RollQueue: An Overwatch TTRPG

Essentials

All rolls are 3d6 + Stat unless stated otherwise. Advantage gives you 4d6, and you choose which three to keep; disadvantage gives you 4d6, and you take the lower three. You can still gain ult charge on doubles for both advantage and disadvantage, but only on the three you use.

An 11+ is a success for everything except attacking, which depends on the enemy's Evasion. An 18+ is always a critical success. On a critical success in narrative, you do what you set out to do with no consequences. On a critical success in battle, you deal double damage. You cannot crit on healing.

On your turn, you have two actions and a standard movement.

Weapons and abilities that aren't locked on add your Accuracy to hit against 12 + their Evasion.

In addition to the perk points gained on level up, you gain 1 perk point at the end of each battle.

You fall at a rate of 3 spaces per round (1 if halved). There is no fall damage. Falling is not considered Midair unless otherwise specified.

There is no friendly fire.

Actions

You get two actions on a turn, and a reaction once per round. You can move up to your movement once on your turn without using an action (called a standard movement). Actions and reactions everyone has access to:

- Attack (Action): Attack with your weapon.
- Use Ability (Action): Use an Ability.
- Immobilize (Action): Intentionally still yourself. Must be done as the first action on your turn, before any movement, attacks, or abilities. Take -2 to your Evasion and +2 to your Accuracy until the next time you move or use a feature with the Movement tag.
- Use Gear (Action): Use a charge for a gadget.

- React (Action): Prepare any standard Action to use as a Reaction for the round, based on a specific trigger of your choosing, such as “Attack when their Barrier drops”. Limited to 1/turn.
- Dash (Action, Movement): Move up to your Movement. Limited to 1/turn.

Actions that some people have access to:

- Raise Barrier (Action): Requires Barrier as your Weapon Option. Put up a Barrier one space in front of you, as described in the Barrier Option section. At minimum size, it covers you completely.
- Switch Fires (Action): Requires Secondary Fire passive. Switch between your primary and secondary weapons.

Stats

Your Stats all start at 1, and you have 5 points to upgrade them at the start. No Stat can exceed 3 points at first level, not including your background bonuses. You gain 1 point to put into your Stats every time you level up; on even levels, you put the point into a Battle Stat, and on odd levels, you put the point into a Social Stat.

The highest a Stat can ever go is +5, not counting bonuses from gear.

Battle Stats

- Speed - You can move 4 + Speed spaces on your turn
- Accuracy - You add your Accuracy to attack rolls
- Evasion - You add your Evasion + 12 to get your Defense
- Ult - How fast your Ultimates charge and how hard your Battle Ultimate hits
- Health - How much you boost your HP; bonus Health applies retroactively

Social Stats

- Search - How easily you can find things when investigating or looking around
- Convince - How well you persuade/intimidate/deceive
- Aura - How cool and powerful you seem to the average passerby
- Mechanics - How well you understand technology, gear, and its uses
- Lore - Your knowledge of things in general, both mundane and “Magic”

Missions

Combat is defined by types of missions. You know the type of mission going into it. It is impossible to die - you only ever go unconscious - but it is possible to lose by failing to complete a mission in the allotted number of rounds.

Rather than determining a turn order, players go in alternating turns from enemies, starting with the players. Players can choose which order to go in as the round progresses. After choosing order the first round, the order is set in stone for the duration of the mission.

There are four types of missions:

- Control: A section of the map is designated as the Capture Area. At the end of the allotted number of rounds, your team must be the only people in the Capture Area.
- Escort: An item on the map moves along a predetermined path, only moving when players adjacent to it move, with a cap on how many spaces it can move per round, and failing to move if any enemies are adjacent to it. At the end of the allotted number of rounds, the payload must be at its destination.
- Elimination: At the end of the allotted time, there must be more of the players on the map than there are enemies.
- Escape: Your team starts at one end of the map. By the end of the allotted number of rounds, the entire team must be at the other end of the map.

Narrative Section

The time in between missions are called Narrative Sections. In addition to standard narrative roleplay that may naturally come about, such as assigning a mission or recovering from the previous, players can always do the following:

- SHOP: You exchange your credits for any items in the Gear section, or sell any of your Gear for credits. Experimental gear created by Powers cannot be sold. You can only have 4 pieces of Gear equipped at a time (one of each type), not counting Skins, which you can hold infinite of.

In addition, each player can do one of the following in each narrative section:

- WORK: You try to earn credits. Roll 3d6 x 10 x the Stat most relevant to your type of work (usually Mechanics); you earn that many credits. Choose a Company/Institution from Backgrounds, such as Vishkar or Helix Security International; you gain limited notoriety with them as you either work directly for them or trade your work with them. The more times you do this with a single organization, the friendlier they become to you.
- GATHER INFORMATION: Roll Lore. On a success, you learn something valuable about a topic of your choosing. The GM must give you honest and pertinent information. On a failure, the GM gives you two pieces of information: one true and one false.

- ESTABLISH A PRESENCE. Roll Aura. On a success, your face becomes well known to the people of the area, for better or for worse. You and your group gain access to a previously restricted area or gain notoriety in some other meaningful way.
- GET A READ: Roll Convince. On a success, you learn one thing about the area you're currently in, such as the location of a major object of interest or any important rumors flying around the populace.
- BUY TIME: Attempt to make extra time to do something that is otherwise pressing, such as rescheduling a meeting. Roll Convince or Aura, whichever your GM determines is most relevant. On a success, you buy time at the cost of something else. On a critical success, you buy time with no consequences.
- HANG OUT: You just chill, man. Roll 3d6. On a 13+, something lucky happens to you.
- SOMETHING ELSE: Work with your GM to find something that might feasibly take up a considerable amount of time for you to do, and which makes sense using one of the primary Stats to roll.

Other

Notes

- Damage is dealt to armor first, then shields, then base HP.
- Damage dealt while you have armor is halved
- Shields regenerates 2 shield at the start of each of your turns after a full round of taking no damage. The regeneration stops if you take damage.
- Armor and shields provided by skins cannot be healed.
- A Skin is a type of Gear, and another word for an outfit. Skins provide shields, armor, boosts evasion, and boosts some stats.
- Gear is equipment you take with you into battle or roleplay. Items are a type of benefit given from your class.
- You can have shield above your max, but you lose 2 shield every turn until you return to your max.
- When you roll to heal with a weapon, you get a +2 bonus to hit.

Three Classes

- DAMAGE
    - Damage heroes seek out, engage, and obliterate the enemy with wide-ranging tools, abilities, and play styles. Fearsome but fragile, these heroes require backup to survive. – Official Overwatch website
- TANK

    - Tank heroes soak up damage and shatter fortified positions, like closely grouped enemies and narrow chokepoints. If you're a tank, you lead the charge. – Official Overwatch website
- SUPPORT
    - Support heroes empower their allies by healing, shielding, boosting damage, and disabling foes. As a support, you're the backbone of your team's survival. – Official Overwatch website

At level 1, you have a basic weapon option, a bonus weapon option, a general passive, your class passives, your first ability, and 2 perk points. You also gain a background, two origins, and an archetype.

At level 2, you gain additional HP, your Ultimates, your first Power, +1 to a Combat Stat, and 4 perk points. You can also equip rare gear.

At level 3, you gain additional HP, your second general passive OR second ability, a weapon upgrade, +1 to a Narrative Stat, and 6 perk points. You can also equip epic gear.

At level 4, you gain additional HP, access to your second power, +1 to a Combat Stat, and 8 perk points. You can also equip legendary gear.

At level 5, you gain additional HP, access to your final ability, a weapon upgrade, +1 to a Narrative Stat, and 10 perk points. You can also equip mythic skins.

LEVEL 1

General Battle

Weapons

- Standard Melee
    - Unless you have a weapon with the Melee tag, your melee attack reaches out 1 space and does 2 damage. It has the Damage and Melee tags.
- Weapon Options (choose 1)
    - GUNNER (Damage, Ranged): You deal 1d8 damage. Your range is 3.
    - MELEE (Damage, Melee): You deal 1d8 damage. Your range is 1, but you gain +1 to hit.
    - TRADITIONAL/"MAGIC" (Damage, Ranged): You deal 1d6 damage. Your range is 6.
    - TECH (Damage, Ranged): You deal 1d4 damage. Your range is 8.

    - SHOTGUN (Damage, Ranged): You deal 1d10 damage. Your range is 1.
    - STREAM (Damage, Ranged): You latch onto your target. This attack always hits. You deal 1d4 damage. Your range is 1.
    - SINK (Damage, Ranged): You do damage over time instead of all at once. Once you hit an enemy, you deal 3 damage at the end of each of your turns for as long as you spend an action to continue doing so. Your range is 5.
- Bonus Weapon Options (choose 1)
    - Any
        - HARD HITTER (ANY): Increase your damage die by one (1d4 -> 1d6 -> 1d8 -> 1d10 -> 1d12).
        - SNIPER (GUNNER): Your gun is built to hit from a distance. You deal -1 damage, but your range is 10.
        - BEAM (TECH): You deal 1 additional damage for each previous attack you've hit in a row, up to 4.
    - Damage
        - SMG (GUNNER): Your gun deals burst rounds of damage. You deal -2 damage, but 1/turn, you can attack twice in a single action.
        - BOMBER (TECH): You lob bombs. You deal -1 damage, but do not need line of sight to hit an enemy.
        - VIRAL ENHANCEMENT (ANY): You deal 3 extra damage to targets inflicted with a virus.
        - BURNING ENHANCEMENT (ANY): You deal 2 extra damage to burning targets.
    - Tank
        - BARRIER (ANY, adds Barrier tag): The barrier acts as a secondary fire in addition to your primary fire, but deals no damage. Instead, choose a direction. Attacks coming from that direction until the start of your next turn deal damage to the barrier instead of you. Any excess damage carries over to you. Your barrier starts with its max of 12 HP, and regenerates 3 HP per at the end of your turns after a

full round without use. Your allies can shoot through the barrier without damaging it, and people can move through your barrier freely.
        - BURST (TECH): You deal 1 additional damage for every 3 damage you took since your last turn.
        - BURNING ENHANCEMENT (ANY): You deal 2 extra damage to burning targets.
    - Support
        - HEALER (ANY): You do healing instead of damage. Trade out your weapon's Damage tag for a Healing tag.

General Passives

You may take one General Passive each at level 1 and 3, either from any class or from your specific class.

- Any Class
    - FLIGHT (Movement, Midair, Self): You have limited fuel which allows you to fly. You can make up to half your standard movement each turn Midair.
    - WALL CLIMB (Movement, Self): You can climb walls of any height, spending 1 movement per level of elevation.
    - SLOW DESCENT (Movement, Midair, Self): You fall at a rate of 1 elevation per round, and can move laterally as you do so. While falling, you are considered in Midair.
    - SECONDARY FORM (Self, Secondary Form): You have one normal form, and a second form, which you enter when you would go unconscious in your normal form. Your secondary form has 1/4 your HP, is Size 1, and does not benefit from any passives. When in your second form, you restart your Ultimate charge and charge it twice as fast, but your Ultimate can only be used to return to your normal form.
    - BURNING (Burning): One of your weapons gains the Burning tag. If you hit with it twice in one round, the target gains the Burning status effect, taking 2 damage at the start of the enemy's turn for the next 2 rounds.
    - GREATER WEAPON RANGE: You increase the range of one of your weapons by 1 space. You can take this passive multiple times.

    - PIERCING (Piercing): One of your weapons gains the Piercing tag. It does half damage in a line equal to its range, rolling to hit each person, in addition to a standard attack on a single target.
    - INCREASED HP: Gain HP equal to your Health. Instead of increasing your HP by your Health when you level up, you increase it by double your Health.
    - HP TO SHIELDS: Half of your HP becomes shields, which begin regenerating 2 shield at the end of each of your turns after a round of taking no damage.
    - CLOBBER: Your melee attacks deal +2 damage. Cannot be taken with the Melee weapon type.
    - BODY OF BOMBS: When you go unconscious, several bombs on your body explode, dealing 2d4 damage to anyone in a one-space AOE around you. This, somehow, does not kill you.
    - BERSERKER: When you deal critical damage, you gain shields equal to the extra damage dealt.
    - THE REAPING: Whenever you deal damage in any way, heal 1.
    - ONSLAUGHT: Each time you hit enemies with a melee attack, your Movement increases by 1 for the turn.
    - EXPLORER'S RESOLVE: When you use an Ability, you gain 5 shields.
    - BOUNTY HUNTING: When you knock someone unconscious, you gain 1 extra Ultimate charge.
    - OPPORTUNIST: You always know when an enemy has an Ultimate ready, and you deal more damage to Hacked enemies.
    - IRONCLAD (Requires feature with Secondary Form tag): When in your Secondary Form, you have resistance to all damage.
    - SECONDARY WEAPON: Choose another option from the Weapons list. It becomes your secondary weapon, dealing -3 damage. You can switch between weapons as an action. Your secondary weapon does not gain any of the passives or other benefits which affect your primary weapon.
- Tank

    - STRONGER BARRIER (Requires any feature with the Barrier tag): When you create a barrier, it has double the HP after all other modifications are made.
    - LONGER BARRIER (Requires any feature with the Barrier tag): When you create a barrier, it extends out one space further in either direction.
    - SPHERICAL BARRIER (Requires an Ability with the Barrier tag): When you create your barrier, it extends in all directions up to 1 space out from its source. If it is an Ability with other effects, those effects are considered as if the Ability is an AOE within the bounds of the barrier. You can use perk points to increase the radius of the shield as if it was the AOE tag under Abiltiies.
    - DAMAGE-BOOSTING BARRIERS (Requires any feature with the Barrier tag and a d6 or less as your Primary Weapon's damage): You deal an extra +1 damage using your Primary Weapon for each time your Barrier was attacked in the last round.
    - RECONSTRUCTION: When you deal damage with an Ability, you restore 5 shields (not exceeding your Max Shields).
    - ADRENALINE RUSH: Each time you an Ability with a tag that does damage over time, such as Sink or Burning, you regain 2 HP.
- Damage
    - GREATER WEAPON DAMAGE: You increase the damage of your weapon by one die (1d4 -> 1d6 -> 1d8 -> 1d10 -> 1d12).
    - WEAPON DAMAGE MINIMUM: If you roll a 1 on a damage die, you treat it as if you rolled a 2.
    - EXTRA BURN: When you deal damage to a target afflicted with the Burning status condition, you deal 2 extra damage.
    - EXTRA VIRAL: When you deal damage to a target afflicted with the Virus condition, you deal 2 extra damage.
- Support
    - PURE HEALING AURA (Healing, AOE): You emit a healing aura. Anyone who starts their turn within 2 squares of you regains 2 HP.

- DAMAGE HEALING AURA (Healing, AOE): You emit a healing aura based on your damage output. As Pure Healing Aura, but instead of 2 HP, it is half the amount of damage you dealt on your last turn.
- SPEED AURA (Speed Boost, AOE): You emit a speedy aura. Anyone who starts their turn within 2 squares of you adds 1 to their Speed for that turn.
- SECONDARY EFFECT (Healing/Speed Boost/Damage Boost): You can switch your primary fire's regular effect (e.g. Damage) to a distinct second effect. Choose Healing (heals instead of damages), Speed Boost (increases movement by 2), or Damage Boost (causes them to deal 1 extra damage); your primary weapon gains this tag. You can switch between effects freely.
- ALLIED HIT BOX: You have a +2 to hit allied characters with your weapon to heal them.

Abilities

When creating an ability, you can choose 1 tag that is worth 5 or less for free. You start with 2 perk points for the remaining tags. If taking an initial tag that has a VAR cost, assume the VAR cost to be 0. Your ability is assumed to have the "Self" tag unless you take another tag that contradicts it, such as AOE. Abilities last 1 round unless the description says otherwise or the Channel perk is taken.

Multiple tags work together to make one ability. For example, if you were to take both Teleport and Movement, you could teleport 1. If there would be an order for the tags, you choose the order they occur in; for example, if you take Knockback and Tether, you could choose to knock a target back and then tether them.

Abilities take an action to use. You can use only one Ability per round, and you cannot use the same Ability two rounds in a row (except to Channel it).

When a tag would give you the Single Target tag, you must choose upon taking it whether the target is allies or enemies; it cannot be both.

VAR stands for VARIABLE, and is a substitute for "any number of perk points". You can put as many perk points if you like into a single tag.

If two tags would do the same thing - for example, both make an item with HP, but differing amounts - you choose which effect goes through.

As you level up, you gain perk points that can be used to choose more tags or improve the tags you've already taken.

- Target Tags

    - AOE (3 + VAR): Instead of targeting you, this ability targets all allies or enemies (chosen on taking the ability) within a 1 + VAR-space range of you. If this is an ongoing effect, such as Speed Boost, they must start their turn within the AOE to get the effect.
    - Single Target (0 + VAR): This ability targets an ally or enemy within 1 + VAR spaces. The ability no longer has the Self tag.
- Damage/Debuffing Tags
    - Anti-Heal (3 + VAR): Target cannot receive healing in any way for 1 + VAR turns. Target can still regenerate shields through not taking damage.
    - Burning (2 + VAR): Target takes 1 damage at the start of their turn for 1 + VAR turns, and has the Burning tag. (Burning can stack in damage, but not in number of turns.)
    - Damage (3 + VAR): This ability deals 5 damage if it has one target, and 2 damage if it has multiple targets. You can increase this damage by 1 per perk point spent. This Ability must also have the AOE or Single Target tags.
    - Discord (5): Target takes 2 extra damage each time they take damage.
    - Displace (5 + VAR): Moves a target 1 + VAR spaces in a direction of your choice, interrupting any channeled abilities.
    - Hack (3): Stops the enemy from using abilities on their next turn, and you learn their current ultimate charge.
    - Knockback (4 + VAR): You knock your target 2 + VAR spaces directly away from you.
    - Knockdown (5): Knocks a target to the ground. It takes 3 movement (or all their movement, if it is less than 3) to stand up. Target is stunned until getting up.
    - Pin (5): Requires the Approach tag. At any point of your approach, if approaching an enemy, you pin them to your body, dragging them along with you so long as you continue in a straight line. If you would end your Approach by running into a wall, they take Melee damage from you.
    - Reveal (3): Allies maintain line of sight against the target until the start of your next turn, even if they become invisible or go behind cover.
    - Sleep (6): Knockdown, but also has the Channeled tag. Lasts until you no longer channel it or the target takes damage.
    - Slow (4): Slows the target, halving their movement speed.
    - Stun (8): Prevents the target from taking any actions or movement on their next turn.

    - Tether (2): Your target's movement becomes 0 and they can't use features with the Movement tag. If they are in midair, they are yanked to the ground, but take no damage from the fall.
    - Virus (2 + VAR): Deal 1 + VAR damage to a target at the end of their next turn(s) and inflicts the Virus condition on them until they take the damage for the last time.
- Healing/Buffing Tags
    - Armor Piercing (7): This Ability ignores the effects of armor and shields (but not barriers), attacking HP directly.
    - Cleansing (4): The target is cleared of any negative status effects (Slow, Stun, Knockdown, Sleep, Hinder, Hack, Reveal, Discord, Burning, Anti-Heal).
    - Damage Boost (3): The target deals 2 additional damage each time they deal damage until the end of their next turn.
    - Healing (1 + VAR): This ability heals 2 damage on the target(s). You can increase this healing by 1 per perk point spent.
    - Invisible (4): The target is removed from enemies' line of sight until the end of the duration or they deal damage, after which the Ability ends and cannot be Channeled further.
    - Overshield (2 + VAR): This ability provides 5 shield that lasts until the end of your next turn (or the turn after the ability was most recently Channeled, if this Ability has the Channel tag). You gain an additional 3 shield per each additional perk point.
    - Reduce (3 + VAR): Requires the Reaction tag. As a Reaction to a feature with the Damage tag hitting your target, you reduce the damage by 1 + VAR.
    - Resurrect (10): This ability restores its target from unconsciousness to half HP. Must have the Single Target tag, and cannot be used on Self. You cannot Channel this feature.
    - Slow (1): This Ability reduces the target's movement by half.
    - Speed Boost (2 + VAR): The target's movement is increased by 1 + VAR until the end of their next turn.
    - Invulnerable (8): This ability temporarily stops its target(s)' HP from going below 1.
- Movement Tags
    - Approach (3 + VAR): This Ability has the Single Target tag instead of the Self tag with a range of 10. You move up to Movement + 1 + VAR spaces in a straight line towards your target.

    - Lifeline (4): Requires Single Target tag. You tether to a willing ally. For this turn, when you move, they move one space behind you.
    - Midair (2): This ability puts you in midair when you use it, allowing you to jump or fly between levels. The ability must also have the Movement tag.
    - Movement (2 + VAR): This ability allows your target to move Movement + 1 + VAR.
    - Return (3): This ability can be used to return you to your position from the beginning of the round. This feature cannot be Channeled.
    - Teleport (6): This ability's movement is teleportation, allowing you to disappear from your position and reappear within your movement's range. This ability must also have the Movement tag.
- Other Tags
    - Barrier (3 + VAR): You place a barrier as part of your ability. It has 6 + (3 * VAR) HP, and originates from you (if spherical) or in front of you (if not spherical). Your allies can shoot through it without damaging it.
    - Channel (2): This ability lasts as long as you spend an action to sustain it. You can only channel the same ability once per round. When something has a duration, Channeling it while the duration is still ongoing has no effect.
    - Charges (3): This ability can be used two turns in a row, but not three. You cannot Channel this feature.
    - Drag (5 + VAR): This Ability has the Single Target tag instead of the Self tag with a range of 4 + VAR spaces. You pull the target in a direct line towards you, up to their Movement.
    - Gear (4 + VAR): This ability is a deployable gadget with a 1-space AOE, 3 charges, and it can originate from any point within 5 spaces. It has HP 3 and Evasion 4. It lasts 1 + VAR rounds, during which, at the beginning of each round, its effect reoccurs. It does not take up your slot for a gadget. You cannot Channel this feature.
    - Lock On (4): This ability gets a +4 bonus to hit its target(s). Requires either the Single Target or AOE tag.
    - Reaction (3): You use this Ability as a reaction or action. Choose a trigger for the reaction to occur on (the standard trigger if you can't think of one is, "When an ally/enemy within the range of my weapon attacks.") Reactions can't extend further than the range of your currently equipped weapon.
    - Secondary Form (5): Choose a different primary weapon and general passive. You can switch to your secondary form using an action. You

automatically revert back after the duration of the Ability (1 turn, unless Channeled).

Damage

- Passives
    - You deal +1 damage from your weapon.
    - Your starting HP is 18 + Health. You gain 7 + Health HP each time you level up.
    - You are Size 1.
    - Choose one:
        - Flanker: When healed in any way, you gain 2 extra HP.
        - Recon: If you do damage to any enemy below half health, you learn their stats and abilities, including their current and max HP.
        - Sharpshooter: When you score a critical hit, you can immediately use an Ability without spending an action. As per usual, you cannot use an Ability you used the previous round.
        - Specialist: When you eliminate an enemy, you can immediately shoot your weapon without spending an action.

Tank

- Passives
    - Your starting HP is 26 + Health. You gain 10 + Health HP each time you level up.
    - You are Size 2.
    - Your Ult charge needs to reach (8 - Ult) instead of (7 - Ult).
    - You reduce any damage you take by 1.
    - Choose one:
        - Bruiser: When you take critical damage, reduce the extra damage by half (round down).
        - Initiator: If you used an Ability with the Midair tag at any point during your turn, you regain 2 HP at the end of it.
        - Stalwart: Your opponents have disadvantage on features using a debuff, such as the Knockback or Slow tags, against you.

Support

- Passives
    - When you heal someone other than yourself through any means, you heal them an additional +1 damage.
    - Your starting HP is 20 + Health. You gain 7 + Health HP each time you level up.
    - You are Size 1.
    - Choose one:
        - Medic: When you heal someone, you regain 2 HP.
        - Survivor: When you use a feature (an ability, ultimate, or passive) with the Movement tag, you regain 3 HP.
        - Tactician: Even when your Ultimate is ready, you can continue to generate Ultimate charge. You cannot generate more than 2 extra charge this way.

General Social

Origins

Choose one. You automatically succeed on lore checks related to your Origin.

Your Origin does not need to represent where you are from, but a significant period or event in your life; for example, while from China, Mei Ling Zhou's origin would be Overwatch Watchpoint, as it was Ecopoint: Antarctica where the tragic event that would change her life occurred.

- Overwatch Watchpoint
    - Watchpoints, such as Gibraltar, are points of importance to Overwatch as a political, scientific, and military entity. Similarly, ecopoints like Antarctica are those of specifically environmental interest.
- South Korea
    - An Omnic colossus part of a group called the Gwishin one day rose from the seas around Korea and could only be fought in one way: mechs. After the attacks became more frequent and dangerous, the South Korean government decided to staff those mechs with people known for their reaction times and coolness under pressure - pro gamers.
- China

    - China is a place of great academic learning, containing Luecheng Interstellar, a cutting-edge space agency, as well as Wuxing University, which trains its students according to five distinct paths, separated into colleges: Fire, Earth, Metal, Water, and Wood.
- Nepal
    - Nepal is the home of the Shambali Monastery, a place of peace and teaching amongst omnics.
- Iraq
    - Iraq was one enormous battlefield during the Omnic Crisis, and saw much bloodshed on its grounds.
- Samoa
    - Samoa is a part of the Polynesian League - an agreement with New Zealand and Hawaii to urgently address climate change - which withdrew from the United Nations after chaos from the Deepsea Raiders, an ecoterrorist group.
- Mexico
    - After widespread destruction during the Omnic Crisis, Mexico is currently embroiled in civil war between the forces that rebuilt it - LumériCo - and the revolutionary gang representing those who were left behind in the rebuilding - Los Muertos.
- Australia
    - Australia was nearly destroyed during the Omnic Crisis. Its precious metal, omnium, was gifted to the omnics as war reparations, triggering the displacement of a number of rural Australians. Those who turned to violent rebellion formed the Australian Liberation Front, which eventually exploded the omnium facility, irradiating the region known as the Outback. It became unlivable to any except those who call themselves Junkers.
- USA
    - While hugely impacted by climate change and the omnic crisis, the United States is currently most famous for its soldier enhancement program, a controversial attempt to make perfect soldiers which was mishandled and eventually taken over by Overwatch.
- India
    - India was one of many battlefields during the Omnic Crisis. After its population was largely displaced, the southern Vishkar Corporation rose to power, creating self-sustaining cities for the populace.
- Germany

    - Germany was a vital force in the Omnic Crisis that turned the tide of the war, despite incurring heavy losses. It is most famous for the Crusader Initiative, which outfitted its members in heavy armor and shields based on deep-sea suits.
- United Kingdom
    - Even after the Omnic Crisis, human-omnic relations in the UK have always been tense. This was made worse by the Omnic Uprising staged by Null Sector, and eventually culminated in the assassination of Tekhartha Mondatta in King's Row.
- Numbani
    - Numbani is a utopian city somewhere near Nigeria. It is one of the world's foremost centers of scientific discovery and exploration, and one of the few places with full omnic-human equality. While Doomfist, the future leader of Talon, sought to sow unrest among humans and omnics in Numbani, the creation of Orisa by Efi Oladele has kept the city safe.
- Portugal
    - Unlike other countries, Portugal had a very low number of omnics before the Omnic Crisis, meaning it had enough time to prepare for the war that they made what was known as the Great Wall to stop a sea assault, which eventually extended into Spain.
- Japan
    - The primary concern of Japan is the existence of many clans, constituting a dark underbelly to an otherwise peaceful nation.
- Egypt
    - The origin of Anubis, the God AI which would cause the Omnic Crisis, Egypt is a ravaged place, and many of its citizens live in poverty. Under Helix Security International, it has developed from a destroyed country into something of a safe haven.
- Russia
    - One of the countries hit hardest by the Omnic Crisis, Russia, like South Korea, employed enormous, human-piloted mechs in their defense. Devastated by the crisis, it nonetheless entered a period of rapid growth afterwards.
- Haiti
    - Fairly similar to our world in most ways, Haiti has been considered under a crisis until very recently due to the monopoly of medical goods by Sainclair Pharmaceutical.

Backgrounds

Choose 2.

- Social Organizations
    - Overwatch
        - You gain +1 to Aura, and are instantly recognizable as a hero to anyone on the street.
    - Blackwatch
        - You gain +1 to Aura, and +2 to checks to do things in secret.
    - Talon
        - You gain +1 to Aura, and are instantly recognizable as a threat to anyone on the street.
    - Phreaks
        - You gain +1 to Convince. You are as anti-establishment as you get, and both corporations and the average down-on-their-luck layman both know it.
    - Null Sector
        - You gain +1 to Aura. You believe in omnic rights, and you believe in violent means to get it. You gain a +2 on checks to intimidate humans.
    - Deadlock Gang
        - You gain +1 to Aura. You are a cowboy. You are instantly recognizable as a member of the Deadlock Gang, for good or ill.
    - MEKA
        - You gain +1 to Convince. You are a pro gamer, and automatically succeed on any checks requiring being quicker than an opponent.
    - Shambali Monks
        - You gain +1 to Convince. You believe in human-omnic peace and the Iris, an energy anomaly formed by the sacrifice of the first sentient omnic. You automatically succeed on checks requiring you to stay calm under pressure.
    - Yōkai
        - You gain +1 to Search. You know cities like the back of your hand. You can find your way anywhere within a city, including local monuments or important locations.
    - Soldier Enhancement Program
        - You gain +1 to Search. You are incredible at athletics, and gain +2 on any checks to perform athletic feats.
- Companies and Institutions

- Vishkar
    - You gain +1 to Mechanics, and you automatically succeed on Lore checks regarding hard light creations.
- Wuxing University
    - You gain +1 to Lore. Choose one of the schools of Wuxing University: Fire (martial arts and strategy), Earth (agriculture and sustainability), Metal (robotics and technology), Water (medicine), or Wood (civil and environmental engineering). You always succeed on Lore checks related to your chosen field.
- Shimada Clan
    - You gain +1 to Search. You have an Anima - an animal spirit connected to your soul - which enhances your abilities. Add +1 to your minimum Ultimate roll if it is a d20, and +3 if it is a d100.
- Hashimoto Clan
    - You gain +1 to Aura. Thanks to the Hashimoto Clan's excellent weaponsmith, once between battles, any gear you use has an extra charge.
- Helix Security International
    - You gain +1 to Mechanics. You can quickly arrange transport from one location to another, even across the globe.
- The Crusaders
    - You gain +1 to Aura. Your skins are all Power Armor, and all provide you with 5 extra HP on top of their other benefits.
- Wayfinder Society
    - You gain +1 to Lore. You can study a ruin and immediately know what it was for and get a general sense of who lived there.
- Volskaya Industries
    - You gain +1 to Mechanics. You understand mechs intimately; your equipment is based on the Svygator mech, and thus is impossible to knock out of your hands and too heavy for anyone but you to use.
- LumériCo
    - You gain +1 to Mechanics. You understand electricity and power plants intimately, and don't have to roll to understand how equipment works if it's electrical.
- Colosseo
    - You gain +1 to Aura. You are familiar with pageantry and performance, and gain +2 on checks to trick people.

- Other
    - Junker
        - You gain +1 to Mechanics, and you can instantly learn what a piece of Gear does without having to take time to look it up.
    - Vigilante
        - You gain +1 to Convince, and you automatically succeed on Lore checks related to your cause.
    - Omnic
        - You gain +1 to Mechanics or Lore. You are recognizable as an omnic everywhere you go. In some places, you may be treated as a second class citizen; in others, as a free person. No matter what you do, you will always be haunted by the Crisis which came before.
    - Cyborg
        - You gain +1 to Mechanics. You have mechanical enhancements to your body; you always have your weapon on you, even when not in battle.

Archetypes

BE THE MAN

Domina, Doomfist, Junker Queen

Power. Nothing beats power. You have – or had – people at your beck and call, an organization at your feet. You are the one who makes the rules.

BOON: ORGANIZATION. You have a group under your control which is willing to do important tasks on your behalf, such as research, development, or socialization. Work with your GM to decide what your organization specializes in and how you might use it.

HUBRIS: ARROGANCE. This throne is yours and yours alone. When something threatens the rule of your organization, you must retaliate in full force at the first opportunity.

BROUGHT BACK WRONG

Emre, Genji, Reaper

Something happened to you. You died – or so you thought – but you, or part of you, came back. But whatever you were originally, whether human or omnic, is not you anymore. You are something different. You can never go back.

BOON: UNKILLABLE. Your form has left you with a much higher survivability rate than regular humans and omnics. You can go into certain-death circumstances, like a pit full of lava, and come out - not physically unscarred or painless, but alive nonetheless.

HUBRIS: UNLIVING. Just as you cannot die, part of you is not truly alive. When you would go unconscious against your will, such as in battle, you experience the pain of death all over again, and you must reckon with how that makes you feel.

CARRIER OF A LEGACY

Brigitte, Pharah, Wuyang, Vendetta

Your mentor is or was a powerful, well-respected person in their field. You must try to live up to the world they left behind for you, and the shadow of theirs that you must walk in.

BOON: NEPOTISM. Your mentor's name can get you into places that very few others can walk. If an area is off limits to you or your group and it is relevant to your mentor's fame, you can drop their name and get everyone in.

HUBRIS: SHADOW. You live, always, in the shadow of what your mentor did. Sometimes, it feels inescapable. Depending on how you feel about your mentor, when you encounter important news of them, you must either retreat to your room to brood about it for a while, or retreat to the social scene to brag about it for a while; either way, you are in no place to do any non-roleplay tasks the next Narrative Section.

EXPERIMENT

Echo, Juno, Winston, Wrecking Ball

You are part of a probably highly classified scientific endeavor. Your very existence is a light to the scientific community.

BOON: SOPHISTICATED. You have many high-tech advancements as part of your person, and maybe even part of your physical body. At any time, you can declare one strange or unexpected thing about your experimental nature that could benefit the situation. If it aligns with what you've previously stated about your experiment, the GM must allow it.

HUBRIS: EXPERIMENTAL. You are, for lack of a better word, strange. Something about you clearly marks you as not fitting in with your peers, be that your species or your clothes. You are only truly understood by those involved in your experiment, and struggle to relate to those outside it.

EXPERT IN THE FIELD

Anran, Lightweaver, Mercy, Sojourn, Torbjorn, Venture

You have chosen a discipline and become one of its highest ranked professionals, if not its foremost scholar.

BOON: INTELLECTUAL. You know what you're talking about. You can rub elbows with the best of the best without breaking a sweat, and it causes you no distress to be put on the spot for topics of scientific inquiry.

HUBRIS: RESPONSIBILITY. You are the direct overseer of your field, and that means its failures are your own. If something goes wrong for anyone related to your field of interest, you must take personal action to remedy the situation.

FIGHT THE MAN

Hazard, Kiriko, Ramattra

The establishment is useless at best and dangerous at worst. You have gathered others like you, who see it for what it is. Together, you fight for your cause.

BOON: PRO-PEOPLE. You are a known and beloved figure among the locals of your hometown, proud for fighting back against authoritarian rule and its terrible tendrils. Anywhere you go, if you drop the name of the gang you work with, you are treated well by local people.

HUBRIS: ANTI-AUTHORITY. Never trust a narc. Ever. You cannot do anything specifically directed to you by a local authority figure, even if it would bring you great peace.

FOR WHAT'S RIGHT

D.Va, Lucio, Tracer, Zarya

You could live a peaceful life. You could live a life of fame and fortune. But you have chosen to take the much harder path: to be a hero.

BOON: HERO'S FACE. Everyone knows your name. You're on cereal boxes. You're on propaganda posters. Everywhere you go, people recognize you as a force for good.

HUBRIS: HERO'S MASK. No matter what you feel, you must always put on the guise of the hero, lest your followers' hearts break. If you experience tragedy or sorrow, you must wait until you think you are completely alone to express it, and once you do, you must express it deeply.

GUIDING LIGHT

Symmetra, Zenyatta

You have a central guiding principle - be that a desire or a cause - which guides every decision you make. Nothing is more important than holding on to your internal compass.

BOON: CLEAR-MINDED. Choose a cause or philosophy. Nothing can sway you from your path. If someone tries to turn you traitor or lie to you about your cause, you always know it.

HUBRIS: SINGLE-MINDED. When one thing guides your every decision, it is hard, if not impossible, to admit that one thing could be wrong. You cannot listen to critique against your cause without solid physical proof.

NEVER ALONE

Freja, Jetpack Cat, Orisa

Your life is defined by something powerful, strange, and entirely beyond your control: your friend. You have a companion whose wellbeing is central to your world.

BOON: LOVE. Choose the companion you've attached yourself to. As the title states, you are never alone. No matter how terrible the world is or how pressing the next task, the companion you choose will always make time for you, and they will always have something helpful to offer.

HUBRIS: ATTACHMENT. If something would threaten your companion or an action you would take could harm them, you must always prioritize them, even at the expense of more important things.

NOT ALL THERE

Junkrat, Moira, Sigma

You are a genius, there's no doubting it. But there's something a little…off about your brain. You don't think the way others do. It's what makes you so brilliant. It's what makes you so dangerous.

BOON: GENIUS. You are an academic mind beyond the likes most people can imagine. Theories and trajectories come to you in moments, when they would take others years. You can memorize and learn information at a glance.

HUBRIS: INSANITY. You have a side of you that is totally out there, for lack of a better term. Choose one important belief which no sane person could possibly hold. You cannot be swayed from this belief in any way, no matter how sound the argument.

ON THE WRONG SIDE

Cassidy, Baptiste, Mizuki, Widowmaker

Whether traitor or double agent, you have changed sides. Are you good? Are you evil? What's the difference to you? Your past defines you in a way it does for few others, often against your will.

BOON: INFORMED. You know information that a lot of people would do a lot of things to get their hands on, and have decided to use it for your new cause. When discussing the enemy's plans, you always know something useful.

HUBRIS: UNTRUSTWORTHY. People simply don't know whether to trust you. Even if you seem to convince someone of something, the GM rolls a d10 secretly; on a 1, they are pretending to believe you and think you're lying.

OUTLAW

Ashe, Mauga, Roadhog

You're on the wrong side of the law in a big way. All-out greed, a desire to fit in with your criminal peers, a love for battle - whatever drives you, it is no grand cause worth laying down your life for. You and the cops just don't see eye to eye on it.

BOON: CONNECTIONS. You've always got a way out of a tight spot. If someone has you cornered, you've got a friend who can get you out of the situation - with some strings attached.

HUBRIS: NOTORIOUS. You are not friendly with the local law enforcement. Wherever you go, you are on the run. If you get seen - or worse yet, caught - by the police, there will be consequences.

REGRET

Bastion, Hanzo

You have done something terrible. Whether by your will or not, you can never truly be forgiven. Now, you seek to atone for what you've done.

BOON: PERSPECTIVE. When you have done the worst thing you can imagine, daily inconveniences become trite by comparison. If something would normally get you down, like a loss in battle, you take it in stride.

HUBRIS: UNFORGIVABLE. What you've done can never be undone. When your dark past haunts you, you cannot fight back against those accusing you, whether verbally or physically.

THE UNKNOWN

Ana, Sombra

A huge swath of your life is shrouded in the unknown. Where were you? Who were you? No one knows. You will not allow anyone to know.

BOON: OUT OF A HAT. Your mystery allows you a certain element of surprise when dealing with people. When something happens, you can claim to have experienced something similar in the past and learn something new about the situation based on the comparison.

HUBRIS: MYSTERIOUS. You don't like talking about where you're from. Choose an event or section of your backstory/origin. You will not talk about it, no matter how relevant or pressing the situation is, unless someone else discovers it first.

THEY WHO REMAIN

Illari, Mei, Reinhardt

You were once part of a group. You laughed together, sang together, lived your lives as a team. And now, that group is dead. You are its sole survivor, and you carry that burden with you wherever you go.

BOON: CHERISHED. Your friends got you through the hardest times of your life, just like the memories of them get you through your hardest times now. If you don't have a way to get past something, you have a memory of your friends talking about how they did once.

HUBRIS: LONGING. You can never go back. You want so badly to go back. If an opportunity comes related to your friends - whether that be to regain a memento, to speak with a loved one, or to avenge their memory - you must take it.

TRUTH SEEKER

Sierra, Soldier: 76

There is a mystery, and it needs solved. Some burning question lingers at the back of your mind - why? You must know the answer, at whatever cost you deem acceptable.

BOON: KNOWLEDGABLE. Choose a query or grand mystery. You know more about this topic than anyone else in the world, and can come up with all the information you know at the drop of a hat.

HUBRIS: OBSESSED. If an opportunity comes to learn about the truth you're seeking, you must take it, even if it is harmful to you or others.

LEVEL 2

You may choose your first Power and your two Ultimates (one battle and one social).. You gain 4 perk points, which you can spend across your Ability or either of your Ultimates as you like. You increase your Max HP according to your class, add +1 to a Combat Stat of your choosing, and can now equip rare gear.

Ultimates

Ultimates take both actions to activate.

Your Ult starts out with 0 charge. Once you reach (7 - ULT) charge, you can use your Ultimate. You cannot exceed (7 - ULT) charge unless you have a passive that says otherwise. You gain charge by:

- Starting a new round of combat (1 charge)
- Rolling doubles (1 charge, 2 charge if you roll triples)
- Invoking your Archetype's Hubris (3 charge)

Ultimate charge carries over between Narrative and Combat scenes.

Ultimates last 1 round unless perks are taken that make it otherwise. Unless otherwise specified, you roll a d20 for your Ultimate. When rolling for AOE, you roll to hit for each target, but the d20 only once. You do not need to roll to hit allies or yourself with an ultimate, but you do need to roll to hit enemies.

If you do not take the Lengthy tag, the duration of your Ultimate is assumed to be until the end of your next turn.

Battle Ultimate

- Range - choose 1
    - SELF (Self): This ultimate only targets you (minimum roll 10 + Ult)
    - OTHER (Single Target): This ultimate targets one ally or enemy within weapon range (choose ally or enemy at level 2) (minimum roll 10 + Ult).
    - AOE (AOE): This ultimate targets a group of enemies or allies (chosen at level 2) in a 2-space radius area centering on you (minimum roll 5).
- Primary Effect - choose 1
    - DAMAGE (Damage): This ultimate does damage equal to the roll. This effect is permanent.
    - HEALING (Healing): This ultimate does healing equal to the roll. This effect is permanent.
    - SHIELD (Shield): This ultimate provides shield equal to the roll + 5. Excess shield decays as normal, and disappears completely after the duration ends. Shield up to your Max Shields is permanent.
    - ARMOR (Armor): This ultimate provides armor equal to 1/2 the roll (rounded up). This armor disappears completely after the duration ends.
    - RESURRECT (Resurrect): Single Target only. The ultimate brings the target back from unconsciousness at full HP.
    - COPY: Single Target only. You copy the basic abilities of your target, though you gain none of their passives. You have health equal to the roll, build Ultimate again at twice the speed so long as you are in this form, and must use the Ultimate of the target you copied. If you would go unconscious while in this form, you instead return to your original form, your Ultimate charge resets to 0, and you lose access to all of that form's abilities and Ultimate. Excess damage carries over. Like usual, your Ultimate ends at the end of your next turn unless the Lengthy tag is taken.
    - ENHANCE SELF: Self only. You immediately take two more turns back to back. For those two turns, you can use your Abilities as standard actions, ignoring rules restricting their usage.

    - BARRIER: You create an impenetrable barrier. No damage can go through the barrier from an enemy's side, though, like a normal barrier, your allies can still shoot through it. If you choose AOE, the barrier is a solid line from one end of the AOE to the other. Otherwise, the barrier encapsulates the target, making them immune to any damage for the duration.
- Secondary Effect - Choose 1 worth 5 or less (you can take Ultimate Boosters to increase this cap); you can spend perk points to take more.
    - INSTANTANEOUS (3): The Ultimate takes one action instead of two to activate.
    - LENGTHY (1 + VAR): This Ultimate is active for 2 + VAR rounds instead of 1. If this would reapply Damage, Healing, Shield, or Armor, you must spend an Action to reapply the effect, and in addition to Lengthy, your Ult gains the Channeled tag. Cannot be taken with Enhance Self. You can only put 1 point into VAR..
    - ENHANCED PRIMARY EFFECT (2): This Ultimate has the Damage, Healing, Shield, or Armor effect at half effectiveness, in addition to its original effect. These can affect your allies and enemies separately – for example, your primary Damage can target enemies, and your secondary Healing targets allies. It can also stack the same effect.
    - KNOCKBACK (3 + VAR): This Ultimate knocks a single target back 3 + VAR spaces, or AOE targets back 1 + VAR spaces.
    - SELF/SINGLE TARGET (1): You can target either the self or an ally with your Ultimate. The Ultimate gains both the Self and Single Target tags.
    - DAMAGE BOOST (4): This ultimate causes (one of) the target(s) to deal +2 damage on their next turn.
    - SPEED BOOST (2 + VAR): This ultimate adds 2 + VAR to the target(s)' speed.
    - REVEALER (6): This ultimate provides (one of) your target(s) line of sight to everyone on the field as long as it's active. If targeting enemies, the enemies are always within line of sight so long as the Ultimate is active.
    - MOVEMENT (3): Only AOE. You move along the "path" of your Ultimate, moving anywhere within the AOE as part of the Ultimate.
    - HACK (4): The target is Hacked; in addition, you learn all their abilities, stats, and ultimates.
    - CIRCULAR STRIKE (7): Only AOE. You fire the attack upwards and it comes down anywhere on the battlefield. You do not require line of sight or to be next to the AOE.

- GRAVITATIONAL PULL (7): Only AOE. Pulls all enemies within the AOE to a point you choose also within the AOE, or as close as possible.
- UNSTOPPABLE (6): (One of) your target(s) becomes immune to Displace, Hacked, Knockback, Sleep, Stun, and Tether for the duration of the Ultimate.
- SUMMON (4): As part of your Ultimate, you summon an anima creature or otherwise powerful being. This creature is immune to all damage and has movement equal to your Speed. The anima moves starting from your space, after which your Ultimate occurs, centering on it. If your ultimate has the Lengthy and/or Channeled tag, as part of the action to Channel it, the anima can move up to your movement again before the ultimate reoccurs in its space.
- TETHER (3): Your ultimate Tethers your target(s).
- SECOND FORM (8): Requires you to have a feature with the Second Form tag. You roll twice and take the higher when rolling for your Ultimate's effects, but when it occurs, you are immediately forced into your second form, either passively if you have the General Passive or by using the Ability if you have the Ability.
- MIDAIR (3): You can fly as part of your Ultimate. While flying, you have +2 Evasion.
- CARRY-ON (7): Only Single Target. You latch yourself to an enemy. When you move, so do they.
- BULLLETPROOF WALL (6): AOE only. You create a cylindrical barrier along the edges that prevents any enemies' weaponry with the Ranged tag from passing into or out of it.
- LOCK ON (5): You get +4 on the roll(s) to hit your target(s).
- ARMOR PIERCING (10): You ignore the effects of shields and armor when using your Ultimate, attacking the target's HP directly.
- STUN (10): You Stun your target(s) for the duration.
- LONGER BARRIER (Requires any feature with the Barrier tag and without Spherical Barrier) (2): During your Ult, your barriers extend out one space further in either direction.

    - INVULNERABLE (7): During your Ult, (one of) your target(s) takes no damage from incoming sources.
    - EXTENDED SIGHTS (4): During your Ult, your target's weapon's range is increased by 5.
- Ultimate Boosters - These are effects that provide perk points. Any perk points provided can only be spent on improving your Ultimate.
    - STATIONERY (-3): When you Ult, you gain the effects of the Immobilize action for the duration of the Ultimate.
    - SINK (-5): The primary effect of your Ultimate occurs half when cast, and half at the start of your next turn. Secondary effects, such as Armor Piercing, apply only to the first turn. Cannot be taken alongside the Lengthy tag.
    - GEAR (-3): Your Ultimate is a Gadget, and takes up your space for a Gadget. It takes one turn to put your Ultimate onto the field, after which it shares your Speed/movement stat, acts just before you on your turn, and takes its effect whenever you decide, though the duration ticks down the entire time it is on the field, not just when it is in effect. It has 5 HP and can be destroyed.
    - INTERRUPTABLE (-5): Enemies that have Reactions to attacks within range can use them in response to your Ultimate.

Social Ultimate

In all cases, you must be in range for someone to hear or see you in order to target them with your Social Ultimate.

- Range - choose 1
    - SELF (Self): This ultimate only targets you.
    - OTHER (Single Target): This ultimate only targets one ally/enemy or item.
- Primary Effect - choose 1
    - CONVINCE - You persuade or intimidate a target into completing a single task on your behalf without fail.
    - REMEMBER - The target recalls an important piece of information without fail.
    - MEMORY WIPE - The target ceases to remember anything that has happened in this session of play.

    - BATTLE REDUX - The effects of your Battle Ultimate, but applied to a non-battle target; for example, dealing damage to a building instead of a person.
    - ESCAPE - The target escapes a situation without fail.
    - SNEAK PAST - The target automatically gets into or out of a monitored area without fail.
- Secondary Effect - Choose 1 worth 5 or less; you can spend perk points to take more.
    - RECHARGE (5) - The target regains use of all their Powers for the rest of the narrative section.
    - HACK (4) - The target is Hacked; in addition, you learn all their abilities, stats, and ultimates.
    - SOCIAL IMPROVEMENT (5) - For the rest of the session, the target gains +1 to all Social rolls.

Powers

Powers are roleplay-oriented Abilities.You may use a Power once in a given narrative section (marked by the time between combats). You cannot use Powers in combat.

- INVENT - Choose a piece of Gear. You create an experimental version of it yourself, which can be used only once between its creation and the end of the narrative section. The Gear regains its single charge at the start of the next narrative section, and persists as long as you maintain it. You can only have one piece of Gear maintained like this at a time. It does not take up any gear slots.
- DRINK THEM UNDER THE TABLE - You get someone drunk while you stay sober. You succeed on rolls against the drunk person with a 9+ for as long as they remain drunk, and they don't remember any of what happened after the end of the scene.
- STUDY UP - Gain +2 on a Lore roll if you spend at least an in-game hour reviewing relevant materials beforehand.
- CHILL - You play video games, listen to some music, hit the club, or otherwise do something fun. Choose one:
    - You meet someone new and important.
    - You encounter someone that you haven't seen in a while.
    - You unexpectedly learn something pertinent to your next mission.
- READ A ROOM - You may ask the GM one question about the scene you're currently in, such as, "Who in the room is the greatest threat to me?" The GM must answer honestly.

- SITUATIONALLY AWARE - You always passively know what time it is, which direction is North, and how to navigate the path you just came from. You are never surprised by combat.
- TAKE SOMEONE OUT - You walk into a separate room with someone, and only one of you walks out. It's up to you to decide whether you threatened, knocked unconscious, or seduced the person you walked away with, but they cannot get involved with the rest of the scene. (You cannot kill someone in this way!)
- LOCKPICK - You pick a lock without fail.
- RICH - You gain 50 credits at the start of each narrative section, no rolls required.
- FOOL - You convince someone of a reasonable lie.
- PHONE A FRIEND - When faced with a problem with seemingly no solution, you always "know a guy" who can offer aid. Their aid may come with a price, however.
- SKIP THE RED TAPE - You understand the proper channels and can use them to your advantage. When doing something related to paperwork, such as filing a report, you always get a response from the related organization within a day.
- ABILITY - Choose one of your Abilities. You can use it outside of battle to interact with the environment.
- BOLSTER - Once per Narrative Section, you can reduce the DC for an ally's check from 11 to 8.

LEVEL 3

At level 3, you gain additional Max HP according to your Class. You may choose a second passive from the Level 1 General Passives list OR create a second ability. You roll an additional die when determining damage (so if you were rolling 1d4, you would now roll 2d4 for base damage and 3d4 for a crit). You may add +1 to a Narrative Stat, and you gain 6 perk points which can be distributed across your abilities and ultimates as you like. You can also equip epic gear.

LEVEL 4

At level 4, you gain additional Max HP based on your class. You gain access to a second power from the list of Level 2 Powers. You may add +1 to a Combat Stat, and you gain 8 perk points which can be distributed across your abilities and ultimates as you like.. You can also equip legendary gear.

LEVEL 5

At level 5, you gain additional HP based on your class. You may create a final ability. Your weapon now rolls 3 dice for base damage (so if you were rolling 2d4, you would now roll 3d4 for base damage and 4d4 for a crit). You add +1 to a Narrative Stat, and you gain 10 perk points which can be distributed across your abilities and ultimates as you like.. You can also equip mythic skins.

GM SECTION

Top-Down Maps

https://overwatch.statbanana.com/images

Creating Enemies

Unlike player characters, NPCs generally only need either Combat Stats or Social Stats, not both. You can create an enemy in the same way you can create a player character otherwise. However, this can be time consuming, so some sample enemies will be premade below.

Generally, it is expected that your players will go up against a team of 5-6 enemies at their same level. Like in games of Overwatch, the most balanced teams are 1-2 tanks, 2 damage, and 2 support; however, you are welcome to play around with that balance based on how your players are doing.

Sample Enemies

Due to changes over the course of playtesting, some of these may not be perfectly balanced. They are assumed to be “accurate enough”, but you are welcome to adjust as needed.

Damage

LV 1 SNIPER (Modelled from Widowmaker)

- MAX HP 18
- Speed 0 (Move 4 per turn), Size 1
- Accuracy +3, Evasion +2, Ult +1
- Melee: Range 1, Damage 2
- Sharpshooter: When you score a critical hit, you can immediately use an Ability without starting its cooldown or spending an action.

- Primary Weapon: GUNNER/SNIPER (Damage, Ranged). +3 to hit. You deal 1d10 damage. Your range is 11.
- ABILITY 1 - “Grappling Hook”: Movement, Midair (Can move in midair 5 spaces).

LVL 1 SOLDIER (Modelled from Soldier: 76)

- MAX HP 20
- Speed 2 (Move 6 per turn), Size 1
- Speed +2, Health +2, Accuracy +1
- Melee: Range 1, Damage 2
- Specialist: When you eliminate an enemy, you can immediately shoot your weapon again without spending an action.
- Primary Weapon: GUNNER (Damage, Ranged): You deal 1d10 + 1 damage. Your range is 3. If you roll a 1 on a damage die, you treat it as if you rolled a 2.
- ABILITY 1 - “Helix Rockets”: Damage, Single Target (Deals 6 damage up to 3 spaces away).

LVL 1 BOMBER (Modelled from Junkrat)

- Max HP: 18
- Speed 0 (Move 4 per turn), Size 1
- Accuracy +3, Evasion +2
- Melee: Range 1, Damage 2
- Specialist: When you eliminate an enemy, you can immediately shoot your weapon again without spending an action.
- BODY OF BOMBS: When you go unconscious, several bombs on your body explode, dealing 2d4 damage to anyone in a one-space AOE around you. This, somehow, does not kill you.
- TECH (BOMBER): You deal 1d4 damage. Your range is 8. You do not need line of sight to hit enemies.
- ABILLITY 1 - “Concussion Mine”: Gear, Knockback (This ability is a deployable gadget with a 1-space AOE, 3 charges, and it can originate from any point within 5 spaces. It has HP 6 and Evasion 1. It lasts 1 round, during which, at the beginning of each round, its effect reoccurs. It does not take up your slot for a gadget. You cannot Channel this feature. This ability deals 3 damage to each target. You can increase this damage by 1 per perk point spent.)

LVL 2 HARD LIGHT BENDER (Modelled from Symmetra)

- Max HP: 13, Max Shields: 12

- Speed 1 (Move 5 per turn), Size 1
- Accuracy + 3, Speed +1, Evasion +1
- Melee: Range 1, Damage 2
- Specialist: When you eliminate an enemy, you can immediately shoot your weapon without spending an action.
- HP TO SHIELDS: Half of your HP becomes shields, which begin regenerating 2 shield at the end of each of your turns after a round of taking no damage.
- TECH (BEAM): TECH (Damage, Ranged): You deal 1d4 + 1 damage. Your range is 8. You deal 1 additional damage for each previous attack you've hit in a row, up to 4.
- ABILITY 1 - "Sentry Turret": Single Target, Gear, Damage (This ability is a deployable gadget that targets a single target within 2 spaces, 3 charges, and it can originate from any point within 5 spaces. It has HP 6 and Evasion 1. It lasts 3 rounds, during which, at the beginning of each round, its effect reoccurs. It does not take up your slot for a gadget. You cannot Channel this feature.)
- ULTIMATE - "Photon Barrier": AOE, Barrier, Longer Barrier (No damage can go through the barrier from an enemy's side, though, like a normal barrier, your allies can still shoot through it. The barrier is 6 spaces long, centering on you.)

LVL 3 CYBORG (Modelled from Sojourn)

- Max HP: 25
- Speed 1 (Move 5 per turn), Size 1
- Accuracy +2, Speed +1, Evasion +2
- Melee: Range 1, Damage 2
- Sharpshooter: When you score a critical hit, you can immediately use an Ability without spending an action. As per usual, you cannot use an Ability you used the previous round.
- GUNNER (Damage, Ranged): You deal 2d10 damage. Your range is 5.
- ABILITY 1 - "Disruptor Shot" - AOE, Damage, Slow (Instead of targeting you, this ability targets all allies or enemies (chosen on taking the ability) within a 3-space range of you.This ability deals 3 damage to each target. Enemies hit by this ability halve their movement speed. This ability can be Channeled.)
- ULTIMATE - "Overclock" - Enhance Self, Instantaneous (You immediately take two more turns back to back. For those two turns, you can use your Abilities as standard actions, ignoring rules restricting their usage. The Ultimate takes one action instead of two to activate.)

Tank

LVL 1 SHIELDER (Modelled from Reinhardt)

- Max HP: 29
- Speed 0 (Move 4 per turn), Size 2
- Health + 3, Ult +2
- Your Ult charge needs to reach 11 - Ult instead of 10 - Ult.
- Reduce all incoming damage by 1.
- Stalwart: You have advantage against features with the Knockback or Slow tags.
- You reduce any damage you take by 1.
- Primary Weapon: MELEE (Damage, Melee). You deal 1d10 damage. Your range is 1, but you gain +2 to hit.
- Secondary Weapon: BARRIER. The barrier acts as a secondary fire in addition to your primary fire, but deals no damage. Instead, choose a direction. Attacks coming from that direction until the start of your next turn deal damage to the barrier instead of you. Any excess damage carries over to you. Your barrier starts with its max of 12 HP, and regenerates 3 HP per at the end of your turns after a full round without use. Your allies can shoot through the barrier without damaging it, and people can move through your barrier freely. Your barrier extends one extra space in either direction.
- ABILITY 1 - “Charge”: Approach (Enemy), Pin (Can move 2 spaces directly towards an enemy within 4 spaces. If you would hit them as part of this approach, you may drag them along the rest of your movement for the turn so long as you continue in a straight line, dealing damage if you end your movement by hitting a wall).

LVL 2 JUNKER (Modelled from Roadhog)

- Max HP: 42
- Speed 0 (Move 4 per turn), Size 2
- Health +3, Accuracy +2
- Your Ult charge needs to reach 8 - Ult instead of 7 - Ult.
- Reduce all incoming damage by 1.
- Bruiser: When you take critical damage, reduce the extra damage by half (round down).
- Melee: Range 1, Damage 2
- Primary Weapon: SHOTGUN (Damage, Ranged). You deal 1d10 damage. Your range is 1.

- ABILITY 1 - “CHAIN HOOK”: Drag (Enemy) (This Ability has a range of 6 spaces. You pull the target in a direct line towards you, up to their Movement).
- ULTIMATE - “WHOLE HOG”: Single Target, Damage, Knockback (This ultimate only targets one -enemy (minimum roll 10). This ultimate does damage equal to the roll. This Ultimate knocks its target back 1 space.)

LVL 2 SOCIALITE (Modelled from Domina)

- Max HP: 36
- Speed 1 (Move 5 per turn), Size 2
- Speed +1, Accuracy +2, Evasion +2
- Your Ult charge needs to reach 8 - Ult instead of 7 - Ult.
- Reduce all incoming damage by 1.
- Stalwart: Your opponents have disadvantage on features using a debuff, such as the Knockback or Slow tags, against you.
- Primary Weapon: TECH (Damage, Ranged): You deal 1d6 damage. Your range is 9.
- ABILLITY 1 - “BARRIER ARRAY”: Barrier, Channeled: (You place a barrier as part of your ability. It has 12 HP, and originates from in front of you. Your allies can shoot through it without damaging it. This ability lasts as long as you spend an action to sustain it.)
- ULTIMATE - “PANOPTICON”: AOE, Damage, Lock On (This ultimate targets a group of enemies in a 2-space radius area centering on you (minimum roll 5). This ultimate does damage equal to the roll. This effect is permanent. You get +4 on the roll to hit your targets.)

Support

LVL 1 HEALER (Modelled from Mercy)

- Max HP: 21
- Speed 2 (Move 6 per turn), Size 1
- Speed +2, Health +1, Evasion +1
- When you heal someone other than yourself through any means, you heal +1 damage.
- Medic: When you heal someone, you regain 2 HP.
- Melee: Range 1, Damage 2
- SECONDARY WEAPON: Choose another option from the Weapons list. It becomes your secondary weapon, dealing -3 damage. You can switch between weapons as an action. Your secondary weapon does not gain any of the passives or other benefits which affect your primary weapon.

- Primary Weapon: STREAM (Healing, Damage Boost, Ranged). You latch onto your target. This attack always hits. You can switch between healing 1d4 + 1 damage or providing a Damage Boost (your target does +2 damage on their attacks next turn). Your range is 1.
- Secondary Weapon: GUNNER (Damage, Ranged). You deal 1d8 - 3 damage. Your range is 3.
- ABILITY 1 - “Guardian Angel”: Approach (Ally), Midair (Can move up to 7 spaces directly towards an ally within line of sight, through midair)

LVL 2 MONK (Modelled from Zenyatta)

- Max HP: 27
- Speed 0 (Move 4 per turn), Size 1
- When you heal someone other than yourself through any means, you heal them +1 damage.
- Accuracy +3, Ult +2, Evasion +1
- Tactician: Even when your Ultimate is ready, you can continue to generate Ultimate charge. You cannot generate more than 2 extra charge this way.
- CLOBBER: Your melee attacks deal +2 damage.
- Melee: Range 1, Damage 4
- Primary Weapon: TECH (Damage, Ranged). You deal 1d4 damage. Your range is 8.
- ABILITY 1 - “Orb of Discord”: Single Target, Discord, Channel (This ability applies Discord to an enemy within 3 spaces (they take 2 extra damage each time they take damage). This ability lasts as long as you spend an action to sustain it. You can only channel the same ability once per round.)
- ULTIMATE - “Transcendence”: AOE, Healing, Instantaneous, Enhanced Primary Effect (This ultimate does healing equal to 1.5 x the roll. It takes 1 action instead of 2. It targets a group of allies in a 2-space radius area centered on you.)

LVL 2 BIOLIGHT TECHNICIAN (Modelled from Lifeweaver)

- Max HP: 27
- Speed 2 (Move 6 per turn), Size 1
- When you heal someone other than yourself through any means, you heal them +1 damage.
- Speed +2, Evasion +2, Ult +1
- Medic: When you heal someone, you regain 2 HP.
- Melee: Range 1, Damage 2

- Primary Weapon: TECH (Healing, Ranged). You deal 1d4 healing to an ally. Your range is 8.
- ABILITY 1 - “Life Grip”: Single Target, Drag, Reaction (This Ability has a range of 5 spaces. You pull an ally in a direct line towards you, up to their Movement. You can use this ability as an action or a reaction to the target being attacked.)
- ULTIMATE - “Tree of Life”: AOE, Healing, Circular Strike (This ultimate does healing equal to the roll. This effect is permanent. You fire the attack upwards and it comes down anywhere on the battlefield. You do not require line of sight or to be next to the AOE. The AOE has a radius of 2 spaces.)

LVL 3 DJ (Modelled from Lucio)

- Max HP: 34
- Speed 3 (Move 7 per turn), Size 1
- When you heal someone other than yourself through any means, you heal them +1 damage.
- Speed +3, Evasion +2, Accuracy +1
- Tactician: Even when your Ultimate is ready, you can continue to generate Ultimate charge. You cannot generate more than 2 extra charge this way.
- PURE HEALING AURA (Healing, AOE): You emit a healing aura. Anyone who starts their turn within 2 squares of you regains 3 HP.
- SPEED AURA (Speed Boost, AOE): You emit a speedy aura. Anyone who starts their turn within 2 squares of you adds 2 to their Speed for that turn.
- Melee: Range 1, Damage 2
- GUNNER (Damage, Ranged): You deal 2d10 damage. Your range is 3.
- ABILITY 1 - “Crossfade” (Switch from PURE HEALING AURA passive to SPEED AURA passive.)
- ABILITY 2 - “Soundwave”: Single Target, Damage, Knockback (You knock your target from up to 3 spaces away, 3 spaces in any direction of your choice and deal 5 damage to them)
- ULTIMATE - “Sound Barrier”: AOE, Shield, Enhanced Primary Effect (Shield) (This ultimate provides shield equal to 1.5 * the roll + 5. Excess shield decays as normal, and disappears completely after the duration ends. Shield up to your Max Shields is permanent.)