

Modern Assembly

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Introduction

The goal of Modern Assembly is a simple one: create simple mechanics to allow modern fantasy gameplay compatible with Dungeons & Dragons 4th Edition. None of the core rules are replaced, only options added, allowing a player to cherry pick only what they need to make they're desired character, without having to learn a new rules system. There is an emphasis on combat, as those areas need the most mechanics to ease proper play. We hope you will enjoy playing with new options.

Backgrounds

The following backgrounds feature access to modern skills. Many backgrounds that don't include modern knowledge or technology have existing fantasy analogs. Modern skills are still available to these characters through other mechanics, such as skill feats.

Airman

Type: Occupation

Setting : Modern

You served in your nation's air force or as a commercial pilot, learning the ins and outs of several kinds of planes. You came to know the sky well, and can read it for signs of a storm and heavy winds.

Associated Skills: Mechanics, Nature

Laborer

Type: Occupation

Setting : Modern

You're a skilled member of trade that requires training, but doesn't generally require advanced education. You might in construction, an electrician or a mechanic.

Associated Skills: Athletics, Mechanics

Physician

Type: Occupation

Setting : Modern

Years of schooling and real world experience has given you real knowledge of modern medicine. You know how to treat the wounded, analyze illness and prescribe modern pharmaceuticals.

Associated Skills: Heal, Science

Scientist

Type: Occupation

Setting : Modern

You're a skilled academic researcher, in one of many fields, though you've learned a bit of everything. You've learned to analyze your environment, observe the details and direct this information into conclusions about the world.

Associated Skills: Perception, Science

Stuntman

Type: Occupation

Setting : Modern

You're a trained professional in the world of stage and screen. You can take a hit, and make the fall realistic. You've been behind the wheel of a number of vehicles and know how to maneuver them at high speeds.

Associated Skills: Acrobatics, Mechanics

Techie

Type: Occupation

Setting : Modern

Gadgets are like a natural extension of your hand. You might be a professional in Information Technology, an amateur hacker or just be addicted to cutting edge tech.

Associated Skills: Mechanics, Science

Themes

Academic

Books are the light that warms the human race. Whether paper or electronic it is our shared knowledge that allows us to stand among gods.

Knowledge drives these characters and it's their knowledge that makes them feel safe. They may be ordinary people such as a scholarly student or brilliant professor. Others still are linked to the fantastic such as a paranormal expert or a sage on the occult.

While they might start out as introverted and bookish, they soon find themselves flung into adventure where they put their learning to good use.

Examples include Rupert Giles, Henry Jones Sr., and Temperance "Bones" Brennan.

Starting Feature

Research is the key to your success. You're always reading when you have the chance, and find the best resource is from the source. To that end you've committed yourself to learning new languages, a task that you continue to work at throughout your career.

Your skills at research also help you find the most helpful piece of information quickly. Using what books you have on hand, and your vast stores of knowledge you come up with a quick tip to give your allies the advantage they need.

Benefit: You gain a new language. In addition, whenever you make a successful Monster Knowledge check against a creature, you and your allies gain combat advantage against that creature until the end of your next turn.

Additional Features

Level 5 Feature

Your continuous studies has gained you a wealth of knowledge, even picking up bits and pieces from the fields that are not your focus.

Benefit: You gain a new language. In addition, you gain a +2 to bonus to all of the following skills, if they are untrained: Arcana, Dungeoneering, History, Mechanics, Nature, Religion, Science and Streetwise.

Level 10 Feature

Using knowledge to fight the strange and fantastic has become second nature to you now. While things may seem frightening at first, you know the only fear is the unknown. A little knowledge makes things much more manageable.

Benefit: You gain a new language. In addition, whenever you make a successful Monster Knowledge check against a creature, you and your allies gain +2 versus Fear attacks and saves from that creature.

Optional Powers

Level 2 Utility Power

You have a knack for figuring things out. When things are at their most critical, and failure seems imminent, that often when you get your true inspiration.

Applied Knowledge Academic Utility 2

You pour over the clues, straining your mind to get the answers you need. In your distracted state you spill a vial of acid, and all seems lost until the chemical reaction takes you in a surprisingly new direction.

Encounter * Martial

Free Action**Personal**

Trigger: You roll a skill check and dislike the result.

Effect: You roll the check again taking the new result.

Level 6 Utility Power

In your pursuit of knowledge social skills were not often prioritized. You recognize the power of words however and can showcase your knowledge to win people over.

Confounding Facts**Utility 6**

When the chief investigator finally turned to you, you turned to science, spilling out a list of information that bewilders the inspector into respecting you.

Encounter * Martial**Standard Action****Personal**

Effect: You make either an Arcana, Dungeoneering, History, Mechanics, Nature, Religion, Science or Streetwise Check and use

the result in place of a Diplomacy check.

Level 10 Utility Power

Your allies really should read more. Instead they depend on you to shout out that they're doing it wrong when trying to ward off the latest ill effect via flailing their arms.

Insightful Suggestion**Academic Utility 10**

"Stop! Drop! And Roll!"

Daily * Martial, Reliable**Immediate Reaction****Close burst 10**

Trigger: An ally in the burst fails a save against an effect.

Effect: Make a Monster Knowledge check against the creature who applied the effect. If successful, your ally rerolls the save with a bonus equal to your highest ability score modifier.

Analyst

What's this bit of cloth here? This shouldn't be here. It's different, that makes it important.

The analyst is constantly examining a situation. They know what's out of place, what looks weak, and notice when things change. They may be a detective, an interrogator or even an archaeologist; there are a number of fields that would develop these skills.

Of course, as a hero, you stand high above your peers. You've see things nobody else sees, and have learned to apply you've skills in combat, taking out opponents with intelligence and tact.

Modern Examples include Batman, Dick Tracy and Indiana Jones.

Starting Feature

Your mind is your most powerful tool. Every action has some consequence, and every mystery a trail. You've know how to find the important clues, and you rarely make mistakes.

Benefit: Whenever you make an active Perception check to search, roll twice and take the highest result.

Additional Features**Level 5 Feature**

You've become so used to finding the hidden truth, you often notice things when you're not even actively searching. Even a person's face tells you more about what's really going on.

Benefit: You gain a +2 bonus to Insight and Perception.

Level 10 Feature

You've becoming more accustomed to fighting as a unit with your allies, and they've learned to follow your lead when you find an enemy's weakest point. You strike hard, leading the way for a succession of blows.

Benefit: Whenever you have Combat Advantage against an enemy, any allies adjacent to you also have Combat Advantage against that enemy.

Optional Powers

Level 2 Utility Power

Your enemy announces their attacks to you with every step and reflex. You've learned how to predict their next blow to stay mobile in combat with minimal risk to opening yourself up to enemy counters.

Predict Blows Analyst Utility 2

Left hook, step forward, and thrust with the knife. I see the pattern now.

Encounter * Martial, Stance

Immediate Reaction Personal

Trigger: You are missed by an attack.

Effect: Until this stance ends, you gain a +2 power bonus to defenses against Opportunity Attacks.

Level 6 Utility Power

Faceman

Me? I'm a nightclub singer . . . and a security guard . . . and a local politician. Don't believe me? Just give me a few seconds to convince you.

A diplomatic leader who strives towards bipartisan laws, or regularly entreats with foreign dignitaries. A charismatic rogue who smiles at you just so to keep you off balance, before he shoots you. The faceman represents the type of

Your skills at targeting the enemy's weak points are improving. You know that when you really focus on the task at hand it's near impossible to stop you. Even when the enemy takes you by surprise you get your shot.

Never Miss Analyst Utility 6

You take your shot and the enemy dodges at the last moment. Even though you didn't hit them dead on the attack still grazes their arm.

Daily * Martial, Stance

Minor Action Personal

Effect: Until this stance ends, when you miss with an attack power you deal your Highest Ability Modifier damage to the target.

Level 10 Utility

It can be hard to read the supernatural and the abominable. Certain enemies can get into your head or try to keep you out of the action. You're the master of your own body, and can logic yourself out of many situations.

Force of Will Analyst Utility 10

This doesn't make sense. This is my ally, not my enemy. I will not allow myself to be controlled!

Daily * Martial

Immediate Reaction Personal

Trigger: You fail a save vs. Dazed, Domination or Stunned.

Effect: You reroll your saving throw with a +2 power bonus.

hero that can talk their way through anything. Whether you're a well-trained agent or you just have natural charm, you're party depends on you to speak for the group, negotiate in tense situations, and sometimes even infiltrate the enemy's ranks.

Examples include James Bond, Templeton "Face" Peck, and Elizabeth Lochley.

Starting Feature

Most people feint with their weapons. A false thrust can cause an enemy to dodge one way and open themselves to your real attack. You know how to feint using your body as weapon. A seductive wink, a change in posture, or a sly word can make your target let down their guard and make your blow land all the easier.

Benefit: When making a Bluff check to gain combat advantage, the target may be within a close burst 5, as long as you have line of sight.

Additional Features

Level 5 Feature

All the world's a lie and you're its top player. You know the sweetest words, the meaning of body language and all the master tricks.

Benefit: You gain a +2 bonus to Bluff and Insight.

Level 10 Feature

Facemen are often called into situations where they need to know an answer, whether it's their specialty or not. Those with the skill and experience develop an ability to produce an answer so convincing it actually works. This ability to wing it is often the difference between a crucial success or failure.

Benefit: Once per day, you may make a Bluff check with a +2 bonus in place of an Arcana, Dungeoneering, Mechanics, Nature, Science, Streetwise, or Religion check.

Optional Powers

Level 2 Utility Power

Just as you can use your charisma to open up an opponent's defenses; you've learned how to throw your opponent off balance when they attack. When it seems like you're about to be

taken down a notch, you slow them down with the power of your being.

Innocence Maneuver Faceman Utility 2

As the blade arcs toward you, a sudden flash of surprise or concern crosses your face, forcing your attackers aim purposefully away.

Encounter * Martial

Immediate Interrupt Personal

Trigger: Your AC is targeted by an attack

Effect: The attack instead targets your Will defense.

Level 6 Utility Power

When things are getting hot and all guns are blazing, you need to get where you're skills are best, even if that's the heck out of here. You make yourself seem small and less imposing so that no one gives you a second thought as you pass by.

Nothing to See Here Faceman Utility 6

In the chaos of battle you quickly pass through the ranks of friend and foe.

Daily * Martial

Move Action

Effect: You move up to your speed. You do not provoke Opportunity Attacks when moving out a threatened square for this movement.

Level 10 Utility Power

When people are at their weakest you are at your best. Whether working with a partner or solo, you know how take a confused opponent and knock the world out from under them.

Staggering Finish Faceman Utility 10

With a shove or a demoralizing look you send your confused foe staggering backwards and onto his ass.

Encounter * Martial

Free Action

Melee 1

Trigger: An adjacent enemy becomes Dazed or Stunned

Target: The triggering enemy

Effect: You push the enemy back 3 and knock it prone.

Fated

Some people are born great, some achieve greatness and some are just surrounded by the abyssal horrors!

Fiction is filled examples of heroes who aren't smarter, faster or stronger than everyone else; they're just in the wrong place at the wrong time. Yet somehow these hapless regulars wind up on top! One way or another, they not only survive the fight but they manage to contribute significantly to the final victory, while fighting alongside super cops and powerful wizards.

These heroes rarely begin adventuring careers by choice. More often than not, adventure springs right up around them. They could be the only person who seems to notice the demons in their hometown. It could be that a group of established heroes are venturing into the local woods, and the fated is persuaded at knifepoint to come along as their guide.

No matter your reason for adventuring, you soon pick up other useful skills, and may even eventually gain a bit of courage and self-confidence. Even when you're battling against epic foes, there's always that bit of luck or fate that shines through.

Examples include Xander, Kagome, Katniss or Stephanie Plum.

Fated Starting Feature

You always seem to be have a little bit of extra skill just when it seems that failure is inevitable. Whether it's fate or just a surge of willpower when all hope is bleak, the you get the job done when it's the most critical.

Benefit: You gain the Burst of Hope power.

Burst of Hope

At the last moment you fumble with your tools as you try to disable the doomsday device. By some stroke of luck, they fall in just the right spot.

Encounter * Martial

No Action

Trigger: You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result.

Effect: You add 1d4 + 1 to the triggering roll. At 11th level you add 1d4 + 2. At 21st level you add 1d4 + 4.

Fated Utility 1

Personal

Fated Level 5 Feature

With all the crazy stuff happening in your life, you find yourself constantly running just out of reach of the next villainous threat.

Benefit: You gain a +1 power bonus to all defenses vs. opportunity attacks. This bonus increases to +3 vs. opportunity attacks made by aberrations or undead.

Fated Level 10 Feature

Sometimes when things seem their worst, that's when the greatest opportunities arise. You spin a great failure into a moment of keen insight.

Benefit: Whenever you roll a natural 1, your action still fails as normal. Your next attack roll, a saving throw, a skill check, or an ability check gains a +2 power bonus.

Optional Powers

Level 2 Utility Power

Sometimes you just have to get across the room, in an impossible amount of time. You find something greater, deep inside, when the need is high.

Burst of Speed **Fated Utility 2**

With a great push you launch yourself desperately across the room.

Encounter

Minor Action **Personal**

Effect: You gain a +2 power bonus to speed until the end of your next turn.

Level 6 Utility Power

When your surrounded by soldiers in full battle gear and brutes with bulging muscles, it's easy for enemies to forget just how tough you can be.

Tougher Than I Look **Fated Hero Utility 6**

When things get tough you rise to the task, shrugging off your enemies assault so that you can be the hero your destined to be.

Daily

Minor Action **Personal**

Mechanic

Sure, I can fix that. In fact, I've got a few ideas on how to make it better.

The mechanic is the first person you turn to when you have something that needs fixing. They're the guy that's going to fix your armor, the scientist that will find the hidden aliens, and the genius who can build a plane out of some junk in your garage.

Mechanics can be found in all settings, whether they're scrounging in a post-apocalyptic wasteland, hidden away in a government facility, or sweating in a space shuttle's engine room. When they're in the field, they're the first people to think outside the box or make something out of nothing.

Examples include MacGyver, Forge or Kaylee from Firefly.

Starting Feature

When pressed for resources your mind spins

Effect: You gain resist 3 to all damage until the end of your next turn. At 21th level this increased to resist 6.

Level 10 Utility Power

It's easy for others to dismiss your character in battle, but they have no idea how many times you've risen to the challenge. You know how to shrug off a debilitating effect and come back strong.

Sudden Revival **Fated Hero Utility 10**

Just when it looked like you were out of the fight for good, you stand and do what's needed.

Daily

Free Action **Personal**

Trigger: You start your turn dazed, dominated or stunned (save ends).

Effect: You make a save vs. that effect with a +2 power bonus.

and you soon start breaking down whatever around you into its component parts. With a few minutes and handful of common items, you can come up with exactly what you need.

Benefit: Once a day, you can create a piece of Mundane Equipment worth 100 gp per your level. At 11th level you can choose to instead create a magic item of your level -10. Creating the item takes one minute for every 50 gp of its value.

Additional Features

Level 5 Feature

You have a basic understanding of the world works. As you constantly disassemble and rebuild things, you learn more and more that was never found in any textbook.

Benefit: You gain a +2 bonus to Mechanics and Science.

Level 10 Benefit

Magic is just science that people don't understand. You're beginning to unlock what

makes all these wizards tick. With a bit of time, you can mimic any of their effects.

Benefit: You can cast Arcane Rituals and make Alchemical items of your level -2 or lower. You use mechanical parts for your components. You use Mechanics instead of Arcana for Rituals and Alchemical recipes.

Optional Powers

Level 2 Utility Power

Sometimes armor just needs a quick patch in the right place to keep your allies safe. You've always got a little bit of Kevlar or leather to make things right.

Quick Patch **Mechanic Utility Power 2**

You quickly tie down some spare material over the tear in your ally's armor until you can fix it properly later.

Encounter * Martial

Minor Action

Melee 1

Target: One ally

Effect: The target gains temporary hit points equal to 5 + your highest ability modifier.

Level 6 Utility

You always keep a few chemical compounds on you for field repairs. Some of them also make powerful lubricants and solvents.

Wingman

I've got your back. Always.

The Wingman (or woman) values their team over individual talents. They might be part of a military unit, a paranormal team or half of a close partnership. Whether through training, a shared history, or natural synergy, a wingman increase the effective of their allies, protects them and knows how to save things when they inevitably screw up.

That doesn't mean they're not their own

Release Bonds

Mechanic Utility 6

You reach into your pocket and pour a vial of acid on your allies webbed boots. The webbing melts away, leaving your allied unscathed.

Daily * Martial

Minor Action

Melee 1

Target: One ally who is restrained or immobilized.

Effect: The target is no longer restrained or immobilized.

Level 10 Utility

Hitting enemies consistently is one the fastest way to end an armed conflict quickly. To meet this end you've developed a sensitive targeting sensor that makes aiming easier. Any sudden movement can knock it out of alignment, unfortunately.

Targeting Sensor

Mechanic Utility 10

You line up a small optic unit with a laser target and then balance it with your weapon. Your allies can follow its aim to keep their trajectory.

Encounter * Martial, Stance

Minor Action

Close burst 10

Effect: Until this stance ends, you and any ally in the burst gains a +1 power bonus to attack rolls. This stance ends if you move.

person. Quite the contrary, these characters often compliment or contrast highly with the rest of their team. They've got a unique past and set of abilities, but they're almost always willing to put their team first.

Examples include Robin, Dr. Watson, and Chewbacca.

Starting Feature

You've got your friends back, and sometimes that means making sure people focus on you while they get their butts out of the way. Whether you prefer to blast with a gun or swing a huge sword, it should draw your enemies' ire, giving your allies a moment to flee.

Benefit: You gain the Cover Fire power.

Cover Fire Wingman Attack

You unleash a wide, but weak attack, to anger as many foes as possible.

Encounter * Martial, Weapon

Standard Action **Close** blast 4 or **Close** burst 1

Target: Each creature in blast or burst

Attack: Highest ability modifier vs. Reflex

Hit: Highest ability modifier damage and the target is marked until the end of your next turn.

Special: This attack is a close blast when used with a melee weapon or a close burst when used with a ranged weapon.

Additional Features

Level 5 Feature

Your experience with your allies has made it clear you need to look out for them. You're always looking over their shoulders and ready to step in if they need you to loom nearby.

Benefit: You gain a +2 bonus to Intimidate and Perception.

Level 10 Feature

Your allies represent a wealth of skills and knowledge but everyone needs a little help now and then. You're always willing to lend a hand, and have gotten adept at assisting even in areas where you don't normally shine.

Benefit: When you successfully use Aid Another the bonus increases to +3, instead of the usual +2.

Optional Powers

Level 2 Utility Power

Your allies are always getting themselves into

trouble. If they're not pointing their guns where they don't belong, then they're probably running their mouths. It's up to you to smooth things over.

Quick Save

Wingman Utility 2

I think what my associate meant to say was. . .

Encounter * Martial

Immediate Interrupt **Close** burst 5

Trigger: An ally in the burst makes a bluff or diplomacy check

Effect: The ally can reroll the check with a +2 bonus.

Level 6 Utility Power

Sometimes a missed opportunity opens up options for another person. You've learned to work in concert with your allies so that when they fail, you can respond doubly quick.

Sudden Opening

Wingman Utility 6

As the enemy ducks under the magical bolt he twists, revealing to you the hole in his armor.

Encounter * Martial, Weapon

Immediate Reaction **Close** burst 10

Trigger: An ally in the burst misses with an attack

Effect: You make a basic attack against the missed enemy. You have combat advantage against the enemy for this attack.

Level 10 Utility Power

Even though it seems like you're always cleaning up after your allies you wouldn't trade this team for another. Your allies inspire you. When they succeed, your chances to succeed raise in response.

Call to Glory

Wingman Utility 10

You see a spray of blood fly across the battlefield and you surge forward to finish the job.

Daily * Martial, Stance, Weapon

Minor Action **Personal**

Effect: Until the stance ends, whenever an ally you can see scores a critical hit, the critical hit range of your weapon doubles until the end of your next turn.

Skills

Mechanics (Intelligence)

The Mechanics skill encompasses knowledge of engineered constructs, as well as the ability created, repair and operate them. This includes vehicles, computers and other machines such as a power generator or crane.

Training in this skill represents either formal study or extensive experience at formal institution or as an occupation. Those with training are more likely to know esoteric information or be able to solve unknown issues through active repair.

Mechanics Knowledge

Make a Mechanics check to recall a relevant piece of information about mechanical construction, operation, and applications. You may also make a Mechanics check to recognize a Mechanics related clue.

Monster Knowledge

Make a Mechanics check to identify a creature created or altered by Mechanics.

Drive (Move Action. Variable DC)

Any creature can operate a simple land based

Science (Intelligence)

The Science skill encompasses modern analysis and knowledge gained from it, including the chemical analysis of materials, experimentation to draw new conclusions about a particular object, creature or behavior and the use of computers for research and analysis.

Training in this skill represents either formal study or extensive experience at an University or with a Research facility. Those with training are more likely to know esoteric

vehicle, such as a truck, car or motorcycle without being trained or making checks. In a more stressful situation, such as driving during combat or while being chased.

Pilot (Trained Only. Move Action. Variable DC)

Creatures that are trained in Mechanics can operate boats, airplanes and other advanced devices.

Repair (Trained Only)

Creatures that are trained in Mechanics can aid machines which are failing.

Heal Construct (Variable)

You use a Mechanics check to treat a mechanical creature as if using heal against a living creature. (See Heal)

Quick Fix (Minor Action. Easy DC)

Make a Mechanics check to quickly patch a machine.

Success: You are able to temporarily stop further damage to a machine. An object immediately stops its actions, or continues properly at its slowest speed.

Failure: You are unable to affect the target.

information or gain new knowledge through active experimentation.

Science Knowledge

Make a Science check to recall a relevant piece of information from modern studies, such as chemistry, computer science, or physics. You may also make a Science check to recognize a Science related clue.

Examples of Science knowledge checks include identifying a common substance in the field (Easy), identifying a potentially dangerous chemical (Medium), and predicting the course of a new mutation (Difficult).

Monster Knowledge

Make a Science check to identify a creature created or altered by Science.

Computer Hacking/Programming (Trained Only)

Creatures that have training in Science can use the skill to break into a computer, write their own programs, identify foreign and malicious elements in computer software and trace their origin. The following checks may often be part of a greater skill challenge.

Create Program (Standard Action. Easy DC of the creature's level)

Make a Science check to create a program intended for a particular task, including security software, games, or malware.

Success: You create your intended program. The result of your check becomes the DC needed for creatures to counter your program.

Failure: You cannot attempt to create the program again until after a short rest.

Special: You can make an attempt, after a short rest to increase the DC of an already created program. Make the check as normal, if your result is the same or higher than the current DC, the new DC matches the higher result. If your result is lower than the current DC, then decrease the DC by 2.

Hack Computer (Standard Action. Variable DC, determined by the security of the computer)

Make a Science check to gain access to a computer, program or network you would not normally have access to.

Success: You gain access, and can gain any

information the target may hold, or allow a created program access.

Failure: You cannot attempt to gain access again until after a short rest. If you fail by 5 or more your intrusion was detected.

Detect Hacking or Malware (Standard Action. Hard DC of the creature's level)

Make a Science check to detect the presence of foreign or invasive elements in a computer. The skill is often used in this way when no intrusion is observed but they suspect it is present.

Success: You detect each source of hacking or malware on the computer, and recognize whether each program is running locally or from a network connection.

Failure: You detect nothing. You cannot try again until after a short rest.

Identify Hacking or Malware (Minor Action. Moderate DC of the intrusion's level)

Make a Science check to identify the source of the malware or hack and know its effects.

Success: You identify the program and/or programming language used to create each piece of malware or hack and you know the effects of the intrusion.

Failure: You cannot attempt to identify the hack or malware again until after a short rest.

Counter Hacking or Malware (Standard Action. Hard DC of the intrusion's level)

Make a Science check to counter malware or hacking, preventing further damage to your system.

Success: Choose one effect per success. Against malware, you may disable or remove the program. Against a hacker, you may trace the hacker's location or cut the hacker off from the computer.

Failure: You take a cumulative -2 penalty against further counter attempts until after you take a short rest.

Wealth

Modern Assembly supports many different worlds. In a game where modern characters don't have access to a typical modern society, such as a post-apocalyptic game or one where modern heroes are transported to a fantasy world, most of a character's treasure goes into purchasing and upgrading their equipment. In these games you can treat wealth the same as you would in a typical fantasy game.

However if the game has a modern setting it becomes important to make a distinction between the wealth used in combat and the wealth used in storytelling. You do not want a character to drag down regular encounter because they spent their treasure on a new apartment instead of an upgraded weapon. Modern Assembly separates these two types of treasure into Cash and Assets.

Cash Anything that you might find on a typical treasure table falls under cash. This includes starting equipment, combat gear and consumable items. It also includes any actual cash or liquid assets that could be used to purchase personal gear. We measure cash in gold pieces to keep things comparable to the base system. You should feel free to change this to a modern currency, just keep in mind that this is merely a representative system. Prices are balanced to keep mechanical balance, not to match realistic current day prices.

We also recommend using inherent bonuses, instead of bonus enhancements found on weapon, armor and neck items. That way a player using modern equipment will scale with fantasy characters without upgrading to brand new equipment every few levels. They can still get their equipment enchanted if your setting has magic, but it should be with alternate effects, instead of the typical +1 bonus.

Assets Anything that your character can acquire given a little time that does not come into play

in the average combat, is an asset. These can be physical objects, such as a car or a home, or more abstract rewards, like a seat on a board of directors, or being able to bribe your way into an affluent club. Think of these as story rewards more than typical treasure.

If an asset logically comes into play during an encounter then the DM may give out a bonus for having that asset. These are parts of your story and players should be rewarded for using the world creatively. If these assets come into play in more than one encounter a session, they should be reworked as part of the characters equipment, purchased from their cash, and not be considered an asset.

The recommended bonus for these effect is +2. In some circumstances assets are logically more useful, due to their quality, and can receive a bonus based on their distance from common. So for example if an common character uses their jeep as cover, they get a +2 bonus to their defenses, and so would a wealthy character using their corvette as cover. However, if an common character is trying to get a bonus to their knowledge roll by using the local library, and a wealthy character has a private library devoted to the subject at hand, the DM may grant the wealthy character a +4 bonus to the roll (+2 for common, +1 each for the two asset levels above common). This bonus is subject to the DM's discretion.

There are four asset grades available to level 1 characters. All characters start as common but can gain a different asset grade through feats, backgrounds, or as rewards given out by the DM when the story permits.

Common: This is roughly where most of an average society fits. You likely have a full time job to provide you with income. You have shelter, whether it's a small apartment, a room in your parents' house or a modest home with a

mortgage. You have a means of transportation in your immediate area, but it's nothing flashy.

Comfortable: Your job requires a certain amount of skill, experience of education that puts you above average. You earn more money but probably work just as much as someone with common assets. You likely have a spacious apartment or your own home. You almost certainly own a car that's equal to new in quality, and might include more luxurious options such as a powerful engine, or leather seats. It's easier for you to find money for plane tickets, hotel rooms and other luxuries than it is for a common person. Players can select this asset grade at level 1 by taking the *Comfortable Lifestyle* background

Wealthy: Handling money is second nature to you. Your assets are big enough that they practically handle themselves. Whether your living off interest, your parents, or the profits from your company, you only go into work if you want to. You own multiple luxury cars, and may own, or can easily get the use of other modes transportation, such as a boat or small plane. Money comes with privilege, and it's easier for you to get an audience with other key individuals. It also has its drawbacks. More people are aware of you and may seek you out or target you. It's much harder for you blend into a crowd. Players can select this asset grade at level 1 by taking the *Comfortable Lifestyle* background, and the *Wealthy* feat.

Poor: You live below the poverty line. If you have an apartment it's likely in a poor neighborhood. If you have your own car it may also be your home. You may be working multiple low income jobs, or out of work and on

Mundane Items

Your Modern Assembly heroes likely have access to some modern equipment, even if they're not in a fully modern setting. The table below includes the most common modern items likely to be carried as personal

the street. It's much easier for you to go unnoticed or go completely off the grid. You're used to living off of very little and are able to survive in harsh situations. You understand the importance of trade and know where you can sell things quickly and quietly. Players can select this asset grade at level 1 by taking the *Poor Lifestyle* background.

Asset Grade as Story Once play has moved past the starting level, character's asset grade may change as part of the story. Characters of higher levels may gain access to even higher levels of wealth in this way. These levels are limited by tier so that only characters of Paragon and higher can become *Rich*, and those of Epic and higher may be *Unreasonably Rich*. It's possible for a character to achieve such wealth before these levels, but they do not have the experience needed to take the advantages of such wealth. Characters should not select asset based mechanics when leveling up.

Rich: You're beyond wealthy, your rolling in it. You may be a pop superstar or the owner of one or two fortune 500 companies. You have your own plane, a mansion and more material goods than you can keep track of. You are constantly recognized in public and can buy your way into nearly any place or event.

Unreasonably Rich: You've achieved an asset grade that seems almost impossible. You fly from locations in a huge jet, which doubles as your luxury home. Maybe you own a whole city, and employ all its residents as your employees. Everyone knows who you are and they likely have very strong opinions about everything you do. You sway nations and command your own private army.

equipment. Remember, if the hero has these things in their home, but they're not likely to carry them to encounters that's an Asset and should not be purchased from Cash.

Some common modern items have been intentionally left off the list. In the interest of only adding what is needed to the existing core material, items that are very similar to existing items should be treated the same. For example a briefcase can be treated as a backpack, a set

of handcuffs can be treated as manacles and a flashlight is roughly equivalent to a hooded lantern (just swap batteries in place of oil).

Any item needing batteries or a filter to operate have one use included in its purchase price.

Item	Price	Weight	Description
Audio Recorder	10	1 lb.	Picks up sound within ten feet. Can record up to 8 hours. Batteries last 24 hours.
Batteries, Common	2 gp	.5 lb.	Batteries for small portable devices.
Batteries, Specialized	75 gp	.5 lb.	Batteries for larger devices like laptops or Cellular Interceptor.
Binoculars, Standard	15 gp	2 lb.	You negate the penalty to Perception checks made to spot something over 10 squares away.
Binoculars, Advanced	520 gp	3 lb.	As standard binoculars but also displays the distance of an object digitally and act as night vision goggles.
Bolt Cutter	4 gp	5 lb.	Provides a +5 item bonus Strength checks made to break chains or locks.
Camera, Digital	50 gp	.5 lb.	Standard common amateur camera. Battery or outlet charged for 30 minutes every 8 hours.
Camera, Professional	360 gp	2 lb.	Multiple Lenses for high quality photos. Can double as telescope. Battery or outlet charged for 30 minutes every 8 hours.
Cellular Interceptor	840 gp	1 lb.	Can intercept cell phone calls within 5 miles with a successful Science check. Battery lasts for 10 hours, and is charged in 1 hour.
Demolitions Kit	25 gp	5 lb.	Provides a +2 item bonus to Thievery Checks made to set or disarm explosives.
Duct Tape (120 ft.)	5 gp	1 lb.	Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Easily teared and applied. Character bound by Duct Tape must succeed on a DC 22 Strength or Acrobatics check to escape.
Electricians Kit	30 gp	12 lb.	Provides a +2 item bonus to Mechanics Checks made to repair a computer or small electronic device.
Gas Mask	360 gp	5 lb.	Protects the eyes and lungs from toxic gas. Can be used up to 12 hours before a filter is replaced.
Gas Mask Filter	40 gp	1 lb.	Canister used to filter air in a gas mask.
Laptop	680	3 lb.	Portable Computer. Needs local wireless or Ethernet for Internet access.

	gp		Battery lasts 4 hours and is outlet charged in 1 hour.
Lighter	1 gp	-	Instant fire, up to 3,000 times.
Mechanics Tools	50 gp	20 lb.	Provides a +2 item bonus to Mechanics Checks made to repair a car or large mechanical device.
Metal Detector	150 gp	2 lb.	Device that grants a +10 item bonus to Perception checks used to locate metal creatures or items.
Night Vision Goggles	360 gp	3 lb.	Grants darkvision 20, but imposes a -4 to Perception checks due to poor clarity.
Phone, Basic Cell	15 gp	-	Common digital phone, which works in any area with cellular service. Needs to be outlet charged for 1 hour every 2 days.
Phone, Smart	360 gp	.5 lb.	Phone with digital camera, GPS, and Internet. Can be used to connect Internet to laptop without local wireless. Needs to be outlet charged for 1 hour every 6 hours.
Science Kit	40 gp	6 lb.	Provides a +2 item bonus to Science Checks made to analyze objects.
Telephone Tap	50 gp	.5 lb.	Taps either into the line (usually in an adjacent room or outside the building) or is placed into the receiver and broadcast to a Walkie-Talkie frequency. Requires a Mechanics check to place.
Video Camera	100 gp	1 lb.	Can record up to 5 hours of video and audio. Batteries last up to 12 hours.
Walkie-Talkie	360 gp	1 lb.	Allows direct communication on thousands of unique frequencies, up to a range of 15 miles. Needs to be outlet charged for 1 hour every 6 hours.

Weapons

In our modern times, arrows and swords are often out of place, even impractical. The following modern weapons are written using the base rules presented for weapons in the core game.

They're also balanced with the existing sword-and-sorcery weapons. This serves two key functions: First, you can easily swap a fantasy weapon for its modern equivalent; a baseball bat can use the same mechanics as a club, or a woodsman's hatchet can be used as a hand axe. Secondly, both fantasy and modern weapons can be used in the same party, without any trouble.

There are a couple of key additions to help make modern weapons flow seamlessly with the core game.

Ammunition: Each weapon group uses a different type of ammunition. 20 rounds of any one type costs 2 gp. Weapons that use magazines instead cost 1gp per magazine. Some weapons, like the assault rifle or semi-automatic pistol, may actually use more than one bullet when fired, but for ease of tracking, only one round gets used for each enemy targeted.

Fuel: Chainsaws and flamethrowers also need to be loaded, but their ammunition is fuel. 1 pint of fuel is required every encounter and costs 1 gp.

Load: Just like bows and crossbows, guns take time to load. However, guns typically hold more than one round. If a gun has the Magazine property, it uses the same rules as a repeating crossbow, with each magazine holding the number of rounds in parenthesis.

Other guns need rounds loaded individually, like shotguns and revolvers. Each round takes one action to load, with the total number that can

be loaded in parenthesis after the load type.

Grenades and the Grenade Launcher: Grenades use the same rules for the consumable Alchemist's Fire, with each different level representing a different grade of explosion.

The grenade launcher is a special weapon, used to direct grenades and launch them greater distances. The grenade launcher uses a grenade as ammo, with the grenade's damage determining the weapon's base damage. However, a grenade launcher can be used with any ranged attack power instead of the grenade's item power.

Simple Melee							
<i>One-Handed</i>	Prof.	Damage	Range	Price	Weight	Group	Properties
Brass Knuckles	+2	1d6	-	5 gp	1 lb.	Unarmed	Off-hand
Superior Melee							
<i>Two-Handed</i>							
Chainsaw	+2	2d6	-	10 gp	20 lbs.	Heavy Blade	High Crit
Simple Ranged							
<i>One-Handed</i>							
Grenade	-	-	-	-	-	-	As Alchemist's Fire
<i>Two-Handed</i>							
Double Barrel Shotgun	+1	2d4	5/10	25 gp	11 lbs.	Shotgun	Load Minor (2)
Pump Action Shotgun	+1	1d8	5/10	35 gp	8 lbs.	Shotgun	Brutal [1], Load Move (6)
Military Ranged							
<i>One-Handed</i>							
Light Pistol	+2	1d6	15/30	30 gp	4 lbs.	Pistol	High Crit, Off-hand, Load Free, Magazine 6

Revolver	+2	1d8	10/20	25 gp	4 lbs.	Pistol	High Crit, Load Move (6)
Semi-Automatic Pistol	+1	2d6	15/30	40 gp	3 lbs.	Pistol	Load Free, Magazine 6
<i>Two-Handed</i>							
Light Rifle	+2	1d8	20/40	25 gp	8 lbs.	Rifle	High Crit, Load Free, Magazine 5
Heavy Rifle	+1	1d10	15/30	35 gp	25 lbs.	Rifle	Brutal [2], Load Free, Magazine 10
Superior Ranged							
<i>Two-Handed</i>							
Assault Rifle	+1	2d8	10/20	50 gp	10 lbs.	Machine Gun	Brutal [2], Load Free (10)
Flamethrower	+2	2d8 Fire	5/10	60 gp	15 lbs.	Special	Brutal [1]
Sniper Rifle	+3	1d10	40/80	35 gp	11 lbs.	Rifle	High Crit, Load Minor (1)
Grenade Launcher	+2	See Notes	15/30	360 gp	20 lbs.	Special	Special