxication, addiction, and withdrawal, as well as ability checks made to produce illicit drugs.

Fixer

You are who people come to see when they need something done. You're not the one who does the deed, but you know someone who can. Your network of contacts and connections is your greatest asset, and you make others pay dearly for access.

Ability Score Increase: Increase your Intelligence and Charisma by 1, to a maximum of 20

Language: Choose one additional language useful in your work

Skill Proficiencies: Deception, Insight, Persuasion, and Streetwise

Iconic Equipment: Expensive clothing, tasteful jewelry, and a little black book

Wealth Level: 3

Special Feature: Serious Cred. Your Street Cred in your city starts at 4, and you have advantage on ability checks made to gain Street Cred.

Gang Leader

You hold a position of leadership within a street gang. This grants some power over its members, but also comes with the responsibility to maintain order, provide for your members, and defend the gang's reputation and territory.

Ability Score Increase: Increase your Charisma and one other ability score of your choice by 1, to a maximum of 20

Skill Proficiencies: Basic and Advanced Equipment, Intimidation, Persuasion, and Streetwise

Iconic Equipment: Gang colors and combat knife

Wealth Level: 2

Street Cred. Your Street Cred in your city starts at 4

Special Feature: Gang Leadership. You may give direct orders to gang members under your command so long as the orders are not obviously harmful to the gang as a whole.

Gang Soldier

You are a blooded soldier in a street gang. You have proven your ability to fight, as well as your loyalty. While you are expected to carry out orders, you do have an influential voice within the gang due to your service.

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

Skill Proficiencies: Basic, Improvised, and Advanced Equipment, Intimidation, and Streetwise

Iconic Equipment: Gang colors and baseball bat

Wealth Level: 1

Street Cred. Your Street Cred in your city starts at 3

Special Feature: Tough Enough. You can use your Constitution or Strength modifier instead of Charisma when making Intimidation checks.

Prison Gladiator

You make your living competing in blood sports for money, prestige, and bloodlust. That, or you were conscripted into competition as a prisoner of some warlord in the Free Zones. If you have lived this long, you must either be very good or very lucky.

Ability Score Increase: Increase your Strength and Dexterity by 1, to a maximum of 20

Skill Proficiencies: Basic, Advanced, Historical, and Improvised Equipment, and Intimidation

Iconic Equipment: Bad-ass gladiator outfit

Wealth Level: 3

Special Feature: Grit. Regain one spent hit die after finishing a short rest.

Rat Catcher

You have one of the more essential but inglorious jobs in a gang: catching rats and other vermin for food. The one thing New York doesn't want for is rats, and fortunately they seem to be largely immune to Reagent 18, making them safe to eat.

Ability Score Increase: Increase your Dexterity and two other different ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Basic and Historical Equipment, Athletics, Stealth, and Streetwise

Iconic Equipment: Filthy clothes, rubber boots, leather gloves, handmade bow, and arrows.

Wealth Level: 1

Special Feature: Underground Ghost. You have advantage on **Dexterity (Stealth)** checks made to hide and move silently when in an underground environment.

Revolutionary Soldier

You are a soldier in one of the many revolutionary organizations that have risen up around the world in reaction to the social collapse of the world powers. Whether you fight for an ideal or in the service of a charismatic leader, you fight against an authoritarian government.

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

Skill Proficiencies: Basic, Advanced, and Military Equipment, Stealth, and Survival

Iconic Equipment: Makeshift fatigues, AK-47 assault rifle, and combat knife

Wealth Level: 1

Special Feature: Zeal. Gain 1d4 temporary hit points when you defeat an opponent in combat. Defeat is normally defined as dropping them to 0 hit points or forcing them to surrender. Note that temporary hit points don't accumulate; see the rule on temporary hit points for details.

Scavenger

You make your living by selling things that other people throw out, leave behind, or abandon. It is one of the most common professions in the Free Zones but is seen as a criminal occupation in New America.

Ability Score Increase: Increase your Wisdom and two other different ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Basic Equipment, Investigation, Perception, and Streetwise

Iconic Equipment: A crowbar, a backpack, a climbing kit, and a lantern or flashlight

Wealth Level: 1

Special Feature: Dumpster Diving. You can find any non-restricted item with a Price Level of 2 or less for free, given an hour's time. You can find any non-restricted item of Price Level 3 in the same way, but it requires repairs to be useful.

USPF Officer

You are one of the many rank-and-file USPF Officers. While you are expected to follow the chain of command and your orders, you have broad latitude in dealing with suspected criminals.

Ability Score Increase: Increase your Dexterity and Constitution by 1, to a maximum of 20

Skill Proficiencies: Basic, Advanced, and Military Equipment, Intimidation, and Vehicles

Iconic Equipment: Black uniform, helmet, and medium ballistic vest

Wealth Level: 3

Special Feature: Jack Boots. As a reaction, you can make an unarmed opportunity attack against an adjacent opponent after they fall prone.

BARTENDER

You mix and serve drinks, whether at a classy establishment or a rundown dive bar. You spend a lot of your job talking with the clientele in addition to serving their drinks, which means you tend to know everyone, and you hear all of their problems.

Ability Adjustments. Increase your Charisma and two other ability scores of your choice by 1, to a maximum of 20

Iconic Equipment. Bar rag, cocktail mixer

Wealth Level: 2

Proficiencies. Insight, Persuasion, and Streetwise

Special Feature. Everyone's Therapist. People tell you all kinds of things, especially while drunk. You have advantage on Wisdom (Streetwise) checks made to pick up local news, rumors, scandals, or personal information.

CHARITY

You work for a charitable organization that provides assistance to those in need, such as a homeless shelter, free clinic, or community center. You don't get paid much, but you don't do it for the money.

Ability Adjustments. Increase your Wisdom and three other ability scores of your choice by 1, to a maximum of 20

Iconic Equipment. Donation flyers, first aid kit

Wealth Level. 1

Proficiencies. Choose two from Arts and Crafts, Insight, Medicine, Persuasion, Streetwise, and Survival.

Special Feature. Can you help? You are experienced in convincing people to help out for a good cause. You have advantage on Charisma (Persuasion) checks made to convince someone to act altruistically.

CHOP SHOP JOCKEY

You cut up cars for a living. Some cars that end up in a chop shop are legally obtained, but some specialize in stolen vehicles, and some just don't ask questions.

Ability Adjustments. Increase your Strength and two other ability scores of your choice by 1, to a maximum of 20

Iconic Equipment. Mechanic's Kit, lucky hood ornament

Wealth Level. 2

Proficiencies. Mechanics, Streetwise, and Vehicles

Special Feature. Hot Rods. You have access to all kinds of great car parts. Given a week to put some of them together, you can purchase a vehicle as if your Wealth Level were 2 higher than it is.

FORTUNE TELLER

Whether or not you have any legitimacy, you read the fortunes of your patrons through card readings, crystal gazing, channeling the spirits, or any number of other methods of divination.

Ability Adjustments. Increase your Charisma and two other ability scores of your choice by 1, to a maximum of 20

Iconic Equipment. Tarot cards

Wealth Level. 2

Proficiencies. Deception, Insight, and Performance

Special Feature. Fortune Reading. You have advantage on all Charisma checks and *Wisdom (Insight)* checks made against anyone whose fortune you are currently telling, so long as they accepted this reading from you.

KID

You don't have a job because you're a kid! Or maybe you have something like a paper route, but it doesn't pay well. If you go to school, it's grade school, so you probably aren't learning all that much.

Ability Adjustments. Increase your Dexterity and three other ability scores of your choice by 1, to a maximum of 20

Iconic Equipment. Skateboard or bicycle, superhero lunchbox

Wealth Level. 1

Proficiencies. Acrobatics and Endurance

Small. Your size is Small. You have disadvantage on attack rolls made with heavy weapons, but you might be able to fit into spaces adults couldn't.

Special Feature. Innocent. You're just a kid! You have advantage on Charisma checks made to convince an adult not to punish you, whether you did something worth punishing or not.

MAGICIAN

You perform tricks and illusions in front of an audience for a living. You pull rabbits out of hats, levitate assistants, and dazzle crowds with your amazing card tricks.

Ability Adjustments. Increase your Dexterity and two other ability scores of your choice by 1, to a maximum of 20

Iconic Equipment. Deck of playing cards, flash paper, fake flowers, rabbit or pigeon

Wealth Level. 2

Proficiencies. Performance

Expertise. Sleight of Hand

Special Feature. Magician's Pockets. You are adept at hiding things for your tricks. You have advantage on ability checks made to hide objects on your person.

OCCULTIST

You trade in ancient texts, mystical objects, or other occult paraphernalia. You might sell hokey trinkets to tourists, trade in artifacts and curios with historical relevance, delve into the truly supernatural, or do some combination of all three.

Ability Adjustments. Increase your Intelligence and two other ability scores of your choice by 1, to a maximum of 20

Iconic Equipment. Book of esoteric lore, weird amulet

Wealth Level. 3

Proficiencies. Social Sciences and choose one from Deception, Investigation, or Persuasion

Special Feature. Occult Knowledge. You have read a variety of occult texts. You have advantage on checks made to remember or research information about occult practices and entities.

PAWN SHOP OWNER

You run a pawn shop, where desperate people borrow money in exchange for valuable collateral. If they don't pay up in time, you keep the item and sell it at a mark-up.

Ability Adjustments. Increase your Wisdom and two other ability scores of your choice by 1, to a maximum of 20

Iconic Equipment. Cheap jewelry

Wealth Level. 2

Proficiencies. Deception, Insight, and Streetwise

Special Feature. Appraisal. You have advantage on ability checks made to know the value of any object.

SNITCH

You're a criminal, but you've got a deal with the law. You snitch on other criminals, and in exchange you stay out of prison.

Ability Adjustments. Increase your Charisma and two other ability scores of your choice by 1, to a maximum of 20

Iconic Equipment. Burner phone

Wealth Level. 2

Proficiencies. Deception and choose one from Security, Sleight of Hand, Stealth, or Streetwise

Special Feature. Limited Immunity. You have an in with the cops. The police will let you off the hook for pretty crimes you commit, and you can avoid punishment for larger crimes so long as you give up someone else involved.

STARVING ARTIST

You perform or create art for a living, but your career hasn't exactly taken off. You might be a local musician, a small-time comedian, an unknown painter, or any other kind of creator that hasn't hit it big.

Ability Adjustment. Increase your Charisma and three other ability scores of your choice by 1, to a maximum of 20

Iconic Equipment. Artisan's tools of some kind, granola bars

Wealth Level. 1

Proficiency. Choose either Arts and Crafts or Performance, and choose either Computers or Streetwise

Special Feature. Artistic Focus. Choose one type of performance or art in which you specialize. You gain advantage when practicing the chosen type of art or performance.

You travel the world documenting societies, soldiers, and civilians living through or dying in war. Whether you work for a civilian news outlet, an NGO, or a military service, you are the window through which the outside world sees the face of conflict.

Language, Choose one additional language.

Ability Adjustments. Increase your Wisdom and two other different ability scores of your choice by one, to a maximum of 20.

Skill Proficiencies, Arts and Crafts, Endurance, and Perception

Iconic Equipment, High-quality camera, camera vest, selection of lenses

Wealth Level. 2

Special Feature, Heightened Awareness. You gain advantage on *Wisdom (Perception)* checks during combat.

You are a gun for hire, working either independently or as a member of a mercenary company. You go where the pay (and hopefully the odds of survival) are good. Whatever your principles, you are expected to follow orders.

Language, Choose one additional language.

Ability Adjustments. Increase your Constitution by one, to a maximum of 20.

Skill Proficiencies, Basic, Advanced, and Military Equipment, Endurance, Streetwise, Survival

Iconic Equipment, Your lucky jump boots, combat knife, 9mm pistol of foreign make

Wealth Level. 3

Special Feature, Campaigner. You can regain one spent Hit Die after finishing a short rest. You cannot use this talent again until you finish a long rest.

You work as a guide for anyone needing to venture into the wilderness and hoping to come back out again. Your knowledge of the local landscape and wildlife is extensive.

Ability Adjustments. Increase your Constitution, Wisdom, and one other ability score of your choice by one, to a maximum of 20.

Skill Proficiencies, Basic, Advanced, and Equipment, Endurance, Perception, Survival

Iconic Equipment, Camping kit, binoculars, sunscreen, and a good Stetson hat

Wealth Level. 2

Special Feature, Local Knowledge. Choose a type of terrain and climate you are most familiar with. You gain advantage on *Wisdom (Survival)* checks made while in a place with that combination of terrain and climate.

You are one of the world's brightest cryptozoological and scientific experts, recruited by Monarch for both your knowledge of science and your willingness to take the world's myths and legends seriously.

Language, Choose one ancient lost language you can read and write.

Ability Adjustments. Increase your Intelligence and one other different ability score of your choice by one, to a maximum of 20.

Skill Proficiencies, Natural Sciences, Social Sciences

Iconic Equipment, Monarch ID badge, MFAD tool, blurry Titan selfie

Wealth Level. 4

Special Feature, Power of Myth. You can make a DC 10 *Intelligence (Social Sciences)* check when you first encounter a new superspecies. If successful, the GM should reveal to you something important about the creature, either about its behavior, a dangerous attack, or a special defense. This knowledge is based on your study of ancient myths of a similar beast.

You are part of the Monarch Battle Unite, sworn to protect civilians during Titan events and to safeguard Monarch personnel as they carry out their sometimes dangerous work.

Ability Adjustments. Increase your Dexterity by one, to a maximum of 20.

Skill Proficiencies, Basic, Advanced, and Military Equipment, Athletics, Medicine, Vehicles

Iconic Equipment, Monarch security pack, monarch ID badge, monster claw necklace

Wealth Level. 3

Special Feature, Expect the Unexpected. You can take reactions while you are surprised in combat.

You are a proud member of the Monarch Defense Unit. You work with some of the most advanced weapons technology on earth to defend humanity against the threat of destroyer Titans.

Ability Adjustments. Increase your Intelligence by one, to a maximum of 20.

Skill Proficiencies, Basic, Advanced, and Military Equipment, Computers, Mechanics, Vehicles

Iconic Equipment, Monarch security pack, monarch ID badge

Wealth Level. 3

Special Feature, I wrote the manual. You gain advantage on *Intelligence (Computers)* and *Intelligence (Mechanics)* checks made to operate or repair equipment created by Monarch.

MILITARY PILOT

You are a highly-trained military pilot flying in service to your country. Whatever type of hardware you pilot, you fly under some of the most challenging conditions possible.

Ability Adjustments. Increase your Dexterity and one other different ability score of your choice by one, to a maximum of 20.

Skill Proficiencies, Basic and Advanced Equipment, Mechanics, Vehicles

Iconic Equipment, Flight suit, logbook, sunscreen

Wealth Level. 3

Special Feature, Aviation Expertise. You gain expertise in Vehicles.

Special Feature, Weapon Systems. You treat integrated weapons in aircraft as Advanced Equipment and do not have disadvantage when firing them from a moving aircraft.

Antiquarian

You deal in antiques, selling them to select clientele at exorbitant prices. Your firsthand experience and personal collection give you an edge in this competitive field.

Language: Choose one additional language

Ability Adjustments. Increase your Intelligence and one other ability score of your choice by one, to a maximum of 20.

Skill Proficiencies: Arts and Crafts, Persuasion.

Iconic Equipment: An antique masterwork weapon, antique furniture

Wealth Level. 4

Special Feature: Antique Knowledge. You have advantage on Intelligence (Arts and Crafts) and Intelligence (Social Sciences) checks to identify and price antiques, to spot forgeries of antiques, and to know the history of a given antique.

Crime Lord

You manage a network of independent criminal operatives. Your underworld connections are extensive. You're not the one

who does the crimes; instead, you put the organization into organized crime.

Ability Adjustments. Increase your Wisdom or Charisma by one, to a maximum of 20.

Skill Proficiencies: Deception, Intimidation, Insight, Streetwise.

Equipment Proficiencies: Basic Equipment

Iconic Equipment: An underworld token denoting your status, an encrypted burner phone

Wealth Level. 4

Special Feature: Criminal Tenure. You gain advantage on Charisma (Intimidation) checks with other criminals. Most criminals, if they know who you are, avoid antagonizing you for fear of reprisal, as long as you are not directly threatening them or their business.

Cult Leader

You persuaded a group of people that you are somehow divine or are a divine messenger. These people look to you for leadership and support, and, in return, are incredibly loyal and supportive.

Ability Adjustments. Increase your Charisma and one other different ability score of your choice by one, to a maximum of 20.

Skill Proficiencies: Deception, Persuasion.

Iconic Equipment: An immaculate white outfit, a pamphlet touting the benefits of your spiritual fellowship (which is definitely not a cult)

Wealth Level. 4

Special Feature: Followers. You are able to call on your followers to do favors and carry out mundane tasks on your behalf. Due to their conditioning, they are not especially good at thinking independently and require detailed instructions. They are not trained in combat and are not willing to die on your behalf.

Forger

You make your living creating falsified documents for others. When someone wants to start a new life, they call you first. This makes you something of an expert on government records and procedures.

Ability Adjustments. Increase your Wisdom and one other different ability score of your choice by one, to a maximum of 20.

Skill Proficiencies: Arts and Crafts, Computers, Deception, Investigation. **Professions**

Iconic Equipment: An extensive forgery kit, fake ID, burner phone

Wealth Level. 3

Special Feature: Forgery. You have advantage on Wisdom (Arts and Crafts) checks made to forge documents, artifacts, or computer records.

Itinerant

You live the life of a constant traveler; everything you own is on your back, and you make a living doing odd jobs wherever you go. Personally, you don't measure wealth in possessions, but, instead, in experiences.

Language. Choose one additional modern language

Ability Adjustments. Increase your Constitution and three other different ability scores of your choice by one, to a maximum of 20.

Skill Proficiencies: Streetwise, Survival.

Iconic Equipment: A warm coat, sturdy boots, frame backpack, and camping kit

Wealth Level. 1

Special Feature: Affable. You have advantage on Charisma (Deception) and Charisma (Persuasion) checks made to ask people for small favors or when convincing someone that you pose no danger and can generally be trusted.

Medieval Executioner

What better profession for an immortal seeking to master the art of decapitation than that of a medieval executioner? You certainly couldn't think of any, so you decided this was the profession for you.

Ability Adjustments. Increase your Strength and two other different ability scores of your choice by one, to a maximum of 20.

Skill Proficiencies: Athletics, Performance.

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: A well-used executioner's sword (two-handed sword), an imposing mask that hides your face

Wealth Level. 3

Special Feature: Clean Stroke. You have advantage when making beheading challenges as the attacker.

Salesperson

You sell things. But exactly what doesn't matter, so long as the margins are good and the market is hot. It's a great life for those who want to travel. No matter where you go, there are things that need to be sold and people to sell them to.

Ability Adjustments. Increase your Charisma and one other different ability score of your choice by one, to a maximum of 20.

Skill Proficiencies: Deception, Insight, Persuasion, Vehicles

Iconic Equipment: A slightly goofy suit or dress, sample products, a firm handshake

Wealth Level. 3

Special Feature: Let's Make a Deal. You have advantage on Charisma (Persuasion) checks made to sell something to someone, or to negotiate a better price when buying or selling something.

Senior Advisor

You are a key advisor to a king, president, cardinal, or other figure of great power and influence. While this gives you considerable clout, it also makes you the chief scapegoat when things go wrong.

Ability Adjustments. Increase your Wisdom and Charisma by one, to a maximum of 20.

Skill Proficiencies: Deception, Insight, Persuasion, and Social Sciences.

Iconic Equipment: A fashionable outfit appropriate for the halls of power, papers that identify your position of importance

Wealth Level. 3

Special Feature: Do you know who I am?. You have advantage on Charisma (Intimidation) checks with government officials and have tacit permission to enter facilities associated with the person you serve.

You tend to the needs of passengers during commercial flights—in the air or in space. With the recent boom in interplanetary tourism, there is no end to the demand for your line of work.

Ability Adjustments. +1 Charisma and +1 to two other ability scores of your choice (maximum 20).

Iconic Equipment. Safety instructions, flight attendant uniform.

Wealth Level. 2

Language. Choose one additional language.

Proficiencies. Insight, Persuasion, and choose one from Medicine, Social Sciences, or Vehicles.

Special Feature – Turbulence Tolerance. You have advantage on ability checks and saving throws made to keep your balance or to avoid falling Prone.

You work in the spacing industry, piloting or crewing spaceships to move materials, supplies, or people all about the solar system.

Ability Adjustments. +1 Constitution and +1 to one other ability score of your choice (maximum 20).

Iconic Equipment. Jumpsuit, spacesuit.

Wealth Level. 3

Proficiencies. Mechanics and Vehicles.

Special Feature – Zero-G Training. You have advantage on ability checks and saving throws made to navigate zero gravity.

You help your clients plan business trips and vacations. You book flights and hotels, plan itineraries, and recommend destinations, providing the best possible travel experience.

Ability Adjustments. +1 Charisma and +1 to two other ability scores of your choice (maximum 20).

Iconic Equipment. Travel destination pamphlets, contact book.

Wealth Level. 3

Proficiencies. Social Sciences and choose one from Deception or Persuasion.

Special Feature – Travel Benefits. You can secure free travel for you and your team to anywhere a commercial flight can take you, and free lodging at a hotel anywhere one is available.

