

5EVO

#1

June 2018



5th Evolution

No Going Back





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Forcing some Evos underground to survive.



5th Evolution

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What is 5th Evolution?

5th Evolution (5Evo) takes the wildly popular 5e game mechanics and applies them to new genres. 5Evo products are a marriage of comics and roleplaying with each book divided into three sections.

Part 1: the comic. Each 5Evo book opens with a comic that GMs will share digitally with their players prior to the gaming session. These comics serve to introduce the genre and setting, as well as to get players invested in the coming adventure.

Part 2: the adventure. The second section of the 5Evo book is a one-shot adventure, complete with pregenerated characters, that picks up where the comic left off.

Part 3: the source guide. Finally, the third section of each 5Evo book is a source guide that gives the GM the monsters, equipment, and characters to create their own adventures in that particular genre.

The best part? All 5Evo products are completely compatible. Want to have space marines fight a T-Rex, or see how your wizard would fare against a machine gun-toting mech? Well you can do that and more with 5Evo.

Three Genres, One [Kickstarter!](#)

World War II: Set in North Africa in 1942, you'll crew an M5A1 Stuart tank on a special mission during Operation Torch. This book contains the adversaries, equipment, characters, and vehicles to run a WW2 North Africa campaign with or without supernatural elements.

Super Heroes: Set in Carbide City in the present day, you are part of a team of the super heroes trying to stop a gang of super villains wreaking havoc downtown. This book contains the super villains, equipment, and player archetypes to run a supers campaign.

80s Horror Films: Set in the small town of Woodhaven in 1985, you and your friends get in over your heads and uncover a dark plot while seeking a party. This book contains the monsters, equipment, and teen hero archetypes needed to run a horror campaign set in the 1980s.

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or visit: 5thEvolution.com

No Going Back

No Going Back Design Team

Andrew Hand: Writing, Editing

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A Note about 5th Evolution

The purpose of this product is to introduce you to Limitless Adventures' 5th Evolution. It provides some context for a night of adventure in a Supers campaign. Some encounters may require players to come up with solutions other than combat. The world is a scary place and sometimes you may have to run for your life.

Feel free to change the names, situations, and the number of creatures as you see fit.

We value your business and your feedback, send us your comments, questions and concerns to support@limitless-adventures.com

Expectations of the Genre

Resolving encounters in a supers world does not always require killing. In supers stories, typically, death is quite rare. Most of the time, the story is about apprehending the villains, or defeating/capturing enemies. Keep this in mind when running or playing in a supers campaign. Let the villains escape to fight another day.

5th Evolution : *Supers* contains a Public Opinion mechanic that can affect how NPCs respond to characters. Supers that resort to murder lose the trust and favor of the public, which can make role play more difficult.

Our two pit fighters just want to escape, encourage that.

A Note about Firearms

Hit points are a gauge of your character's toughness. They represent morale, luck, and skill - not an exact representation of a wound. When one character shoots (and hits) another with a firearm, the damage done may not necessarily represent physical damage. When "hits" occur, they may result in a lowering of the target's effectiveness in combat. Similarly, just as a high level character can take a number of slashing sword attacks, that damage doesn't physically represent wounds. Think of firearm damage as similar to other damage in the game.

Evos, much like mythic heroes, are tougher and heal faster than mere mortals.

Further Adventure[™]

Each Limitless Encounter will have a Further Adventure[™] section to give the DM three ideas for additional quests that could spring from a seemingly random encounter. These hooks are merely suggestions for continuing a plot and should be used or ignored at your discretion. For example, if a hook suggests that the Duchess was the murderer, that is a just a possible twist you could build from and needn't be acted upon if it would disrupt your campaign.

Perhaps you find these encounters useful and recommend them a friend or like us on [Facebook](#) or [Twitter](#)...

You could join our e-mail newsletter and get free exclusives monthly at www.limitless-adventures.com ...

Maybe you turn out to be a doppelganger...

Coil

"The first subject, the smaller evo, appears unarmed. He seems to have some kind of electrical capability. No shirt, no shoes, unidentified. He's chained to the larger evo."

Coil

Medium Humanoid (Elemental), Chaotic Neutral

Armor Class: 15

Hit Points: 100 (d8)

Speed 30ft.

Challenge 5 (1,800 XP)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	10 (+0)	14 (+2)

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Saving Throws Str +7, Con +7

Skills Athletics +7, Acrobatics +4, Deception +5,

Damage Immunities lightning

Senses passive Perception 10

Languages English

Actions

Multiattack You make two Shocking Strike attacks.

Shocking Strike *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 17 (3d8+4) lightning damage.

Stunning Strike *Melee Weapon Attack* +7 to hit, reach 5 ft., (one creature) Hit: 22 (4d8+4) lightning damage and the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of Coil's next turn.

Static Blast (Recharges on a 5 or 6) You releases an energy attack in a 10 ft. radius. Each creature in that area must make a DC 15 Dexterity saving throw, taking 17 (5d6) lightning damage on a failed save, or half as much damage on a successful save.

Dash You can move up to 30 feet (this is in addition to your normal movement).

Disengage Your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge You focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

Help You can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.



Grizz

"The second subject is 'Grizz', I'd recognize him anywhere. Guess he's not going to make his parole hearing this week. Appears chained to the smaller evo."

Grizz

Medium Humanoid (Shapeshifter), Chaotic Evil

Armor Class: 10

Hit Points: 125 (18d8+54)

Speed 30 ft. (40 ft., climb 30 ft. in bear or hybrid form)

Challenge 5 (1,800 XP)

Saving Throws Str +8, Con +6

Skills Perception +8, Survival +5

Senses passive Perception 18

Languages English, French (can't speak in bear form)

Brawler Grizz's unarmed strikes do 1d6 bludgeoning damage.

Shapechanger Grizz can use his action to morph into a Large bear, or back into his true form, which is humanoid. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. Grizz reverts to his humanoid form if he dies.

Keen Smell When in bear form, Grizz has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack In bear form, Grizz makes two attacks. In humanoid form, Grizz make three unarmed strikes.

Unarmed Strike Hit: 8(1d6+5) bludgeoning damage.

Bite (Bear) *Melee Weapon Attack* +8 to hit, reach 5 ft., (one creature) Hit: 16 (2d10 + 5) piercing damage.

Claws (Bear) *Melee Weapon Attack* +8 to hit, reach 5 ft., (one creature) Hit: 14 (2d8 + 5) slashing damage.

Grizz may speak haltingly in bear form if he succeeds on a DC 15 Charisma check.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

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Out in the Street

"Bravo 1-6, basement is almost clear, but we have two evolved pit fighters who are still down there who refuse to comply with orders... They're a bit more than we expected. Requesting E.R.T on site. We'll keep them pinned down for now."

Threat(s)

Police Officer x 6

Medium Humanoid (Human), Any Alignment

Armor Class: 13

Hit Points: 30 (d8)

Speed 30ft.

Challenge 1 (200 XP)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

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Skills Investigation +2

Senses passive Perception 10

Languages English

Multiattack The police officer may make three baton attacks or three unarmed strikes.

Actions

Pepper Spray One creature in an adjacent square must make a DC 12 Dexterity saving throw or be at disadvantage on attack rolls and skill checks until using its action to cleanse its face with water.

Baton Melee Weapon Attack +3 to hit, reach 5 ft., (one creature) Hit: 3 (1d4+1) bludgeoning damage.

Semi-Automatic 9mm Pistol Hit: 10(2d6+3) piercing damage.

Unarmed Strike Melee Weapon Attack +3 to hit, reach 5 ft., (one target) Hit: 2 (1+1) bludgeoning damage.



If there are more than two players, have them play the police, attempting to *capture* these fugitives.

Escape!

Grizz and coil are chained together with a 25 ft. heavy steel chain, and must work together to escape. The two evos must stay within 30 ft. of each other due to the heavy metal chain. If used as an improvised hand weapon, reduce this length by 10 ft. Keep in mind that obstacles (cars) may prevent movement if the players attempt to run around them.

They start in the basement of a warehouse with one exit to the street of the warehouse district. The sidewalks are narrow (10 ft.), but the street can be as wide as 60 ft. The Boardwalk City Police can be arrayed around the entrance however you want. Some may be back behind four police cars. A DC 12 Perception check reveals the beginning of a network of alleys through which the team can escape across the street.

Once through to the alley, begin the next scene. If the team manages to steal a police car, have them see a helicopter "off screen" and realize they need to ditch the car and continue to the next scene.

Environment/Resources

Vehicles: An average police car in 2018 is just a bit longer than 16 ft. and 6 feet wide. For gameplay purposes, 15 ft x 10 ft. The cars should be situated in a semi circle, blocking the street on both sides.

Cover: Two large rolling dumpsters (2-Yard dumpster dimensions 5 ft x 10 ft.) should be against the wall on each side of the street. These can provide full cover, and can be rolled at half movement with a DC 12 Strength check. See cover rules for corners.

Other: There are at least five full steel garbage cans on each side of the street. If thrown as an improvised weapon, the target must succeed on a DC 10 Strength check or be knocked prone. The square where it lands is considered difficult terrain.

Through the Alleys

"Bravo 1-6 - two evolved, on foot, have escaped through the alley. We'll need that E.R.T. via helo."

Back Alley Chase

Complexity: Reach 100 ft. away within 270 ft.

Setting up the chase: Team begins 20 ft. ahead of the police, and get to move first. Roll the first area and complication prior to movement. Each pursuing police officer (Those not prone or unconscious) then will attempt each area in pursuit.

Movement: Each turn, the police will dash (60 ft.) PCs may dash 60 ft. as well, but one cannot lag behind by more than 30 feet due to the chain - their movement is simultaneous. Police will pace and pursue but will not pass the team.

Sustained Dashing: A creature may dash 3 consecutive times, plus/minus the creature's Constitution modifier. Each additional dash after that requires a DC 10 Constitution check, or results in a level of exhaustion. At exhaustion level 5, your speed becomes 0.

Escape: If the team can get 100 ft. or more ahead of the police at the end of a round, they escape to the next scene with no additional police officers.

Out of Time: After 270 ft. of movement without an escape, the evos run into the next scene. Any remaining police catch up to the next scene and add to the encounter.

Areas: For every 60 ft. of movement, the following table will help you describe/draw it:

1d10	Area description
1-2	Alley forks into two paths due to electrical/steam equipment
3	Alley suddenly turns left
4-5	Alley continues straight ahead
6-7	Alley filled with garbage (half movement)
8	Alley suddenly turns right
9	Empty Lot with lots of bushes and trees, and junk car
10	Straight alley, unlocked side door in fence (DC 14 Perception - add 20 ft.)

Complications: Each area contains a complication, roll below for each area as it is entered.

1d20	Area description
1	Dumpster fire. DC 12 Constitution saving throw or be poisoned for one round.
2	Garbage cans. Make a DC 15 Strength (Athletics) skill check or be knocked prone.
3	Flying bottle. "Freak!" Dexterity saving throw or suffer 3 (1d4+1) bludgeoning damage and lose 5 ft. of movement.
4	Pothole. Make a DC 12 Strength (Athletics) skill check or be knocked prone.
5	Oil slick. Make a DC 10 Dexterity saving throw or be knocked prone.
6	Lookie loos. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) or lose 10 ft. of movement fighting the crowd.
7	Dumpster. Make a DC 12 Strength (Athletics) skill check or lose 10 ft. of movement.
8	Bike messenger. Make a DC 13 Dexterity saving throw or be knocked prone.
9	Dice game. Make a DC 12 Strength (Athletics) skill check to force through the crowd or lose 10 ft. of movement.
10	Taxi cab. Make a DC 12 Dexterity saving throw or take 21 (6d6) bludgeoning damage.
11+	No complication.

Example 1: Play begins. Players are 20 ft. ahead of the police. DM rolls the area, 8 - "Alley suddenly turns right", and a complication, 7 - "Dumpster" players choose to dash through the area (60 ft) and through the next. Coil succeeds at his Dexterity save, while Grizz fails the Dexterity save losing 10 ft. of movement. At the end of the team's turn, Grizz is at 50 ft, and Coil is at 60 ft. The police then make the same checks to move through the area safely.

Example 2: After several rounds, Grizz has rolled poorly and is now 30 ft. behind Coil. On their next turn, they both choose to dash through the area (60 ft). Grizz rolls poorly again, losing 10 ft. Because of the chain, Coil *also* loses 10 ft.

Evo Response Team

"This is Boardwalk E.R.T. Helo-1, we have located the fugitives on foot. Deploying Fireteam Alpha via fast-ropes to intercept and pacify. Spotter verified that they are chained together."

Threat(s)



ERT Officer (Evo Response Team) x 4

Medium Humanoid (any race), Any Alignment

Armor Class: 17 (swat gear)

Hit Points: 50 (d8+18)

Speed 30 ft.

Challenge 3 (700 XP)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

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Skills Athletics +5, Investigation +3, Perception +2

Senses passive Perception 12

Languages any one language

Actions

Unarmed Strike *Melee Weapon Attack* +4 to hit, reach 5 ft. (one target) Hit: 3 bludgeoning damage.

Multiattack The ERT Officer makes two shotgun attacks or three unarmed strikes.

Beanbag Shotgun *Ranged Weapon Attack* +5 to hit, range 15/40 ft. (one creature) Hit: 12 (2d8+3) bludgeoning damage. Once a target is brought to 0 hit points from a beanbag shotgun, they stabilize and do not need to make death saves.

Shocknet *Ranged Weapon Attack* +5 to hit, range 5/15 ft. (one creature) Hit: 14 (4d6) lightning damage. A Large or smaller creature hit by the shocknet is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. Dealing 15 slashing damage to the net (AC 15) also frees the creature without harming it, ending the effect and destroying the net.

Concussion Grenade All creatures in a 20 ft. radius must succeed on a DC 13 Constitution saving throw or be stunned and deafened. The target may repeat the saving throw at the end of each of its turns.

The fire team will deploy around Coil and Grizz, and attempt to flank and pacify them.

As an action, any E.R.T member may attempt to pick up the chain and handcuff/zipcuff it to remove up to 5 ft. of movement from the team.

As an action, a DC 15 Strength check is necessary to break the handcuffs.

Environment/Resources

The area in the alley should be at least 25 feet wide, but could be a vacant lot or another street.

Cover: One large rolling dumpster (2-Yard dumpster dimensions 5 ft x 10 ft.) is against the wall . It can provide full cover, and can be rolled at half movement with a DC 12 Strength check. See cover rules for corners.

Other: There are two full steel garbage cans on each side of the dumpster. If thrown as an improvised weapon, the target must succeed on a DC 10 Strength check or be knocked prone. The square where it lands is considered difficult terrain.

Further Adventuretm

"I was hoping, Grizz, to use my winnings to get away from all this. Where we don't have to hide anymore. A place out west, that welcomes people like us. They call it Carbide City. No anti-evo laws there, we can live normal lives."

Captured!

The team would serve some time in a local lock-up until their court hearings and possible charges filed, a blend of misdemeanors and assault charges (possibly murder).

During a transfer, there's an accident, setting a number of evos free...

A mob boss repays a favor to the team in jail, getting them parole in Carbide City...

The team awoken in a warehouse with further instructions and tracking devices implanted in their necks...

Escaped!

Coil and Grizz decide that Boardwalk might be a little too hot right now, and head out for greener pastures:

A local boss in Carbide City is hiring enforcers for an upcoming heist...

The Crucible, an evo full-contact combat arena in Carbide City is always hiring new gladiators...

Perhaps a little mayhem on a road trip is in order, Coil hotwires a convertible and the boys go to visit the Grand Canyon...



Learn more at 5thEvolution.com

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