WASTELAND WORLDS

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WASTELAND WORLDS

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PROFICIENCIES

Species, classes, and backgrounds in this document grant in skills and tools that aren't available in the Fifth edition core rules. If any such skill or tool doesn't exist in your setting, swap it with its nearest equivalent or replace the granted with any alternative of your choice.

SKILLS

The skills summarised below are new additions.

ENGINEERING

Roll Intelligence (Engineering) to solve complex mechanical problems:

☢ Figure out how to repair devices, structures, and systems.
☢ Attempt to create new devices, strictures, and systems.

HACKING

Roll Intelligence (Hacking) solve advanced computer related problems:

☢ Know your way around a computer's OS.
☢ Access secured systems via bugs and exploits.
☢ Change a machine or robot's programming.

ODDLORE

Roll Intelligence (Oddlore) to see what you know about the strange and supernatural:

☢ Determine whether you know anything about an alien creature or a supernatural horror.
☢ Find out what you know about an unnatural environment, bizarre hazard, or weird phenomenon.

SCIENCE

Roll Intelligence (Science) to solve problems related to obscure and forgotten advances in scientific achievement:

☢ Conduct experiments related to a variety of specialised fields.
☢ Understand obscure academic texts.
☢ Decipher the purpose of machines, experiments, and other technologies you encounter.
☢ Identify the company or organisation responsible for developing and producing machines, experiments, and other technologies you encounter.

TOOLS

The tools on the *Wasteland Tools* table are recommended for most post-apocalyptic settings. If a tool from the core game doesn't appear on this list, it can't be selected unless your Guide informs you otherwise.

When you're proficient with both a skill and a tool that is useful in a specific

TOOLS	
ARTISAN'S TOOLS	**INSTRUMENTS, CONTINUED**
Brewer's Supplies	Drum
Calligrapher's Supplies	Drum Set
Carpenter's Tools	Flute
Cartographer's Tools	Recorder
Cobbler's Tools	Saxophone
Cook's Utensils	Trumpet
Glassblower's Tools	Ukulele
Jeweller's Tools	Violin
Leatherworker's Tools	**SPECIALIST'S TOOLS**
Mason's Tools	Chem Cook's Tools
Painter's Supplies	Computers
Potter's Tools	Disguise Kit
Smith's Tools	Demolitionist's Tools
Tinker's Tools	Doctor's Bag
Weaver's Tools	Electrician's Tools
Woodcarver's Tools	Forgery Kit
GAME SETS	Herbalism Kit
Checkers Set	Mechanic's Tools
Chess Set	Navigator's Tools
Go Set	Poisoner's Kit
Mahjong Set	Surgeon's Tools
Othello Set	Thieves' Tools
Poker Set	**VEHICLES**
Shogi Set	Air Vehicles
INSTRUMENTS	Land Vehicles
Acoustic Guitar	Water Vehicles
Acoustic Guitar, Child's	Underwater Vehicles
Cello	

application of the skill you're attempting, you can roll your ability check with advantage. If you're proficient in both Performance and a musical instrument, for example, you have advantage when you perform with that instrument.

SPECIALIST'S TOOLS

Specialist's tools are usually kits containing multiple items, or have particularly complex uses, and require additional explanation.

CHEM COOK'S TOOLS

Chem Cook's Tools are the items you need to put together a makeshift lab, such as pots, vials, common chemicals, a Bunsen burner, and a canister of gas. With this you can cook up chemical substances when you have access to a lab.

Using these tools while proficient grants advantage on Medicine checks to make chems.

COMPUTERS

Anyone can turn on a computer terminal and reason their way through basic operations, even if they're not familiar with the operating system. Proficiency in computers implies a greater level of competency and allows you make use of advanced features of the computer's operating system and software. It doesn't extend to writing code: for that, choose the Hacking skill. However, if you're proficient with both Computers and Hacking, you can attempt programming tasks that others can't, like reprogramming a robot while it's not near a terminal.

Using a computer while proficient grants advantage on ability checks using related skills (Hacking for programming tasks, Survival for navigation via map, and so on).

DISGUISE KIT

A Disguise Kit includes cosmetics, hair dye, small props, and a few pieces of clothing. When you have this and access to the tools you're able to put together basic disguises for both others and yourself.

Proficiency in these tools grants advantage on certain Charisma-based ability checks. An appropriate disguise can grant advantage on Deception and Persuasion checks that are aided by the appearance of

being a particular person or belonging to a particular group or rank. You may also gain advantage on Intimidation checks if disguised to look more fearsome or off-putting, or Performance checks if you "disguise" yourself with a costume appropriate to your performance.

DEMOLITIONIST'S TOOLS

Demolitionist's Tools include detonators, blasting caps, wire, and long nose pliers. When you have this and access to the tools you're better able to construct, arm, disarm, and dismantle explosive devices.

Using these tools while proficient grants advantage on Engineering checks to make, break, arm, or disarm explosives, as well as to identify explosive devices, their properties, and possible exploits.

DOCTOR'S BAG

Every Doctor's Bag is slightly different, but each contains the items most necessary to perform basic diagnosis and treatment.

Using these tools while proficient grants advantage on Medicine checks to diagnose medical problems and treat simpler cases.

ELECTRICIAN'S TOOLS

Electrician's Tools include a variety of pliers, screwdrivers, cutting devices, fasteners, leads, and wires. When you have this and access to the tools you're better able to dismantle, put together, and repair electrical devices.

Using these tools while proficient grants advantage on Engineering checks to make or break electronic devices, as well as to identify such devices, their properties, and possible exploits.

FORGERY KIT

A Forgery Kit includes several different types of ink, a variety of papers, several pens and pencils, seals, sealing wax, small tools to sculpt melted wax and mimic seals. When you have this and access to the tools you're able to put together forgeries of hand-written documents and primitive seals.

Proficiency in these tools also allows you to attempt forgeries of print documents and even currencies, provided you have access to the necessary machinery to produce them. Proficiency grants advantage on Deception checks when you provide a forged document to support your lie, as well as History and Investigation checks to determine whether a historical relic or modern object is the genuine article.

HERBALISM KIT

A Herbalism Kit includes pouches or other containers for storing herbs, clippers and leather gloves for collecting plants, a mortar and pestle, and several jars.

Proficiency in these tools grants advantage on Nature checks to identify plants, Survival checks to spot places edible plants might grow, Investigation checks to notice something unusual or out of place among plant growth, and Medicine checks to treat minor illnesses and wounds with the aid of natural remedies.

MECHANIC'S TOOLS

Mechanic's Tools include a drill, adjustable wrench, saw, screwdriver set, hammer, and a pair of pliers. When you have this and access to the tools you're better able to dismantle, put together, and repair mechanical devices. You also become proficient in power tools and industrial tools.

Using these tools while proficient grants advantage on Engineering checks to make or break machines, as well as to identify machines, their properties, and possible exploits.

NAVIGATOR'S TOOLS

Navigator's Tools include a compass, sextant, calipers, ruler, pencil, eraser, and paper. When you have this and access to the tools you're better able to determine your relative position and find your way at land and sea without needing electronic navigation devices.

Using these tools while proficient grants advantage on Survival checks to pinpoint your location or plot a route to a destination of your choosing.

POISONER'S KIT

A Poisoner's Kit includes glass vials, a mortar and pestle, chemicals, and a stirring rod. When you have this and access to the tools you're able to safely extract and prepare poison.

Proficiency in these tools allows you to apply poisons to objects without personal risk. You also have advantage on Medicine checks to treat **poisoned** patients, Nature checks to identify poisonous plants and animals, and both Investigation and Perception checks to notice poison or carefully handle objects to avoid being **poisoned**.

SURGEON'S TOOLS

Surgeon's tools include a scalpel, surgical drill, bone chisel, bone cutter, saw, needles and thread, forceps, a set of clamps, a dilator, narrow-bladed scissors, a curette, a small amount of anaesthetic, and disinfectant. Without in these tools,

an attempted surgery is likely to be botched.

Using these tools while proficient grants advantage on Medicine checks to perform surgical procedures.

THIEVES' TOOLS

Thieves' Tools include a crowbar, a small file, a small mirror, a set of narrow-bladed scissors, a pair of pliers, and 10 bobby pins. Some thieves are lucky enough to possess proper lockpicks, but they're a rare and valuable treasure in the wasteland and don't come with a standard set of Thieves' Tools.

You can use these tools to make a Dexterity (Thieves' Tools) check in order to unlock doors as well as set or safely bypass traps. Proficiency in these tools also grants advantage on Investigation checks to find traps.

MUSICAL INSTRUMENT OPTION: VOCALS

Any time you're allowed to learn a musical instrument proficiency, you can select vocals as your instrument.

PERFORMANCE ARTS

Any time you're allowed to learn a musical instrument proficiency, you can instead select a non-musical performance art: dance, illusion, mime, theatre, and so on.

Performance arts are treated the same as instruments and other tools: when you're proficient with both a skill and a performance art that is useful for the performance you're attempting, you can roll your ability check with advantage.

SPECIES

BIOSYNTH

Biosynths are indistinguishable from humans aside from a small inorganic component buried in their brain. This makes them adroit infiltrators on behalf of whichever individual or faction created them. They might even be created to replace a human so that their colleagues and loves ones don't realise anything is amiss.

Many biosynths aren't even aware who they are. Biosynths without orders might live perfectly normal lives, blissfully unaware that everything they see and do is fed back to their creators via a chip in their brain. They might give no one a reason to suspect their true nature until their secret masters activate them for some nefarious purpose.

BIOSYNTH TRAITS

Ability Scores. +1 to two ability scores of your choice.

Size. Medium.

Type. Humanoid.

Speed. 30 ft. (6 squares)

Bonus Skill. You gain in one skill of your choice.

Perfect Programming. You're tailored physically and mentally for your task or assumed identity. You may either choose one feat for which you qualify, or you may gain an additional +1 to two abilities of your choice. If you wish you may add these

bonuses to the same ability scores you previously chose, but can't increase an ability score more than +2 through your species features.

On/Off. You choose whether you're aware of your true nature or not. Either way, you're exempt from being activated as a sleeper agent—unless you want to be!

If you choose to be exempt, your biosynth chip is damaged, deactivated, or removed. If not, discuss with your Guide what kinds of betrayals and strange behaviours are acceptable to you, as well as whether you're prepared to be activated for reasons that could mean it becomes untenable to continue playing this character and result in them becoming an NPC.

OGRE

Ogres are big, hairless mutants. Ogres are often fiercely territorial and have also been known to capture humans as a source of food or in order to create more ogres by recreating their own mutation.

Many ogres have limited intelligence, but not all. In fact some are exceptionally bright. There are also those among their number who seek peace with other species. These ogres struggle against a monstrous reputation caused by the violence and horrors other members of their species have inflicted.

OGRE TRAITS

Ability Scores. +2 to one ability score of your choice, and +1 to a different ability score of your choice.

Size. Large.

Type. Mutant Humanoid.

Speed. 30 ft. (6 squares)

Mutant Physiology. You are immune to one **contamination sickness** condition that is most appropriate to the wasteland world you live in, and are also immune to the corresponding damage type: for instance, **radsick** and radiation damage. If you are playing in a world without a type of contamination, you are instead immune to the **poisoned** condition and poison damage. Check with your Guide if you're unsure which condition and damage immunities you have. You're also immune to disease and don't physically age.

Relentless Endurance. When you're reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

ROBOT

Though they aren't flesh and blood, robots possess synthetic intelligence almost indistinguishable from the mind of a human.

ROBOT TRAITS

Ability Scores. +2 to one ability score of your choice.

Speed. 30 ft. (6 squares)

Type. Machine.

Machine. You're immune to poison damage, radiation damage, the poison condition, all forms of **contamination sickness**, and disease. You do not need to eat or breathe.

You don't sleep, but enter an inactive state for at least 4 hours every day. You don't dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

You can't gain temporary hit points except through the use of your own features or methods explicitly for use by or on machines. You also can't use chems or other items intended for the use of living creatures, including stimulants. You can use items intended for machine use, including robot recovery modules. You recover hit points normally during down time thanks to your self-diagnostic functions. Stabilising you requires a Mechanics' Tools check rather than a Medicine check, and costs 5 salvage.

Model. You were designed with a specific purpose in mind. You possess the traits of your model in addition to your Robot traits.

BUTLERBOT TRAITS
Your model was designed for service, competing with the more affordable—and more popular—Mister/Miss Helper. Butlerbots find their niche with customers looking for a robot capable of more delicate tasks. You possess the following traits in addition to the robot species traits:

Ability Scores. +1 Wisdom.

Size. Small.

Career in Science. You've been programmed to excel at a specific task. Choose one Intelligence-based skill with which you are proficient. You gain expertise in that

ROBOT INTEGRATED RANGED WEAPON MODS

WEAPON	MODS					
	BARREL	GRIP	MAGAZINE	MUZZLE	RECEIVER	SIGHTS
Integrated Laser (Commbot, Protectorbot)	—	—	boosted capacitor	beam focuser	—	—
Plasma Gun (Private Helper)	—	—	boosted capacitor	—	—	—
Flamer (Private Helper)	—	—	boosted capacitor	beam focuser	compression nozzle, vaporisation nozzle	—

skill, doubling your bonus on related skill checks.

Fine Control. Thanks to your dexterous digits, you can wield firearms and use delicate tools like bobby pins.

Limited Hover. Your movement speed is replaced by a fly speed, though you can't ascend higher than five feet above ground level.

COMMBOT TRAITS
You were designed primarily for advertising, but your model was also sold to national and regional authorities to spout propaganda and crisis alerts. Commbots are also popular with the police, who use them to aid with crowd control and to provide an aerial view of operations. You possess the following traits in addition to the robot species traits:

Ability Scores. +1 Dexterity.

Size. Small.

Hover. Your movement speed is replaced by a fly speed, though you can't ascend higher than thirty feet above ground level.

Limbless. You can't perform tasks that require hands, or wield weapons unless you are modified to accommodate them.

Integrated Laser. You possess an integrated laser that deals 1d4 points of laser damage and has a range of 60/180 ft. It is powered by your own core and requires no ammunition. The damage of your integrated laser increases to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

You can install mods into your chassis to enhance your integrated laser, but must spend double the normal currency cost. The **robot integrated laser mods table** shows which mod slots and mods are available to you.

MISTER/MISS HELPER TRAITS
Robots of your model are sold as household helpers. The Mister and Miss Helper models are effectively identical aside from their voices. You possess the following traits in addition to the robot species traits:

Ability Scores. +1 Wisdom.

Size. Medium.

Career in Science. You've been programmed to excel at a specific task. Choose one Intelligence-based skill with which you are proficient. You gain expertise in that skill, doubling your bonus on related skill checks.

Clumsy Grasp. You can perform most tasks that require hands, but you're unable to wield firearms or use delicate instruments like thieves' tools or bobby pins unless

your appendages are modified to accommodate them.

Integrated Weapons. You possess a buzz saw and a blowtorch on two of your three appendages, each of which is considered a finesse weapon. Your unarmed attacks deal 1d6 points of slashing or fire damage (your choice at the time of the attack). The damage of your integrated weapons increases to 1d8 at 5th level, 1d10 at 11th level, and 1d12 at 17th level.

You can install one of the following melee weapon mods on your buzz saw, but must spend double the normal currency cost: electrified, heating coil. You can also upgrade your blowtorch to deal 2d4 fire damage at a cost of 80 currency.

Limited Hover. Your movement speed is replaced by a fly speed, though you can't ascend higher than five feet above ground level.

PRIVATE HELPER TRAITS
You're a variant of the Mister Helper designed for military applications. You possess the following traits in addition to the robot species traits:

Ability Scores. +1 Wisdom.

Size. Medium.

Clumsy Grasp. You can perform most tasks that require hands, but you're unable to wield firearms or use delicate instruments like thieves' tools or bobby pins unless your appendages are modified to accommodate them.

Integrated Weapons. You possess a plasma gun and a flamer on two of your three appendages. They are powered by your own core and requires no ammunition. The plasma gun deals 1d4 points of laser damage and has a range of 60/180 ft. The damage of your integrated plasma gun increases to 1d6

at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

Your integrated flamer spouts a 15 ft. line of fire. All creatures within the line must make a DC 12 Dexterity saving throw, taking 1d4 fire damage on a failed saving throw or half that if successful. On a failed saving throw the target is also set alight, taking 1d4 fire damage at the beginning of each of its turns. A creature can end this ongoing damage by using its action to make a DC 10 Dexterity saving throw to extinguish the flames.

You can install mods into your chassis to enhance your integrated weapons, but must spend double the normal currency cost. **The robot integrated laser mods table** (pg. 14) shows which mod slots and mods from this document are available to you.

Limited Hover. Your movement speed is replaced by a fly speed, though you can't ascend higher than five feet above ground level.

PROTECTORBOT TRAITS
Your model was designed for security, policing, and military functions. However, protectorbots were popular in other sectors, beings adapted for applications as varied as construction, medical first response, firefighting, and even customer service. You possess the following traits in addition to the robot species traits:

Ability Scores. +1 Wisdom.
Size. Medium.

Clumsy Grasp. You can perform most tasks that require hands, but you're unable to wield firearms or use delicate instruments like thieves' tools or bobby pins unless your appendages are modified to accommodate them.

Integrated Lasers. You possess integrated arm lasers in both of your arms that deal 1d4 points of laser damage and have a range

of 60/180 ft. They are powered by your own core and require no ammunition. The damage of your integrated lasers increases to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

You can install mods into your chassis to enhance your integrated lasers, but must spend double the normal currency cost. The robot integrated laser mods table shows which mod slots and mods from are available to you. Each of your integrated lasers has its own mod slots and must be modded separately.

ROTTER

The affliction known as "the Rot" affects some humans exposed to the contaminants of radioactive or warped worlds, or perhaps those infected by mutated plant spores or an alien virus. The victim's flesh deteriorates and their skin to begin to slough off. While such high levels of exposure to the contaminant or infection and its subsequent symptoms should kill a person, victims sometimes survive but are forever changed. For better or worse, rotters live on while stuck in bodies that resemble something out of a pre-apocalyptic horror movie. Rotters can live for a long time thanks to the apparent agelessness that is a side effect of their condition. Some consider this side effect to be the Rot's one major advantage, while for others it is the worst part.

The Rot can damage a rotter's brain as well their body, and mental deterioration is exacerbated by further exposure to the contaminant or infection that causes the affliction. Thus, cautious rotters try to avoid further contamination even though they are otherwise unaffected by it. They know that if they aren't careful, their mind may eventually deteriorate to the point they become feral. A feral rotter is a danger to other creatures, no longer sentient but acting instead with the primal savagery of a ravenous beast.

ROTTER TRAITS

Ability Scores. +2 to one ability score of your choice, and +1 to a different ability score of your choice.

Size. Medium.

Type. Mutant Humanoid.

Speed. 30 ft. (6 squares)

Contamination Immunity. You are immune to one **contamination sickness** condition that is most appropriate to the wasteland world you live in, and are also immune to the corresponding damage type: for instance, **radsick** and radiation damage. If you are playing in a world without a type of contamination, you are instead immune to the **poisoned** condition and poison damage. Check with your Guide if you're unsure which condition and damage immunities you have.

Long-Lived. Rotters generally lived for a long time as humans before their change. You gain either a bonus skill of your choice, or expertise in one skill you already possess. Expertise in a skill allows you to double your Proficiency bonus when you use it.

Feral Curse. When you would otherwise die you can choose to become a feral instead, regaining consciousness in 2d4 hours. You may also agree with your Guide that you go feral as a means of retiring this character, in which case the change occurs at a random point during their next long rest or at a dramatically suitable moment chosen by the Guide. Either way, the rotter becomes an NPC and is no longer under your control.

CLASSES

The classes in this document are designed to belong in a world without magic. Originally design for post-apocalyptic campaigns, they could easily find a place in other science fiction and space opera settings, and most could also be used in a game set in the modern era. You can even adopt the Scout and Shepherd back into your fantasy games as non-magical versions of the Ranger and Bard respectively.

SPECIAL RULES

There are a small number of differences in the way these classes are presented compared to the classes in the core game.

WASTELAND HIT DICE

CLASS	WASTELAND HIT DIE	CORE HIT DIE
Sailor	1d6 + 4	1d10
Savage	1d8 + 4	1d12
Scientist	1d4 + 4	1d8
Scoundrel	1d4 + 4	1d8
Scout	1d6 + 4	1d10
Scrapper	1d6 + 4	1d10
Sentinel	1d6 + 4	1d10
Shepherd	1d4 + 4	1d8
Sidekick	1d6 + 4	1d10
Soldier	1d6 + 4	1d10
Sparker	1d8 + 4	1d12
Star	1d4 + 4	1d8
Stranger	1d4 + 4	1d8
Synthesiser	1d4 + 4	1d8

CONVERTING HIT DICE

If you want to use standard Hit Dice in your work, you can use the WASTELAND HIT DICE table to convert each class's Hit Dice back to Fifth edition's normal values.

HIT DICE

Due to a lack of magical healing in WASTELAND WORLDS, as well as an assumed scarcity of resources that might make curative items rare, these classes use a more generous Hit Die formula than usual. The WASTELAND HIT DICE table shows the formula used by the wasteland classes in the **Wasteland Hit Die** column, and what the class's Hit Die would normally be if healing were more readily available in the **Core Hit Die** column.

PROFICIENCIES

Classes in this document grant access to proficiencies that aren't part of the Fifth edition core rules. See the Proficiencies chapter for further details on WASTELAND WORLDS proficiencies.

CURRENCY

Whenever prices are mentioned in this supplement, the term currency is used. The exact nature of the "currency" is left vague so that you can slot the appropriate term for your setting in. If it ever comes up, 1 currency is equivalent to 1 gold piece.

SALVAGE

Some class features refer to another type of resource known as salvage. Salvage is an abstract unit, like currency, that

represents random pieces of junk discovered and looted from the wasteland.

Each salvage has a value of 1 currency and weighs 0.4 lb. Remember that these are average values intended to abstract countless different items of varying size, weight, and value. This exchange equivalency also makes for a simple conversion if the Guide prefers only to deal with currency in their game.

The value of salvage can vary depending on merchant and local needs. If a mechanic is in desperate need of scrap materials, for instance, they might be willing to pay more than 1 currency per salvage.

The factors described above may come up in play. During character creation the only thing you need to remember is that 1 salvage = 1 currency. If your class feature lets you make stuff from salvage, you can exchange your starting currency for salvage on a 1 for 1 basis to start the game with one or more of those creations.

SAILOR

CLASS FEATURES

As a sailor, you gain the following class features.

HIT POINTS

HIT POINTS AT 1ST LEVEL:
10 + YOUR CONSTITUTION MODIFIER.

HIT POINTS AT HIGHER LEVELS:
6 (1D10) + YOUR CONSTITUTION MODIFIER PER SAILOR LEVEL AFTER 1ST.

HIT DICE:
1D6 + 4 + YOUR CONSTITUTION MODIFIER PER SAILOR LEVEL.

PROFICIENCIES

ARMOUR:
LIGHT AND SHIELDS.

WEAPONS:
SIMPLE, ALL BALLISTIC RIFLES, COMBAT SHOTGUN, COMBAT KNIFE, POLE HOOK.

TOOLS:
NAVIGATOR'S TOOLS

CHOOSE ONE TYPE OF GAME SET, MUSICAL INSTRUMENT, OR ONE OF THE FOLLOWING ARTISAN'S TOOLS: CARPENTER'S TOOLS, TINKER'S TOOLS, WOODCARVER'S TOOLS.

SAVING THROWS:
STRENGTH AND DEXTERITY.

SKILLS:
CHOOSE ANY ONE OF ACROBATICS, ANIMAL HANDLING, ATHLETICS, INTIMIDATION, PERCEPTION, PERFORMANCE, OR SLEIGHT OF HAND.

CHOOSE ANY ONE OTHER SKILL.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either receive items from the equipment packs of both this class and your chosen background, or you can opt to buy your own equipment by purchasing it from any available items using the starting currency for this class. If you buy your own equipment using starting currency, you don't receive this class's equipment pack nor any equipment from your background.

STARTING CURRENCY

Normally you either roll your starting currency, or take the roll's average. With your Guide's permission you may take the maximum amount.

ROLL: 4D4 ✖ 10 | AVERAGE: 100 | MAX: 160

EQUIPMENT PACK

If you have access to Wasteland Wares, you can build your starting equipment pack by selecting from the options below, and then adding any other equipment granted by your background.

SAILOR CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Able Crewman, Steady, Vehicular Vernacular
2	+2	Speedy Response
3	+2	And a Bottle Of…?, Archetype Feature
4	+2	Ability Score Improvement
5	+3	Chain of Command, Deft Ropework, Fast Movement
6	+3	Expertise
7	+3	Archetype Feature
8	+3	Ability Score Improvement
9	+4	Able Crewman (second vehicle proficiency), Sailor's Grudge
10	+4	Ability Score Improvement
11	+4	Archetype Feature
12	+4	Ability Score Improvement
13	+5	Masterful Teamwork
14	+5	Forceful Grudge
15	+5	Archetype Feature
16	+5	Ability Score Improvement
17	+6	Uplifting Camaraderie
18	+6	Legendary Grudge
19	+6	Ability Score Improvement
20	+6	Outstanding Tenacity

- ☢ (a) two simple weapons **or** (b) a simple weapon and a shield **or** (c) a combat knife **or** (d) a pole hook
- ☢ (a) a basic pipe gun and 3d4 .38 bullets
- ☢ a backpack and a blanket
- ☢ a full waterskin (2 "bottles" of irradiated water) and 2 irradiated meals

MULTICLASSING

If you multiclass into sailor you gain the following proficiencies: all ballistic rifles, combat shotgun, combat knife, pole hook, and one skill chosen from the Sailor's shortlist. You receive no equipment.

ABLE CREWMAN

SAILOR LEVELS **1** AND **9**

You gain proficiency in your choice of Air Vehicles, Land Vehicles, Water Vehicles, or Underwater Vehicles. At 9th level you may choose a second vehicle group from this list. You also gain the following benefits:

- ☢ You have advantage on any ability check you make when your knowledge of vehicles from a group with which you are proficient is an asset to that check, such as when you pilot, repair, detect the presence of, or identify the model of a vehicle from the chosen group.
- ☢ You have a +2 bonus to attack rolls you make with weapons controlled by a crew station in a vehicle from a group with which you are proficient. If you take the Help action to help another creature aim such a weapon, they may add +2 to their own attack roll

provided they don't also possess the Able Crewman feature.

STEADY

SAILOR LEVEL 1

You are steady on your feet, whether standing your ground or moving across a rolling deck. You gain the following benefits:

☢ Any time you make an ability check or saving throw to keep your balance or footing or to avoid falling off a vehicle, you may add either your Strength or Dexterity bonus, whichever is most beneficial. Furthermore, you have advantage on all such rolls, as well as any Strength saving throws you make to avoid falling prone.

☢ You ignore difficult terrain caused by any surface that shifts underfoot such as a rolling deck, bobbing ice, or precarious scree.

VEHICULAR VERNACULAR

SAILOR LEVEL 1

You know a jargon, a combination of slang and verbal shorthand familiar to other airmen or sailors. Choose either airman's argot (common among wastelanders who professionally crew or maintain Air Vehicles), lane lingo (common among wastelanders who professionally crew or maintain Land Vehicles), or swabber's slang (common among wastelanders who professionally crew or maintain Water and Underwater Vehicles). When speaking in a jargon, you intersperse everyday conversation with a combination of specialised terms and informal shoptalk

such that anyone who doesn't understand the jargon can't follow what is actually being said.

SPEEDY RESPONSE

SAILOR LEVEL 2

A crew's survival when their vehicle is endangered depends on the speed of their reactions and the deftness of their repairs. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash or Disengage action, or to attempt any of the following: disarm a trap (assuming it can be done in a single action), pick a lock, or jury-rig a vehicle fault (pg. 328).

Additionally, when an allied creature you can see gains a condition or a vehicle you can see develops a fault, you can spend your reaction to move half your speed.

AND A BOTTLE OF...?

SAILOR LEVEL 3

When you no longer have any drinks remaining with which to hydrate yourself, roll 1d6. On a roll of 1 to 3, immediately gain that many contaminated drinks. On a roll of 4-5 you instead gain 2 uncontaminated drinks. On a roll of 6 you gain 2 uncontaminated drinks and, as a bonus, 50 currency's worth of alcohol, chosen by the Guide. These items represent either a stash you kept for emergencies or a lucky find nearby.

Once you've used this ability, you can't do so again until you finish a long rest.

ARCHETYPE

SAILOR LEVELS 3, 6, 10, AND 15

You define the specialist role you occupy on a craft's crew. Available archetypes are the Captain and the Marine.

The available archetypes and descriptions of their features appear after the core features for this class. You can only belong to one archetype for this class—look them all over and make this decision with care!

ABILITY SCORE IMPROVEMENT

SAILOR LEVELS 4, 8, 10, 12, 16, AND 19

Each time you gain this feature you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Any time you gain an ability score improvement, you can forgo the ability score improvement for that level and instead select a feat for which you qualify.

CHAIN OF COMMAND

SAILOR LEVEL 5

Once per turn when you take an Action or a bonus action expressly in response to the command of an allied creature, you may add half that creature's Proficiency bonus (rounded down) to a single ability check or attack roll you make as part of that action.

DEFT ROPEWORK

SAILOR LEVEL 5

You're skilled in the use, maintenance, and repair of rope, and you know the perfect knot for any situation. You gain the following benefits:

- ☢ You have advantage on Dexterity (Sleight of Hand) checks you make to tie knots.
- ☢ Other creatures have disadvantage on any Dexterity (Sleight of Hand) check they make to loosen a knot you tied.
- ☢ When you bind a creature with rope they have disadvantage on Strength checks they make to burst free, as do any other creatures who attempt to forcefully break the ropes to free them.

FAST MOVEMENT

SAILOR LEVEL 5

Your speed increases by +10 ft. while you aren't wearing heavy armour.

EXPERTISE

SAILOR LEVEL 6

Choose two of your skill proficiencies, or one of your skills proficiencies and one of your tool proficiencies. Your Proficiency bonus is doubled for any ability check you make that uses any of the selected proficiencies.

SAILOR'S GRUDGE

SAILOR LEVEL **9**

Sailors know that their relationship with their vessel and their crew is symbiotic: a sailor's survival in any emergency might be contingent on the condition of the vehicle or the actions of another crew member, and likewise their own efforts are essential to ensuring everyone's safety. Consequently, a sailor doesn't take threats to their vehicle, their crew, or themselves lying down.

When a creature you can see scores a critical hit on you, an allied creature, or to a vehicle you own or help to crew, you can spend your reaction to mark it as the target of your grudge for 1 hour or until you end the grudge voluntarily. You can declare a new grudge at any time. If you do, these benefits no longer apply to your previous grudge.

You gain the following benefits against a creature that is the target of your grudge:

- ☢ You may take a bonus action on your turn in combat to make an attack against the target using a weapon in your hands, an unarmed strike, or a natural weapon.
- ☢ If the target hits either you or a vehicle you own or help to crew, you can spend your reaction to make an attack against the target using a weapon in your hands, an unarmed strike, or a natural weapon.
- ☢ After you roll damage against the target, you can reroll any number of dice that have rolled a 1 or 2, but must use the new roll even if the new roll is also a 1 or 2.

MASTERFUL TEAMWORK

SAILOR LEVEL **13**

You're efficient and effective as part of a well-oiled team, and gain the following benefits:

- ☢ You can now take a bonus action on your turn in combat to take the Help action.
- ☢ If an allied creature uses the Help action to give you advantage on an ability check or an attack roll, you can choose not to roll with advantage and instead gain an alternative benefit for the roll: you can treat the d20 roll of 9 or lower as a 10.

FORCEFUL GRUDGE

SAILOR LEVEL **14**

You gain the following additional benefits against a creature that is the target of your grudge:

- ☢ The first time you hit the target of your grudge with a weapon attack on each of your turns, you deal an extra 1d6 damage and it has disadvantage on saving throws to avoid falling or becoming prone until the start of your next turn.
- ☢ If the target of your grudge is no more than one size larger than you, each time you hit it with an attack you may either push or pull it up to 5 feet.

UPLIFTING CAMARADERIE

You've formed an inseparable bond with members of your crew, and being amongst them heartens you. When you gain this feature, designate up to 12 allied creatures as comrades. You can change your designated comrades each time you finish a long rest.

As long as at least one comrade is within 30 feet of you and you can see or hear them, you gain the following benefits:

- ☢ You may add a d4 Motivation die to any attack roll you make, as well as any ability check you make to repair a vehicle or operate one of its crew stations. You can't add Motivation dice from multiple sources to the same roll. If you add a Motivation die granted to you by a Shepherd to any roll, for instance, you can't also add the d4 from this feature.
- ☢ As long as you aren't incapacitated, no attack roll has advantage against you while you are on or inside of a vehicle.

You lose these benefits immediately the moment you become aware that any comrade has died. Once this happens, you can't benefit from this feature again until you finish a long rest.

LEGENDARY GRUDGE

You can now have grudges against three creatures at a time. If you declare a new grudge when you already have three, you must choose one of your current grudges to let go, immediately ending its effects.

Alternatively, you can spend all three of your grudges at once to mark a single creature as the target of a legendary grudge. The effects of a legendary grudge last indefinitely until you end it voluntarily or you declare a new grudge.

You gain the following additional benefits against a creature that is the target of your legendary grudge:

- ☢ The first time you hit the target of your grudge with a weapon attack on each of your turns, you deal an extra 1d6 damage, stacking with the extra damage from forceful grudge for 2d6 damage total. Additionally, both bonus dice are considered ruin damage.
- ☢ For the duration of the legendary grudge, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find the grudge's target.

OUTSTANDING TENACITY

A sailor's life isn't easy, even by the harsh standards of the wasteland, but those challenges foster a remarkable fortitude and spirit. Your Constitution and Charisma scores increase by 2, and your maximum for those scores is now 22. You are also now proficient in Constitution and Charisma saving throws.

ARCHETYPES

The following archetypes are available for the Sailor class.

CAPTAIN

Pick this archetype if you want to have the command skills to be captain of your own vessel and its crew.

BONUS PROFICIENCY

SAILOR LEVEL 3

You gain Proficiency in your choice of either Persuasion or Intimidation. If you're proficient in both skills, you instead become proficient in another skill of your choice.

CALL TO ARMS

SAILOR LEVEL 3

You can spend your action to allow one allied creature within 30 feet who can hear you to make a single attack using an unarmed attack, melee weapon, or loaded ranged weapon.

At 7th level, up to two allied creatures within range can make an attack when you use this feature.

EXTRA ATTACK

SAILOR LEVEL 7

You can attack twice, instead of once, whenever you take the Attack action on your turn.

DOWN WITH THE SHIP

SAILOR LEVEL 11

Your fate is tied to that of your vessel. When a vehicle you own or command is reduced to 0 hit points, you can choose to go down with the ship. When you do, the vehicle is treated as though it has 1 hit point remaining and can't take any more damage. Instead, any further damage dealt to the vehicle after accounting for its damage threshold, resistances, immunities, and vulnerabilities is dealt directly to your own hit points. When you are reduced to 0 hit points, the vehicle is also.

MERCILESS ASSAULT

SAILOR LEVEL 11

When you use your Call to Arms action you can choose to have three allied creatures within range make an attack, but all three must attack a target of your grudge.

UNFORGIVING ATTACK

SAILOR LEVEL 11

You can attack a third time whenever you take the Attack action on your turn, but only if at least one of the attacks you make is made against a target of your grudge.

ALL HANDS

SAILOR LEVEL 15

Your call to action inspires the best from your crew. You can give a short speech or command as an action. All allied creatures that can hear you have advantage on the first attack roll or ability check they make within the next ten minutes that doesn't already have advantage. Once you use this feature, you can't do so again until you finish a long rest.

MARINE

Pick this archetype if you want to be a warrior who wields their fighting skills in defence of their vessel and to lead the charge in boarding actions onto enemy vehicles.

BONUS PROFICIENCIES

SAILOR LEVEL 3

You are proficient with martial weapons and medium armour.

COMBAT STYLE

SAILOR LEVEL 3

You adopt a particular style of fighting as your speciality. Choose one of the following options. You can't take a Combat Style option more than once, even if you later get to choose again.

DEADEYE
You gain a +2 bonus to attack rolls you make with ranged weapons.

DEMOLITIONS MASTER
When you throw a grenade, fire a grenade or rocket from a ranged weapon, or set a mine in place, the DC of the explosive's saving throw is increased by +2.

DUAL WIELDER
When you engage in two-weapon fighting, only one of the one handed melee weapons you wield needs to be light. You can also add your ability modifier to the damage of the second attack.

DUELLIST
When you're wielding a melee weapon in one hand and no other weapons, you gain a +1 bonus to attack and a +2 bonus to damage rolls with that weapon.

HEAVY HITTER
You gain the following benefits when you roll damage with a melee weapon that you're wielding with two hands (one with either the two-handed or versatile property):

- ☢ A result of 1 on a damage die always counts as a 2.
- ☢ You can reroll one or more of the damage dice for an attack. You must use the new roll.

KNIGHT
You gain the following benefits:

- ☢ While you're wearing armour, you gain a +1 bonus to AC.
  If using the piecemeal armour rules from WASTELAND WARES, you must be wearing a piece of armour in all six armour slots to gain this benefit.
- ☢ If you're wielding a shield or a melee weapon in your off hand, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

MELEE GUNPLAY
You gain the following benefits:

- ☢ You have a +1 bonus to attack rolls you make with a ranged weapon against targets within the weapon's short range.
- ☢ You have no disadvantage on your attack roll when you make a ranged attack while within 5 feet of a hostile creature.
- ☢ You add your Proficiency bonus to a melee attack using your firearm as an improvised melee weapon. On a successful hit with such an attack, you deal bludgeoning damage equal

BOARDING ACTION

SAILOR LEVEL 3

You may take an additional Action on any turn during which you spend any amount of time on or inside a vehicle. Once you've used this feature, you can't do so again until you finish a short or long rest.

EXTRA ATTACK

SAILOR LEVEL 7

You can attack twice, instead of once, whenever you take the Attack action on your turn.

ENVIRONMENTAL ACTION

SAILOR LEVEL 11

Experienced marines become adept at fighting in close quarters, both above decks and in the confined spaces within a craft, and learn how to use the environment to their advantage.

When you make a Dexterity (Acrobatics) check, melee weapon attack, grapple attempt, or ranged attack within your weapon's short range, you can take a bonus action to incorporate some scenery or object found in your environment into whatever it is you're doing. You describe how you exploit the presence of the scenery or object, and gain advantage on your roll.

You can use this feature a number of times equal to half your Proficiency bonus, rounded down, and can only use it once on each of your turns. You regain expended uses of this feature when you finish a long rest.

UNFORGIVING ATTACK

SAILOR LEVEL 11

You can attack a third time whenever you take the Attack action on your turn, but only if at least one of the attacks you make is made against a target of your grudge.

FOR CRAFT AND CREW

SAILOR LEVEL 15

You find strength you didn't know you had when your vessel or a member of your crew is endangered. When you see damage be dealt to either an allied creature or a vehicle you own or help to crew, you can immediately gain a number of temporary hit points equal to 2d6 + your Constitution modifier. Once you use this feature, you can't do so again until you finish a short or long rest.

SCIENTIST

CLASS FEATURES

As a scientist, you gain the following class features.

HIT POINTS

HIT POINTS AT 1ST LEVEL:
8 + YOUR CONSTITUTION MODIFIER.

HIT POINTS AT HIGHER LEVELS:
5 (1D8) + YOUR CONSTITUTION MODIFIER PER SCIENTIST LEVEL AFTER 1ST.

HIT DICE:
1D4 + 4 + YOUR CONSTITUTION MODIFIER PER SCIENTIST LEVEL.

PROFICIENCIES

ARMOUR:
LIGHT.

WEAPONS:
SIMPLE.

TOOLS:
CHOOSE ANY ONE OF CHEM COOK'S TOOLS, DEMOLITIONIST'S TOOLS, COMPUTERS, ELECTRICIAN'S TOOLS, OR MECHANIC'S TOOLS

SAVING THROWS:
INTELLIGENCE AND WISDOM.

SKILLS:
ENGINEERING AND SCIENCE.

CHOOSE ANY TWO OF HISTORY, INVESTIGATION, HACKING, MEDICINE, NATURE, OR SLEIGHT OF HAND.

CHOOSE ANY ONE OTHER SKILL.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either receive items from the equipment packs of both this class and your chosen background, or you can opt to buy your own equipment by purchasing it from any available items using the starting currency for this class. If you buy your own equipment using starting currency, you don't receive this class's equipment pack nor any equipment from your background.

STARTING CURRENCY

Normally you either roll your starting currency, or take the roll's average. With your Guide's permission you may take the maximum amount.

ROLL: 5D4 ✕ 10 | AVERAGE: 120 | MAX: 200

EQUIPMENT PACK

You can build your starting equipment pack by selecting from the options below, and then adding any other equipment granted by your background.

- ☢ (a) a hammer **or** (b) a switchblade
- ☢ (a) a bolt-action pipe gun and 3d4 .308 bullets **or** (b) a shotgun and 3d4 12 gauge shells **or** (c) 6d4 ammunition

SCIENTIST CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES	SOLUTIONS	TECH VALUE	ANALYSIS
1	+2	Expertise, Signature Device, Tech Damage	–	2	–
2	+2	Problem Solver, The Better Part of Valour	2	2	–
3	+2	Archetype Feature	3	2	–
4	+2	Ability Score Improvement	3	2	–
5	+3	Structural Analysis	3	2	5
6	+3	Expertise	4	2	6
7	+3	Take Cover	4	2	7
8	+3	Ability Score Improvement	4	3	8
9	+4	Archetype Feature	4	3	9
10	+4	Ability Score Improvement	4	3	10
11	+4	Enquiring Mind	4	3	11
12	+4	Ability Score Improvement	5	3	12
13	+5	Archetype Feature	5	3	13
14	+5	Flawless Research	5	3	14
15	+5	Tactical Positioning	5	3	15
16	+5	Ability Score Improvement	5	4	16
17	+6	Archetype Feature	5	4	17
18	+6	Resilient Ego	6	4	18
19	+6	Ability Score Improvement	6	4	19
20	+6	Towering Intellect	6	4	20

suitable for your signature ranged weapon

☢ (a) a set of chem cook's tools **or** (b) a set of mechanic's tools **or** (c) a compass **or** (d) an illuminator flashlight (with one battery)

☢ a backpack and a blanket

☢ 2 bottles worth of water and 2 meals

MULTICLASSING

If you multiclass into Scientist you gain the following proficiencies: Engineering and Science. If you already have in either skill, choose one other skill from the class's shortlist for each skill with which you're already proficient. You receive no equipment.

EXPERTISE

SCIENTIST LEVELS 1 AND 6

Each time you gain this feature, choose two of your skill proficiencies, or one of your skill proficiencies and one of your tool proficiencies. Your bonus is doubled for any ability check you make that uses any of the selected proficiencies.

SIGNATURE DEVICE

SCIENTIST LEVEL 1

You create a gadget to help you survive the challenges ahead. Choose one of the following options:

ARMOUR

You create a set of custom-made or heavily modified light armour.

You possess a complete set of any light armour of your choice. While wearing the complete set of your signature armour, you're granted an additional +2 to AC.

ARMOUR MODIFICATIONS

You can apply modifications to your signature armour.

If your game doesn't use this document's rules for armour mods (pg. 167), choose a single modification from the following list:

- ☢ Reduce incoming radiation damage by 3.
- ☢ Reduce incoming electrical damage by 3.
- ☢ Reduce incoming cold damage by 3.
- ☢ Reduce incoming melee damage by 3.
- ☢ Increase unarmed melee damage by 3.

If your game does use this document's rules for armour mods (pg. 167), your signature armour can instead be equipped with any modification compatible with light armour. You can choose any combination of modifications worth 40 currency or less and apply them to your armour for free. The first time you take a long rest after gaining each new level in the scientist class, you can switch one modification currently applied to your signature armour with any other modification of the same or lower value.

CUSTOM BOT

You either create a bot from scrap parts, or you modify an existing model so heavily it now serves a function wholly unrelated to its original design specifications.

Your custom bot follows your commands as best as it can. It rolls for initiative

like any other creature, but you determine its actions and attitudes. If you are **incapacitated** or absent, your custom bot acts on its own.

Your custom bot is a machine. It has the following game statistics:

SIZE AND MOVEMENT

- ☢ You choose whether your bot is a medium or small creature.
- ☢ Your bot has a movement speed of 30 ft. You can choose to give your bot the ability to hover. If you do so, it gains a 30 ft. fly speed which replaces its walking speed.
  - ☣ A small hovering bot can't use its fly speed to ascend more than 30 ft. above ground level.
  - ☣ A medium hovering bot can't use its fly speed to ascend more than 5 ft. above ground level.

ABILITY SCORES

- ☢ Your bot's abilities start with a score of 10 (+1).
  - ☣ If the bot is medium, you can increase two abilities from the following list to 12 (+1): Strength, Constitution, Intelligence, or Wisdom.
  - ☣ If the bot is small, you can increase two abilities from the following list to 12 (+1): Dexterity, Constitution, Intelligence, or Wisdom.
- ☢ Whenever you gain the Ability Score Improvement class feature, your bot also gains the benefits of that feature (to a maximum of 20 in any one ability score). You may choose to improve different ability scores for the bot than you choose for yourself. Your bot can't select feats using this feature.

HIT POINTS AND ARMOUR CLASS

- ☢ Your bot has hit points equal to 6 + its Constitution modifier.

- ☢ Every time you gain a level in the scientist class, your bot gains additional hit points equal to 4 + its Constitution modifier.
- ☢ If your bot is ever reduced to 0 hit points, it can be repaired with 8 hours of work and the expenditure of 50 currency or salvage.
- ☢ Your bot has an Armour Class equal to 14 + your Proficiency bonus.

PROFICIENCIES
- ☢ Your bot's Proficiency bonus is equal to your own.
- ☢ Your bot adds half its Proficiency bonus (rounded down) to all saving throws.
- ☢ Your bot is proficient in two skills of your choice.
- ☢ Your bot understands up to two languages you know. You may choose for it to communicate either through a series of beeps only you understand, or else using one language it knows. It has a built-in radio transceiver with a range of 15 miles.
- ☢ Your bot is proficient with its built-in weapons.

ATTACKS
- ☢ Your bot has one built-in melee weapon which and deals your choice of bludgeoning, slashing, or piercing damage equal to 1d4 + your Tech Value. You choose which of the three damage types your bot deals when you create it. You can switch the weapon's damage type by spending an hour of your time and 5 salvage to swap the weapon out.
- ☢ Your bot has one built-in laser weapon which deals laser damage equal to 1d4 + your Tech Value and has a range of 40/120 feet.

MELEE WEAPON

You create a custom-made or heavily modified one-handed melee weapon. You're proficient with and receive a +1 bonus to all attack rolls made with this weapon. At 5th level, you can attack twice instead of once whenever you take the Attack action on your turn to make attacks exclusively with this weapon. Your signature melee weapon has the following properties:

- ☢ It deals 1d6 damage of a type you choose from the following list: bludgeoning, piercing, and slashing.
- ☢ In addition, it also deals further damage equal to 1d6 + your Tech Value. This additional damage is of a type you choose from the following list: fire, cold, electrical, or poison.
- ☢ You add either your Strength or Dexterity bonus to your attack and damage rolls with the signature melee weapon.
- ☢ Your signature melee weapon weighs 2.5 lb.

MELEE WEAPON MODIFICATIONS
You can apply modifications to your signature melee weapon.

If your game doesn't use this document's rules for weapon mods (pg. 187), choose a single modification from the following list:

- ☢ Your weapon deals 1d10 + your Tech Value of fire, cold, electrical, or poison damage (instead of the usual d6).
- ☢ You have a +2 bonus to attack rolls with the weapon (instead of the usual +1).

If your game does use this document's rules for weapon mods (pg. 187), your signature weapon can instead be equipped with any modification compatible with one-handed

melee weapons. You can choose any modification worth 40 currency or less and apply them to your melee weapon for free. The first time you take a long rest after gaining each new level in the scientist class, you can switch one modification currently applied to your signature melee weapon with any other modification of the same or lower value.

MULTITOOL

You create a custom tool that incorporates improved versions of multiple tools a science-minded individual might need in their wanderings.

Choose any three sets of tools. Your multitool counts as though it were all three sets. You're proficient in the use of all the tools incorporated into your multitool even if you normally lack that , but only when using the multitool.

In addition, after failing an ability check involving your multitool you can ask your Guide if rolling a result 5 higher would have been a success. If the answer is yes, you can add +5 to your roll and succeed instead. You can use this feature a number of times per long rest equal to your Tech Value.

Your multitool weighs 3 lb.

RANGED WEAPON

You create a custom-made or heavily modified pistol. You're proficient with and receive a +1 bonus to all attack rolls made with this weapon. At 5th level, you can attack twice instead of once whenever you take the Attack action on your turn to make attacks exclusively with this weapon. Your signature ranged weapon has the following properties:

- ☢ It deals damage equal to 2d6 + your Tech Value and has a range of 50/150 feet.
- ☢ The weapon's damage type is your choice of either cold, fire, electrical, laser, piercing, or sonic.
- ☢ You add your Dexterity bonus to your attack and damage rolls with the signature ranged weapon.
- ☢ If your signature ranged weapon deals piercing damage it requires 10mm ammunition. If it deals any other type of damage, it requires power cells as ammunition.
- ☢ It has the reload property, requiring your choice of an action or bonus action to load a new clip. You can fire the weapon 12 times before you need to reload.
- ☢ Your signature ranged weapon weighs 3.5 lb.

In addition, any time you're present when someone in your party (including you) finds ammunition compatible with your signature ranged weapon, roll 2d4. The amount of your signature ranged weapon's ammunition found in the stash increases by that amount.

RANGED WEAPON MODIFICATIONS
You can apply modifications to your signature ranged weapon.

If your game doesn't use this document's rules for weapon mods (pg. 187), choose a single modification from the following list:

- ☢ Your weapon's range increases to 80/180 ft.
- ☢ Your weapon has a bayonet, which you can use to make a Strength-based melee attack that deals piercing damage equal to 1d4 + your Strength modifier.
- ☢ Your weapon has an ammo capacity of 24 (instead of the usual 12).
- ☢ You have a +2 bonus to attack rolls with the weapon (instead of the usual +1).

If your game does use this document's rules for weapon mods (pg. 187), your signature ranged weapon can instead be equipped with any modification compatible with a ranged weapon of its type:

☢ If your weapon deals piercing damage it is a ballistic pistol, It can be equipped with any modification suitable for a 10mm pistol.
☢ If your weapon deals cold, fire, electrical, laser, or sonic damage, it is an energy gun. It can be equipped with any modification suitable for a laser gun.

You can choose any combination of modifications worth 40 currency or less and apply them to your ranged weapon for free. The first time you take a long rest after gaining each new level in the scientist class, you can switch one modification currently applied to your signature ranged weapon with any other modification of the same or lower value.

SHIELD

You've built a hands-free energy shield that can harmlessly dissipate at least some of the energy from an incoming attack, including the kinetic energy of ballistic ammunition or melee weapons. You choose whether your shield generator is worn at your belt, on your back, or on your wrist. The generator weighs 1 lb.

Once per round you can spend your reaction to reduce the damage of a single attack that hits you by 10 + your Tech Value.

TECH VALUE

SCIENTIST LEVEL 1

You're excellent at what you do. Your **Tech Value**, shown in the *Scientist Class Features* table (pg. 29), is often referenced by your other scientist and archetype features tied to objects you've either made or repaired. It may be added as a bonus to rolls you make, or dictate the number of times you can use a feature.

In addition, when you modify or repair a weapon that was not created by way of a scientist class feature, you ensure it is returned to its owner perfectly calibrated or balanced. Your Tech Value applies to the damage dealt by such a weapon until its owner's next long rest.

PROBLEM SOLVER

SCIENTIST LEVEL 2

You can think through a difficult situation and offer a solution. As an action on your turn, you can provide clear and precise instructions to one creature within line of sight that can hear and understand you. On that creature's next turn, they have advantage on the first ability check or attack roll they make. If they make no ability attack roll or attack roll, the solution is wasted.

The number of solutions you can offer in this way is shown in the **Solutions** column of the *Scientist Class Features* table (pg. 29). You regain any spent solutions when you finish a short or long rest.

THE BETTER PART OF VALOUR

SCIENTIST LEVEL **2**

You know when discretion trumps heroism. You can take a bonus action on each of your turns in combat. This action can be used only to take the Disengage or Hide action.

ARCHETYPE

SCIENTIST LEVELS **3, 9, 13, AND 18**

You define the type of scientific research you wish to specialise in. Available archetypes include the Chem Cook and Engineer.

The available archetypes and descriptions of their features appear after the core features for this class. You can only belong to one archetype for this class—look them all over and make this decision with care!

ABILITY SCORE IMPROVEMENT

SCIENTIST LEVELS **4, 8, 10, 12, 16, AND 19**

Each time you gain this feature you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Any time you gain an ability score improvement, you can forgo the ability score improvement for that level and instead select a feat for which you qualify.

STRUCTURAL ANALYSIS

SCIENTIST LEVEL **5**

You can take a bonus action on your turn in combat to analyse an enemy or an object for weakness to exploit. The first time you hit the target with an attack on the same turn, they take additional ruin damage equal to your level in this class, as shown in the **Analysis** Column of the *Scientist Class Features* table (pg. 29).

TAKE COVER

SCIENTIST LEVEL **7**

You're adept at keeping yourself out of harm's way while your tougher colleagues deal with a threat.

When you're adjacent to an object that grants you cover, you have a minimum of half cover against all attacks and effects, even when the cover wouldn't normally be an obstacle between you and their point of origin. Whenever an object that normally grants three quarters or total cover is between you and an attack or effect, you still gain those benefits instead of half cover.

ENDURING MIND

SCIENTIST LEVEL **11**

Your quick and competent brain easily absorbs knowledge and grasps difficult concepts, and you have no difficulty practically applying the fruits of your intellectualism.

Whenever you make an Intelligence or Wisdom ability check, you can treat a d20 roll of 9 or lower as a 10.

FLAWLESS RESEARCH

As long as you have access to appropriate records and at least an hour in which to conduct your research, you can discover up to your Intelligence modifier in data points (to a minimum of 1, and to a maximum equal to the number of data points there are to learn if it is less than your Intelligence modifier). Each data point is a brief statement pertaining to the subject of your research.

In order to use this feature you must either know at least one data point already which will serve as the starting point for your research, or you must formulate a question that provides focus for your research. For instance, you might look for information related to a famous person whose name you know, or any recorded happenings attached to a specific date. Or you might ask a question like "do this region's locals believe in any cryptids?" or "where are the known raider camps in the area?".

You can learn any of the following kinds of information, starting with recorded facts that and then moving down the list until you can discover no more data points or there is nothing left to discover:

- ☢ **FACTUAL.** The data is presented as truth by multiple reliable sources. Facts are presented as they are currently understood: a data point universally accepted as fact may still sometimes turn out to be untrue or only partially correct.
- ☢ **UNPROVEN.** The data is compelling and presented as truth by one or more sources, but it lacks corroboration.
- ☢ **THEORETICAL.** The data is presented as likely by one or more sources, but they openly acknowledge the theory is yet to be proven.
- ☢ **ANECDOTAL.** The data source or sources merely relay information received from a third party.

You learn one data point at a time. As your Guide tells you the data points you learn, they also tell you which category each data point belongs to. At any time during your research, you can choose to re-frame it by focusing on a newly learned data point or asking a new question. You learn no more data points from the original research topic, and any remaining data points you learn are related to your new avenue of research instead. For instance, by researching a person's name you could learn about an event they took part in. If you redirect your research and focus on exploring that event in more detail, you might reveal the identity of another person involved in the event or a little known truth about what actually happened.

After using this feature, you must complete a short or long rest before you can do so again.

TACTICAL POSITIONING

You can use your prodigious intellect to maneuver to the most advantageous positions..

Whenever a hostile creature moves close enough to you that you're within reach of their melee attacks, you can move half your movement speed as a reaction without provoking an opportunity attack. If the hostile creature is medium or smaller, you can spend 5 feet of this movement while adjacent to them to switch your places.

RESILIENT EGO

You've learned and accomplished much, and have a clear vision of the great tasks still ahead of you. It's difficult for anyone to sway you from your path, and as such you have advantage on all Wisdom saving throws.

TOWERING INTELLECT

SCIENTIST LEVEL **20**

Your brain is unparalleled in the wastes. Your Intelligence and Wisdom scores increase by 4. Your maximum for those scores is now 24.

ARCHETYPES

CHEM COOK

Pick this archetype if you want to focus on creative chemistry to help out your allies and hinder your enemies.

Some of your features require their targets to make a saving throw. The saving throw DC of your Chem Cook features equals 8 + your Proficiency bonus + your Intelligence modifier.

QUICKBREW CHEMIST

SCIENTIST LEVEL **3**

You're proficient in Chem Cook's Tools. If you're already proficient, you instead become proficient in one other tool or Intelligence-based skill of your choice.

You also gain the ability to mix up some types of chem with only a little time and the bare essentials. You can have a number of these quickbrew chems at a time equal to your Intelligence modifier (a minimum of one), and you can craft up to that number during a short rest using your Chem Cook's Tools. Each quickbrew chem you craft consumes a small number of materials: 10 salvage and your choice of either 2 liquid snacks or 1 bottle of water. At your option, you can spend an additional 10 salvage per quickbrew chem to craft a syringe compatible with a syringer rifle. These syringes can still be used by hand if required.

Anyone can use one of your quickbrew chems if it's in their possession. Using the chem requires an action to consume or inject the chem. The action can be taken on behalf of another living creature as long as they are adjacent to the character taking the action.

You can make any combination of the quickbrew chems described below. If you create an additional quickbrew chem when you've already reached your limit, one of the existing quickbrew chems (your choice) loses its potency and causes no effects if used.

BODY BUFF
When consumed or injected, this quickbrew chem increases a creature's Strength, Dexterity, and Constitution by 2 for 30 seconds (5 rounds)

MIND MUDDLER
When consumed or injected, this quickbrew chem creates feelings of pleasure and causes a distracting mental fugue. The user or target must succeed at a Constitution saving throw or suffer the **dazed** condition (pg. 141). At the end of each of the target's turns, they may make a Constitution saving throw to end the

effect early.

BLIGHT/RAD/WARP SHIELD

Choose which damage type from the three listed this chem protects against when you create it. When consumed or injected, this quickbrew chem reduces all damage of that type dealt to the user or target by 1 + your Tech Value for 30 seconds (5 rounds).

SPORE SHIELD

When consumed or injected, this quickbrew chem reduces all poison damage dealt to the user or target and caused by plant pollen or spores by 1 + your Tech Value for 30 seconds (5 rounds).

BLIGHT/RAD/SPORE/WARP RESTORE

Choose which **contamination sickness** condition (such as **radsick** from among any that exist in your game's world. This chem helps cure that condition. When consumed or injected, this quickbrew chem removes one level of the appropriate **contamination sickness** condition from its user or target.

RESTORATIVE

When consumed or injected, this quickbrew chem restores hit points to its user or target equal to 3d6 + your Tech Value.

REVITALIZER

When consumed or injected, this quickbrew chem removes one level of the **exhaustion** condition from its user or target.

TOUGH BUFF

When consumed or injected, this quickbrew chem reduces all bludgeoning, piercing, and slashing damage dealt to the user or target by 1 + your Tech Value for 30 seconds (5 rounds).

TOXIC BREW

When consumed or injected, the target of a this quickbrew chem must succeed at a Constitution saving throw or take poison damage equal to 1d6 + your Tech Value at

the beginning of each of their next 5 turns. At the end of each of the target's turns, they may make a Constitution saving throw to end the effect early.

CAREFUL HANDLING

SCIENTIST LEVEL **3**

You're adept at extracting dangerous substances used in chems and poisons from their source. You can extract such substances from creatures, plants, and other sources without risking harm to yourself.

MASTER CHEMIST

SCIENTIST LEVEL **9**

You have advantage on Intelligence (Chemistry) ability checks.

NEW AND IMPROVED FORMULA!

SCIENTIST LEVEL **13**

You're capable of crafting chems far more efficiently. The salvage cost to make one of your quickbrew chems is now 5, and the cost to make a quickbrew syringe is 10.

When you spend salvage to make any other kind of chem yourself, reduce the salvage cost of the chem by a quarter, rounding down.

POTENT BREW

SCIENTIST LEVEL **17**

You can create a cocktail that combines the effects of two quickbrew chems in one. You

can only create one potent brew per short rest, but you can create up to two at a time. If you create an additional potent brew when you already have two that are unconsumed, one of the existing potent brews (your choice) loses its potency.

ENGINEER

Pick this archetype if you want to focus on making, repairing, and figuring out mechanical devices.

Some of your features require their targets to make a saving throw. The saving throw DC of your Engineer features equals 8 + your Proficiency bonus + your Intelligence modifier.

MAKESHIFT MECHANIC

SCIENTIST LEVEL **3**

You're proficient in Mechanic's Tools. If you're already proficient, you instead become proficient in one other tool or Intelligence-based skill of your choice.

You also gain the ability to craft a small number of useful items using salvage.

You can have a number of these makeshift devices at a time equal to your Intelligence modifier (a minimum of one), and you can craft up to that number during a short rest using your Mechanic's Tools. Each makeshift device you craft consumes a small number of materials, requiring 20 salvage unless otherwise specified for the device.

Anyone can use one of your makeshift devices if it's in their possession. Using the device requires an action.

You can make any combination of the makeshift devices described below. If you create an additional makeshift device when you've already reached your limit, one of the existing makeshift devices (your choice) develops a fault and becomes useless.

MAKESHIFT GARROTE

A trip wire is a fine line, such as fishing line or wire, set near head height.

A garrote must be placed between two vertical surfaces which can support it. Placing the garrote requires a minimum of two actions (one each to place both sides of the line). You can set the garrote across a gap of up to 20 feet. When you set the garrote, you decide if you want to set its height for small or medium creatures. You can also choose to set its height for larger creatures, provided you have the means and time to climb to the necessary heights.

Make an Intelligence (Stealth) check. The result of that check sets the DC for other creatures to notice the garrote.

When a creature moves into a space through which the garrote passes while unaware of its presence, the effect depends on their size.

- ☢ If the creature is smaller than the size for which the garrote was set, it passes through the garrote's space without triggering.
- ☢ If the creature is the appropriate size for the garrote's height, it takes slashing damage equal to 6d6 + your Tech Value and the creature is unable to speak for the next hour.
- ☢ If the creature is larger than the intended victims of your garrote, it takes slashing damage equal to 4d6 + your Tech value.

MAKESHIFT GRENADE

When you create this makeshift device, choose its type from the list below.

- ☢ *INCENDIARY:* A grenade of this type is designed to quickly ignite and spread flame, such as a Molotov cocktail. Your makeshift incendiary grenade deals fire damage equal to 3d6 + your Tech Value.

☢ **FRAGMENTATION:** A grenade of this type has hard casing designed to splinter and disperse as shrapnel. Your makeshift fragmentation grenade deals fire damage equal to 2d6 + your Tech Value, and an additional 1d6 piercing damage.

☢ **FLECHETTE:** A grenade of this type is packed full of nails, screws, razors, ball bearings, or similar bits of shrapnel, and is intended as an anti-personnel device. Your makeshift flechette grenade deals fire damage equal to 1d6 + your Tech Value, and an additional 2d6 piercing damage.

The grenade can be thrown at a point up to 60 feet away as an action. Each creature within 10 feet of the target point must make a Dexterity saving throw, taking the full damage for each of the grenade's damage types on a failed save, or half as much if successful.

MAKESHIFT GRENADE, SPECIAL
REQUIRES 30 SALVAGE.

When you create this makeshift device, choose its type from the list below.

☢ **CRYO:** A grenade of this type fills its area with freezing chemicals. Your makeshift cryo grenade deals cold damage equal to 3d6 + your Tech value and requires a Constitution saving throw to avoid full damage.

☢ **CORROSIVE:** A grenade of this type is full of caustic chemicals. Your makeshift corrosive grenade deals acid damage equal to 3d6 + your Tech Value and requires a Dexterity saving throw to avoid full damage.

☢ **PULSE:** A grenade of this type emits a sudden burst of concussive energy. Your makeshift pulse grenade deals sonic damage equal to 3d6 + your Tech Value and requires a Constitution saving throw to avoid full damage.

☢ **RAD:** A grenade of this type contains radioactive material. Your makeshift rad grenade deals radiation damage equal to 3d6 + your Tech Value and requires a Constitution saving throw to avoid full damage.

☢ **SHOCK:** A grenade of this type emits a powerful burst of electricity. Your makeshift shock grenade deals electrical damage equal to 3d6 + your Tech Value and requires a Dexterity saving throw to avoid full damage.

☢ **TOXIC:** A grenade of this type contains poisonous gases. Your makeshift toxic grenade deals poison damage equal to 3d6 + your Tech Value and requires a Constitution saving throw to avoid full damage.

☢ **WARP:** A grenade of this type causes a localised dimensional tear. Your makeshift warp grenade deals warp damage equal to 3d6 + your Tech Value and requires a Constitution saving throw to avoid full damage.

The grenade can be thrown at a point up to 60 feet away as an action. Each creature within 10 feet of the target point must make a saving throw of a type determined by the grenade, taking the grenade's full damage on a failed save, or half as much if successful.

MAKESHIFT MINE
REQUIRES 20 OR 30 SALVAGE.

You can make a mine version of either a grenade or a special grenade. The salvage cost of a mine variant of a grenade is equal to the grenade's cost.

You can set a mine on a horizontal surface in your own space or an adjacent space as an action. If you have the means to do so, such as glue, you can also attach a mine to a vertical surface. Make an Intelligence (Stealth) check. The result of your check sets the DC for other creatures to notice the mine.

When you place the mine you also decide its trigger distance, which can be 0 feet, 5 feet, or 10 feet. The mine remains inert for anywhere between one to five rounds (your choice), allowing you and your allies time to move to safety. It becomes active at the end of your turn on the final round.

If an active mine has a trigger distance of 0 feet, it is only triggered by pressure. If a small or larger creature moves through the mine's space and is unaware of it, the mine explodes.

Otherwise, an active mine explodes the moment a small or larger creatures enters its trigger radius.

When a mine explodes each creature within 10 feet of the mine's location must make a saving throw of a type determined by the grenade the mine is based on, taking the full damage for each of the mine's damage types on a failed save, or half as much if successful.

MAKESHIFT ROBOT RECOVERY MODULE

This makeshift device can quickly repair minor damage to a machine creature or turret. The robot recovery module is used as an action, and its target regains hit points equal to 3d6 + your Tech Value. You may be its target, provided you're a machine.

MAKESHIFT SNARE

A snare trap contains a compacted weighted net, glue, or something similarly designed to limit movement.

You can set a snare on a horizontal surface in your own space or an adjacent space as an action. If you have the means to do so, such as glue, you can also attach a snare to a vertical surface. Make an Intelligence (Stealth) check. The result of that check sets the DC for other creatures to notice the mine.

When you place the snare you also decide its trigger distance, which can be 0 feet, 5 feet, or 10 feet. The snare remains inert for anywhere between one to five rounds

(your choice), allowing you and your allies time to move to safety. It becomes active at the end of your turn on the final round.

If an active snare has a trigger distance of 0 feet, it is only triggered by pressure. If a small or larger creature moves through the snare's space and is unaware of it, the snare is triggered.

Otherwise, an active is triggered the moment a small or larger creatures enters its trigger radius.

When a snare is triggered, each creature within 10 feet of the snare's location must make a Dexterity saving throw. On a failed save, a target is **restrained**. On a successful save, the target's movement costs double until it leaves the snare's area of effect. A creature **restrained** by your snare can use its action to make a Strength check against your Engineer feature save DC. On a success, it frees itself.

MAKESHIFT TRIP WIRE

A trip wire is a fine line, such as fishing line or wire, set across an opening near the ground.

A trip wire must be placed between two vertical surfaces which can support it. Placing the trip wire requires a minimum of two actions (one each to place both sides of the line). You can set the trip wire across a gap of up to 20 feet. Make an Intelligence (Stealth) check. The result of that check sets the DC for other creatures to notice the trip wire.

When a small, medium, or large creature moves into a space through which the trip wire passes while unaware of its presence, they fall **prone** and the trip wire is broken. Huge and gargantuan creatures break the trip wire but don't fall **prone**.

You can combine a trip wire with one or more of your makeshift mines or snares that meet the following conditions:

- ☢ The mine or snare is activated by pressure (it has a trigger range of 0 ft.).
- ☢ The mine or snare has been set within 5 ft. of the trip wire.

When the trip wire is triggered, all other makeshift devices combined with it are also immediately triggered.

MACHINE EXPERT

SCIENTIST LEVEL 3

You're familiar with the design specifications and flaws of many technologies. When a robot, turret, or other machine creature either attacks you or rolls an ability check which you oppose, you can force them to make the attack or check with disadvantage.

You can use this feature a number of times equal to your Tech Value. You regain expended uses of this feature when you finish a long rest.

TECHNOLOGICAL SAVANT

SCIENTIST LEVEL 9

You have advantage on Intelligence (Engineering) ability checks.

EFFICIENT ENGINEERING

SCIENTIST LEVEL 13

The salvage cost to make one of your makeshift devices is now 15, and the cost to make a makeshift special grenade or mine is now 20.

You're also capable of crafting weapons, armour, and modifications (if your game uses them) far more efficiently. Reduce the cost of all such items by a quarter

(rounding down) when spending salvage to make them yourself.

MASTER CRAFT

SCIENTIST LEVEL 17

Any item you create is unmatched in its excellence. The object has twice the number of Hit Dice as usual for an object of its size and resilience, as shown on the **MASTER CRAFT OBJECT HIT POINTS** table. Your creations also have a Damage Threshold of 5, ignoring any damage of 4 or less.

In addition, during a short rest you can perform maintenance on a weapon, tool, or armour you created. You can do so only if you're not already using the short rest to engage in other activities (like making your makeshift devices). When you perform maintenance on an item, roll 1d6.

- ☢ On a 4,5, or 6 the item gains 4 maintenance points.
- ☢ On all other results the item gains maintenance points equal to your roll.

A maintained item gains benefits according to its type.

MAINTAINED ARMOUR
Attacks against you have disadvantage. Each time you are targeted by an attack, your armour loses one maintenance point. When it

MASTER CRAFT OBJECT HIT POINTS

ITEM SIZE	FRAGILE	RESILIENT
Tiny (bottle, goggles)	5 (2d4)	10 (4d4)
Small (pistol, rifle, ukulele)	7 (2d6)	20 (6d6)
Medium (barrel, heavy weapon	9 (2d8)	36 (8d8)
Large (cart)	11 (2d10)	54 (10d10)

has no maintenance points remaining attacks against you no longer have disadvantage.

MAINTAINED TOOL
The tool grants advantage on ability checks relating to its use. Each time it does so, the tool loses one maintenance point. When it has no maintenance points remaining, the tool no longer grants advantage.

MAINTAINED WEAPON
The weapon has advantage on attack rolls. Each time you make an attack roll with the weapon, it loses one maintenance point. When it has no maintenance points remaining the weapon no longer grants advantage.

An item retains its maintenance points until they're expended. An item can only have a maximum of 4 maintenance points at a time. If you perform maintenance on an item which still has points remaining, it can only gain enough points from the maintenance to increase its total to 4. Any additional points you generate are lost.

SCOUT

CLASS FEATURES

As a scout, you gain the following class features.

HIT POINTS

HIT POINTS AT 1ST LEVEL:
10 + YOUR CONSTITUTION MODIFIER.

HIT POINTS AT HIGHER LEVELS:
6 (1D10) + YOUR CONSTITUTION MODIFIER PER SCOUT LEVEL AFTER 1ST.

HIT DICE:
1D6 + 4 + YOUR CONSTITUTION MODIFIER PER SCOUT LEVEL.

PROFICIENCIES

ARMOUR:
LIGHT, MEDIUM, AND SHIELDS.

WEAPONS:
SIMPLE AND MARTIAL.

TOOLS:
NONE.

SAVING THROWS:
STRENGTH AND CONSTITUTION.

SKILLS:
SURVIVAL

CHOOSE ANY ONE OF ANIMAL HANDLING, ATHLETICS, INSIGHT, INVESTIGATION, NATURE, PERCEPTION, OR STEALTH.

CHOOSE ANY ONE OTHER SKILL.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either receive items from the equipment packs of both this class and your chosen background, or you can opt to buy your own equipment by purchasing it from any available items using the starting currency for this class. If you buy your own equipment using starting currency, you don't receive this class's equipment pack nor any equipment from your background.

STARTING CURRENCY

Normally you either roll your starting currency, or take the roll's average. With your Guide's permission you may take the maximum amount.

ROLL: 4D4 ✖ 10 | AVERAGE: 100 | MAX: 160

EQUIPMENT PACK

You can build your starting equipment pack by selecting from the options below, and then adding any other equipment granted by your background.

- ☢ (a) a combat knife **or** (b) a pole hook
- ☢ 6d4 ammunition of a type suitable for your "Old Reliable" (see the class feature of that name)
- ☢ a light armour chest piece, two light armour arm pieces, 2 light armour leg pieces, and a helmet

- a backpack, a blanket, and 50 ft. of hemp rope
- 2 bottles worth of water and 2 meals

MULTICLASSING

If you multiclass into Scout you gain the following proficiencies: Medium Armour, Martial Weapons, and one skill chosen from the Scout's shortlist. You receive no equipment.

OLD RELIABLE

SCOUT LEVEL 1

You own a signature firearm which is your constant companion.

Choose any simple or martial ranged weapon that deals no more than 2d6 damage and is not a heavy weapon. You can also choose a weapon that normally deals 2d8 damage if you downgrade its damage to 2d6 as part of a modification (see below). You own an example of that weapon, which you don't have to spend any currency to attain.

You gain the following benefits:

- You receive a +1 bonus to attack rolls you make with your Old Reliable. This bonus increases to +2 bonus if your game doesn't use the weapon modification rules (see the following paragraph).
- Any time you're present when a member of your party find ammunition compatible with your Old Reliable, roll 2d4. The ammunition stash discovered increases by that amount of shots.

RANGED WEAPON MODIFICATIONS
You can apply modifications to your Old Reliable. Choose a single modification from the following list:

- You have a +2 bonus to attack rolls with the weapon (instead of the usual +1).
- You choose a ranged weapon that normally deals 2d8 damage as your Old Reliable, downgrade its usual damage to 2d6. The weapon retains its other traits, such as its range and damage type. Altering a weapon in this way counts as your Old Reliable's free modification; you don't get another.

INSTINCT

SCOUT LEVEL 1

You gain access to a pool of instinct points. You have a number of points equal to your level in this class. Each point of instinct you spend creates one of the effects described in the list below. You can spend more than one point of instinct on a turn, but may only spend one point per ability check, attack roll, damage roll, or saving throw.

If an ability check, attack roll, damage roll, or saving throw is already benefiting from an inspiration or motivation die, you can't also use your instinct on that roll. You can turn failure into success either through your own intuition and grit or thanks to the intervention of an inspiring ally, but not both.

You regain expended instinct points after you finish a short or long rest.

ENHANCE INITIATIVE
Immediately after making an ability check to determine initiative, roll 1d6 and add the result to your initiative check total.

ENHANCE ATTACK
Immediately after missing with an attack, roll 1d6 and add the result to your attack roll total.

SCOUT CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES	SCOUT'S INSTINCT
1	+2	Old Reliable, Instinct	1
2	+2	Wanderer	2
3	+2	Archetype Feature, Hidden Stash	3
4	+2	Ability Score Improvement	4
5	+3	Extra Attack	5
6	+3	–	6
7	+3	Archetype Feature	7
8	+3	Ability Score Improvement, Vagabond	8
9	+4	–	9
10	+4	Hide in Plain Sight	10
11	+4	Archetype Feature	11
12	+4	Ability Score Improvement	12
13	+5	–	13
14	+5	Hardened Survivor	14
15	+5	Archetype Feature	15
16	+5	Ability Score Improvement	16
17	+6	–	17
18	+6	Acute Awareness	18
19	+6	Ability Score Improvement	19
20	+6	Tough as Nails	20

ENHANCE DAMAGE
Immediately after rolling damage, roll 2d6 and increase the total damage by that amount.

ENHANCE DEFENSE
Immediately after you're hit by another creature's attack, but before that creature rolls damage, roll 1d6 and add the result to your AC against the attack.

ENHANCE SAVING THROW
Immediately after you make a Strength, Dexterity, or Constitution saving throw, roll 1d6 and add the result to your saving throw total. You may spend instinct after you know the saving throw has failed, but must do so before you suffer any of the effects of that failure.

ENHANCE SKILL CHECK
Immediately after you make an Acrobatics, Athletics, Perception, Stealth, or Survival ability check, roll 1d6 and add the result to your ability check total. You may spend your instinct after you know the ability check has failed, but must do so before the consequences of that failure are declared.

ENHANCE LETHALITY
Immediately after you hit a target with your Old Reliable and the d20 rolled for the attack is a natural 17, 18, or 19, increase the Old Reliable's weapon damage by 2d6. You can't use this feature if the attack is already considered a critical hit because of another feature, such as Improved Critical or Superior Critical. However, if you do have either of those features the range of natural rolls which qualify for Enhance Lethality changes, as shown in the *Enhance Lethality Range by Class Features* table.

ENHANCE LETHALITY RANGE BY CLASS FEATURES

FEATURE	ENHANCE LETHALITY RANGE
Normal Critical	17, 18, 19
Improved Critical	16, 17, 18
Superior Critical	15, 16, 17

Because you use it as a response to an attack roll, this use of Scout's Instinct stacks with Enhance Damage which is a response to a damage roll.

WANDERER

SCOUT LEVEL **2**

You're an experienced traveller, and find no obstacle is too great. You gain the following benefits:

- ☢ You ignore the effects of permanent areas of difficult terrain encountered within wilderness and ruins. While travelling for an hour or more, this benefit extends to allies travelling with you due to your guidance.
- ☢ Even when you are engaged in another activity while travelling (such as foraging, navigating, or tracking), you remain alert to danger.
- ☢ While outside, you can always find North.

ARCHETYPE

SCOUT LEVELS **3, 6, 10, AND 15**

You define the reasons you've wandered the wastes alone. Available archetypes include the Avenger and the Beast Hunter.

The available archetypes and descriptions of their features appear after the core features for this class. You can only belong to one archetype for this class—look them all over and make this decision with care!

HIDDEN STASH

SCOUT LEVEL **3**

When you no longer have any ammunition compatible with your Old Reliable, roll 3d4. You immediately gain that many shots worth of the Old Reliable's ammunition.

Once you've used this ability, you can't do so again until after you finish a long rest.

ABILITY SCORE IMPROVEMENT

SCOUT LEVELS **4, 8, 12, 16, AND 19**

Each time you gain this feature you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Any time you gain an ability score improvement, you can forgo the ability score improvement for that level and instead select a feat for which you qualify.

EXTRA ATTACK

SCOUT LEVEL **5**

You can attack twice, instead of once, whenever you take the Attack action on your turn.

VAGABOND

SCOUT LEVEL **8**

Your long experience of life in the wilderness grants you the following benefits:

- ☢ You can pass through plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.
- ☢ Creatures have disadvantage on Perception checks to detect you when there are other creatures that are not allied to you within the sight or hearing of the creature attempting the check.
- ☢ You always know which direction is North, even when inside or underground.

HIDE IN PLAIN SIGHT

SCOUT LEVEL **10**

You can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you're camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. If you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

HARDENED SURVIVOR

SCOUT LEVEL **14**

You gain 10 temporary hit points after completing a short or long rest.

ACUTE AWARENESS

SCOUT LEVEL **18**

You gain an instinctive awareness of your immediate surroundings that helps you handle **invisible** enemies or foes blocked from view.

When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You're also aware of the location of any **invisible** or unseen creature within 30 feet of you, provided you aren't **blinded** or **deafened** and the creature isn't successfully hiding from you using Dexterity (Stealth).

TOUGH AS NAILS

SCOUT LEVEL **20**

Your self-reliance and survival against the odds have rendered you extremely resilient. You add half your Proficiency to all saving throws in which you're not already Proficient.

ARCHETYPES

AVENGER

Pick this archetype if you want revenge against a creature or group that has

wronged you, your loved ones, or a faction to which you belong.

OUT FOR REVENGE

SCOUT LEVEL **3**

Choose a creature or group of creatures against which you seek vengeance. The target or targets of your vengeance may be appropriate creatures which already exist in the world, or members of a faction such as a settlement or organisation. Such a faction might already exist in the setting, or be of your invention. At your option you can also select a specific type of creature.

Once the targets of your vengeance are defeated or you are cheated from your vengeance (such as when they die before you can reach them), you can select a new target or targets over the course of a short or long rest. Some avengers choose similar creatures to their original targets, utilising existing knowledge and skills to make sure others don't suffer as they did. Others turn their ire against new enemies made during their single-minded quest for vengeance.

Note that choosing a new target that belongs to a different creature type changes the benefits of your Favoured Enemy feature (see below).

FAVOURED ENEMY

SCOUT LEVEL **3**

Your quest for vengeance has led you to gain significant experience studying, tracking, hunting, and interacting with a certain type of enemy. You have advantages when it comes to all creatures that qualify as your favoured enemy.

If your targets for vengeance are a creature type, all creatures of that type are your favoured enemies. If you chose a faction and not a creature type, you gain these benefits exclusively against creatures affiliated with the faction, regardless of an individual's creature type:

- ☢ You gain a +2 bonus to all damage rolls against creature of your favoured enemy type.
- ☢ You have advantage on ability checks using Survival to track your favoured enemies.
- ☢ You have advantage on ability checks using Intimidation against your favoured enemies.
- ☢ You have advantage on Intelligence ability checks to recall information about your favoured enemies that might be useful in your hunt.
- ☢ You learn one language of your choice that is spoken by your favoured enemies, if they speak one at all.

If you change the targets of your vengeance after the hunt for your former targets ends, the benefits you receive from Favoured Enemy immediately switch to the new targets.

HUNTER'S QUARRY

SCOUT LEVEL **7**

You may declare that a creature within 90 feet of you that you can see is your quarry as a bonus action. You gain the following benefits against your quarry:

- ☢ You deal an extra 1d6 damage to your quarry the first time you hit it with a weapon attack on each of your turns.
- ☢ For the next hour, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find your quarry.

You can declare a new quarry at any time. If you do these benefits no longer apply to your previous quarry. Once a creature has been your quarry, they can't be your quarry again until you finish a long rest.

IMPROVED FAVOURED ENEMY

SCOUT LEVEL **11**

By 11th level, your benefits against your favoured enemy improve:

- ☢ Your damage bonus against your favoured enemy increases to +4.
- ☢ You have advantage on saving throws against the spells and abilities used by creatures of your favoured enemy type or members of your favoured enemy's organisation.
- ☢ You may also select a new language, which needn't have anything to do with your favoured enemy. You never know who you'll need to speak to while pursuing them!

IMPLACABLE FOE

SCOUT LEVEL **15**

Your passion for vengeance makes you a potent force able to take control of a battlefield. You gain one of the following features (your choice).

DOGGED PURSUIT
If your movement or Dash action ends and you're no more than 10 feet away from a creature of your favoured enemy type, you can immediately move into any space adjacent to them (despite your lack of remaining movement). You don't provoke opportunity attacks during this movement.

Additionally, when you take damage from an opportunity attack you provoke you halve it, as though you were resistant. If you're already resistant to the attack's damage type, you take no damage instead.

CORRALLING SHOT
Whenever you make a ranged attack against a creature and fail to hit their AC by 5 or less, you can force them to move 10 feet in any direction. You can use this feature against a single creature only once per turn.

If a target is of your favoured enemy type, you can also force their movement on a hit in addition to dealing damage.

BEAST HUNTER

Pick this archetype if you want to use your survival skills to hunt the wasteland's dangerous game, whether for personal sport or the protection of nearby settlements.

HUNTER'S PREY

SCOUT LEVEL **3**

You can use any of the following features on your turn. Once you use any hunter's prey feature, you can't use one again until your next turn.

AGAINST THE PACK
When you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

BIG GAME HUNTER
Roll an attack made against a creature that is one or more sizes larger than yourself with advantage.

BLOOD IN THE AIR

If a creature you hit is already below its hit point maximum, you deal an extra 1d8 damage of the same type as the weapon used.

DEFENSIVE TACTICS

SCOUT LEVEL **7**

You gain one of the following features (your choice).

ESCAPE THE HORDE

Opportunity attacks against you are made with disadvantage.

MULTIATTACK DEFENSE

When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

STEEL WILL

You have advantage on saving throws against being **frightened**.

LEADING ATTACK

SCOUT LEVEL **11**

Once on each of your turns when you miss with an attack, you can make another attack.

SUPERIOR HUNTER'S DEFENSE

SCOUT LEVEL **15**

You gain one of the following features (your choice).

EVASION

When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, such as the line of fire created by a flamer, a grenade's explosion, or an autofire weapon, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

STAND AGAINST THE TIDE

When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

UNCANNY DODGE

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

SCRAPPER

CLASS FEATURES

As a scrapper, you gain the following class features.

HIT POINTS

HIT POINTS AT 1ST LEVEL:
10 + YOUR CONSTITUTION MODIFIER.

HIT POINTS AT HIGHER LEVELS:
6 (1D10) + YOUR CONSTITUTION MODIFIER PER SCRAPPER LEVEL AFTER 1ST.

HIT DICE:
1D6 + 4 + YOUR CONSTITUTION MODIFIER PER SCRAPPER LEVEL.

PROFICIENCIES

ARMOUR:
LIGHT AND SHIELDS.

WEAPONS:
SIMPLE.

TOOLS:
CHOOSE ONE TYPE OF GAME SET OR MUSICAL INSTRUMENT.

SAVING THROWS:
STRENGTH AND DEXTERITY.

SKILLS:
CHOOSE ANY ONE OF ACROBATICS, ATHLETICS, DECEPTION, INSIGHT, INTIMIDATION, PERCEPTION, OR STEALTH.

CHOOSE ANY ONE OTHER SKILL.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either receive items from the equipment packs of both this class and your chosen background, or you can opt to buy your own equipment by purchasing it from any available items using the starting currency for this class. If you buy your own equipment using starting currency, you don't receive this class's equipment pack nor any equipment from your background.

STARTING CURRENCY

Normally you either roll your starting currency, or take the roll's average. With your Guide's permission you may take the maximum amount.

ROLL: 3D4 ✖ 10 | AVERAGE: 70 | MAX: 120

EQUIPMENT PACK

You can build your starting equipment pack by selecting from the options below, and then adding any other equipment granted by your background.

- ☢ (a) two simple weapons **or** (b) a simple weapon and a shield **or** (c) a martial melee weapon worth 40 currency or less
- ☢ (a) a basic pipe gun and 3d4 .38 bullets
- ☢ a backpack and a blanket
- ☢ a full waterskin (2 "bottles" of irradiated water) and 2 irradiated meals

SCRAPPER CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES	SCRAPPER DAMAGE	UNARMOURED SPEED BONUS	AUDACITY
1	+2	Audacity, Enduring Defense, Rough-and-Tumble	1d4	–	1
2	+2	Unarmoured Movement	1d4	+10 ft.	2
3	+2	Archetype Feature, Frustrate Fire	1d4	+10 ft.	3
4	+2	Ability Score Improvement, Audacious Recovery, Go Limp	1d4	+10 ft.	4
5	+3	Extra Attack, Scrapper Strikes (2)	1d6	+10 ft.	5
6	+3	Archetype Feature	1d6	+10 ft.	6
7	+3	Evasion, Single-Minded	1d6	+10 ft.	7
8	+3	Ability Score Improvement	1d6	+10 ft.	8
9	+4	Scrapper Strikes (2)	1d6	+15 ft.	9
10	+4	Amazing Antibodies	1d6	+15 ft.	10
11	+4	Archetype Feature	1d8	+15 ft.	11
12	+4	Ability Score Improvement	1d8	+15 ft.	12
13	+5	Scrapper Strikes (2)	1d8	+15 ft.	13
14	+5	Stubborn Survivor	1d8	+15 ft.	14
15	+5	Scrapper Strikes (2)	1d8	+20 ft.	15
16	+5	Ability Score Improvement	1d8	+20 ft.	16
17	+6	Archetype Feature	1d10	+20 ft.	17
18	+6	Death Defy, Scrapper Strikes (2)	1d10	+20 ft.	18
19	+6	Ability Score Improvement	1d10	+20 ft.	19
20	+6	Dauntless Spirit	1d10	+20 ft.	20

MULTICLASSING

If you multiclass into Scrapper you gain the following proficiencies: Shields, and one skill chosen from the Scrapper's shortlist. You receive no equipment.

AUDACITY

SCRAPPER LEVEL 1

You gain access to a pool of audacity points. You have a number of points equal to your level in this class, as shown in the **Audacity column** of the *Scrapper Class Features* table.

You can spend audacity points to fuel various audacity features. You start knowing four such features: **Breakneck Blows**, **Fake Out**, **Fleet Feet**, and **Hot Potato**. You learn more audacity features as you gain levels in this class.

When you spend an audacity point, it is unavailable until you finish a short or long rest, at the end of which you regain all your expended audacity. You must spend at least 30 minutes of the rest psyching yourself up for whatever you'll face after the rest.

Some of your audacity features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

> AUDACITY FEATURE SAVE DC =
> 8 + YOUR PROFICIENCY BONUS
> + YOUR CHARISMA MODIFIER

BREAKNECK BLOWS
Immediately after you take the Attack action on your turn, you can spend 1 audacity point to make two unarmed strikes as a bonus action. You choose in what order

to make the attacks you take on your turn, and can make your bonus unarmed strikes before, after, in between, or separated amongst the attack or attacks you take as part of your Attack action.

FAKE OUT
You can spend 1 audacity point after you miss with a melee attack to reroll the attack against another creature or object within your reach.

FLEET FEET
You can spend 1 audacity point to take the Dodge, Disengage, or Dash action as a bonus action on your turn.

HOT POTATO
You can spend 1 audacity as a reaction when within 5 feet of the target point at which a grenade is thrown. Make a Dexterity saving throw against the grenade's DC + 5. On a success, you can throw the grenade at any other point you can see within 30 feet before it explodes. On a failed save, you also automatically fail your saving throw against the grenade's damage or effect, if any.

ENDURING DEFENSE
SCRAPPER LEVEL 1

While you're not wearing any armour, your armour class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

ROUGH-AND-TUMBLE
SCRAPPER LEVEL 1

You gain the following benefits:

- You pick a favourite weapon, which is any simple or martial melee weapon. You become proficient in the use of your favourite weapon if you weren't already. You can replace your favourite weapon with a new one after a short or long rest if you spend at least 30 minutes during that rest familiarising yourself with the new weapon.
- You are skilled at wielding scrapper weapons, which are any melee weapons with which you are proficient that don't have the two-handed or heavy properties. Your favourite weapon is also treated as a scrapper weapon even if it normally wouldn't qualify. Scrapper weapons have the following benefits in your hands:
  - When wielded by you, a scrapper weapon always has the finesse property.
  - When you hit with an attack using a scrapper weapon, you use whichever is greater of either the weapon's own damage dice or the die shown for your level in the Scrapper Damage column of the Scrapper class table.
- When you use the Attack action with an unarmed strike or a scrapper weapon on your turn, you can make one unarmed strike as a bonus action. You choose in what order to make the attacks you take on your turn, and can make your bonus unarmed strike before, after, or in between the attack or attacks you take as part of your Attack action.
- When you spend 1 audacity point or more as part of your action, you can spend a bonus action to make an additional attack using an unarmed strike or scrapper weapon in your hand.

UNARMOURED MOVEMENT
SCRAPPER LEVELS 2, 9, AND 15

Your speed increases by +10 feet when you're wearing only light armour pieces or

no armour and you aren't wielding a shield. This bonus increases by an additional 5 feet when you reach 9th level in this class and then again at 15th level, as shown in the **Unarmoured Speed Bonus column** of the *Scrapper Class Features* table.

ARCHETYPE
SIDEKICK LEVELS 3, 6, 11, AND 17

You define the type of scrapping which is your particular speciality. The Smasher is the only Scrapper archetype include in this document.

The available archetypes and descriptions of their features appear after the core features for this class. You can only belong to one archetype for this class—look them all over and make this decision with care!

FRUSTRATE FIRE
SCRAPPER LEVEL 3

You have an instinct for knowing when you're about to be fired upon, often detecting the telltale signs of the threat before your enemy themselves has consciously decided to pull the trigger. As a result you can fling yourself aside, find cover, or shield yourself in time to protect yourself from hostile fire. You can use your reaction when you are hit by a ranged weapon attack or make a Dexterity saving throw against a weapon's burst fire to reduce the damage you take from the attack by 1d10 + your Dexterity modifier + your scrapper level.

If you reduce the damage of a ranged attack against you (but not a burst fire) to 0 you are also able to respond with a special attack of your own against your attacker as part of the same reaction, hurling a loose object you find in your vicinity, on your person, or perhaps even scrap broken off from your cover. This ranged attack has a normal range of 20 feet and a long range of 60 feet, you make it

with proficiency, and it deals 1d10 damage of a type you choose from among bludgeoning, piercing, and slashing. You add either your Strength or Dexterity bonus to both your attack and damage rolls, as though the object thrown had the finesse weapon property.

ABILITY SCORE IMPROVEMENT
SCRAPPER LEVELS 4, 8, 12, 16, AND 19

Each time you gain this feature you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Any time you gain an ability score improvement, you can forgo the ability score improvement for that level and instead select a feat for which you qualify.

GO LIMP
SCRAPPER LEVEL 4

Your fearless charges into the fray sometimes result in bad collisions or falls, but you're beginning to get the hang of surviving them. Whenever you take damage from a fall, vehicle crash, or other collision, you can use your reaction to reduce the damage you take by an amount equal to five times your scrapper level.

AUDACIOUS RECOVERY
SCRAPPER LEVEL 4

You can spend 2 audacity points to roll your scrapper damage die, as shown in the **Scrapper Damage column** of the *Scrapper Class Features* table. You regain hit points equal to the number you roll plus your Proficiency bonus.

EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

SCRAPPER STRIKES

Each time you gain this feature you learn two scrapper strikes, which are audacity features that add special effects to your attacks. You can only use one scrapper strike per attack roll unless the text of a given scrapper strike calls out an exception.

The first time you gain this feature, you learn **Stunning Strike**, which appears at the end of the following list of scrapper strikes, as well as one more scrapper strike of your choice. Each additional time you gain this feature you learn two scrapper strikes of your choice.

DEBILITATING STRIKE
When you hit another creature with a melee weapon attack, you can spend 1 audacity point to attempt a debilitating strike. The target must succeed on a Constitution saving throw or their current **exhaustion** is raised to 3 levels. A debilitating strike has no effect if the target already has 3 or more **exhaustion** levels. A creature affected by your debilitating strike loses 1 **exhaustion** level at the end of your next turn, and again at the end of each subsequent turn, until their **exhaustion** returns to the level it was at before your debilitating strike.

DISORIENTING STRIKE
When you hit another creature with a melee weapon attack, you can spend 1 audacity point to attempt a disorienting strike. The target must succeed on a Constitution

saving throw or be both blinded and deafened until the end of your next turn.

DISTRACTING STRIKE
When you hit another creature with a melee weapon attack, you can spend 1 audacity point to turn the attack into a distracting strike. You may immediately spend your reaction to move up to 30 feet away from the target without provoking an opportunity attack from them. You can still provoke opportunity attacks from other hostile creatures you pass during this movement.

FEARSOME STRIKE
When you hit another creature with a melee weapon attack, and that creature has already failed its saving throw against one of your other scrapper strikes, you can spend 1 additional audacity point to make the attack a fearsome strike as well as its other effect. The attack's target must make a Wisdom saving throw, as must each other creature of your choice within 10 feet of you. On a failed saving throw a creature is frightened by you until the end of your next turn. Note that if you turn a stunning strike into a fearsome strike, the effects of the target's stunned condition make the effects of being frightened redundant for them. Assume they automatically succeed the saving throw, as they're too stunned to think about how frightening the strike was!

FOCUSED STRIKE
When you miss with an attack roll, you can spend 1 to 3 audacity points to increase your attack roll by 2 for each point you spend, potentially turning the miss into a hit. If you successfully turn the missed attack into a hit, you are allowed to spend audacity to add a second scrapper strike's effect to the hit.

FORCEFUL STRIKE
When you hit another creature with a melee weapon attack, you can spend 1 audacity point to attempt a forceful strike. The target must attempt a Strength saving

throw. On a failed saving throw, you can push the target up to 15 feet away from you. At the end of this movement, the target falls prone.

GRAPPLING STRIKE
When you hit a creature that is adjacent to you with a melee weapon attack and you have at least one hand free, you can spend 1 audacity point to grapple the target. If the target is your size or smaller then you grapple them automatically. Creatures that are larger than you may make a Strength saving throw, escaping your grapple attempt on a success.

HOBBLING STRIKE
When you hit another creature with a melee or ranged weapon attack, you can spend 1 audacity point to attempt a hobbling strike. The target must succeed on a Strength saving throw or have its speed halved for a number of turns equal to your proficiency bonus. The target can repeat its saving throw at the end of each of its turns, ending the effect early on a success.

SCRAPPING STRIKE
When you hit another creature or an object with a melee weapon attack, you can spend 1 audacity point to deal an additional 1d6 ruin damage. If the target of the scrapping strike is either a creature with the machine type or an object then it must make a Constitution saving throw, automatically failing if it is an object. On a failed saving throw, the target takes the maximum damage your attack can deal (your damage dice are all treated as though you rolled the highest result possible on each).

STUNNING STRIKE
When you hit another creature with a melee weapon attack, you can spend 1 audacity point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be **stunned** until the end of your next turn.

EVASION
SCRAPPER LEVEL 7

You can nimbly dodge out of the way of certain area effects, such as a weapon's burst fire, a grenade's explosion, or the line of fire created by a flamer. When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SINGLE-MINDED
SCRAPPER LEVEL 7

When you set your mind to something, you won't be swayed from your course for long. You can use your action to end one effect on yourself that is causing you to be **charmed** or **frightened**.

AMAZING ANTIBODIES
SCRAPPER LEVEL 10

Your body's immune system is as scrappy as you are! You have advantage on saving throws against disease, poison, and contamination sickness (for instance **blightsick**, **radsick**, **sporesick**, or **warpsick**). You have resistance against poison damage.

STUBBORN SURVIVOR
SCRAPPER LEVEL 14

Your nature is to struggle and resist until your last breath, and you shrug off threats to both body and mind that would overwhelm others. You have proficiency in all saving throws.

Additionally, whenever you make a saving

throw and fail, you can spend 1 audacity point to reroll it and take the second result.

DEFY DEATH

You stubbornly refuse to fall, and gain the following benefits:

- ☢ When you're reduced to 0 hit points, you can spend 2 audacity points to remain conscious with 1 hit point remaining instead.

- ☢ When an effect would cause you to attain a 6th level of **exhaustion**, you can spend 2 audacity points to automatically resist the effect. You may do so after failing your saving throw against such an effect, or immediately after the condition is imposed if there was no saving throw (such as when it is a secondary effect of a creature's attack against you).

DAUNTLESS SPIRIT

SCRAPPER LEVEL 20

When you roll for initiative and have no audacity remaining, you regain 4 points.

ARCHETYPES

SMASHER

Pick this archetype if you want to specialise in bludgeoning and breaking.

BLUDGEON PROFICIENCY

SCRAPPER LEVEL 3

You are proficient in the use of all martial and improvised melee weapons that deal bludgeoning damage.

CRUSHING BLOWS

SCRAPPER LEVEL 3

Your Scrapper Damage die is higher than normal for your level whenever you make an attack using a scrapper weapon that deals bludgeoning damage. From this level in this class such attacks deal a minimum of 1d8 damage, from 5th level they do 1d10 damage, from 11th level they do 1d12 damage, and from 17th level they do 2d6 damage. After you deal damage to a creature no more than one size larger than you are using a bludgeoning scrapper weapon you can spend a point of audacity to automatically knock the creature prone

Additionally, you deal double damage to objects and structures with scrapper weapons.

KNOCKDOWN STRIKE

SCRAPPER LEVEL 6

You learn the following scrapper strike.

KNOCKDOWN STRIKE
When you hit a creature that is no more than one size larger than you with a melee weapon attack using a bludgeoning weapon, any weapon with the two-handed property, or a versatile weapon wielded in two hands, you can spend 1 audacity point. The target takes only 1 point of bludgeoning damage instead of the weapon's usual damage, but you automatically knock the target **prone** with no saving throw.

STAY DOWN

SCRAPPER LEVEL 11

When you cause a creature to fall **prone** it must use all of its movement speed to stand back up before the end of its next turn, with the exception of any additional movement it is granted through the use of its action or bonus action (such as the Dash action).

BONE BREAKER

SCRAPPER LEVEL **17**

Your weapon attacks with any bludgeoning
weapon score a critical hit on a roll of 19
or 20.

SENTINEL

CLASS FEATURES

As a sentinel, you gain the following class features.

HIT POINTS

HIT POINTS AT 1ST LEVEL:
10 + YOUR CONSTITUTION MODIFIER.

HIT POINTS AT HIGHER LEVELS:
6 (1D10) + YOUR CONSTITUTION MODIFIER PER SENTINEL LEVEL AFTER 1ST.

HIT DICE:
1D6 + 4 + YOUR CONSTITUTION MODIFIER PER SENTINEL LEVEL.

PROFICIENCIES

ARMOUR:
LIGHT, MEDIUM, HEAVY, AND SHIELDS.

WEAPONS:
SIMPLE AND MARTIAL.

TOOLS:
MECHANIC'S TOOLS.

SAVING THROWS:
CONSTITUTION AND CHARISMA.

SKILLS:
CHOOSE ANY ONE OF ATHLETICS, ENGINEERING, INSIGHT, INTIMIDATION, MEDICINE, PERCEPTION, OR SURVIVAL.

CHOOSE ANY ONE OTHER SKILL.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either receive items from the equipment packs of both this class and your chosen background, or you can opt to buy your own equipment by purchasing it from any available items using the starting currency for this class. If you buy your own equipment using starting currency, you don't receive this class's equipment pack nor any equipment from your background.

STARTING CURRENCY

Normally you either roll your starting currency, or take the roll's average. With your Guide's permission you may take the maximum amount.

ROLL: 3D4 ✖ 10 | AVERAGE: 70 | MAX: 120

EQUIPMENT PACK

You can build your starting equipment pack by selecting from the options below, and then adding any other equipment granted by your background.

- ☢ (a) a baton **or** (b) a baseball bat or mallet **or** (c) a hand axe or machete
- ☢ (a) a basic pipe gun and 3d4 .38 bullets
- ☢ a backpack and a blanket
- ☢ a full waterskin (2 "bottles" of irradiated water) and 2 irradiated meals

SENTINEL CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES	HEAVY ARMOUR BONUS	DISCIPLINE
1	+2	Discipline, Heavy Armour Specialist, Mighty Build	+1	1
2	+2	Combat Style	+1	2
3	+2	Archetype Feature, Cool Head	+1	3
4	+2	Ability Score Improvement	+1	4
5	+3	Extra Attack	+1	5
6	+3	Archetype Feature	+1	6
7	+3	No Danger Close	+1	7
8	+3	Ability Score Improvement	+1	8
9	+4	–	+2	9
10	+4	Dauntlessness, Phalanx	+2	10
11	+4	Close Attack	+2	11
12	+4	Ability Score Improvement	+2	12
13	+5	–	+2	13
14	+5	Rally	+2	14
15	+5	Archetype Feature	+2	15
16	+5	Ability Score Improvement	+3	16
17	+6	–	+3	17
18	+6	Dauntlessness Improvement	+3	18
19	+6	Ability Score Improvement	+3	19
20	+6	Perfect Target	+3	20

MULTICLASSING

If you multiclass into Sentinel you gain the following proficiencies: Medium Armour, Heavy Armour, and your choice of either Martial Weapons or Shields. You receive no starting equipment, but you do receive the heavy armour granted by the sentinel's Heavy Specialist feature if you don't already have access to a set. If you already have some heavy armour pieces, you gain enough pieces to complete the set. Your acquisition of this armour should ideally occur naturally in-game, either before or very shortly after you multiclass into sentinel. Arranging this is easiest if your Guide is informed about your intention to multiclass into sentinel in advance. Your acquisition can also happen "off-screen" in the downtime between your adventures, potentially even as a retroactive change to past events. For instance, a protagonist who has previously purchased a home in a wasteland settlement might have discovered a set of armour belonging to the previous owner still hidden on the premises. With their change to the sentinel class, now is the right time to equip their surprise inheritance. If acquiring your heavy armour between sessions or as a retroactive windfall seems like the right way to go, discuss options with your Guide and reach an explanation you both like.

HEAVY ARMOUR SPECIALIST

SENTINEL LEVEL 1

You prefer the protection of the heaviest armours and are especially skilled in the use of such equipment. If you gain this feature on your 1st protagonist level you receive a full set of five heavy armour pieces plus a helmet. If you gain this feature later through multiclassing, you gain as many pieces as you still need to complete a full set (see the multiclassing

section for details about how you might acquire any armour pieces you do receive).

You also gain the following benefits:

☢ Whenever you wear a complete set of heavy armour pieces and a helmet you gain an additional bonus to your armour class equal to half your proficiency bonus. Your current bonus is shown in the **Heavy Armour Bonus column** of the *Sentinel Class Features* table.

☢ When you don a complete set of power armour, each piece gains temporary hit points: 10 for a chest piece, and 5 for any other piece. Once you benefit from this feature, you can't do so again until you finish a short or long rest.

☢ You can don and doff armour in half the time normally required, to a minimum required time of your object interaction. If an armour piece normally takes 1 action to don or doff, it now requires your object interaction. Likewise, you can assemble or disassemble power armour in half the time normally required, but you still require a set of Mechanic's Tools.

DISCIPLINE
SENTINEL LEVEL 1

You gain access to a pool of discipline points. You have a number of points equal to your level in this class, as shown in the **Discipline column** of the *Sentinel Class Features* table.

You can spend discipline points to fuel various discipline features. You start knowing eight such features: Block, Bloody Tag, Coordinated Attack, Draw Fire, Enhance Damage, Enhance Saving Throw, Shield Other, and Slow and Steady. You learn more discipline features as you gain levels in this class.

When you spend a discipline point, it is

unavailable until you finish a short or long rest, at the end of which you regain all your expended discipline. You must spend at least 30 minutes meditating or otherwise restoring your calm.

Some of your discipline features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

DISCIPLINE FEATURE SAVE DC =
8 + YOUR PROFICIENCY BONUS
+ YOUR WISDOM MODIFIER

BLOCK
Immediately after you're damaged by the attack of a creature you can see, spend 1 discipline to roll 2d6 and reduce the damage by the total of both dice.

BLOODY TAG
Immediately after you hit a creature you can see with an attack, spend 1 discipline to choose an allied creature you can see within 30 feet of you who can see or hear you. If that creature also attacks your target on its next turn, the first of its attacks to hit the target on that turn deals 3d6 additional damage.

COORDINATED ATTACK
Spend any number of discipline up to a maximum equal to half your proficiency bonus (which is the same number as your Heavy Armour Bonus). Until the beginning of your next turn, each allied creature within 10 feet of you (including yourself) has a +1 bonus to its attack rolls for each point of discipline you spent to activate this effect.

DRAW FIRE
As a bonus action, spend any number of discipline up to a maximum equal to your proficiency bonus. Choose a number of hostile creatures equal to the discipline spent, each of which you must be able to see and must be able to either see or hear

you. Each creature you choose must make a Wisdom saving throw. A creature has disadvantage on its saving throw if you've hit it with a weapon attack this turn. On a failed saving throw, the creature must either use its action next turn to target you with an attack, or else it immediately takes 2d6 psychic damage the moment it takes any other action. If a creature that has failed its saving throw has the ability to make multiple attacks with its action, the creature must target you with one or more of those attacks to avoid taking psychic damage, depending on how badly it failed its saving throw. If the failed saving throw is equal to or less than your saving throw DC – 5 the creature must target you with two of its attacks to avoid psychic damage; if the failed saving throw is equal to or less than your saving throw DC –10 and the creature can make three or more attacks it must target you with three of them to avoid the damage; and so on.

ENHANCE DAMAGE
Immediately after rolling damage, spend 1 discipline to roll 2d6 and increase the total damage by that amount.

ENHANCE ENDURANCE
Immediately after you make a Strength, Dexterity, or Constitution saving throw, spend 1 discipline to roll 1d6 and add the result to your saving throw total. You may spend your sentinel's Discipline after you know the saving throw has failed, but must do so before you suffer any of the effects of that failure.

SHIELD OTHER
Immediately after another creature within 5 feet of you is hit by an attack, but before the attacker rolls damage, spend 1 discipline to roll 1d6 and add the result to the creature's AC against the attack.

SLOW AND STEADY

Immediately after making an ability check to determine initiative, spend 1 discipline to change your place in the initiative order to any number that is less than your original result.

MIGHTY BUILD
SENTINEL LEVEL 1

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

COMBAT STYLE
SENTINEL LEVEL 2

You adopt a particular style of fighting as your speciality. Choose one of the following options. You can't take a Combat Style option more than once, even if you later get to choose again.

DEADEYE
You gain a +2 bonus to attack rolls you make with ranged weapons.

DEMOLITIONS MASTER
When you throw a grenade, fire a grenade or rocket from a ranged weapon, or set a mine in place, the DC of the explosive's saving throw is increased by +2.

DUAL WIELDER
When you engage in two-weapon fighting, only one of the one handed melee weapons you wield needs to be light. You can also add your ability modifier to the damage of the second attack.

DUELLIST
When you're wielding a melee weapon in one hand and no other weapons, you gain a +1 bonus to attack and a +2 bonus to damage rolls with that weapon.

HEAVY HITTER

You gain the following benefits when you roll damage with a melee weapon that you're wielding with two hands (one with either the two-handed or versatile property):

- ☢ A result of 1 on a die always counts as a 2.
- ☢ You can reroll one or more of the damage dice. You must use the new roll.

KNIGHT
You gain the following benefits:

- ☢ While you're wearing armour, you gain a +1 bonus to AC.

    If your game uses the piecemeal armour rules, you must be wearing a piece of armour in all six armour slots to gain this benefit.
- ☢ If you're wielding a shield or a melee weapon in your off hand, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

MELEE GUNPLAY
You gain the following benefits:

- ☢ You have a +1 bonus to attack rolls you make with a ranged weapon against targets within the weapon's short range.
- ☢ You have no disadvantage on your attack roll when you make a ranged attack while within 5 feet of a hostile creature.
- ☢ You add your proficiency bonus to a melee attack using your firearm as an improvised melee weapon. On a successful hit with such an attack, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

ARCHETYPE
SIDEKICK LEVELS 3, 6, AND 15

You define the ways in which you focus your sentinel training and approach to combat. The Safeguarder is the only Sentinel archetype included in this document.

The available archetypes and descriptions of their features appear after the core features for this class. You can only belong to one archetype for this class—look them all over and make this decision with care!

COOL HEAD
SENTINEL LEVEL 3

At the beginning of your turn, if you are **charmed** or **frightened**, you can spend a point of discipline to repeat your saving throw to end one of the two conditions. You can't use this feature to end an effect that doesn't allow saving throws to be repeated.

ABILITY SCORE IMPROVEMENT
SENTINEL LEVELS 4, 8, 12, 16, AND 19

Each time you gain this feature you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Any time you gain an ability score improvement, you can forgo the ability score improvement for that level and instead select a feat for which you qualify.

EXTRA ATTACK

SENTINEL LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

NO DANGER CLOSE

SENTINEL LEVEL 7

Whenever you are in a damaging area effect created by a creature that is friendly to you, you take no damage on a successful saving throw and only half damage if you fail.

DAUNTLESSNESS

SENTINEL LEVELS 10 AND 18

As long as you're conscious, you and friendly creatures within 10 feet of you can't be **frightened**.

From 18th level in this class, the range of this effect increases to 30 feet.

PHALANX

SENTINEL LEVEL 10

As long as you are conscious, a friendly creature within 10 feet of you who is wearing a full set of armour (a helmet plus chest, arm, and leg pieces in every slot) gets to add your Heavy Armour Bonus to their own armour class.

CLOSE ATTACK

SENTINEL LEVEL 11

You can make a third attack whenever you take the Attack action on your turn, but it must be made against a creature within 15 feet of you.

RALLY

SENTINEL LEVEL 14

As an action, you immediately end a condition or effect on either yourself or an adjacent creature you touch. You can use this feature a number of times equal to your proficiency bonus, and regain expended uses when you finish a long rest.

PERFECT TARGET

SENTINEL LEVEL 20

As an action, you draw the ire of all enemies upon yourself while drawing on all your skill and experience to frustrate their attacks. For 1 minute, you gain the following benefits:

- ☢ You gain 30 temporary hit points at the beginning of each of your turns.
- ☢ Your movement speed is doubled.
- ☢ If you provoke an opportunity attack from a hostile creature that still has its reaction, it must take it. It has disadvantage on its attack roll.
- ☢ If a hostile creature can see or hear you at the beginning of its turn, regardless of its range from you, it is affected as though you had spent sentinel's Discipline to Draw Fire from it.
- ☢ If you fail a saving throw, you can use your reaction to reroll it. You must use this new roll.

ARCHETYPES

SAFEGUARDER

Pick this archetype if you want to specialise in abilities that protect the people around you to a greater extent even

than other sentinels, becoming the ultimate tank.

ARCHETYPE DISCIPLINES
SENTINEL LEVELS 3 AND 6

When you first gain this feature you learn two new ways to spend discipline: **On Guard** and **Superior Defense**. At 6th level, you also learn **Aggro Enhancement** and **Tempting Target**.

ON GUARD
Spend 1 discipline as a bonus action to cause all attacks against you to be made at disadvantage until the beginning of your next turn.

SUPERIOR DEFENSE
Spend 1 discipline as a reaction when you take damage as a result of a weapon attack. Roll 2d6 and reduce the damage you take by the amount rolled.

AGGRO ENHANCEMENT
Spend 1 discipline when you gain a point of aggro and immediately gain two additional aggro, for a total of three, to your usual maximum.

TEMPTING TARGET
Spend 1 discipline as a reaction when a creature attempts to attack a friendly creature you can see and you would also have been a valid target for the attack. The attacking creature must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma or Constitution bonus (whichever is higher) + your current aggro. On a failed saving throw it must make the attack against you instead.

STEEL SHELL
SENTINEL LEVEL 3

You gain the Heavily Protected feat (pg. 144).

AGGRO
SENTINEL LEVEL 6

You gain a point of aggro each time a creature hits you with an attack, to a maximum amount equal to your proficiency bonus. Your aggro points are lost when you resolve an attack or when your turn ends, whichever comes first. Your aggro benefits you in the following ways:

- ☢ If you have any aggro when you make an attack roll, you gain a bonus to your attack and damage rolls equal to your current aggro. If the attack is a critical hit the aggro bonus to your damage is doubled.

- ☢ Once per turn when you provoke an opportunity attack from a creature that hasn't already spent its reaction by leaving its reach and it doesn't choose to take it, you may force the creature to make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma or Constitution bonus (whichever is higher) + your current aggro. On a failed saving throw it must take the opportunity to attack you.

- ☢ Finally, you add your current aggro to the saving throw DC of your draw fire discipline feature.

DIE HARD
SENTINEL LEVEL 15

When you're reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

DIE HARDER
SENTINEL LEVEL 15

After you use your die hard feature, you can choose to use it again before it resets

after a long rest. If you do so, you also
gain temporary hit points equal to twice
your sentinel level. In exchange for this
final burst of energy you immediately die
when one of the following conditions is
met: you're reduced to 0 hour points again,
one minute passes, or you are no longer in
initiative. You can't avoid this fate.

SHEPHERD

CLASS FEATURES

As a shepherd, you gain the following class features.

HIT POINTS

HIT POINTS AT 1ST LEVEL:
8 + YOUR CONSTITUTION MODIFIER.

HIT POINTS AT HIGHER LEVELS:
5 (1D8) + YOUR CONSTITUTION MODIFIER PER SHEPHERD LEVEL AFTER 1ST.

HIT DICE:
1D4 + 4 + YOUR CONSTITUTION MODIFIER PER SHEPHERD LEVEL.

PROFICIENCIES

ARMOUR:
LIGHT.

WEAPONS:
SIMPLE.

TOOLS:
TWO OF YOUR CHOICE.

SAVING THROWS:
WISDOM AND CHARISMA.

SKILLS:
PERSUASION.

CHOOSE ANY THREE OTHER SKILLS.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either receive items from the equipment packs of both this class and your chosen background, or you can opt to buy your own equipment by purchasing it from any available items using the starting currency for this class. If you buy your own equipment using starting currency, you don't receive this class's equipment pack nor any equipment from your background.

STARTING CURRENCY

Normally you either roll your starting currency, or take the roll's average. With your Guide's permission you may take the maximum amount.

ROLL: 5D4 ✖ 10 | AVERAGE: 120 | MAX: 200

EQUIPMENT PACK

You can build your starting equipment pack by selecting from the options below, and then adding any other equipment granted by your background.

- ☢ (a) a baseball bat **or** (b) a switchblade
- ☢ (a) a bolt-action pipe gun and 3d4 .308 bullets **or** (b) a shotgun and 3d4 12 gauge shells
- ☢ a light armour chest piece and a helmet
- ☢ a backpack and a blanket
- ☢ 2 bottles worth of water and 2 meals

MULTICLASSING

If you multiclass into Shepherd you gain the following proficiencies: one tool of your choice, Persuasion. If you already have in Persuasion, choose any one other skill. You receive no equipment.

COMMAND

SHEPHERD LEVEL **1**

You can instil fear in the hearts of your enemies or berate and mock them for their cowardice. You can also soothe the spiritual hurts of your allies.

You have access to a pool of command points which you can spend on your turn to utter commands that damage enemies and heal allies. The amount of command points you possess is determined by your class level, as is the number of points you can spend at once on any single action. Both are shown in the **Command** column of the *Shepherd Class Features* table.

You can spend your command in any of the ways defined below. Some of your commands require the target to make a Wisdom saving throw. The DC of your commands equals 8 + your Proficiency bonus + your Charisma modifier.

You regain spent command after you finish a short or long rest.

CUTTING WORDS

As an action, choose one creature within 60 feet of you that you are aware of and that can hear you. That creature must make a Wisdom saving throw or take 1d6 psychic damage per Command point spent on this action. On a successful save, the target takes only half damage.

SOOTHING WORDS

As an action, choose one creature within 60 feet of you that you are aware of and that can hear you (including yourself). That creature regains hit points equal to your Charisma modifier + 1d4 per Command point spent on this action.

FRIGHTFUL WORDS

As an action, choose a number of creatures within 30 feet of you that you are aware of and that can hear you equal to the command points spent on this action. Each creature must make a Wisdom saving throw, becoming **frightened** of you for up to 1 minute. The **frightened** creature may repeat its saving throw at the end of each of its turns.

INVITING WORDS

As an action, choose a number of creatures within 30 feet of you that you are aware of and that can hear and understand you equal to the command points spent on this action. Each creature must make a Wisdom saving throw, becoming **charmed** by you and treating you as a friendly acquaintance for 1 hour on a failed saving throw. The creature automatically succeeds on its saving throw if it is currently engaged in combat with you or any of your allies, or if it is already hostile to you or one of your allies.

If a fight begins after you charm a creature, it remains **charmed** by you as long as you personally show no signs of aggression. A **charmed** creature loses the **charmed** condition if it sees or hears you act or speak with hostility toward you or another creature you **charmed**. The condition also ends if a **charmed** creature sees or hears you give support to other creatures which it considers hostile.

SHEPHERD CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES	COMMAND	MOTIVATION	REJUVENATION
1	+2	Command, Comrades' Bond, Motivate Excellence	3 (max 3)	d6	–
2	+2	Helping Hand, The Wind in Their Sails	3 (max 3)	d6	d6
3	+2	Archetype Feature, Expertise	8 (max 4)	d6	d6
4	+2	Ability Score Improvement	8 (max 4)	d6	d6
5	+3	Wellspring of Motivation	15 (max 5)	d8	d6
6	+3	Archetype Feature, Be the Rock	15 (max 5)	d8	d6
7	+3	–	24 (max 6)	d8	d6
8	+3	Ability Score Improvement	24 (max 6)	d8	d6
9	+4	–	35 (max 7)	d8	d8
10	+4	Strong Leadership	35 (max 7)	d10	d8
11	+4	–	37 (max 8)	d10	d8
12	+4	Ability Score Improvement	37 (max 8)	d10	d8
13	+5	–	39 (max 9)	d10	d10
14	+5	Archetype Feature	39 (max 9)	d10	d10
15	+5	–	41 (max 10)	d12	d10
16	+5	Ability Score Improvement	41 (max 10)	d12	d10
17	+6	–	44 (max 11)	d12	d12
18	+6	Heroic Inspiration	44 (max 11)	d12	d12
19	+6	Ability Score Improvement	47 (max 12)	d12	d12
20	+6	Tireless Motivation	47 (max 12)	d12	d12

MOTIVATE EXCELLENCE

SHEPHERD LEVEL **1**

You can use your words to inspire others.

As a bonus action on your turn, choose one creature other than yourself that is within 60 feet of you and can hear and understand you. That creature gains one Motivation die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Motivation die, but must decide before the Guide says whether the roll succeeds or fails. Once the Motivation die is rolled, it's lost. A creature can have only one Motivation die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Motivation die increases in size based on your class level, as shown in the **Motivation** column of the *Shepherd Class Features* table (pg. 69).

COMRADES' BOND

SHEPHERD LEVEL **1**

You inspire loyalty and a sense of deep camaraderie in your allies. Any ally within 30 feet to whom you have line of sight and who can hear you (including yourself) can spend a reaction when an ally adjacent to them is hit by an attack. They interpose themselves between the attack and its intended target. The defender may either take all the damage intended for their ally, or split the damage evenly between them (if the damage can't be split evenly, the defender takes the greater share themselves).

HELPING HAND

SHEPHERD LEVEL **2**

You regularly help your friends and allies with their tasks, and have a knack for quickly picking up insights into their fields of expertise.

Whenever you take the Help action to grant a creature advantage, they also add half your Proficiency bonus (rounded down) to both rolls.

Furthermore, when you Help a creature with an ability check using one of their proficient skills, you become proficient in that skill. If you're already proficient you gain expertise, doubling your Proficiency bonus to the skill. You may only have one such bonus or expertise at a time. Each time you could acquire a bonus skill with this feature, you may choose to keep the one you currently have or to replace it.

THE WIND IN THEIR SAILS

SHEPHERD LEVEL **2**

You can rejuvenate your flagging allies with gentle words, a rousing speech, or inspiring performance during a short rest. If you or any friendly creatures who can hear your performance spend one or more Hit Dice to regain hit points at the end of the short rest, each of those creatures regains extra hit points equal to your Rejuvenation die, a d6.

Your Rejuvenation die increases in size based on your class levels, as shown in the **Rejuvenation** column of the *Shepherd Class Features* table (pg. 69).

ARCHETYPE

SHEPHERD LEVELS **3, 6,** *AND* **14.**

You define the sort of leader or inspirational figure you are. Available archetypes include the Chronicler and Commander.

The available archetypes and descriptions of their features appear after the core features for this class. You can only belong to one archetype for this class—look them all over and make this decision with care!

EXPERTISE

SHEPHERD LEVEL **3**

Each time you gain this feature, choose two of your skill proficiencies. Your bonus is doubled for any ability check you make that uses any of the selected proficiencies.

ABILITY SCORE IMPROVEMENT

SHEPHERD LEVELS **4, 8, 12, 16,** *AND* **19.**

Each time you gain this feature you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Any time you gain an ability score improvement, you can forgo the ability score improvement for that level and instead select a feat for which you qualify.

WELLSPRING OF MOTIVATION

SHEPHERD LEVEL **5**

You regain all your expended uses of Motivation when you finish a short or long rest.

BE THE ROCK

SHEPHERD LEVEL **6**

You can persuade creatures whose will is wavering to stay the course.

As an action, you can begin a speech that lasts until the end of your next turn. During that time, you and any creatures you choose within 30 feet of you that can hear you have advantage on Wisdom saving throws against being **charmed** or **frightened**. A creature already under the effect of one or both of these conditions can immediately make a saving throw against one of them.

STRONG LEADERSHIP

SHEPHERD LEVEL **10**

You bolster your own spirit so that you can remain strong for the sake of your allies.

You can spend command when you roll initiative to immediately gain 1d4 temporary hit points per command point spent. You can spend a number of command points up to your usual maximum per command.

Any remaining temporary hit points from this feature are lost when you finish your next long rest.

HEROIC INSPIRATION

SHEPHERD LEVEL **18**

Whenever you have temporary hit points, creatures who roll a motivation or rejuvenation die granted by you roll 3d4 instead of the usual 1d12.

TIRELESS MOTIVATION

SHEPHERD LEVEL **20**

When you roll initiative and have no uses of Motivation left, you regain one use.

ARCHETYPES

CHRONICLER

Pick this archetype if you want to wander the wastes, collecting stories from the world's history and myth, and impart your

collected wisdom on the people you meet.

HISTORY BUFF

SHEPHERD LEVEL **3**

You become proficient in History. If you're already proficient in History you gain expertise in it, doubling your Proficiency bonus to History skill checks.

INSPIRED RECOLLECTION

SHEPHERD LEVEL **3**

You take lessons from the stories you've learned and can apply them even in tense situations.

    When you take any of the Dodge, Disengage, or Hide actions, you use the breathing room to remember stories that apply to your situation. On your next turn you are treated as though you had Help on a single ability check or attack roll of your choice.

JACK OF ALL TRADES

SHEPHERD LEVEL **6**

You can add half your bonus, rounded down, to any ability check you make that doesn't already include your bonus.

LESSONS OF THE PAST

SHEPHERD LEVEL **14**

You can expend one use of Motivate Excellence when you make an ability check. Roll a Motivation die and add the number rolled to the result of your check. You can choose to do so after you roll the die for

the ability check, but before the Guide tells you whether you succeed or fail.

COMMANDER

Pick this archetype if you want to lead others into battle, whether for glory, greed, or the greater good.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain with martial weapons, medium armour, and shields.

CALL TO ARMS

SHEPHERD LEVEL **3** *AND* **6**

You can spend your action to allow one allied creature within 30 feet who can hear you to make a single attack using an unarmed attack, melee weapon, or loaded ranged weapon.

    At 6th level, up to two allied creatures within range can make an attack when you use this feature.

TACTICIAN

SHEPHERD LEVEL **3**

When all creatures involved in an encounter have rolled initiative, you and a willing ally can swap your positions in the turn order.

EXTRA ATTACK

SHEPHERD LEVEL **6**

You can attack twice, instead of once, whenever you take the Attack action on your

turn.

COMMANDER'S STRIKE

SHEPHERD LEVEL **14**

After you spend command during your action,
you can spend a bonus action to make a
weapon attack.

SIDEKICK

CLASS FEATURES

As a sidekick, you gain the following class features.

HIT POINTS

HIT POINTS AT 1ST LEVEL:
10 + YOUR CONSTITUTION MODIFIER.

HIT POINTS AT HIGHER LEVELS:
6 (1d10) + YOUR CONSTITUTION MODIFIER PER SIDEKICK LEVEL AFTER 1ST.

HIT DICE:
1D6 + 4 + YOUR CONSTITUTION MODIFIER PER SIDEKICK LEVEL.

PROFICIENCIES

ARMOUR:
LIGHT, MEDIUM, AND SHIELDS.

WEAPONS:
SIMPLE.

TOOLS:
CHOOSE ANY TWO TOOLS.

SAVING THROWS:
CONSTITUTION, AS WELL AS YOUR CHOICE OF INTELLIGENCE OR STRENGTH.

SKILLS:
CHOOSE ANY FOUR SKILLS.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either receive items from the equipment packs of both this class and your chosen background, or you can opt to buy your own equipment by purchasing it from any available items using the starting currency for this class. If you buy your own equipment using starting currency, you don't receive this class's equipment pack nor any equipment from your background.

STARTING CURRENCY

Normally you either roll your starting currency, or take the roll's average. With your Guide's permission you may take the maximum amount.

ROLL: 4D4 ✖ 10 | AVERAGE: 100 | MAX: 160

EQUIPMENT PACK

You can build your starting equipment pack by selecting from the options below, and then adding any other equipment granted by your background.

- ☢ (a) a hammer **or** (b) a machete **or** (c) a baseball bat
- ☢ a basic pipe gun and 3d4 .38 bullets
- ☢ (a) a light armour chest piece and a helmet
- ☢ one set of tools with which you're proficient
- ☢ a backpack and a blanket
- ☢ 2 bottles worth of water and 2 meals

SIDEKICK CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Efficient Packing, Rush of Loyalty (One Use)
2	+2	Right Place, Right Time
3	+2	Archetype Feature
4	+2	Ability Score Improvement
5	+3	Pillar of Support
6	+3	Aide's Endurance
7	+3	Archetype Feature
8	+3	Ability Score Improvement
9	+4	Protective Instincts (One Use)
10	+4	Archetype Feature
11	+4	Expansive Support (60 ft.)
12	+4	Ability Score Improvement
13	+5	Protective Instincts (Two Uses)
14	+5	Extraordinary Aid
15	+5	Archetype Feature
16	+5	Ability Score Improvement
17	+6	Protective Instincts (Three Uses), Rush of Loyalty (Two Uses)
18	+6	Archetype Feature
19	+6	Ability Score Improvement
20	+6	Pillar of the Community

MULTICLASSING

If you multiclass into Sidekick you gain the following proficiencies: Shields, Medium Armour, and one set of Tools (your choice). You receive no equipment.

EFFICIENT PACKING

SIDEKICK LEVEL 1

You master the art of efficient packing. Multiply your Intelligence score by 5 and add the total to your carrying capacity.

RUSH OF LOYALTY

SIDEKICK LEVELS 1 AND 17

At the sight of a friend or master in trouble you find a second wind and rush to their aid. When a friendly creature you can see is reduced to half their hit points or lower, you may spend your reaction to gain temporary hit points equal to 5 + your sidekick level then take an action or move up to your speed.

Once you use this feature, you must finish a short or long rest before you can use it again.

Starting at 17th level, you can use your Rush of Loyalty twice between short and long rests.

RIGHT PLACE RIGHT TIME

SIDEKICK LEVEL 2

You have a knack for arriving in time to help. You can take a bonus action on each of your turns in combat. This action can be used only to take the Help, Dash, or Disengage action.

ARCHETYPE

You define the type of service in which you specialise. Available archetypes include the Apprentice and the Expert.

The available archetypes and descriptions of their features appear after the core features for this class. You can only belong to one archetype for this class—look them all over and make this decision with care!

ABILITY SCORE IMPROVEMENT

SCOUNDREL LEVELS **4, 8, 12, 16, AND 19**

Each time you gain this feature you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Any time you gain an ability score improvement, you can forgo the ability score improvement for that level and instead select a feat for which you qualify.

PILLAR OF SUPPORT

SIDEKICK LEVEL **5**

Your nearby presence comforts allies and fills them with confidence. While conscious and not **charmed**, **frightened**, or otherwise not in full control of your own actions, you're surrounded by a calming and inspiring aura out to a radius of 30 feet. Your Pillar of Support moves with you and is always centred on you. Your Pillar of Support has the following effects:

- ☢ A friendly creature within the aura has advantage on saving throws against the **frightened** condition.
- ☢ When a friendly creature within the aura makes an ability check, you can spend your reaction to grant them a 1d4 which they can add to the check's final result.

AIDE'S ENDURANCE

SIDEKICK LEVEL **6**

You have enough energy reserves to endure the ceaseless demands of a busy lifestyle. Whenever dice are rolled to restore your hit points, any roll of 1 or 2 is treated as a 3.

PROTECTIVE INSTINCTS

SIDEKICK LEVELS **9, 13, AND 17**

You can spend your reaction to allow a friendly creature within range of your Pillar of Support to reroll a saving throw that they have failed. If you do so, the creature must use the new roll, and you can't use this feature again until you finish a long rest.

At 13th level in this class you can use this feature twice between long rests, then three times between long rests from 17th level.

EXPANSIVE SUPPORT

SIDEKICK LEVELS **11**

Your Pillar of Support aura doubles in size to a radius of 60 feet.

EXTRAORDINARY AID

SIDEKICK LEVEL 14

Your Pillar of Support improves in the following ways:

☢ When you add a bonus die to a creature's ability check with your Pillar of Support, they roll 1d8 instead of 1d4.
☢ You can take the Help action to aid any creature within the range of your Pillar of Support aura that can hear and understand you, regardless of the distance between you.
☢ You can use the Help action to aid a friendly creature on its attack against another creature that is anywhere within the range of your Pillar of Support, provided you're aware of the target's presence and know its current location.

PILLAR OF THE COMMUNITY

SIDEKICK LEVEL 20

Your Pillar of Support improves in the following ways:

☢ Its aura doubles in size again to a radius of 120 feet.
☢ When you add a bonus die to a creature's ability check with your Pillar of Support, they roll 1d12 instead of 1d4.

ARCHETYPES

APPRENTICE

Apprentices take up with heroes to learn their dangerous trade. In time they often develop into beloved party mascots before ultimately realising their potential as great adventurers in their own right. Apprentices are typically young, naive, and impressionable. More so than any other sidekicks, apprentices are often the heart and moral compass of the adventuring party to which they belong.

MARTIAL TRAINING

SIDEKICK LEVEL 3

You gain proficiency with Martial weapons if you're not proficient in them already.

ENCOURAGEMENT

SIDEKICK LEVELS 3, 10, AND 18

At the end of a friendly creature's turn, you gain one point of encouragement for each time the creature achieved one of the following during its turn while you were within 60 feet of it and could see it:

☢ The friendly creature damages a hostile creature that is within melee reach of you without also damaging you during the same turn (such as with a grenade's explosion).
☢ The friendly creature ends its movement within 5 feet of both yourself and at least one hostile creature.

- ☢ The friendly creature uses an item or feature to restore some of your hit points.
- ☢ The friendly creature takes the Help action to grant you advantage.
- ☢ The friendly creature uses a feature in order to take damage on your behalf.

You can hold a maximum number of encouragement points equal to your Proficiency bonus. Once per turn, you can spend a point of encouragement to roll an encouragement die and add it to any ability check, attack roll, or saving throw made by either a friendly creature or yourself. You can do so after you know whether the original result is a success or failure, but must do so before any further consequences are declared. An encouragement die is usually a d6. You can spend one or more additional points of encouragement to increase the size of the encouragement die to the next highest die size, to a maximum size of d12.

Any encouragement points you earn that remain unspent at the end of your own turn are lost.

From 10th level in this class, the initial size of your encouragement dice increases to 1d8. At 18th level, they improve to 1d10.

EXTRA ATTACK

SIDEKICK LEVEL **7**

You can attack twice, instead of once, whenever you take the Attack action on your turn.

FAITH FULFILLED

SIDEKICK LEVEL **10**

Your faith in your allies inspires them to meet your expectations. Provided you're willing, a friendly creature within the your Pillar of Support's area can spend a point of your encouragement on their own turn as though the point belonged to them. Encouragement spent by your allies doesn't count towards your own limit per turn.

SHIELD OF KNOWLEDGE

SIDEKICK LEVEL **15**

You've learned to protect yourself by embracing the lessons of the heroes around you. You add half your Proficiency bonus (rounded down) to a saving throw for which you're not proficient provided a friendly creature within the area of your Pillar of Support is proficient in the same saving throw.

LOYAL AIDE

SIDEKICK LEVEL **18**

You become a powerful adventurer in your own right who is able to do your part to protect the protagonists with whom you travel.

If a hostile creature is within its melee reach of a friendly creature that has half or fewer of their hit points remaining, when you attack the hostile creature and hit it you can spend a point of encouragement on a hit to deal 3d10 additional damage of the attack's usual damage type. Once you use this feature, you can't do so again until the beginning of your next turn.

EXPERT

Experts are professionals who constantly hone their knowledge and abilities in proficiencies relating to one or more fields of interest. Some experts might join a party to provide key skills and knowledge that the group would otherwise lack. Others rely on comrades to protect them from wasteland dangers as they go about their research or seek forgotten repositories of knowledge relevant to their interests.

EXPERTISE

SIDEKICK LEVELS 3, 10, AND 15

Choose one of your skill or tool proficiencies. Your Proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 7th, 10th, and 15th level in this class, you can choose another skill or tool proficiency to gain this benefit.

KNOWLEDGE IS POWER

SIDEKICK LEVEL 3

Whenever you're required to make a Strength (Athletics) check, you can make an Intelligence (Athletics) check instead.

You can also use your Intelligence modifier in place of your Dexterity modifier to determine your attack and damage bonus with ranged and finesse weapons.

PEERLESS SKILL

SIDEKICK LEVELS 7 AND 15

Choose a skill or tool with which you're proficient and have expertise. Whenever you make an ability check using that skill or tool and roll less than a natural 8 on the d20, treat the roll as an 8.

When you attain 15th level in this class, choose another skill or tool to gain this benefit.

PILLAR OF KNOWLEDGE

SIDEKICK LEVEL 7

When a friendly creature within your Pillar of Support makes an ability check using a skill or tool with which you have expertise and you spend your reaction to assist them, you can opt to grant them a bonus equal to your own Proficiency bonus in place of the usual bonus die.

GUARDED MIND

SIDEKICK LEVEL 10

You add half your proficiency bonus (rounding down) to Wisdom and Charisma saving throws.

EFFORTLESS SKILL

SIDEKICK LEVEL 18

Any time you would normally spend an action to use a skill or tool proficiency in which you have expertise, you can spend a bonus action instead. Whenever you perform a task using such a skill that that takes two turns or more, you can complete the task in half the required time.

SOLDIER

CLASS FEATURES

As a soldier, you gain the following class features.

HIT POINTS

HIT POINTS AT 1ST LEVEL:
8 + YOUR CONSTITUTION MODIFIER.

HIT POINTS AT HIGHER LEVELS:
5 (1d8) + YOUR CONSTITUTION MODIFIER PER SHEPHERD LEVEL AFTER 1ST.

HIT DICE:
1D4 + 4 + YOUR CONSTITUTION MODIFIER PER SHEPHERD LEVEL.

PROFICIENCIES

ARMOUR:
LIGHT.

WEAPONS:
SIMPLE.

TOOLS:
TWO OF YOUR CHOICE.

SAVING THROWS:
WISDOM AND CHARISMA.

SKILLS:
PERSUASION.

CHOOSE ANY THREE OTHER SKILLS.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either receive items from the equipment packs of both this class and your chosen background, or you can opt to buy your own equipment by purchasing it from any available items using the starting currency for this class. If you buy your own equipment using starting currency, you don't receive this class's equipment pack nor any equipment from your background.

STARTING CURRENCY

Normally you either roll your starting currency, or take the roll's average. With your Guide's permission you may take the maximum amount.

ROLL: 5D4 ✖ 10 | AVERAGE: 120 | MAX: 200

EQUIPMENT PACK

You can build your starting equipment pack by selecting from the options below, and then adding any other equipment granted by your background.

- ☢ (a) a combat knife **or** (b) a pole hook **or** (c) a lead pipe
- ☢ (a) a basic pipe gun and 3d4 .38 bullets **or** (b) a bolt-action pipe gun and 3d4 .308 bullets **or** (c) a pipe revolver and 3d4 .45 bullets **or** (d) a shotgun and 3d4 12 gauge shells
- ☢ (a) a light armour chest piece, two light armour arm pieces, 2 light

armour leg pieces, **or** (b) a medium
armour chest piece and 2 medium armour
arm or leg pieces
- ☢ a helmet
- ☢ a backpack and a blanket
- ☢ 2 bottles worth of water and 2 meals

MULTICLASSING

If you multiclass into Soldier you gain the
following proficiencies: Shields, Medium
Armour, and Martial Weapons. You receive no
equipment.

COMBAT STYLE

SOLDIER LEVEL *1*

You adopt a particular style of fighting as
your speciality. Choose one of the
following options. You can't take a Combat
Style option more than once, even if you
later get to choose again.

DEADEYE
You gain a +2 bonus to attack rolls you
make with ranged weapons.

DEMOLITIONS MASTER
When you throw a grenade, fire a grenade or
rocket from a ranged weapon, or set a mine
in place, the DC of the explosive's saving
throw is increased by +2.

DUAL WIELDER
When you engage in two-weapon fighting,
only one of the one handed melee weapons
you wield needs to be light. You can also
add your ability modifier to the damage of
the second attack.

DUELLIST
When you're wielding a melee weapon in one
hand and no other weapons, you gain a +1
bonus to attack and a +2 bonus to damage
rolls with that weapon.

HEAVY HITTER
You gain the following benefits when you
roll damage with a melee weapon that you're
wielding with two hands (one with either
the two-handed or versatile property):

- ☢ A result of 1 on a die always counts
  as a 2.
- ☢ You can reroll one or more of the
  damage dice. You must use the new
  roll.

KNIGHT
You gain the following benefits:

- ☢ While you're wearing a piece of armour
  in all six armour slots, you gain a +1
  bonus to AC.
- ☢ If you're wielding a shield or a melee
  weapon in your off hand, when a
  creature you can see attacks a target
  other than you that is within 5 feet
  of you, you can use your reaction to
  impose disadvantage on the attack
  roll.

MELEE GUNPLAY
You gain the following benefits:

- ☢ You have a +1 bonus to attack rolls
  you make with a ranged weapon against
  targets within the weapon's short
  range.
- ☢ You have no disadvantage on your
  attack roll when you make a ranged
  attack while within 5 feet of a
  hostile creature.
- ☢ You add your Proficiency bonus to a
  melee attack using your firearm as an
  improvised melee weapon. On a
  successful hit with such an attack,
  you deal bludgeoning damage equal to
  1d4 + your Strength modifier.

SOLDIER CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Combat Style, Second Wind
2	+2	Action Surge (One Use)
3	+2	Archetype Feature
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Ability Score Improvement
7	+3	Archetype Feature
8	+3	Ability Score Improvement
9	+4	Indomitable (One Use)
10	+4	Archetype Feature
11	+4	Extra Attack (2)
12	+4	Ability Score Improvement
13	+5	Indomitable (Two Uses)
14	+5	Ability Score Improvement
15	+5	Archetype Feature
16	+5	Ability Score Improvement
17	+6	Action Surge (Two Uses), Indomitable (Three Uses)
18	+6	Archetype Feature
19	+6	Ability Score Improvement
20	+6	Extra Attack (3)

SECOND WIND

SOLDIER LEVEL **1**

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your soldier level. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE

SOLDIER LEVELS **2** *AND* **17**

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action in addition to your regular action and bonus action (if any). Once you use this feature, you must finish a short or long rest before you can use it again.

Starting at 17th level, you can use Action Surge twice before a rest, but only once on the same turn.

ARCHETYPE

SOLDIER LEVELS **3, 7, 10, 15,** *AND* **18.**

You define the battle skills which are your speciality. Available archetypes include the Heavy and the Sharpshooter.

The available archetypes and descriptions of their features appear after the core features for this class. You can only belong to one archetype for this class—look them all over and make this decision with care!

ABILITY SCORE IMPROVEMENT

SOLDIER LEVELS **4, 6, 8, 12, 14, 16, AND 19.**

Each time you gain this feature you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Any time you gain an ability score improvement, you can forgo the ability score improvement for that level and instead select a feat for which you qualify.

EXTRA ATTACK

SOLDIER LEVELS **5, 11, AND 20**

You can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks you can make with your Action increases to three when you reach 11th level in this class, and to four when you reach 20th level.

INDOMITABLE

SOLDIER LEVEL **9**

You can reroll a failed saving throw. If you do, you must use the new roll.

Once you've used this feature you can't use it again until you finish a long rest. You can use this feature twice between long rests when you reach at 13th level in this class, and three when you reach 17th level.

ARCHETYPES

HEAVY

Pick this archetype if you want to specialise in heavy weapons.

CONTROLLED CHAOS

SOLDIER LEVEL **3**

When you fire a weapon with the full auto property, or you use the burst fire mode of a weapon with the burst fire property, you can select any number of creatures in the targeted area and exclude them from the effect.

MIGHTY BUILD

SOLDIER LEVEL **3**

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

POWER AND PRECISION

SOLDIER LEVEL **3**

The short range category of a heavy ranged weapon you wield is increased by 30 ft., to a maximum increased range equal to the weapon's long range.

STURDY

SOLDIER LEVEL **7**

You're a strapping and resilient physical

specimen.

- ☢ Your hit point maximum increases by 7 when you gain this feature. Whenever you gain a Soldier level thereafter, your hit point maximum increases by an additional 1 hit point.
- ☢ When you roll a Hit Die to regain hit points on a short rest, add +1 to the number of hit points you regain.
- ☢ You can add half your Proficiency bonus (rounded up) to any Strength or Constitution check you make that doesn't already use your Proficiency bonus.

HEAVY COMBAT STYLE

SOLDIER LEVEL **10**

When you wield a heavy ranged weapon you gain the following benefits:

- ☢ You add you Proficiency bonus to melee attacks you make with the heavy ranged weapon as an improvised melee weapon.
- ☢ When you make a melee attack with your heavy ranged weapon, it deals bludgeoning damage equal to 1d8 + your Strength modifier on a hit.
- ☢ The weapon's bulk gives you some cover, granting a +1 bonus to your Armour Class.

APPETITE FOR DESTRUCTION

SOLDIER LEVEL **15**

When you use a heavy weapon or explosive to deal damage to creatures in an area, you gain 1 temporary hit point for every creature in the area of effect that takes damage.

ONE LAST BLAST

SOLDIER LEVEL **18**

Whenever you're out of ammunition for a heavy ranged weapon you're wielding, you can fire the weapon one more time as though you had enough ammunition left to do so (this includes weapons with the full auto property).

Once you've used this feature for a given heavy ranged weapon, you can't do so again until you acquire more ammunition for the weapon.

SHARPSHOOTER

Pick this archetype if you want to hone yourself into a powerful and deadly physical specimen.

SILENT STEP, STEADY HAND

SOLDIER LEVELS **3** *AND* **18**

You become proficient in Stealth and Sleight of Hand. If you're already proficient in either skill, you instead gain expertise in it, doubling your Proficiency bonus to skill checks.

SUPERB ACCURACY

SOLDIER LEVEL **7**

You don't suffer disadvantage at long range. If you already have this benefit from another feature or feat, the long range of a ranged weapon or thrown melee weapon you wield increases by 20 feet.

HIDE IN PLAIN SIGHT

SOLDIER LEVEL **10**

You can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

SNIPER'S EYE

SOLDIER LEVEL **15**

Your ranged weapon attack rolls score a critical hit on a roll of 19-20.

PERFECT SHOT

SOLDIER LEVEL **18**

You can sacrifice quantity for accuracy.

When you take an Attack action, you can choose not to take all of your attacks. You gain an Accuracy Die, a d20, for each attack you don't take. You can assign any number of Accuracy Dice to each of your remaining attacks, rolling them in addition to the original d20 for the attack and taking the highest result.

If you roll two d20s when you make an attack you're treated as though you have advantage, and disadvantage on the same attack cancels out your Accuracy Die.

If you roll three or more d20s when you make an attack, disadvantage on the same attack cancels out one of the Accuracy Die, but you still roll the rest.

SPARKER

CLASS FEATURES

As a sparker, you gain the following class features.

HIT POINTS

HIT POINTS AT 1ST LEVEL:
12 + YOUR CONSTITUTION MODIFIER.

HIT POINTS AT HIGHER LEVELS:
7 (1D12) + YOUR CONSTITUTION MODIFIER PER SPARKER LEVEL AFTER 1ST.

HIT DICE:
1D8 + 4 + YOUR CONSTITUTION MODIFIER PER SPARKER LEVEL.

PROFICIENCIES

ARMOUR:
LIGHT, MEDIUM, AND SHIELDS.

WEAPONS:
SIMPLE AND MARTIAL.

TOOLS:
NONE.

SAVING THROWS:
DETERMINED BY YOUR CHOICE OF SPARK.

SKILLS:
CHOOSE ANY ONE OF ATHLETICS, INSIGHT, INTIMIDATION, PERCEPTION, STEALTH, AND SURVIVAL.

CHOOSE ANY ONE OTHER SKILL.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either receive items from the equipment packs of both this class and your chosen background, or you can opt to buy your own equipment by purchasing it from any available items using the starting currency for this class. If you buy your own equipment using starting currency, you don't receive this class's equipment pack nor any equipment from your background.

STARTING CURRENCY

Normally you either roll your starting currency, or take the roll's average. With your Guide's permission you may take the maximum amount.

ROLL: 3D4 ✖ 10 | AVERAGE: 70 | MAX: 120

EQUIPMENT PACK

You can build your starting equipment pack by selecting from the options below, and then adding any other equipment granted by your background.

- ☢ (a) a sledgehammer **or** (b) a martial weapon with 40 currency or less
- ☢ (a) a basic pipe gun and 3d4 .38 bullets
- ☢ a backpack and a blanket
- ☢ a full waterskin (2 "bottles" of irradiated water) and 2 irradiated meals

SPARKER CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES	# OF SPARKS	SPARK DAMAGE
1	+2	Spark, Unarmoured Defense, Saving Throws	2	+2
2	+2	Danger Sense, Reckless Attack	2	+2
3	+2	Archetype Feature	3	+2
4	+2	Ability Score Improvement	3	+2
5	+3	Extra Attack, Fast Movement	3	+2
6	+3	Archetype Feature	4	+2
7	+3	Honed Instinct	4	+2
8	+3	Ability Score Improvement	4	+3
9	+4	Brutal Critical (1 die)	4	+3
10	+4	Archetype Feature	4	+3
11	+4	Relentless Spark	4	+3
12	+4	Ability Score Improvement	5	+3
13	+5	Brutal Critical (2 dice)	5	+3
14	+5	Archetype Feature	5	+3
15	+5	Persistent Spark	5	+3
16	+5	Ability Score Improvement	5	+4
17	+6	Brutal Critical (3 dice)	5	+4
18	+6	Indomitable Might	6	+4
19	+6	Ability Score Improvement	6	+4
20	+6	Primal Champion	6	+4

MULTICLASSING

If you multiclass into Sentinel you gain the following proficiencies: Martial Weapons, Shields, and one skill chosen from the sparker's shortlist. You receive no starting equipment.

SPARK

SPARKER LEVEL 1

You're able to spark, entering a spark state which heightens your combat ability. There are multiple ways you might spark, and each has different benefits. Your choice of archetype tells you which of the spark options described below are available for you to choose from. Your choice of spark is usually considered permanent, though your Guide may allow you to change your spark if your protagonist experiences

a significant change of personality and training. Look over all your options and make your decision with care!

On your turn, you can spark as a bonus action. Each spark state has its own benefits, which you receive for 1 minute starting from the moment you spark. Your spark ends early if any of the following causes occurs:

- ☢ You're knocked **unconscious**.
- ☢ Your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then.
- ☢ You end your spark state on your turn as a bonus action.

Your choice of sparker archetype may give you new ways to prevent your spark state from ending.

Once you have sparked the number of times shown for your class level in the **# of Sparks column** of the *Sparker Class Features* table, you must finish a long rest before

you can spark again.

SPARK STATE OPTIONS

You may choose one of the following spark states. The spark state option you choose determines the benefit you gain from this feature, as well as the following class features: Bonus Proficiency, Unarmoured Defense, Saving Throws, Relentless Spark, Peak Fitness, and Supreme Conditioning.

FOCUS
You're able to remain cool under fire to a frankly frightening degree, calmly analysing your situation and your enemies to determine the most ruthlessly efficient strategy.

When you choose this spark state, you gain proficiency in the Insight skill. If you're already proficient in Insight, you instead become proficient in another skill of your choice.

When you enter your spark state, you're focused. While focused, you gain the following benefits for the next minute if you aren't wearing heavy armour:

- ☢ You have advantage on Wisdom ability checks as well as Intelligence and Wisdom saving throws.
- ☢ When you make a melee attack while you're wielding a light or finesse melee weapon in one hand and no other weapons, you gain a bonus to the damage roll that increases as you gain levels as a sparker, equal to the number shown in the **Spark Bonus column** of the *Savage Class Features* table.
- ☢ You have resistance to bludgeoning, piercing, and slashing damage.
- ☢ From 5th level, you also gain the following benefit: when you use the Attack action while you're wielding a light or finesse melee weapon in one hand and no other weapons and hit with your first melee attack of the action,

you may sacrifice the remaining attack. In exchange you treat your current attack's roll as a natural 20, turning the hit into a critical hit. Once you have used this feature, you can't use it again until after you finish a short or long rest.

GRUDGE
You're the type to hold bitter grudges, and you will wait any length of time and overcome any obstacle in your way if it means a chance to repay perceived slights. In battle you mark a single creature that has irked you, channelling your implacable desire to grind that individual beneath your heel.

When you choose this spark state, you gain proficiency in the Investigation skill. If you're already proficient in Investigation, you instead become proficient in another skill of your choice.

When you enter your spark state, you're grudging. While grudging, you gain the following benefits for the next minute if you aren't wearing heavy armour:

- ☢ When you enter your grudge you select a single creature that has done harm or threatened to do harm to you, an ally, or a bystander to which you're not hostile. The creature you choose becomes your grudge's mark. If your mark is reduced to 0 hit points or becomes **charmed**, **paralyzed**, or **petrified**, you may spend a bonus action on your turn to choose a new target from among any creatures who qualify.
- ☢ You have advantage on all ability checks you make that are opposed by the target of your grudge, as well all saving throws they cause you to make.
- ☢ When you make a melee weapon attack against the target of your grudge, you gain a bonus to both your attack and the damage roll that increases as you gain levels as a sparker, equal to the

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number shown in the **Spark Bonus column** of the *Savage Class Features* table.

☢ The first time on any turn that a creature which is not your mark makes a melee attack against you, it has disadvantage on its attack roll.

☢ You have resistance to bludgeoning, piercing, and slashing damage.

RAGE
You have an explosive temper, but you have learned to control and channel your fury in order to ignore pain and achieve extraordinary physical feats.

When you choose this spark state, you gain proficiency in the Intimidation skill. If you're already proficient in Intimidation, you instead become proficient in another skill of your choice.

When you enter your spark state, you're raging. While raging, you gain the following benefits for the next minute:

☢ You have advantage on Strength checks and Strength saving throws.

☢ When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a sparker, equal to the number shown in the **Spark Bonus column** of the *Savage Class Features* table.

☢ You have resistance to bludgeoning, piercing, and slashing damage.

SURGE
You can draw on seemingly boundless energy to achieve extraordinary heights of speed and grace, and on the battlefield you practically dance through the bullets and the chaos.

When you choose this spark state, you gain proficiency in the Acrobatics skill. If you're already proficient in Acrobatics, you instead become proficient in another skill of your choice. You also gain the option to to use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.

When you enter your spark state, you're surging. While surging, you gain the following benefits for the next minute:

☢ You have advantage on Dexterity (Acrobatics) checks and Dexterity saving throws, and your jump distance is doubled.

☢ When you make a melee attack with a finesse weapon or your unarmed strike, you gain a bonus to the damage roll that increases as you gain levels as a sparker, equal to the number shown in the **Spark Bonus column** of the *Savage Class Features* table.

☢ You have resistance to bludgeoning, piercing, and slashing damage.

☢ From 5th level, when you dual wield while in a surge you may add your ability modifier to the damage of both weapons.

UNARMOURED DEFENSE

SPARKER LEVEL 1

You're hard to put down even when you don't wear armour. You gain one of the following features determined by your chosen spark state. The saving throw DC is calculated as follows.

FOCUS: CANNY DEFENSE
While you're not wearing any armour, your armour class equals 10 + your Dexterity modifier + your Intelligence modifier. You can use a shield and still gain this benefit.

GRUDGE: GRIM DEFENSE
While you're not wearing any armour, your armour class equals 10 + your Dexterity modifier + your Charisma modifier. You can use a shield and still gain this benefit.

RAGE: ENDURING DEFENSE

While you're not wearing any armour, your armour class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

SURGE: ATHLETIC DEFENSE

While you're not wearing any armour, your armour class equals 10 + your Dexterity modifier + your Strength modifier. You can use a shield and still gain this benefit.

SAVING THROWS

SPARKER LEVEL 1

Your chosen spark state determines which saving throws in which you're proficient:

- ☢ *FOCUS.* Dexterity and Intelligence
- ☢ *GRUDGE.* Constitution and Charisma
- ☢ *RAGE.* Strength and Constitution
- ☢ *SURGE.* Strength and Dexterity

DANGER SENSE

SPARKER LEVEL 2

You gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and explosions. To gain this benefit, you can't be **blinded**, **deafened**, or **incapacitated**.

RECKLESS ATTACK

SPARKER LEVEL 2

You can throw aside all concern for defence to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

ARCHETYPE

SIDEKICK LEVELS 3, 6, 10, AND 14

You define the ways you express your spark and skill as a warrior. Available archetypes include the Afterburner, the Brightspark and the Bulletstormer.

The available archetypes and descriptions of their features appear after the core features for this class. You can only belong to one archetype for this class—look them all over and make this decision with care!

ABILITY SCORE IMPROVEMENT

SPARKER LEVELS 4, 8, 12, 16, AND 19

Each time you gain this feature you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Any time you gain an ability score improvement, you can forgo the ability score improvement for that level and instead select a feat for which you qualify.

EXTRA ATTACK

SPARKER LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

FAST MOVEMENT

SPARKER LEVEL 5

Your speed increases by +10 ft. While you aren't wearing heavy armour.

HONED INSTINCT

SPARKER LEVEL 7

You have advantage on initiative rolls.

Additionally, if you're surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you spark before doing anything else on that turn.

BRUTAL CRITICAL

SPARKER LEVELS 9, 13, AND 17

You can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

If you belong to the Bulletstormer archetype, this feature also applies to ranged weapon attacks you make that add your Spark Damage, but not to any other ranged attacks.

RELENTLESS SPARK

SPARKER LEVEL 11

Your spark can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're sparking and don't die outright, you can make a DC 10 saving throw of the type given for your spark state in

the list below. If you succeed, you drop to 1 hit point instead.

- ☢ **FOCUS.** Make an Intelligence saving throw.
- ☢ **GRUDGE.** Make a Charisma saving throw.
- ☢ **RAGE.** Make a Constitution saving throw.
- ☢ **SURGE.** Make a Strength saving throw.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

PERSISTENT SPARK

SPARKER LEVEL 15

Your spark is so strong that your spark state no longer ends early unless you fall unconscious or if you choose to end it.

PEAK FITNESS

SPARKER LEVEL 18

You're in superb shape, making even hard challenges to your ability look easy. You gain one of the following benefits, determined by your chosen spark state:

- ☢ **FOCUS.** If your unmodified d20 roll for any Intelligence check is less than 15, treat the result as though you had rolled 15.
- ☢ **GRUDGE.** If your unmodified d20 roll for any Constitution check is less than 15, treat the result as though you had rolled 15.
- ☢ **RAGE.** If your unmodified d20 roll for any Strength check is less than 15, treat the result as though you had rolled 15.
- ☢ **SURGE.** If your unmodified d20 roll for any Dexterity check is less than 15,

treat the result as though you had rolled 15.

SUPREME CONDITIONING

SPARKER LEVEL 20

Through endless practice and extraordinary will you've overcome the previous limitations of your abilities. You gain one of the following benefits, determined by your chosen spark state:

- ☢ *FOCUS.* Your mind and body are precision instruments, attuned for quick analysis and reactions. Your Dexterity and Intelligence bonuses each increase by +2. Your maximum bonus for those abilities increases to +7.
- ☢ *GRUDGE.* Neither your body nor the strength of your beliefs will ever falter. Your Constitution and Charisma each increase by +2. Your maximum bonus for those abilities increases to +7.
- ☢ *RAGE.* You have attained peak physical might. Your Strength and Constitution each increase by +2. Your maximum bonus for those abilities increases to +7.
- ☢ *SURGE.* You have perfectly honed your physique for both power and grace. Your Strength and Dexterity each increase by +2. Your maximum bonus for those abilities increases to +7.

ARCHETYPES

BRIGHTSPARK

Pick this archetype if you want the ability to attain an even greater spark state at the expense of your own vitality.

HEIGHTENED SPARK

SPARKER LEVEL 3

You can achieve an even fiercer or more focused spark state, which might you might call the zone your frenzy, or similar. You burn brighter during a heightened spark, but remember the old aphorism: "the candle that burns twice as bright, burns half as long".

Each time you spark, you can choose to make it a heightened spark. If you do so, you gain the following additional benefits while the heightened spark state lasts:

- ☢ Starting on the turn after you spark, you can make a single melee weapon attack as a bonus action on each of your turns.
- ☢ You can spend a Hit Die after hitting with a melee or thrown weapon attack to roll it, adding the die result + 4 to your weapon's damage.

NERVELESS SPARK

SPARKER LEVEL 6

While in your spark state your mind is free from troublesome doubts, either because you act entirely on instinct or achieve an unshakeable calm. You can't be **charmed** or **frightened** while in your spark state. If

you're **charmed** or **frightened** when you spark, the effect is suspended for the duration of the spark state.

INTIMIDATING PRESENCE

SPARKER LEVEL 10

Your intensity is unnerving, even when you're not in your spark state. You can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

RETALIATION

SPARKER LEVEL 14

When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

BULLETSTORMER

Pick this archetype if you want to benefit from your spark while using some ranged weapons.

RANGED SPARK

SPARKER LEVEL 3

You gain the ability to use some firearms while sparking, depending on your chosen spark state option.

FOCUS OR GRUDGE
If you've chosen either of these spark states you can benefit from your spark state while wielding ranged weapons with which you can be precise. You gain the following additional benefits while in your spark state:

- ☢ You can add your spark damage bonus to attacks you make with the following ranged weapons as long as the target is within 90 ft. of you:
    - ☣ Simple ranged weapons
    - ☣ Thrown Simple and Martial melee weapons
    - ☣ Pipe guns, handguns, rifles, and energy guns that don't have the full auto property. You don't add your spark damage to the damage of a weapon's burst fire.
- ☢ Damaging a creature with a ranged weapon prevents your spark state from ending at the end of your turn provided you get to add your spark damage bonus to the damage you deal.
- ☢ From 9th level your Brutal Critical applies to a ranged attack you make while sparking if the attack is with a weapon that adds your spark damage bonus.

RAGE OR SURGE
If you've chosen either of these spark states you can benefit from your spark state while wielding ranged weapons that are indiscriminate. You gain the following additional benefits while in your spark state:

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- ☢ You can add your spark damage bonus to attacks you make with a shotgun as well as the damage you deal to creatures using any firearm with the burst fire or full auto property, as long as the target is within 90 ft. of you.
- ☢ If you use a weapon with the burst fire property while in your spark state, you must always use it in burst fire mode when you have enough ammunition to do so. When you have too little ammunition remaining to keep using burst fire you can fire at single targets as normal.
- ☢ Damaging a creature with a ranged weapon prevents your spark state from ending at the end of your turn provided you get to add your spark damage bonus to the damage you deal.
- ☢ From 9th level your Brutal Critical feature applies to a ranged attack you make using a shotgun while sparking.

RANGED RECKLESSNESS

SPARKER LEVEL 3

You can use your Reckless Attack feature not just with melee weapons, but also while attacking with any ranged weapon.

You may also use Reckless Attack when you target creatures with a ranged weapon's burst fire action. Since there is no attack roll, each target in the area has disadvantage on its saving throw. The consequence of Reckless Attack to you is normal.

GUN CLUB

SPARKER LEVEL 6

You can use firearms and crossbows you wield as melee weapons. You add your proficiency bonus to any melee attacks you

make with them. On a hit, the target takes damage according to the weapon's size.

- ☢ *RANGED WEAPONS THAT ARE ONE-HANDED.* When used to make a melee attack, this weapon deals bludgeoning damage equal to 1d4 + your Strength modifier.
- ☢ *RANGED WEAPONS WITH THE TWO-HANDED PROPERTY.* When used to make a melee attack, this weapon deals bludgeoning damage equal to 1d6 + your Strength modifier.
- ☢ *RANGED WEAPONS WITH THE HEAVY AND TWO-HANDED PROPERTIES.* When used to make a melee attack, this weapon deals bludgeoning damage equal to 1d8 + your Strength modifier.

BOOMSTICK

SPARKER LEVEL 10

You designate a firearm you own as your boomstick. The firearm must be one that can add your spark damage bonus when you attack with it while in your spark state.

You receive a +1 bonus to all attack rolls made with your boomstick. In addition, any time you're present when someone in your party (including you) finds ammunition compatible with your boomstick, roll 2d4. The amount of your boomstick's ammunition found in the stash increases by that amount.

BULLET MAGNET

SPARKER LEVEL 14

While you're in your spark state, any hostile creature within 30 feet of you has disadvantage on attack rolls it makes against a target other than you (unless that target also has this feature and is in their own spark state).

Additionally, you gain a point of aggro

each time a creature hits you with an
attack while you're in your spark state, to
a maximum amount equal to your proficiency
bonus. Your aggro points are lost when you
resolve an attack or when your turn ends,
whichever comes first. Aggro benefits you
in the following ways:

- ☢ At the beginning of your next turn,
  you gain temporary hit points equal to
  2 times your aggro. Additionally, the
  first time you attack a creature on
  this turn you gain a bonus to your
  attack roll equal to the damage count.
- ☢ If you have any aggro when you make an
  attack roll, you gain a bonus to your
  attack and damage rolls equal to your
  current aggro. If the attack is a
  critical hit the aggro bonus to your
  damage is doubled.

STAR

CLASS FEATURES

As a star, you gain the following class features.

HIT POINTS

HIT POINTS AT 1ST LEVEL:
8 + YOUR CONSTITUTION MODIFIER.

HIT POINTS AT HIGHER LEVELS:
5 (1D8) + YOUR CONSTITUTION MODIFIER PER STAR LEVEL AFTER 1ST.

HIT DICE:
1D4 + 4 + YOUR CONSTITUTION MODIFIER PER STAR LEVEL.

PROFICIENCIES

ARMOUR:
LIGHT.

WEAPONS:
SIMPLE.

TOOLS:
CHOOSE ANY TWO TOOLS.

SAVING THROWS:
CHARISMA AND WISDOM.

SKILLS:
CHOOSE ANY FOUR OTHER SKILLS.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either receive items from the equipment packs of both this class and your chosen background, or you can opt to buy your own equipment by purchasing it from any available items using the starting currency for this class. If you buy your own equipment using starting currency, you don't receive this class's equipment pack nor any equipment from your background.

STARTING CURRENCY

Normally you either roll your starting currency, or take the roll's average. With your Guide's permission you may take the maximum amount.

ROLL: 5D4 ✖ 10 | AVERAGE: 120 | MAX: 200

EQUIPMENT PACK

If you have access to Wasteland Wares, you can build your starting equipment pack by selecting from the options below, and then adding any other equipment granted by your background.

- ☢ (a) a musical instrument **or** (b) two game sets **or or** (c) any set of specialist's tools that isn't a DeskComp
- ☢ (a) a basic pipe gun and 3d4 .38 bullets
- ☢ a backpack and a blanket
- ☢ a full waterskin (2 "bottles" of irradiated water) and 2 irradiated meals

STAR CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES	MASTERY MINIMUM	SWAY
1	+2	Expertise, Respected Authority (d4/d6)	–	–
2	+2	Mastery, Sway (3 effects)	5	2 (4 uses)
3	+2	Archetype Feature	5	2 (4 uses)
4	+2	Ability Score Improvement	5	2 (4 uses)
5	+3	Slaying Skills (one use), Unlikely Armaments	7	2 (6 uses)
6	+3	Expertise, Sway (+3 effects)	7	2 (6 uses)
7	+3	Archetype Feature	7	2 (6 uses)
8	+3	Ability Score Improvement	7	3 (8 uses)
9	+4	Mastery	10	3 (8 uses)
10	+4	Respected Authority (d6/d8), Slaying Skills (two uses)	10	3 (8 uses)
11	+4	Archetype Feature	10	3 (8 uses)
12	+4	Ability Score Improvement	10	3 (8 uses)
13	+5	Prodigious Multitasker, Sway (+3 effects)	12	4 (10 uses)
14	+5	Focused Mind	12	4 (10 uses)
15	+5	Archetype Feature	12	4 (10 uses)
16	+5	Ability Score Improvement	12	4 (10 uses)
17	+6	Respected Authority (d8/d10), Mastery	15	5 (12 uses)
18	+6	Slaying Skills (three uses)	15	5 (12 uses)
19	+6	Ability Score Improvement	15	5 (12 uses)
20	+6	Pinnacle of Achievement	15	5 (12 uses)

MULTICLASSING

If you multiclass into star you gain the following proficiencies: one tool and one skill of your choice. You receive no equipment.

EXPERTISE

STAR LEVELS 1 AND 6

Each time you gain this feature, choose two of your skill proficiencies, or one of your skills proficiencies and one of your tool proficiencies. Your Proficiency bonus is doubled for any ability check you make that uses any of the selected proficiencies.

RESPECTED AUTHORITY

STAR LEVELS 1, 10, AND 18

You can take a bonus action on your turn in combat to take the Help action.

Additionally, you inspire greater efforts from those around you, especially when you treat them as an equal worthy of your own time, and their respect becomes a source of inspiration for you as well. You gain the following benefits:

☢ Whenever you take the Help action to give an allied creature advantage on an ability check or attack roll, that creature may also add a d4 Authority die to the result, or a d6 if you help the creature make an ability check using a skill or tool in which both you and they are proficient. From 10th level in this class, the Authority die is a d6, or a d8 if you help the

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creature make an ability check using a skill or tool in which both you and they are proficient. From 18th level in this class, it becomes a d8, or a d10 if you help the creature make an ability check using a skill or tool in which both you and they are proficient. A creature can only have one Authority die at a time, and it can't use an Authority die on the same roll as a Motivation die.

☢ If another creature takes the Help action to give you advantage on an ability check or attack roll, you may also add a d4 Motivation die to the result. From 10th level in this class, the Motivation die is a d6. From 18th level in this class, it becomes a d8. You can only have one Authority die at a time, and you can't use an Authority die on the same roll as a Motivation die.

☢ A creature (including you) can only have one Authority die at a time, and it can't use an Authority die on the same roll as a Motivation die.

MASTERY

SAILOR LEVEL 1

Each time you gain this feature, choose one skill or tool proficiency you possess. Whenever you make an ability check using that proficiency, you can treat a d20 roll lower than two and a half times your Proficiency bonus (rounded down) as though it were that number, which is known as your **Mastery Minimum**. When you first gain this feature, for example, any time you make an ability check using a Proficiency in which you have mastery and the d20 roll is less than 5, you treat the roll as a 5.

The **Mastery Minimum** for your level is shown in the appropriate column of the *Star Class Features* table (pg. 97).

SWAY

SAILOR LEVELS 2, 9, AND 13

You have a resource called sway which you can use to invoke positive and negative feelings in other creatures, manipulating their actions or causing them to experience various effects. Your sway is a numeric value which grows as you gain levels, and is shown in the appropriate column of the *Star Class Features* table (pg. 97).

When you first gain this feature, you learn three of the following sway effects. You learn three more (for a total of six) at 9th level, then a further three (for a total of nine) at 13th level.

You can spend an action on your turn to create one sway effect you know. Sometimes using your sway requires the target to make a Wisdom saving throw, in which case the DC equals 8 + your Proficiency bonus + your Charisma modifier. A successful sway effect lasts until you willingly end it early (requiring no action), all targets of the effect succeed at saving throws against its effect, or you lose concentration (as though concentrating on a spell, described in the Fifth edition *Basic Rules* or *Player's Book*). Some sway effects have a more limited duration, defined by the wording of their text. Using a sway effect ends your concentration on a previous sway still in effect.

You can use your sway a number of times equal to twice your proficiency bonus (shown in the Sway column of the *Star Class Features* table, regaining expended uses when you finish a long rest.

DEMORALISE
Choose up to three creatures within 30 feet who you can see, and who must be able to see or hear you. Each such creature must make a Wisdom saving throw. On a failed save, the target is **shaken** (pg.141). An affected creature can repeat their saving

throw at the end of each of its turns. On a successful saving throw, a target is no longer affected by this sway. A creature that succeeds at its saving throw against your Demoralise sway is immune to it for the next 24 hours.

DISTRACT
Choose up to three creatures within 30 feet who you can see, and who must be able to see or hear you. Each such creature must make a Wisdom saving throw. On a failed save, the target suffers a penalty equal to twice your sway to Dexterity, Intelligence, and Wisdom ability checks when whatever they are attempting requires they focus on something other than you. An affected creature can repeat their saving throw at the end of each of its turns. On a successful saving throw, a target is no longer affected by this sway. A creature that succeeds at its saving throw against your Distract sway is immune to it for the next 24 hours.

EMBOLDEN
Choose up to three allied creatures within 30 feet who you can see, and who must be able to see or hear you. An affected creature can't be **frightened** or **shaken** (pg. 141). If they have either condition when you use this sway they don't lose the condition, but its effects on the creature are suppressed while it is also under the effect of this sway, and its duration may expire in the meantime.

A creature loses the benefits of this sway if it ends its turn more than 30 feet from you.

On each of your turns after activating this sway effect you can spend your action to shift its benefits to up to three allied creatures who qualify as targets for this sway. If a creature previously under effect of the sway is not one of your newly chosen targets, the effect on them immediately ends.

ENERGISE
Choose up to three allied creatures within 30 feet who you can see, and who must be able to see or hear you. The movement speed of each affected creature is increased by 5 feet times your sway until that creature ends its turn more than 30 feet from you.

On each of your turns after activating this sway effect you can spend your action to shift its benefits to up to three allied creatures who qualify as targets for this sway. If a creature previously under effect of the sway is not one of your newly chosen targets, the effect on them immediately ends.

ENRAGE
Choose up to three creatures within 30 feet who you can see, and who must be able to see or hear you. Each such creature must make a Wisdom saving throw. On a failed save, the target suffers a penalty to all ability checks they make, as well as to any attack roll they make against a target other than you, equal to your sway. An affected creature can repeat their saving throw at the end of each of its turns. On a successful saving throw, a target is no longer affected by this sway. A creature that succeeds at its saving throw against your Enrage sway is immune to it for the next 24 hours.

INSPIRIT
Choose up to three allied creatures within 30 feet who you can see, and who must be able to see or hear you. An affected creature gains temporary hit points equal to double your sway at the beginning of each of its turns until this sway ends or it ends its turn more than 30 feet from you.

On each of your turns after activating this sway effect you can spend your action to shift its benefits to up to three allied creatures who qualify as targets for this sway. If a creature previously under effect of the sway is not one of your newly chosen

targets, the effect on them immediately ends.

REASON

Choose up to three allied creatures within 30 feet who you can see, and who must be able to see or hear you. An affected creature can't be **charmed** nor influenced by an effect that confuses it. If they are **charmed** when you use this sway they don't lose the condition, and likewise if they are affected by a confusion effect when you use this sway their confusion doesn't actually end. However, the **charmed** condition and any confusion effects currently affecting the creature are suppressed while it is also under the effect of this sway, and the duration of either may expire in the meantime.

A creature loses the benefits of this sway if it ends its turn more than 30 feet from you.

On each of your turns after activating this sway effect you can spend your action to shift its benefits to up to three allied creatures who qualify as targets for this sway. If a creature previously under effect of the sway is not one of your newly chosen targets, the effect on them immediately ends.

TORMENT

Choose a creature within 30 feet who you can see, and who must be able to see or hear you. Any time you deal damage to that creature until this sway ends, they must make a Wisdom saving throw. They take a number of d6 additional psychic damage equal to your sway on a failed saving throw. On a successful saving throw the creature takes half as much damage, is no longer affected by your Torment sway, and is immune to it for the next 24 hours.

ZERO

Choose up to three allied creatures within 30 feet who you can see, and who must be able to see or hear you. Each target has a

bonus on attack rolls it makes on its own turn equal to your sway. If it has the ability to make multiple attacks during its turn, an affected creature can forgo one of those attacks and in exchange doubles your sway bonus to the first attack it makes during the turn.

A creature loses the benefits of this sway if it ends its turn more than 30 feet from you.

On each of your turns after activating this sway effect you can spend your action to shift its benefits to up to three allied creatures who qualify as targets for this sway. If a creature previously under effect of the sway is not one of your newly chosen targets, the effect on them immediately ends.

ARCHETYPE

STAR LEVELS **3, 7, 11,** *AND* **15**

You further define the field in which your star has risen. Available archetypes are the Authority, the Explorer, the Performer, the Swell, and the Tycoon.

The available archetypes and descriptions of their features appear after the core features for this class. You can only belong to one archetype for this class—look them all over and make this decision with care!

ABILITY SCORE IMPROVEMENT

STAR LEVELS **4, 8, 10, 12, 16,** *AND* **19**

Each time you gain this feature you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Any time you gain an ability score

improvement, you can forgo the ability score improvement for that level and instead select a feat for which you qualify.

SLAYING SKILLS

STAR LEVELS 5, 10, AND 18

You can use your skills in combat. You can benefit from either of the following effects. Once you use an effect, you can't benefit from either again until you finish a short or long rest. You gain an additional use of this feature at 10th level in this class, then a third at 18th level in this class.

- ☢ You can spend an action to make a special attack using a weapon in your hands. You roll an ability check using a skill with which you're proficient, using the result in place of the usual attack roll. On a hit you deal your weapon's usual damage plus a number of additional d6 in psychic damage equal to your sway (this effect stacks with the torment sway).

  You can't use a skill this way if you can't justify how it helped you strike the blow: an Engineering, Medicine, or History check might help you remember something that hints at a creature's weak point, for example, or a Sleight of Hand or Stealth check might represent a distraction or a feint.
- ☢ When an attack hits you, you can spend your reaction and roll an ability check using a skill with which you're proficient. If your ability check equals or exceeds the attack roll that triggered this reaction, the attack misses.

  You can't use a skill this way if you can't justify how it helped you dodge or deflect the attack. An

Athletics or Acrobatics check might help you evade, a Deception or Stealth check might influence where the attacker strikes, allowing you to block it, or a History, Nature, or Engineering check might help you analyse the attacker's fighting style or the properties of their weapon, furnishing you with the knowledge needed to avoid harm.

UNLIKELY ARMAMENTS

STAR LEVEL 5

You can use any tool or the contents of any tool set with which you are proficient as a surprisingly deadly weapon. When you make such an attack, your attack bonus is equal to your Proficiency bonus + your Strength modifier, and you deal 1d8 damage plus your Strength modifier.

PRODIGIOUS MULTITASKER

STAR LEVEL 13

You can now concentrate on two sway effects —or anything else that needs concentration— at once.

Additionally, an interest you picked up a while ago, which you somehow found the time to practise in between mastering your other skills, finally comes to fruition! You gain proficiency in your choice from among the following:

- ☢ A skill of your choice
- ☢ A tool of your choice
- ☢ Four martial weapons of your choice
- ☢ Medium armour, or Heavy armour if you have already acquired proficiency in Medium armour

FOCUSED MIND

Your unwavering pursuit of excellence has taught you incredible focus. You have advantage on all Wisdom saving throws.

PINNACLE OF ACHIEVEMENT

STAR LEVEL 20

You're at the very top of your field. And your achievements are a source of personal pride and inspiration for those around you. granting you the following benefits.

- ☢ Your Mastery feature now applies to every skill and tool proficiency you possess, not just those in which you have expertise.
- ☢ Any time you succeed at an ability check without relying on your Mastery to affect your d20 roll, you gain an achievement which you can spend to accomplish one of the following effects. You can have no more than two achievements at a time, and you lose unspent achievements when you finish a long rest.
  - ☣ When you fail an ability check, attack roll, or saving throw, spend an achievement to reroll it. If your previous result included an Authority die you may reroll that too. You must accept the new result.
  - ☣ As a Reaction when a creature you can see fails an ability check, attack roll, or saving throw despite rolling a Authority die you gave them, spend an achievement. That creature may immediately reroll both the d20

and Authority die, but must accept the new result.

ARCHETYPES

PERFORMER

Pick this archetype if you want to use your sway to entertain and enchant every audience that gathers to see you.

BONUS PROFICIENCY

STAR LEVEL 3

You become proficient in Performance if you aren't already. If you are, you gain proficiency in another skill of your choice.

You also gain proficiency with your choice of two instruments (you can choose vocals as one of your instruments) or non-musical performance arts (for example, dance, illusion, mime, or theatre).

Performance arts are treated the same as instruments and other tools: when you're proficient with both a skill and a tool that is useful in a specific application of the skill you're attempting, you can roll your ability check with advantage. For example, if you're proficient in both Performance and in illusion, you have advantage when you perform street magic or put on a magic show.

CHARMING SWAY

STAR LEVEL 3

You learn a new sway effect, which improves when you reach certain levels in this class.

CHARM

Choose up to three creatures within 30 feet who you can see, and who must be able to see or hear you. Each such creature must make a Wisdom saving throw. On a failed save, the target is **charmed** by you for ten minutes or until you or your companions do anything harmful to it. The **charmed** creature regards you as a friendly acquaintance. On a successful saving throw, a target is no longer affected by this sway. A creature that succeeds at its saving throw against your Charm sway is immune to it for the next 24 hours.

The maximum duration of this sway effect increases to 30 minutes when you reach 7th level in this class, and again to 1 hour at 11th level in this class.

INFLUENCER

STAR LEVEL 3

As a bonus action on your turn, choose one creature other than yourself that is within 60 feet of you and can hear and understand you. That creature gains an Authority die, a d6. From 11th level in this class, the Authority die this feature grants becomes a d8. From 15th level in this class, it becomes a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Authority die, but must decide before the Guide says whether the roll succeeds or fails. Once the Authority die is rolled, it's lost. A creature can have only one Authority die at a time, and it can't use an Authority die on the same roll as a Motivation die.

You may use this feature once and regain the ability to do so when you finish a short or long rest.

URGE ATTACK

STAR LEVEL 7

Once on each of your turns, you can request an allied creature that you can see and who can hear you attack a specific target that both of you can see and that is an active threat to you: either you must be within reach of the target's melee attacks, or it must have made an attack against you since the beginning of its last turn. Your ally may spend their reaction to make a melee or ranged weapon attack against the target.

EMINENT AUTHORITY

STAR LEVEL 11

Whenever a creature adds an Authority die to their ability check or attack roll thanks to your Respected Authority feature, that creature may roll the Authority die twice and use the highest of the two rolls.

COMPELLING SWAY

STAR LEVEL 15

You learn a powerful new sway effect, which costs 2 uses of your sway to activate. Once you use this sway effect, you can't do so again until you finish a long rest.

COMPEL

Choose one non-hostile humanoid creature within 30 feet who you can see, and who must be able to see or hear you. It must make a Wisdom saving throw or be charmed by you for 1 hour. The target has disadvantage on its saving throw if already charmed by you, or advantage if you or creatures that are friendly to you are fighting it.

While the target is charmed and under this sway effect, you can issue commands to

the creature while you're conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

The compelled creature can repeat its saving throw each time you give it a command that would be obviously harmful to one of its allies (including you) or itself, as well as each time one of your commands results in the compelled creature taking damage. On a successful saving throw, the creature is no longer affected by your Compel sway. Should a creature under this sway effect remain charmed by you for the sway's full duration, then once the sway ends its attitude remains friendly toward you as long as you do nothing that causes a change in its attitude.

A creature that succeeds at its saving throw against your Compel sway is immune to it for the next 24 hours.

TACTICIAN

Pick this archetype if you want to apply your genius to military matters and use your charisma to sway troops under your command.

BONUS PROFICIENCIES

STAR LEVEL 3

You gain Proficiency in Martial Weapons, Medium and Heavy Armour, and Shields.

MANOEUVRING SWAY

STAR LEVEL 3

You learn a new sway effect.

MANOEUVRE
Choose up to three allied creatures within 30 feet who you can see, and who must be able to see or hear you. Each target chooses one of the following benefits, then the sway ends.

- ☢ The target moves up to 10 feet or half of its speed, whichever is less. Before, during, or after this movement the target may spend their reaction to make a melee attack or a ranged weapon attack against a target in their weapon's short range category.
- ☢ The target immediately moves up to half of its speed, provoking no opportunity attacks

EXTRA ATTACK

STAR LEVEL 7

You can attack twice, instead of once, whenever you take the Attack action on your turn.

COMMAND ATTACK

STAR LEVEL 7

When you take the Attack action, you can forego one of your own attacks. In exchange a willing allied creature of your choice within 60 ft., who must be able to see or hear you, can spend their reaction to make an attack with a weapon in their hands, an unarmed strike, or a natural weapon.

TACTICAL AUTHORITY

STAR LEVEL 11

Whenever you use your Respected Authority feature, the recipient may choose not to use the Authority die immediately and

instead add it to one ability check, attack roll, or saving throw they make in the next minute. If it is not used within that duration, it is lost.

If the recipient waits to use your Authority die, it grows: at the beginning of each of the recipient's subsequent turns the Authority die increases by one size (from d8 to d10, for example) to a maximum of size of d12, or if it is already a d12 an additional +1 bonus is added when the Authority die is finally rolled. Each such +1 bonus is cumulative, to a maximum possible bonus equal to your Sway.

STRATEGIC SWAY

STAR LEVEL *15*

You learn a powerful new sway effect, which costs 2 uses of your sway to activate. Once you use this sway effect, you can't do so again until you finish a long rest.

ORDER
You can use a bonus action on each of your turns for the duration of this sway to issue a command to a willing allied creature you can see, and who can see or hear you. That creature immediately moves up to half their speed. If the creature's movement provokes an opportunity attack they may spend their reaction to impose disadvantage on the attack roll.

STRANGER

CLASS FEATURES

As a stranger, you gain the following class features.

HIT POINTS

HIT POINTS AT 1ST LEVEL:
8 + YOUR CONSTITUTION MODIFIER.

HIT POINTS AT HIGHER LEVELS:
5 (1D8) + YOUR CONSTITUTION MODIFIER PER SPARKER LEVEL AFTER 1ST.

HIT DICE:
1D4 + 4 + YOUR CONSTITUTION MODIFIER PER SPARKER LEVEL.

PROFICIENCIES

ARMOUR:
LIGHT.

WEAPONS:
SIMPLE.

SAVING THROWS:
CONSTITUTION AND CHARISMA.

SKILLS:
ODDLORE, INTIMIDATION, AND SURVIVAL.

CHOOSE ANY ONE OTHER SKILL.

EXPERTISE:
INTIMIDATION AND SURVIVAL (THROUGH THE LONELY ANOMALY FEATURE).

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either receive items from the equipment packs of both this class and your chosen background, or you can opt to buy your own equipment by purchasing it from any available items using the starting currency for this class. If you buy your own equipment using starting currency, you don't receive this class's equipment pack nor any equipment from your background.

STARTING CURRENCY

Normally you either roll your starting currency, or take the roll's average. With your Guide's permission you may take the maximum amount.

ROLL: 3D4 ✖ 10 | AVERAGE: 70 | MAX: 120

EQUIPMENT PACK

You can build your starting equipment pack by selecting from the options below, and then adding any other equipment granted by your background.

- ☢ (a) a handaxe/machete **or** (b) a baseball bat/mallet
- ☢ (a) a basic pipe gun and 3d4 .38 bullets **or** (b) a pipe revolver and 3d4 .45 bullets **or** (c) a composite bow and a quiver of 3d4 arrows
- ☢ a backpack and a blanket
- ☢ a full waterskin (2 "bottles" of irradiated water) and 2 irradiated meals
- ☢ a second trinket

STRANGER CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES	POWER	POWER RESERVES	ODDITIES
1	+2	Lonely Anomaly, Extraordinary Esoterica, Strangeness, Strange Powers (tier 1)	3 (max 3)	–	–
2	+2	Oddities (2)	3 (max 3)	–	2
3	+2	Self-Sufficiency	8 (max 4)	–	2
4	+2	Ability Score Improvement	8 (max 4)	–	2
5	+3	Oddity (1)	15 (max 5)	–	3
6	+3	Strangeness Feature, Strange Powers (tier 2)	15 (max 5)	–	3
7	+3	Oddity (1)	24 (max 6)	–	4
8	+3	Ability Score Improvement	24 (max 6)	–	4
9	+4	Oddity (1)	35 (max 7)	–	5
10	+4	Strangeness Feature, Strange Powers (tier 3)	35 (max 7)	–	5
11	+4	Power Reserves	37 (max 8)	4 (max 4)	5
12	+4	Ability Score Improvement, Oddity (1)	37 (max 8)	4 (max 4)	6
13	+5	–	39 (max 9)	9 (max 5)	6
14	+5	Strangeness Higher Powers (tier 4)	39 (max 9)	9 (max 5)	6
15	+5	Oddity (1)	41 (max 10)	15 (max 6)	7
16	+5	Ability Score Improvement	41 (max 10)	15 (max 6)	7
17	+6	–	44 (max 11)	22 (max 7)	7
18	+6	Oddity (1)	44 (max 11)	22 (max 7)	8
19	+6	Ability Score Improvement	47 (max 12)	22 (max 7)	8
20	+6	Prodigious Potency	47 (max 12)	22 (max 7)	8

MULTICLASSING

If you multiclass into Stranger you gain proficiency in Intimidation. If you already have proficiency in Intimidation, you can instead choose to gain proficiency in any one other skill. You receive no equipment.

LONELY ANOMALY

STRANGER LEVEL 1

Your unusual nature makes it difficult to blend in, and you have become used to self-reliance. You have expertise in both the Intimidation and Survival skills as long as you are already proficient in them, doubling your proficiency bonus to any Charisma (Intimidation) and Wisdom (Survival) check you make. If this is your first class, you have proficiency in both

skills, but if you've multiclassed into the stranger class you may not have proficiency in Survival. If you become proficient in the Survival skill after you gain this feature, you immediately gain expertise in Survival as well.

Additionally, you gain a +2 bonus to AC whenever you're at least 30 feet from your nearest ally.

EXTRAORDINARY ESOTERICA

STRANGER LEVEL 1

Living with your Strangeness gives you a window into the other weird secrets the wasteland holds, and you've acquired knowledge and insights into mysteries that mundane folk could never understand. You're proficient in Oddlore (pg. 8).

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ARCHETYPE

STRANGER LEVEL 1

You define the particular oddness that marks you as a stranger. The Corrupted is the only archetype included in this document, though two variants are provided—the Alien and Machine corrupted. You can only belong to one archetype for this class—look them all over and make this decision with care!

    Your choice of strangeness also determines whether you're a weird wielder or a tech toter. A weird wielder's powers come from a supernatural source, while those of a tech toter originate in super science. They are identical in terms of how they interact with the rules, and though there is some difference between the kinds of effects and damage types weird and tech powers are likely to create there is also overlap. The main difference between a weird wielder and a tech toter is in the possible ways you, the player, might describe your powers.

STRANGE POWERS

STRANGER LEVEL 1

Your strangeness grants you the ability to wield certain powers. Your powers are similar to a fantasy hero's spellcasting and the general rules for spellcasting govern their use. A power refers to "activation time" rather than "casting time", but these terms are synonymous.

    The powers available to you depend on your Strangeness. A complete list of powers available to Alien and Machine Corrupted appears later in this chapter (pg. 117).

POWER POINTS

You have access to a pool of Power Points which you can spend to activate your gifts. The amount of Power points you possess is determined by your class level, as is the maximum number of Power points you can spend at once on any single activation of a power. Both are shown in the **Power** column of the *Stranger Class Features* table (pg. 107).

    You regain spent Power points after you finish a short or long rest. You can also spend Hit Dice at any time to recover spent Power points, gaining 3 Power points for every two Hit Dice expended, or 1 Power point in exchange for one Hit Die. This represents your ability to tenaciously continue using your powers at the expense of your own energy and long term health. Doing so is inefficient and dangerous, but can be helpful in a pinch! You can't use this method increase your available Power points above the maximum size of your pool.

POWER ATTACK ROLLS & SAVING THROWS

Regardless of whether your powers are weird wielding or tech toting, you control them primarily through sheer force of will. Some of your powers might require you to make one or more power attack rolls. Like other attacks, a power attack can be a melee or ranged attack. Remember that you have disadvantage on ranged attack rolls if you are within 5 feet of a hostile creature that can see you and isn't incapacitated. Your bonus to your power attacks is calculated as follows:

**POWER ATTACK BONUS =
PROFICIENCY BONUS + CHARISMA MODIFIER**

    Other powers may specify that a target can make a saving throw to avoid some or all of the power's effects. The power specifies which ability is used for the saving throw and what happens on a success or failure. The DC of saving throws against your powers is calculated as follows:

**POWER SAVING THROW DC =
8 + PROFICIENCY BONUS + CHARISMA MODIFIER**

POWER TIERS

A Stranger's powers are divided into four tiers of increasing potency: tier 1 powers are equivalent to 1st level spells or cantrips (see minor powers, below), tier 2 powers are similar to 2nd and 3rd level spells, and tier 3 powers equate to 4th and 5th level spells. Tier 4 powers, also known as higher powers, are similar to 6th and 7th level spells.

MINOR STRANGE POWERS

Most tier 1 strange powers cost 3 Power points to activate. Some cost only 1 or even 0 Power points, and are known as minor strange powers. Their basic forms are weaker than other tier 1 strange powers, though with the expenditure of enough additional Power points they can still become very powerful indeed.

A minor strange power is treated as equivalent to a cantrip for the purpose of determining whether you can use it in the same turn you use another strange power: if you activate a strange power with a bonus action, you can also activate minor strange power that has an activation time of an action.

When you do use a minor strange power on the same turn as another strange power, there are limitations to how much you can enhance the minor power with additional Power points. These limitations are as follows:

- ☢ At 1st level, you can't do so at all.
- ☢ From 7th level in this class you can spend up to 2 Power points to activate a minor strange power on the same turn as another strange power.
- ☢ From 11th level you can spend up to 3 Power points when you do so.
- ☢ Finally, from 17th level, you can spend a maximum of 4 Power points.

HIGHER POWERS

When you reach 14th level, your chosen Strangeness grants you the Higher Powers feature and gives you access to specific tier 4 powers. In addition to their Power point cost, tier 4 powers can only be used once each. Your ability to use a spent tier 4 power resets when you finish a long rest.

ODDITIES

STRANGER LEVELS 2, 3, 7, 9, 12, 15, AND 18

You develop further peculiarities as you gain levels in the Stranger class, representing unique new abilities or advanced ways to wield your existing powers. At 2nd level, you gain two oddities of your choice from the list that appears later in this chapter (pg. 113). description. When you gain certain Stranger levels, you gain additional oddities of your choice, as shown in the **Oddities Known** column of the *Stranger Class Features* table (pg. 107).

Additionally, when you gain a level in this class, you can choose one of the oddities you know and replace it with another oddity that you could learn at that level.

If an oddity has prerequisites, you must meet them to learn it. You can learn the oddity at the same time you meet its prerequisites. A level prerequisite refers to your level in this class.

SELF-SUFFICIENCY

STRANGER LEVEL 3

By taking ten minutes once per long rest, you may scrounge together one meal and one water bottle's worth of food and drink without relying on your own supplies. If you live in a wasteland that is irradiated or affected by a similar contaminant, the food and drink you find with this feature is always contaminated.

ABILITY SCORE IMPROVEMENT

STRANGER LEVELS 4, 8, 12, 16, AND 19

Each time you gain this feature you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Any time you gain an ability score improvement, you can forgo the ability score improvement for that level and instead select a feat for which you qualify.

POWER RESERVES

STRANGER LEVELS 11, 13, 15, AND 17

You gain access to a secondary pool of Power points, known as your power reserves, which you can spend to activate any power you know. You can use a maximum of 4 Power points each time you activate a power using your reserves, meaning it is impossible to use them to activate a power with a greater cost. Unlike your primary pool of Power points, the spent Power points from your reserves are only restored when you finish a long rest.

The amount of Power points in in your power reserves increases at 13th, 15th, and 17th level, as shown in the **Power Reserves** column of the *Stranger Class Features* table (pg. 107). The maximum amount of Power points you can spend from the reserve in a single activation also increases by one at each of these levels, and your current maximum is also shown in the **Power Reserves** column.

PRODIGIOUS POTENCY

STRANGER LEVEL 20

Your Charisma score increase by 4, and your maximum possible Charisma score is now 24. In addition, you can never have less than 1 Power point in your pool. Finally, when you roll initiative and have less than 5 Power points in your pool, the amount available is restored to 5.

ARCHETYPES

CORRUPTED

Pick this archetype if you want to have a symbiotic relationship with another entity called a corrupter. A corrupt's life is not wholly their own, but there are silver linings to their unfortunate condition: powerful abilities granted by the entity within. Many corrupt were simply in the wrong place at the wrong time, becoming unwitting hosts to an otherworldly power seeking survival or a physical shell for its power in a realm not its own. Other corrupt form willing partnerships with their corrupter.

CORRUPTER

STRANGER LEVEL 1

You've become symbiotically bound to a sentient creature known as a corrupter. You choose the form of your corrupter and its creature type, selected from among the options described below. Your choice of creature type grants you certain benefits, including a damage resistance and condition immunity or similar effects, as well as affecting the features and powers you can gain as a member of this archetype.

ALIEN CORRUPTER
Alien corrupters are otherworldly entities that come from another planet or perhaps even another dimension. You gain resistance against your choice of **psychic** or **warp** damage, and you have immunity to the **frightened** condition.

An alien corrupter usually takes an insectile, wormlike, or oozing form which can easily hide inside your body. Other alien corrupters become an obvious part of your form when they attach you, such as a helmet or vambrace of chitinous shell. A common goal for alien corrupters is to

return to their home planet or dimension, or to reshape at least part of the world they find themselves in to be a more ideal habitat. Some see opportunity in their new home, and might wish to explore its pleasures, conquer, or spread carnage.

MACHINE CORRUPTER

Machine corrupters are constructed devices which are able to act with autonomy. You gain resistance against **psychic** damage, and you have advantage on all saving throws against the **exhaustion** condition.

A machine corrupter might take the form of a cloud of nanobots which operate with a hive intelligence or a chip installed in your brain by a mad scientist. Some machine corrupters become an obvious part of your form when they attach you, such as a prosthetic limb with an intelligence of its own or a suit of armour that hooks into you and refuses to come off. A machine's goals usually relate to the purpose it was designed for, though some machine corrupters could have developed self awareness and might establish more personal desires.

CORRUPTER ABILITY SCORES

Your corrupter has Intelligence, Wisdom, and Charisma scores. You can either determine the corrupter's abilities randomly or allow your Guide to decide. If you want to determine them randomly, roll 4d6 for each of the three abilities, dropping the lowest roll and totalling the rest.

CORRUPTER COMMUNICATION

A corrupter always has some way to communicate its needs, desires, approval, and displeasure to its host. You can choose how it communicates from the options on the table below, or roll to determine its means of communication randomly.

CORRUPTER COMMUNICATION

D10	COMMUNICATION
1-6	The corrupter communicates by transmitting emotion to its host.
7-9	The corrupter can speak, read, and understand one or more languages.
10	The corrupter can speak, read, and understand one or more languages. In addition, the corrupter can communicate telepathically with its host.

CORRUPTER SENSES

A corrupter has its own senses. The corrupter and its host share their senses and sensory experiences between them. If your corrupter has blindsight and you have darkvision, for instance, both you and the corrupter can use both senses. You can choose which senses a corrupter natively possesses from the options on the table below, or roll to determine its senses randomly.

CORRUPTER SENSES

D6	COMMUNICATION
1	The corrupter has a sense of touch and blindsight out to a range of 20 feet.
2-3	The corrupter has a sense of touch and has tremorsense out to a range of 40 feet.
4-6	The corrupter can see, hear, and touch normally and has darkvision out to a range of 120 feet.

CORRUPTER GOALS

Your corrupter has one or more goals. You can decide its objective or objectives yourself, or allow the Guide to decide.

CORRUPTER AUTONOMY

Your Guide decides whether your corrupter can separate from your body, how long it can survive in that state, and its physical ability scores and additional game statistics it possesses while separated.

In practice, a corrupter almost never leaves its host even if it can, doing so only in one of the following two

conditions:

☢ You die (a corrupter that can't leave your body dies when you die).

☢ Your corrupter is allowed to take control of you (see *Conflict between Corrupter & Corrupted*, below), you consistently deny its wishes, and you constantly succeed at your Charisma saving throws against its attempts at control.

If your Corrupter leaves you, you immediately lose access to your class features but keep your hit points, Hit Dice, and proficiencies. When you next finish a long rest, you can trade your Corrupter levels for levels in a different class. Your Hit Dice change to reflect those granted by your new class, but your hit point total doesn't change. This exchange doesn't count as multiclassing. You keep any proficiencies you gained through the Stranger's proficiency selection, but not any you gained through Stranger class features. Conversely, you don't gain any new proficiencies from the replacement class except if you receive them through its class features.

CONFLICT BETWEEN CORRUPTER & CORRUPTED

When you act in a manner opposed to your corrupter's goals, conflict can arise between you.

Before you start to play, talk to the Guide to establish the level of conflict you're comfortable with. There are three escalating levels of conflict, and you can choose to cap conflicts between you and your corrupter at any of the three levels.

ROLEPLAY. At this level the corrupter can express its dissatisfaction, but doesn't resort to punishments or attempt to take control of you. If this is your cap on conflict, the corrupter has no mechanical recourse to enforce its wants, but in the spirit of roleplaying your relationship with the corrupter you should probably let it get its way some of the time anyway. It's simply left up to you to decide when and how you bend to their will.

SANCTIONS. At this level, the corrupter can deny you the use of features and powers granted by the Corrupted archetype. If you act in a manner opposed to its goals, the corrupter makes a Charisma check contested by your own Charisma check. If it wins the content the corrupter can make one or more demands, such as the following:

☢ You pursue the corrupter's goals to the exclusions of your own or those of your allies

☢ You dispose of anything the corrupter finds repugnant

You can still refuse to comply, but if you do so the corrupter can suppress one or more of the features it grants you until you satisfy it that you're complying with its wishes. You can continue to use any other Stranger class features.

CONTROL. At this level, the corrupter can attempt to take direct control of your body if you refuse to comply with its desires. You must make a Charisma saving throw against a DC equal to 12 + the corrupter's Charisma modifier. On a failed save you are charmed by the corrupter for 1d12 hours, even if you are normally immune to the charmed condition. While charmed, you must try to follow the corrupter's commands. If you takes damage you can repeat the saving throw, ending the effect on a success. Whether the corrupter's attempt to control you succeeds or fails, it can't do so again until 24 hours have passed.

TECH TOTING & WEIRD WIELDING
STRANGER LEVELS 1, 6, AND 10

You gain the ability to wield a number of strange powers. If your corrupter is a machine, you're a tech toter. Otherwise,

you're a weird wielder. Both types of power function in the same manner, but a tech toter's powers are clearly technological in origin and your descriptions of your powers should reflect that. A weird wielder's powers should also reflect your corrupter's creature type, but can otherwise be as strange and otherworldly as you want them to be.

At 1st level, you know five tier 1 powers chosen from the options available to you. You gain access to tier two powers at 6th level, and know four tier 2 powers chosen from the options available to you. From 10th level you know three tier 3 powers chosen from the options available to you. When you gain a level in this class, you can choose one power you know per tier, replacing each power you choose with another power of the same tier.

CORRUPT TOUCH

When you deal damage with a melee weapon, natural weapon, unarmed strike, or one of the powers granted by this archetype, you can deal 1d6 additional damage. This bonus damage is of a type determined by your corrupter's creature type.

CORRUPT TOUCH DAMAGE

CORRUPTER	DAMAGE TYPE
Alien	psychic or warp (whichever you picked for your resistance at level 1).
Horror	ruin
Machine	electrical
Plant	poison

OF TWO MINDS

Your binary minds make it difficult for other creatures control or influence you. You add your proficiency bonus to Intelligence and Wisdom saving throws, and your Charisma saving throw bonus increases

by an additional amount equal to half your proficiency bonus (rounded down).

HIGHER POWERS

You gain access tier 4 powers, and know 2 chosen from the options available to you (if you're only using the powers in this book, you automatically know the 2 powers provided for your corrupter). If more tier 4 powers are available to you, you can choose one tier 4 power you know when you gain a level in this class and replace it with another power of the same tier.

Each tier 4 power you know can be used only once. You regain the use of spent tier 4 powers after you finish a long rest.

ODDITIES

ADAPTIVE CAMOUFLAGE
PREREQUISITE: 15TH LEVEL; ALIEN OR MACHINE CORRUPTED

At will, as an action, you can reproduce the effects of the *invisibility* spell.

AMORPHOUS ODDNESS
PREREQUISITE: 5TH LEVEL

At the end of each long rest, you can choose any oddity which you do not already have and for which you qualify. You gain that oddity until you finish your next long rest.

ASTONISHING TRANSFORMATION
PREREQUISITE: 15TH LEVEL; ALIEN CORRUPTED

At will, as an action, you can reproduce the effects of the *alter self* spell.

ASTOUNDING ARMOUR
At will, as an action, you can reproduce the effects of the *mage armor* spell on

yourself. How this manifests for you is left to you, but should reflect the nature of your powers: for instance, a Corrupted might be tougher and feel less paint thanks to their symbiote.

BEGUILING INFLUENCE
You gain proficiency in the Deception and Persuasion skills.

BLIND SENSE
PREREQUISITE: CORRUPTED

You gain blindsight out to a range of 30 feet. Within that range, you perceive anything that isn't behind total cover, even if you're **blinded** or in darkness. You can also perceive **invisible** creatures within range, unless they successfully hide from you.

CARRYING WHISPER
PREREQUISITE: ALIEN OR MACHINE CORRUPTED

At will, as an action, you can privately whisper a message to a distant creature, reproducing the effect of the *message* cantrip.

CREEPING CROOK
You gain proficiency in the Sleight of Hand and Stealth skills.

DOUBLE JEOPARDY
PREREQUISITE: 9TH LEVEL; CORRUPTED

When you fail a saving throw by 5 or less, you can choose to succeed instead. If you do so, you must roll the first saving throw you make within the next 24 hours at disadvantage – even if you have a source of advantage that would otherwise apply to the roll!

ENHANCED ELECTRICAL FIELD
PREREQUISITE: MACHINE CORRUPTED; MUST POSSESS THE ELECTRICAL FIELD POWER

For the duration of your electrical field power, you have immunity to electrical damage, and you reduce by 3 any bludgeoning, piercing, or slashing damage you take. This damage reduction stacks with other similar effects, such as the reduction from the Heavily Protected feat (pg. 144).

FEARSOME
PREREQUISITE: 7TH LEVEL

When you make a Charisma (Intimidation) check, you treat any roll of the d20 that is lower than 7 as though you rolled a 7.

FOCUSED MIND
You have advantage on Constitution saving throws that you make to maintain your concentration.

FORCE BUBBLE
PREREQUISITE: 5TH LEVEL; MACHINE CORRUPTED OR GIZMOPERATOR

As an action that costs no Power points you can create a protective dome-shaped force field, reproducing the effect of the *tiny hut* spell. You can activate the ability in this manner once, regaining this ability to do so once you finish a long rest.
   If you have the Power Reserves feature, you can spend 5 Power points from your reserves to use this ability again, and may do so without limit provided you have adequate reserves remaining.

HOLISTIC HEALER
You gain proficiency in the Medicine and Nature skills.

KEEN INTUITION
You gain proficiency in the Insight and Investigation skills.

KILLER INSTINCT
You can spend a bonus action to grant yourself advantage on the attack rolls you make before the end of your current turn.

Once one of your attacks hits its target, you no longer have advantage on subsequent attacks.

MISER'S EYE
PREREQUISITE: MACHINE CORRUPTED

By spending a minute appraising an item, you can determine its theoretical value in currency or salvage. If the item is valueless or priceless, you learn that instead. If you use this ability on an item with weird properties, you learn only the value of the base item.

When you come to sell an appraised item it might be worth less to a potential buyer, or even sometimes more, depending on their interest in it and their resources.

ONE WITH SHADOWS
PREREQUISITE: 5TH LEVEL

When you are in an area of dim light or darkness, you can use your action to become **invisible** until you move or take an action or a reaction. Depending on your form of Strangeness you may be literally **invisible**, or your may gain its effects through camouflage, by psionically fading from perception, or some other effect. Whatever the cause, you confound visual detection as though actually **invisible** while the effect applies.

OTHERWORDLY LEAP
PREREQUISITE: CORRUPTED

At will, as an action, you can reproduce the effects of the *jump* spell with yourself as the target.

OVERDRIVE
PREREQUISITE: 9TH LEVEL

You may activate more than one power on your turn, or ignore the normal Power point limit for upgrading a minor power on the same turn as you activate another power. When you do so, you gain a level of exhaustion. You recover one level of exhaustion gained through the use of this oddity after finishing a short or long rest.

OWL EYES
PREREQUISITE: ALIEN OR MACHINE CORRUPTED

You can see normally in darkness to a distance of 120 feet.

POWERED FLIGHT
PREREQUISITE: 5TH LEVEL; MACHINE CORRUPTED

As an action, you can reproduce the effect of the *fly* spell, costing no Power points. You can activate the ability in this manner once, regaining this ability to do so once you finish a long rest.

If you have the Power Reserves feature you can spend 5 Power points from your reserves to activate this ability again, and may do so any number of times while you have adequate reserves remaining.

POWERFUL SMITE
PREREQUISITE: 5TH LEVEL; CORRUPTED

Once per turn when you hit a creature with a melee weapon or a melee power attack using a gizmo if you're a gizmoperator, you can spend 3 Power points to deal another 1d8 ruin damage to the target and knock it **prone** if it is Huge or smaller. You can spend up to 7 Power points, or your maximum per activation if it is less, to deal another 1d8 ruin damage per extra Power point spent.

STRANGE SAVAGERY
PREREQUISITE: 5TH LEVEL; ANY CORRUPTED

You can attack with a weapon twice, instead of once, whenever you take the Attack action on your turn.

SIPHON STRENGTH

PREREQUISITE: 7TH LEVEL; ALIEN CORRUPTED

As an action, you can reproduce the effects of the *vampiric touch*, costing no Power points. You can activate the ability in this manner once, regaining this ability to do so once you finish a long rest.

If you have the Power Reserves feature you can spend 5 Power points from your reserves to activate this ability again, and may do so any number of times while you have adequate reserves remaining.

STRANGE WARRIOR

PREREQUISITE: MUST POSSESS A MINOR POWER

You are proficient in martial weapons, medium armour, and heavy armour.

From 7th level in the Stranger class, when you use your action to activate a power that meets this oddity's prerequisite and spend no more than 2 Power points to activate the power, you can make one weapon attack as a bonus action.

From 11th level in the Stranger class, you can spend up to 3 Power points to activate a qualifying power and still make a weapon attack as a bonus action, and from 17th level you can spend a maximum of 4 Power points.

SUPERNATURAL ENDURANCE

PREREQUISITE: CORRUPTED

Your hit point maximum increases by an amount equal to your Stranger class level. Whenever you gain another Stranger level, your point maximum increases an additional hit point.

SYMBIOSIS OSMOSIS

PREREQUISITE: CORRUPTED OR THE ABILITY TO COMMUNICATE TELEPATHICALLY WITHOUT USING A POWER

Your mind has become uniquely suited to melding with that of another. You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

TELEPATHIC DISPATCH

PREREQUISITE: 5TH LEVEL; ALIEN OR MACHINE CORRUPTED, OR THE ABILITY TO COMMUNICATE TELEPATHICALLY WITHOUT USING A POWER

As an action, you can reproduce the effect of the *sending* spell, costing no Power points. You can activate the ability in this manner once, regaining this ability to do so once you finish a long rest.

If you have the Power Reserves feature you can spend 5 Power points from your reserves to activate this ability again, and may do so any number of times while you have adequate reserves remaining.

TWO MINDS AT WORK

PREREQUISITE: CORRUPTED

At will, as a bonus action, you can reproduce the effect of the *guidance* strange power with yourself as the target, In your case, the target doesn't need to be able to hear you to use the guidance, because they are you!

UNCANNY PAIN

PREREQUISITE: MUST POSSESS A MINOR POWER THAT ALLOWS YOU TO MAKE A MELEE OR RANGED ATTACK THAT DEALS DAMAGE

When you use a power that meets this oddity's prerequisite, you can deal additional damage equal to your Charisma bonus (minimum of 1 damage).

UNCANNY PULL
PREREQUISITE: MUST POSSESS A MINOR POWER THAT ALLOWS YOU TO MAKE A RANGED ATTACK ROLL

Once on each of your turns when you hit a creature with a power that meets this oddity's prerequisite, you can move the target creature in a straight line 10 feet closer to you.

UNCANNY RANGE
PREREQUISITE: MUST POSSESS A MINOR POWER THAT ALLOWS YOU TO MAKE A RANGED ATTACK ROLL

For you, any power that meets this oddity's prerequisite has a range two and a half times greater than usual.

UNCANNY REPULSION
PREREQUISITE: MUST POSSESS A MINOR POWER THAT ALLOWS YOU TO MAKE A RANGED ATTACK ROLL

Once on each of your turns when you hit a creature with a power that meets this oddity's prerequisite, you can push the target creature 10 feet away from you in a straight line.

UNCANNY SLUGGISHNESS
PREREQUISITE: MUST POSSESS A MINOR POWER THAT DEALS DAMAGE

Once on each of your turns when you hit a creature with a power that meets this oddity's prerequisite, you can reduce that creature's speed by 10 feet until the end of your next turn.

UNDERWATER ADAPTATION
PREREQUISITE: CORRUPTED

You can breathe underwater, and you gain a swimming speed equal to your walking speed.

You are also able to reproduce the effects of the *water breathing* spell once. This might take the form of producing rebreather masks, bubble helmets, or strange alien or plant parasites that latch to your allies and keep oxygen flowing through their body.

X-RAY VISION
PREREQUISITE: MACHINE CORRUPTED

As an Action you become able to see through solid objects to a range of 30 feet for 1 minute or until you lose concentration (as though you were concentrating on a power), and while using this oddity you are considered to have darkvision out to the same range if you don't already possess it.

You can use this oddity once, after which you must finish a short or long rest before using it again.

POWER LISTS BY ARCHETYPES

The following lists summarise which powers are available to each archetype.

CORRUPTED, ALIEN

TIER 1 POWERS
- ☢ Binary Constitution
- ☢ Draining Touch
- ☢ Lash (minor power)
- ☢ Slick
- ☢ Symbiotic Endurance

TIER 2 POWERS
- ☢ Anomalous Appendage
- ☢ Enhance Ability
- ☢ Leaps and Bounds
- ☢ Telepathic Web
- ☢ Tough Skin

TIER 3 POWERS
- ☢ Eyes in the Back of Your Head
- ☢ Oozing Movement
- ☢ Second Thoughts
- ☢ Symbiotic Restoration

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TIER 4 POWERS

- ☢ Psychic Spear
- ☢ Regenerative Overdrive

CORRUPTED, MACHINE

TIER 1 POWERS

- ☢ Binary Constitution
- ☢ Blaster (minor power)
- ☢ Electrical Field
- ☢ Slick
- ☢ Symbiotic Endurance
- ☢ Tangle

TIER 2 POWERS

- ☢ Anomalous Appendage
- ☢ Enhance Ability
- ☢ Leaps and Bounds
- ☢ Root to the Spot
- ☢ Tough Skin

TIER 3 POWERS

- ☢ Eyes in the Back of Your Head
- ☢ Second Thoughts
- ☢ Symbiotic Restoration

TIER 4 POWERS

- ☢ Bullet Barrage
- ☢ Weapon of Mass Destruction

TIER 1 POWERS

Tier 1 powers are available to Strangers of every level.

BINARY CONSTITUTION

Tier: 1
Stranger: Corrupted (Any)
Activation Time: Action
Activation Cost: 3 Power points
Range: Self

Duration: 1 hour

Whenever you make a Constitution saving throw within the duration, you can roll a d4 and add the number rolled to your saving throw.

Additional Power: You can spend 5 Power points to increase the duration of this power to 8 hours, or 6 Power points to increase the duration to 24 hours.

BLASTER (MINOR POWER)

Tier: 1
Stranger: Corrupted (Machine)
Activation Time: Action
Activation Cost: 1 Power point
Range: 120 ft.
Duration: Instantaneous

You make a ranged power attack against the target. On a hit, the creature suffers 1d8 laser damage.

Additional Power: For every additional Power point you spend, the target takes another 1d8 laser damage.

DRAINING TOUCH (MINOR POWER)

Tier: 1
Stranger: Corrupted (Alien)
Activation Time: Action
Activation Cost: 1 Power point
Range: Touch
Duration: Instantaneous

You make a melee power attack against the target. On a hit, the creature suffers 1d10 blight damage.

Additional Power: For every additional Power point you spend, the target takes another 1d10 blight damage. When you spend additional power, you can set a number of d10s aside instead of rolling them for damage, but you must roll at least as many damage dice as the number you set aside. After resolving the power's damage, roll the dice you set aside and gain that many

temporary hit points for the next hour or until they are lost.

ELECTRICAL FIELD
Tier: 1
Stranger: Corrupted (Machine)
Activation Time: Action
Activation Cost: 3 Power points
Range: Self
Duration: 1 hour

You can generate a field of electrical energy around you. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 electrical damage.

Additional Power: For every additional Power point you spend, both the temporary hit points and the electrical damage increase by another 5 points.

LASH (MINOR POWER)
Tier: 1
Stranger: Corrupted (Alien)
Activation Time: Action
Activation Cost: 1 Power point
Range: 30 ft.
Target: 1 creature you can see
Duration: Instantaneous

You extend a long, whip-like appendage to make a melee power attack. On a hit, the creature suffers 1d10 slashing damage. If the creature is Large or smaller, you can pull them 10 feet towards you.

Additional Power: For every additional Power point you spend, the target takes another 1d10 slashing damage.

SLICK
Tier: 1
Stranger: Corrupted (Alien or Machine)
Activation Time: Action
Activation Cost: 3 Power points
Range: Self
Target: A 30-foot cube which originates from you

Duration: Concentration, up to 1 minute

You cover the area in grease or oil. For the duration, the ground in the area becomes difficult terrain.

When the slick appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

When the power ends, the slick harmlessly dissipates.

SYMBIOTIC ENDURANCE
Tier: 1
Stranger: Corrupted (Any)
Activation Time: Action
Activation Cost: 3 Power points
Range: Self
Duration: 1 hour

You gain 1d4 + 4 temporary hit points for the duration.

Additional Power: For every additional Power point you spend, you gain another 5 temporary hit points.

TANGLE
Tier: 1
Stranger: Corrupted (Machine)
Activation Time: Action
Activation Cost: 3 Power points
Range: 90 ft.
Target: A 20-foot cube which originates from a point within range you can see
Duration: Concentration, up to 1 minute

Trip hazards and tangling obstacles appear within the area. For instance, a plant corrupter might accelerate the growth of weeds and vines, while machine corrupter might create a web of hard light energy or rapidly construct physical obstructions using nanobots.

A creature in the area when you use this power must succeed on a Strength saving throw or be restrained by the tangle until the spell ends. A creature restrained by

the tangle can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the power ends, the obstacles you created wither, disintegrate, or otherwise disappear.

TIER 2 POWERS

Tier 2 powers become available at 6th level in the Stranger class.

ANOMALOUS APPENDAGE
Tier: 2
Stranger: Corrupted (Any)
Activation Time: Bonus Action or Reaction
Activation Cost: 5 Power points
Range: Self
Duration: Concentration, up to 8 hours

You manifest an additional limb, tendril, vine, or similar appendage anywhere on your person. For the duration, you can use the appendage in any of the following ways:

To attack or grapple. As a bonus action, including the one in which you manifest the appendage, you can use it to make a melee power attack against a creature within 10 feet of you. On a hit, it deals 1d6 bludgeoning damage. You can choose to make a special melee power attack to grapple a creature instead of damaging it. This abides by the usual rules for grappling, with the exception that you can add your Charisma modifier to your Athletics checks to grapple with the appendage instead of your Strength modifier. While a creature is grappled by your anomalous appendage you can no longer use it for anything else, but you can automatically deal 1d6 bludgeoning damage to the grappled creature at the beginning of each of your turns. A creature grappled by your anomalous appendage is automatically freed when the duration ends.

To cross large gaps. You can use your anomalous appendage to swing across long gaps, provided there is something suitable for it to anchor onto approximately in the middle of the distance to be jumped and above the top of your arc. If the conditions are met, the maximum distance of your standing long jump increases to 20 feet, and the maximum distance of your running long jump equals your Strength score + 20 feet or your movement speed, whichever is lower. If you misjudge the distance and cannot complete the jump your movement ends with you hanging from the anchor point. While the appendage is anchoring you it can't be used for anything else. On your next turn you can expend your full movement to swing back and forth, build up momentum, and clear the distance from the anchor to either side of the gap. You land within 5 feet of the gap, where your movement ends.

To prevent you from falling. As a reaction when you're pushed off an edge, you can grab hold with the anomalous appendage. You are left hanging from the edge with your appendage used as an anchor. While the appendage is anchoring you it can't be used for anything else.

Additional Power: You can spend 7 Power points to increase the maximum duration to 24 hours.

ENHANCE ABILITY
Tier: 2
Stranger: Corrupted (Any)
Activation Time: 1 Action
Activation Cost: 4 Power points
Range: Self
Duration: Concentration, up to 1 hour

Choose one of the following effects available to your corrupter's type:

Strength (Horror, Machine, Plant). You have advantage on Strength checks. Your carrying capacity doubles.

Dexterity (Alien, Horror, Machine, Plant). You have advantage on Dexterity checks. You don't take damage from falling 20 feet or less unless you're incapacitated.

Constitution (Horror, Machine, Plant). You have advantage on Constitution checks. You also gain 2d6 temporary hit points for the

duration of the strange power or until they're lost, whichever happens first.

Intelligence (Alien, Machine). You have advantage on Intelligence checks, as well as any ability check rolled to use a tool.

Wisdom (Alien, Plant). You have advantage on Wisdom checks, and cant be surprised.

Charisma (Alien, Horror). You have advantage on Charisma checks, and if you use your charisma to produce a distraction then any creature that can see you has disadvantage on Wisdom (Perception) checks to notice anything other than you for the duration of the distraction.

HORRIFIC MIGHT
Tier: 2
Stranger: Corrupted (Any)
Activation Time: 1 Action
Activation Cost: 4 Power points
Range: Self
Duration: Concentration, up to 1 minute

For the duration, you have advantage on Strength checks and Strength saving throws, and your melee weapons, thrown weapons, and unarmed strikes deal 1d4 extra damage.

LEAPS AND BOUNDS
Tier: 2
Stranger: Corrupted (Any)
Activation Time: Action
Activation Cost: 4 Power points
Range: Self
Duration: 10 minutes

For the duration, your speed increases by 10 feet and your jump distance triples.

Additional Power: You can spend 4 Power points to increase the duration of this power to an hour, 6 Power points to increase the duration to 8 hours, or 7 Power points to increase the duration to 24 hours.

ROOT TO THE SPOT
Tier: 2
Stranger: Corrupted (Machine)
Activation Time: Action
Activation Cost: 4 Power points
Range: Self
Duration: 1 hour

You can grip firmly to a surface. For the duration, you have advantage on Strength saving throws and opposed Strength (Athletics) checks to resist forced movement or avoid being knocked prone, as well as Strength (Athletics) checks you make to climb and keep your grip.

Additional Power: You can spend 6 Power points to increase the duration of this power to 8 hours, or 7 Power points to increase the duration to 24 hours.

TELEPATHIC WEB
Tier: 2
Stranger: Corrupted (Alien)
Activation Time: Action
Activation Cost: 4 Power points
Range: 30 ft.
Target: Up to 2 willing creatures within range, which must have an Intelligence of 3 or higher
Duration: 1 hour

You psionically generate a web of telepathic connections between the targets for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this power. The targets can communicate telepathically amongst themselves, over any distance within the same world, even if they share no common language. Creatures communicating via the telepathic web have no privacy from each other: anything communicated telepathically by one creature is heard by ever other creature connected to the web.

Additional Power: For each additional Power point you spend, you can add up to 2 additional creatures within range to the telepathic web.

TOUGH SKIN

Tier: 2
Stranger: Corrupted (Any)
Corrupter: Any
Activation Time: Action
Activation Cost: 4 Power points
Range: Self
Duration: Concentration, up to 1 hour

For the duration, your skin becomes hardened or you are protected by a tough shell. Your AC can't be less than 16.

Additional Power: For each 2 additional Power points you spend, your minimum AC for the duration increases by 1 (to 17, then 18, and so on).

TIER 3 POWERS

Tier 3 powers become available at 10th level in the Stranger class.

EYES IN THE BACK OF YOUR HEAD

Tier: 3
Stranger: Corrupted (Alien or Machine)
Activation Time: Action
Activation Cost: 6 Power points
Range: Self
Duration: 1 hour

Your corrupter can focus on its own senses while you focus on your own, improving your combined chances of noticing a telltale sign. For the duration, you have advantage on Wisdom (Perception) checks and Intelligence (Investigation) checks, Wisdom (Survival) checks to follow tracks or avoid natural hazards, and Dexterity checks to determine your place in initiative.

Additional Power: You can spend 7 Power points to increase the duration of this power to 8 hours, or 8 Power points to increase the duration to 24 hours.

OOZING MOVEMENT

Tier: 3
Stranger: Corrupted (Alien)

Activation Time: Action
Activation Cost: 6 Power points
Range: Self
Duration: 1 hour

Your symbiosis has caused your body to become strangely pliant and elastic. For the duration, you can squeeze through a space large enough for a creature two sizes smaller than you. If you are medium, for example, you can squeeze through a passage suitable for a tiny creature, to a minimum of 1 foot and 3 inches wide. Additionally, it costs you only 5 feet of movement to stand up from prone.

Additional Power: You can spend 8 Power points to increase the duration of this power to 8 hours, or 9 Power points to increase the duration to 24 hours.

SECOND THOUGHTS

Tier: 3
Stranger: Corrupted (Any)
Activation Time: Reaction
Activation Cost: 6 Power points
Range: Self
Duration: Instantaneous

Your corrupter's mind is able to plumb the murky depth of your memory, and works in concert with your own to rapidly see possible outcomes and correct your thinking. When you fail any ability check, attack roll, or saving throw, you can reroll it with advantage.

SYMBIOTIC RESTORATION

Tier: 3
Stranger: Corrupted (Any)
Activation Time: Action
Activation Cost: 7 Power points
Range: Self
Duration: Instantaneous

Your immune system and regenerative ability are bolstered by your corrupter. Each time you use this power, choose one of the following benefits:

- ☢ Each of the following conditions you are suffering ends: blinded, deafened, and poisoned
- ☢ The effects of up to two diseases you are suffering immediately end.
- ☢ You are no longer charmed
- ☢ You reduce your exhaustion level by one
- ☢ You reduce your blightsick, radsick, sporesick, or warpsick level by one
- ☢ One of your abilities that has been reduces is restored to its usual value
- ☢ One effect that has reduced your hit point maximum is ended
- ☢ You regain 60 hit points

Additional Power: You can spend 8 Power points to use this power with a range of touch. A piece of your corrupter briefly passes from you to the creature you wish to restore, and allowing them to receive the benefit of this power. An unwilling creature can make a Charisma saving throw, repelling the corrupter on a success.

You can also spend additional Power points to increase the number of hit points restored by the power's final option. For each additional Power point you spend, the amount of hit points restored increases by another 10 points.

TIER 4 POWERS

Tier 4 powers become available at 14th level in the Stranger class, when you gain the Higher Powers feature. Tier 4 powers are special: once you've used a Tier 4 power you know, you can't use the spent power again until you next finish a long rest.

BULLET BARRAGE
Tier: 4
Stranger: Corrupted (Machine)
Activation Time: Action
Activation Cost: 9 Power points
Range: 150 ft.

Target: A 40-foot-radius, 30-foot-high cylinder centred on a point within range
Duration: 1 minute

You launch a shell up into the sky, where it breaks apart to unleash a payload of hundreds of tiny metal slugs that scatter across the target area. Each creature within the area must make a Dexterity saving throw, taking 6d6 piercing damage on a failed save, or half that damage on a success.

This strange power requires a minimum clearance of 30 feet and caution should be used in enclosed areas. The shell you launch explodes early if it hits an obstacle between you and its destination (dealing 6d6 piercing damage to whatever it hits), and it requires a minimum clearance of 30 feet for the full length of its path. In other words, if there is a ceiling or other obstacle less than 30 feet from the ground either above you or directly between you and your desired target point, the shell hits the first such obstacle and treats the point of impact as the origin point for the aura of this strange power.

PSYCHIC SPEAR
Tier: 4
Stranger: Corrupted (Alien)
Activation Time: Action
Activation Cost: 8 Power points
Range: 120 ft.
Target: One creature
Duration: Instantaneous

You unleash a blast of psychic energy directly into the target's mind. They must make an Intelligence saving throw. On a failed save the target takes 9d6 psychic damage and is incapacitated until the start of your next turn. On a successful save, the target takes half as much damage and isn't incapacitated.

Additional Power: For each additional Power point you spend, the target takes another 1d6 psychic damage.

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REGENERATIVE OVERDRIVE
Tier: 4
Stranger: Corrupted (Alien)
Activation Time: Action
Activation Cost: 9 Power points
Range: Self
Duration: 1 hour

Your corrupter kicks your regenerative ability into a state of uncanny vigour. You immediately regain 4d8 + 5 hit points. Additionally, you regain 1 hit point at the start of each of your turns for the duration (in other words, you gain 10 hit points each minute).

If one of your body members (fingers, legs, and so on) are severed when you use this power or within its duration, you can hold the severed body part to its stump to cause it to instantaneously knits back together with your body. Otherwise, the severed parts regrow over the course of the next 2 minutes.

WEAPON OF MASS DESTRUCTION
Tier: 4
Stranger: Corrupted (Machine)
Activation Time: Action
Activation Cost: 9 Power points
Range: Special
Target: Special
Duration: 1 hour

For the duration, you have a pool of 7 energy you can spend to use one of the three abilities described below. If you run out of energy, the power ends early.

Laser Blaster (1 energy). As a bonus action, make a ranged power attacks against up to four creatures or objects you can see within 120 feet of you. On a hit, a target takes 1d12 laser damage.

Sonic Burst (2 energy). As a bonus action, you emit a powerful burst of sound in a 20-foot-radius sphere centred on you. All creatures within the area except yourself must make a Constitution saving throw, taking 8d10 sonic damage on a failed save, or half that damage on a success. On a failed save the target is also pushed 10 feet straight backwards and knocked prone.

Electrical Discharge (3 energy). As a bonus action, you expel a burst of crackling electricity in a 40-foot-long, 10-foot-wide line. Each creature in the area must make a Dexterity saving throw, taking 12d8 electrical damage on a failed save, or half that damage on a success. In addition, electricity arcs from any creatures who fail their save to all other creatures within 10 feet of them, not counting creatures already in the power's initial line. Each such creature must make a Dexterity saving throw. On a failed save, the creature takes 1d6 electrical damage for every arc of electricity that hits it.

SYNTHESISER

CLASS FEATURES

As a synthesiser, you gain the following class features.

HIT POINTS

HIT POINTS AT 1ST LEVEL:
8 + YOUR CONSTITUTION MODIFIER.

HIT POINTS AT HIGHER LEVELS:
5 (1D8) + YOUR CONSTITUTION MODIFIER PER SYNTHESISER LEVEL AFTER 1ST.

HIT DICE:
1D4 + 4 + YOUR CONSTITUTION MODIFIER PER SYNTHESISER LEVEL.

PROFICIENCIES

ARMOUR:
LIGHT.

WEAPONS:
SIMPLE.

TOOLS:
CHOOSE ONE: (A) CHEM COOK'S TOOLS, (B) HERBALISM KIT, OR (C) BOTH BREWER'S SUPPLIES AND COOK'S UTENSILS.

SAVING THROWS:
INTELLIGENCE AND WISDOM.

SKILLS:
MEDICINE.

CHOOSE ANY ONE OTHER SKILL.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either receive items from the equipment packs of both this class and your chosen background, or you can opt to buy your own equipment by purchasing it from any available items using the starting currency for this class. If you buy your own equipment using starting currency, you don't receive this class's equipment pack nor any equipment from your background.

STARTING CURRENCY

Normally you either roll your starting currency, or take the roll's average. With your Guide's permission you may take the maximum amount.

ROLL: 5D4 ✖ 10 | AVERAGE: 120 | MAX: 200

EQUIPMENT PACK

If you have access to *Wasteland Wares*, you can build your starting equipment pack by selecting from the options below, and then adding any other equipment granted by your background.

- ☢ (a) Brewer's Supplies and Cook's Utensils **or** (b) Chem Cook's Tools **or** (c) a Herbalism Kit and 25 additional currency
- ☢ (a) a basic pipe gun and 3d4 .38 bullets
- ☢ a backpack and a blanket
- ☢ a full waterskin (2 "bottles" of irradiated water) and 2 irradiated meals

SYNTHESISER CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES	SYNTHESIS GRADE	SYNTHESIS POINTS
1	+2	Archetype Feature, Medicine and Toxicants	1	3 (max 3)
2	+2	Archetype Feature, Avoidance	1	3 (max 3)
3	+2	Persistent Synthesis	2	8 (max 4)
4	+2	Ability Score Improvement	2	8 (max 4)
5	+3	Curing Crowds, Produce Physic (Minor)	3	15 (max 5)
6	+3	Medical Expertise	3	15 (max 5)
7	+3	Deft Hands (2 synthesis)	4	24 (max 6)
8	+3	Ability Score Improvement	4	24 (max 6)
9	+4	Produce Physic (Intermediate)	5	35 (max 7)
10	+4	Self Care	5	35 (max 7)
11	+4	Archetype Feature, Deft Hands (3 synthesis)	5	37 (max 8)
12	+4	Ability Score Improvement	5	37 (max 8)
13	+5	Palliative Care	5	39 (max 9)
14	+5	Practised Healer	5	39 (max 9)
15	+5	Great Fortitude	5	41 (max 10)
16	+5	Ability Score Improvement	5	41 (max 10)
17	+6	Archetype Feature, Deft Hands (4 synthesis)	5	44 (max 11)
18	+6	Produce Physic (Major)	5	44 (max 11)
19	+6	Ability Score Improvement	5	47 (max 12)
20	+6	Unflappable	5	47 (max 12)

MULTICLASSING

If you multiclass into synthesiser you gain the following proficiencies: the Medicine skill, your choice of either Chem Cook's Tools or Herbalism Kit, and any granted by your Archetype Proficiencies feature. If you're already proficient in Medicine, you instead become proficient in another skill of your choice. You receive no equipment.

ARCHETYPE

SYNTHESISER LEVELS 1, 2, 6, 11, AND 17

You further define the nature and special focus of your abilities as a healer. Available archetypes are the Cyberdoc, Pharmacologist, Surgeon, Toxicologist, and Gourmet.

The available archetypes and descriptions of their features appear after the core features for this class. You can only belong to one archetype for this class—look them all over and make this decision with care!

MEDICINES & TOXICANTS

SYNTHESISER LEVEL 1

You carry medicines which you can produce in times of need to provide healing to your allies. These items are assumed to have been created at an earlier time, during downtime or periods of rest. The precise nature of the medicines you use is up to you—for instance, they might represent chems, herbal supplements, or even snacks and energy drinks made from bizarre ingredients. Your knowledge of medicines

also enables you to inflict harm if you choose: in the wrong dosages or mixed incorrectly, what might have otherwise been a curative is no remedy at all but instead becomes a dangerous substance called a toxicant.

When you first gain this feature you know how to synthesise all 1st Grade medicines and toxicants. You learn how to synthesise medicines and toxicants of higher grades as you gain levels in this class, as shown in the **Synthesis Grades** column of the *Synthesiser Class Features* table (pg. 126). The medicines and toxicants you know are generally effective on most creatures, but cannot be used to heal or harm creatures of the machine type unless you belong to the Cyberdoc archetype.

You can normally produce only one medicine or toxicant during your turn, but some higher level synthesiser features allow exceptions to this general rule. You have access to a pool of synthesis points which you use to produce medicines and toxicants. The amount of synthesis you possess is determined by your class level, as is the maximum number of points you can spend at once on any single action. Both are shown in the **Synthesis Points** column of the *Synthesiser Class Features* table.

The medicines and toxicants available to you at each grade you attain appear at the end of this class, before its archetypes.

PRODUCING MEDICINE

As a bonus action you can spend one or more synthesis to produce a medicine from your supplies, choosing from the list of medicines available to you. As part of the same bonus action you may either administer the medicine to an adjacent creature or yourself, or instead throw it to an allied creature within 30 feet that you can see and who can see you. If you throw the medicine, the intended recipient may either spend their reaction to catch and self-

administer it immediately, or else catch and self-administer it as an object interaction at the beginning of their next turn before they do anything else. A medicine not administered in one of these two ways is wasted, as are the synthesis points you spent on it.

You regain spent synthesis after you finish a short or long rest.

MEDICINE TOXICITY

Repeated use of many medicines is toxic, which means each additional time the same medicine is administered to a creature before they finish their next short or long rest, the creature gains a level of exhaustion. In some cases, they may not even gain any of the medicine's usual benefits. Each individual medicine specifies whether repeated use is toxic, and whether a creature still gains the benefits of the medicine in addition to the exhaustion level or if it has no further benefit to them. A creature with exhaustion levels gained through toxicity loses one exhaustion level each time they finish a long rest.

PRODUCING TOXICANTS

If synthesisers ever need to, they can use their knowledge of medicines to inflict harm instead: in the wrong dosages or mixed incorrectly, what might have otherwise been a medicine is no remedy at all but instead becomes a toxicant.

As an Action you can spend one or more synthesis to produce a toxicant from your supplies, choosing from the list of toxicants available to you. and during the same Action you attempt to deliver the toxicant by attempting either a melee attack roll against an adjacent creature, or a ranged attack roll against a creature within 30 feet. Your attack bonus is equal to your Proficiency bonus + your Wisdom

modifier. If a toxicant requires its target to make a saving throw, the DC is equal to 8 + your Proficiency bonus + your Wisdom modifier. If your attack misses the toxicant is wasted, as are the synthesis points you spent on it.

PRODUCING RIFLE SYRINGES

When you are wielding a syringe rifle or your hands are free while a syringe rifle is within your reach, you can spend 10 salvage and use your Action to produce a version of a medicine or toxicant that is compatible with the rifle. You pick up the syringe rifle (if necessary) and fire the syringe at a creature within the rifle's range as part of the same Action. You automatically hit a willing target if they are within the syringe rifle's short range. You have to make an attack roll If your target is unwilling—as they usually are when you fire a toxicant!—or if they're within the rifle's long range category.

When you need to make an attack roll your attack bonus is equal to your Proficiency bonus + your Wisdom modifier. This special Action is not considered a weapon attack, so you don't roll with disadvantage against a target within the syringe rifle's long range category. If your attack hits or you don't need to make an attack, the target experiences identical effects as they would if the medicine or toxicant had been administered by hand. If your attack misses the medicine or toxicant is wasted, as are the synthesis points you spent on it.

AVOIDANCE

SYNTHESISER LEVEL 2

You can't hope to heal your comrades if you're severely injured or dead, so you've learned to cross a battlefield with great care. When you take the Disengage action, you also gain a bonus to your Armour Class and Dexterity Saving throws equal to your Proficiency bonus until the beginning of your next turn. Each time you are attacked or make a Dexterity saving throw while you have an avoidance bonus, it is reduced by 2 (to a minimum of 0).

PERSISTENT SYNTHESIS

SYNTHESISER LEVEL 3

You can create a persistent medicine or toxicant that retains its potency for an extended duration. When you produce a medicine or toxicant, spend additional synthesis equal to the product's grade to make it last until you finish your next short or long rest, or twice that amount to make it last until you finish your next long rest. Any synthesis you spend in this way does not count towards your maximum for the action of creating the medicine or toxicant.

When a medicine is persistent, it needn't be administered by you immediately, nor does it have to be given to a specific creature who is its intended target. Instead, it is treated as a normal item. On their turn, any creature in possession of one of your persistent medicines can administer it to themselves as a bonus action on their turn, or administer it to a willing adjacent creature as an action.

When a toxicant is persistent, it needn't be administered by you immediately,

and you don't have to be the one to administer it. If someone other than you administers the toxicant, their attack bonus is equal to their Proficiency bonus + their Dexterity modifier.

ABILITY SCORE IMPROVEMENT

Each time you gain this feature you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

   Any time you gain an ability score improvement, you can forgo the ability score improvement for that level and instead select a feat for which you qualify.

CURING CROWDS

SYNTHESISER LEVEL 5

As an Action, you can produce up to three medicines of the same type and throw each of them to an allied creature. Each intended recipient may either spend their reaction to catch and self-administer a thrown medicine immediately, or else catch and self-administer it as an object interaction at the beginning of their next turn before they do anything else. You can either take this Action or use a bonus action to create a single medicine on your turn, not both.

   You must still spend synthesis to create each medicine as normal, and your usual synthesis point maximum applies to this action: at 5th level, for instance, you have a maximum of 5 synthesis you can divide between the costs of each medicine

you want to create.

PRODUCE PHYSIC

SYNTHESISER LEVELS 5, 9, AND 18

You can use a bonus action to produce a minor physic, which has the same effect as a chem chosen from the following list (or if you describe your physics as pharmaceutical medicines, may simply be a dose of that chem): Antibiotics, Fury, PepUp, or any chem designed to protect against or cure the symptoms of a wasteland contaminant, which includes BlightGuard, BlightPurge, RadGuard, Radpurge, SporeGuard, SporePurge, WarpGuard, WarpPurge. Once you produce a minor physic, you can't produce another until you finish a short or long rest.

   From 14th level, you can use a bonus action to produce an intermediate physic, which has the same effect as (or is a dose of) a chem chosen from the following list: Addict-Ease, Big Smile, Brainfood, Calmezy, Juicer, or Quickie. Once you produce an intermediate physic, you can't produce another until you finish a long rest.

   From 18th level, you can use a bonus action to produce a major physic, which has the same effect as (or is a dose of) either Cure-All or Xtreme. Once you produce a major physic, you can't produce another until you finish two long rests.

   As is the case with your medicines and toxicants, a physic produced using this feature is treated as though you had made it on an earlier occasion.

   A list containing the descriptions and rules of each chem you can make as a physic appears along with the medicines and toxicants described at the end of this class. These chems are also found on pages 194-198. In addition to its normal effects, a physic created using this feature has the following additional properties:

- ☢ It loses its effectiveness if not used within 12 hours of your producing it.
- ☢ It never causes addiction.

MEDICAL EXPERTISE

SYNTHESISER LEVEL 6

You gain expertise in the Medicine skill, as well as all tool proficiencies granted by this class and your chosen archetype. Your proficiency bonus is doubled for any ability check you make that makes use of the Medicine skill or one of your synthesiser tool proficiencies.

DEFT HANDS

SYNTHESISER LEVELS 7, 11, AND 17

Your ability to administer care is practised and swift. You gain the following benefits:

- ☢ When you spend an Action to take a chem or expend one use of a first aid kit to stabilise a creature, you can take a bonus action to either make an unarmed strike or weapon attack or interact with an object.
- ☢ When you take an Action to attack using a toxicant, you can take a bonus action to produce a medicine that costs no more than 2 synthesis. At 11th level in this class the maximum amount of synthesis you can spend on this medicine increases to 3, then again to 4 from 17th level.

SELF CARE

SYNTHESISER LEVEL 10

Whenever you restore hit points to a creature (including yourself) using one of your medicines, you regain hit points equal to your Proficiency bonus + the medicine's grade.

PALLIATIVE CARE

SYNTHESISER LEVEL 13

You can expend one use of a first aid kit and spend 10 minutes treating a non-machine creature other than yourself to suppress the effects of one condition they possess for the next 8 hours or until the creature gains another instance of the same condition, whichever happens first. If you choose to suppress a condition which has multiple levels such as Exhaustion or a Contamination Sickness, then only the effects of a single level are suppressed. Your treatment of the creature can occur during a short or long rest.

The chosen condition isn't lost when you use this feature, its effects are merely ignored. However, the target may lose the condition which has been suppressed within the duration of your palliative care if the condition's own maximum duration is first to end.

You can use this feature only once, regaining your ability to do so once you next finish a short or long rest (not including a rest within which you use this feature).

PRACTISED HEALER

SYNTHESISER LEVEL 14

You've refined your skills in medical diagnostics and care until they approach perfection. You gain the following benefits:

- ☢ Whenever you make an ability check that lets you add your proficiency in Medicine or one of the tools granted

by this class and your chosen archetype, you can treat a d20 roll of 9 or lower as a 10.

☢ When you spend fewer than your current maximum synthesis to produce a Grade 1 medicine, you can treat the medicine's effect as though you had spent one additional synthesis. You can benefit from this feature a number of times equal to your Proficiency bonus, after which you must spend the normal amount of synthesis. You regain expended uses of this feature when you finish a long rest.

GREAT FORTITUDE

SYNTHESISER LEVEL 15

You've seen horrific injuries and illnesses on a scale that few outside your profession could comprehend, and risked exposure to many viruses and toxins while caring for others. As a result, you've developed considerable fortitude, and gain proficiency in Constitution saving throws.

UNFLAPPABLE

SYNTHESISER LEVEL 20

You have seen so many of the wasteland's ills, and cured many of them by your own hand, that you remain calm and observant in any situation. You gain the following benefits:

☢ Your Wisdom score increases by 4, and your maximum Wisdom is now 24.

☢ You're immune to the **charmed**, **frightened**, and **shaken** (pg.141) conditions.

☢ You have advantage on saving throws you make against effects that would cause you to become confused or experience mental distress.

MEDICINES & TOXICANTS

1ST GRADE

ANAESTHETIC
Spend 3 synthesis to produce a medicine which dulls its recipient's sense of pain. At the beginning of each of its turns for the next hour, a creature to whom this medicine is administered gains 3 temporary hit points.

Repeatedly administering this medicine causes toxicity, but the recipient still receives the medicine's benefits.

INVIGORISER
Spend a minimum of 2 synthesis to produce a medicine which fills its recipient with energy. A creature to whom this medicine is administered has their maximum hit points increased by 5 for every 2 synthesis points spent to produce it for the next 8 hours, and their current hit points increase by the same amount. This effect does not stack with other similar effects created by medicines.

Repeatedly administering this medicine causes toxicity, and has no further benefits to the recipient until they finish a short or long rest.

LIFE PRESERVER
A creature that has 0 hit points becomes stable when you administer this medicine, which costs 1 synthesis to produce.

PAIN RELIEVER
A creature to whom this medicine is administered regains hit points equal to your Wisdom modifier + 1d6 per synthesis spent to produce it.

TOXIN
A creature hit by this toxicant takes poison damage equal to 1d8 per synthesis spent to produce it. At your option, you can reduce the number of dice worth of damage dealt by one. In exchange, the target must make a Constitution saving throw. On a failed save, it is also **poisoned** until the end of your next turn.

QUICKENER
Spend a minimum of 3 synthesis to produce a medicine that puts some pep in the recipient's step. For the next hour, a creature to whom this medicine is administered has their speed increased by 10 feet, plus an additional 5 feet for each additional point of synthesis spent.

The maximum synthesis you can spend on this medicine is the usual maximum for your class level or 7, whichever is lower. Consequently, this medicine can't increase a creature's speed by more than 30 feet.

Repeatedly administering this medicine causes toxicity, and has no further benefits to the recipient until they finish a short or long rest.

2ND GRADE

ABILITY ENHANCER
Spend 4 synthesis to produce a medicine designed to enhance one of the recipient's six abilities for 10 minutes. When you produce this medicine, choose which of the six abilities it applies to.

- ☢ *STRENGTH.* The target has advantage on Strength checks, and their carrying capacity doubles.
- ☢ *DEXTERITY.* The target has advantage on Dexterity checks, and as long as they aren't incapacitated any damage they take from a fall or collision is reduced by 2d6.
- ☢ *CONSTITUTION.* The target has advantage on Constitution checks, and gains 2d6 temporary hit points.
- ☢ *INTELLIGENCE.* The target has advantage on Intelligence checks, as well as any ability check rolled to use a tool.
- ☢ *WISDOM.* The target has advantage on Wisdom checks, and can't be surprised.
- ☢ *CHARISMA.* The target has advantage on Charisma checks, and if they use their charisma to produce a distraction then any creature that can see the target has disadvantage on Wisdom (Perception) checks to notice anything other than the target for the duration of the distraction.

Repeatedly administering this medicine causes toxicity, but the recipient still receives the medicine's benefits.

DETOXIFIER
Spend 4 synthesis to produce a medicine designed to eliminate a single poison, venom, or other toxin when administered. If the recipient of your detoxifier is **poisoned**, you neutralise a single cause of the condition. If more than one toxin afflicts the target, you neutralise one that you know is present, or you neutralise one at random. For the next hour, the recipient also has advantage on saving throws against being **poisoned**, and has resistance to poison damage.

Repeatedly administering this medicine causes toxicity, but the recipient still receives the medicine's benefits.

NUTRITIONAL SUPPLEMENT
Spend 4 synthesis to produce a medicine that contains everything necessary to sustain a creature.

When this medicine is administered to a creature, they receive the following benefits:

- ☢ They are treated as though they had consumed one meal and one bottle worth of hydration
- ☢ Their maximum and current hit points increase by 5 for the next 8 hours, and their current hit points increase by the same amount. This effect does not stack with other similar effects created by medicines.

Repeatedly administering this medicine causes toxicity, and has no further benefits to the recipient.

RESTORATIVE
Spend 4 synthesis to produce a medicine designed to achieve one of the following effects, chosen by you when you produce the medicine:

- ☢ End one of the **blinded**, **deafened**, **paralyzed**, or **poisoned** conditions.
- ☢ End or suppress the effects of a disease. If it is possible to cure the disease, your restorative ends it permanently. Otherwise the restorative suppresses its effects for 24 hours.

Repeatedly administering this medicine causes toxicity, but the recipient still receives the medicine's benefits.

SLEEPER
Spend a minimum of 4 synthesis to produce a toxicant which puts its target to sleep. A Huge or smaller creature hit by this toxicant falls **unconscious** if its current hit points are equal to or less than 15 times the synthesis spent to produce the toxicant. The sleeping target remains **unconscious** for a minute, until it takes damage, or someone uses an action to shake or slap them awake.

3RD GRADE

FALSE DEATH
Spend 5 synthesis to produce a medicine that when administered to a creature causes them to fall into a cataleptic state indistinguishable from death. This effect lasts for 1 hour or until you use an action to produce and personally administer an antidote that ends the effect early, at no additional synthesis cost. While under the effects of false death, the medicine's recipient appears dead to any inspection, is **blinded** and **incapacitated**, and its speed becomes 0. It also has resistance to all damage except psychic damage. If the recipient is diseased or **poisoned** when it enters the state of false death, or becomes diseased or **poisoned** while under the effect, the disease and poison have no effect until the false death ends.

PARALYTIC
Spend 5 synthesis to produce a toxicant which inflicts its target with paralysis. A creature hit by this toxicant is **paralyzed** for 1 round, and if it is Large or smaller it must also make a Constitution saving throw. On a failed saving throw it is **paralyzed** for 1d4 additional rounds, but can make a Constitution saving throw at the end of each of its turns to end the effect early.

REVIVIFIER
Spend 5 synthesis to produce a medicine that when administered to a creature that has died within the last minute, returns them to life with 1 hit point. This medicine can't return to life a creature that has died of old age, nor can it restore any missing body parts.
   Repeatedly administering this medicine causes toxicity, and has no further benefits to the recipient.

ZOMBIFIER

Spend 5 synthesis to produce a medicine that fools a body into pushing past damage that would normally render a creature unconscious or dead. For an hour after this medicine is administered, the first time its recipient would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point.

Repeatedly administering this medicine causes toxicity, but the recipient still receives the medicine's benefits.

4TH GRADE

ENERGISER
Spend 6 synthesis to produce a medicine designed to dramatically improve a creature's speed and reaction time when administered. For the next minute, the recipient gains a +2 bonus to AC, has advantage on Dexterity saving throws, and gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the duration of this medicine ends a wave of lethargy sweeps over its recipient, which can't move or take actions until after its next turn. Repeatedly administering this medicine causes toxicity, and has no further benefits to the recipient until they finish a short or long rest.

IMPROVED ANAESTHETIC
Spend 6 synthesis to produce a medicine which dulls its recipient's sense of pain. At the beginning of each of its turns for the next hour, a creature to whom this medicine is administered gains 15 temporary hit points.

Repeatedly administering this medicine causes toxicity, but the recipient still receives the medicine's benefits.

IMPROVED NUTRITIONAL SUPPLEMENT
Spend 6 synthesis to produce a medicine that contains everything necessary to sustain a creature and fill them with energy.

When this medicine is administered to a creature, they receive the following benefits:

They are treated as though they had consumed two meals and two bottles worth of hydration (and consequently gain no starvation or dehydration for the current day)
They makes Strength- and Constitution-based ability checks and saving throws with advantage for the next 8 hours
Their maximum hit points increase by an amount equal to their character level for the next 8 hours, and their current hit points increase by the same amount (this effect does not stack with other similar effects created by medicines)

Repeatedly administering this medicine causes toxicity, and has no further benefits to the recipient.

INCAPACITATOR
Spend a minimum of 6 synthesis to produce a toxicant which inflicts its target with crippling nausea. A creature hit by this toxicant takes poison damage equal to 1d10 for every 2 synthesis points spent to produce it, and must also make a Constitution saving throw. On a failed saving throw, the target is **incapacitated**. A Large or smaller creature is **incapacitated** for 1d4 + 1 rounds, while a Huge creature is **incapacitated** for 1 round. At the end of each of its turns, the target can repeat its saving throw to end the effect early.

5TH GRADE

IMPROVED PAIN RELIEVER
Spend a minimum of 7 synthesis to produce an improved pain reliever. A creature to whom this medicine is administered regains hit points equal to your Wisdom modifier + 30. You can spend additional synthesis to add more potency, adding an additional 6 hit points worth of healing per additional synthesis spent to produce it.

Repeatedly administering this medicine causes toxicity, but the recipient still receives the medicine's benefits.

IMPROVED RESTORATIVE
Spend 7 synthesis to produce a medicine designed to achieve one of the following effects, chosen by you when you produce the medicine:

- ☢ Reduce the recipient's current exhaustion by one level (this effect can't remove exhaustion levels caused by medicine toxicity)
- ☢ End on of the **charmed** or **frightened** conditions
- ☢ End any reduction to one of the recipient's ability scores
- ☢ End one effect currently reducing the recipient's hit point maximum

Repeatedly administering this medicine causes toxicity, but the recipient still receives the medicine's benefits.

PUTREFACTOR
Spend a minimum of 7 synthesis to produce a toxicant so virulent it causes flesh to foul and slough away. A creature hit by this toxicant takes blight damage equal to 1d12 + 1 per synthesis spent to produce it. If this damage leaves the target with 0 hit points, they die and their body deteriorates foully over the next minute.

PHYSICS

You can produce physics that replicate the effects of the following chems.

MINOR

ANTIBIOTICS
Taking this physic as an action ends the effects of all diseases currently suffered by a character. If a wastelander administers this physic while not proficient in Medicine, the patient gains its benefits but is also **poisoned** until their next long rest.

BLIGHTGUARD
Taking this physic as an action grants blight resistance and advantage on saving throws versus **blightsick** for an hour.

BLIGHTPURGE
Taking this physic as an action removes two levels of **blightsick** and removes up to 10 of the character's current blight counters. If the blight box variant is in play, this physic clears the worst box the user has checked. If a wastelander proficient in Medicine administers this physic on themselves or someone else it is more effective: it removes three levels of **blightsick**.

FURY
Taking this physic as an action increases a character's damage rolls by +4 and grants 10 temporary hit points at the beginning of each of the user's turns. The effects of this physic last for 30 seconds (5 rounds).

PEPUP
Taking this physic as an action increases a character's AC and Dexterity or Intelligence-based damage rolls by +2, and grants advantage on Dexterity and Intelligence-based attack rolls, checks,

and saving throws. The character has a -2 penalty on Charisma-based damage rolls (to a minimum of 1), and disadvantage on Charisma-based attack rolls, checks, and saving throws. The effects of this physic last for one minute.

RADGUARD
Taking this physic as an action grants radiation resistance and advantage on saving throws versus **radsick** for an hour.

RADPURGE
Taking this physic as an action removes two levels of **radsick** and removes up to 10 of the character's current Geiger counters. If the contamination box variant is in play, this physic clears the worst rad box the user has checked. If a wastelander proficient in Medicine administers this physic on themselves or someone else it is more effective: it removes three levels of **radsick**.

SPOREGUARD
Taking this physic as an action grants poison resistance for an hour, though only against sources of poison damage that are caused by spores and pollen. The creature that takes this physic also has advantage on saving throws versus **sporesick** for the same duration.

SPOREPURGE
Taking this physic as an action removes two levels of **sporesick** and removes up to 10 of the character's current spore counters. If the contamination box variant is in play, this physic clears the worst box the user has checked. If a wastelander proficient in Medicine administers this physic on themselves or someone else it is more effective: it removes three levels of **sporesick**.

WARPGUARD
Taking this physic as an action removes two levels of **warpsick** and removes up to 10 of

the character's current warp counters. If the contamination box variant is in play, this physic clears the worst warp box the user has checked. If a wastelander proficient in Medicine administers this physic on themselves or someone else it is more effective: it removes three levels of **warpsick**.

WARPPURGE
Taking this physic as an action removes two levels of **warpsick** and removes up to 10 of the character's current warp counters. If the contamination box variant is in play, this physic clears the worst warp box the user has checked. If a wastelander proficient in Medicine administers this physic on themselves or someone else it is more effective: it removes three levels of **warpsick**.

INTERMEDIATE

ADDICT-EASE
Taking this physic as an action reduces the level of all a character's **addictions** by 1 and suppresses the effects of withdrawal for 24 hours. If a wastelander proficient in Medicine administers this physic on themselves or someone else it is more effective: the effects of withdrawal are suppressed for 48 hours.

BIG SMILE
Taking this physic as an action increases a character's Charisma-based damage rolls by +2, and grants advantage on Charisma-based attack rolls, checks, and saving throws. The character has a -2 penalty on Strength-based damage rolls (to a minimum of 1), and disadvantage on Strength-based attack rolls, checks, and saving throws. The character gains two points of inspiration, which do not count against the normal inspiration maximum. The effects of this physic last for one minute. Inspiration

granted by this physic is lost if not spent within the physic's duration.

BRAINFOOD
Taking this physic as an action increases a character's Intelligence, Wisdom, and Charisma-based damage rolls by +2, and grants advantage on Intelligence, Wisdom, and Charisma-based attack rolls, checks, and saving throws. The effects of this physic last for one minute.

CALMEZY
Taking this physic as an action increases a character's AC and Dexterity or Wisdom-based damage rolls by +2, and grants advantage on Dexterity and Wisdom-based attack rolls, checks, and saving throws. The effects of this physic last for one minute.

JUICER
Taking this physic as an action increases a character's AC and Strength or Dexterity-based damage rolls by +2, and grants advantage on Strength, Dexterity, or Constitution-based attack rolls, checks, and saving throws. It also grants temporary hit points to the target equal to twice their character level. The effects of this physic last for one minute.

QUICKIE
Taking this physic as an action increases a character's AC by +2, grants advantage on Dexterity saving throws, and gains an additional action on its turns to make a single attack, use an Object action, Dash, Disengage, or Hide. The effects of this physic last for 30 seconds (5 rounds), after which a wave of lethargy sweeps over the user, preventing it from moving or taking actions until after its next turn.

MAJOR

CURE-ALL
Taking this physic as an action grants resistance to all damage for 30 seconds (5 rounds), cures the **poisoned** condition, and immediately ends any ongoing poison damage.

XTREME
Taking this physic as an action increases a character's AC and all their damage rolls by +2, and grants advantage on all attack rolls, checks, and saving throws. The character gains two points of inspiration, which don't count against the normal inspiration maximum. The effects of this physic last for one minute. Inspiration granted by this physic is lost if not spent within the physic's duration.

ARCHETYPES

GOURMET

Pick this archetype if you want to prepare food and beverages out of all the strangest ingredients the wasteland has to offer. Wasteland gourmets can't always rely on other people to acquire the ingredients they desire, so must also learn survival and hunting skills of their own.

BONUS PROFICIENCIES

SYNTHESISER LEVEL 1

You're proficient in the Animal Handling and Survival skills, as well as with Chef's Tools, Brewer's Tools, and the Herbalism Kit. If you're already proficient in either or both skills, you can choose another skill instead.

IRON CONSTITUTION

SYNTHESISER LEVEL **1**

You've tried to consume some very suspect things, and will continue to do so, but what doesn't kill you makes you stronger. You have resistance to poison damage, and advantage on saving throws against the poisoned and contamination sickness conditions.

INGREDIENT HUNTER

SYNTHESISER LEVEL **2**

You have a particular zeal for hunting creatures of the beast and plant types, which are suitable as ingredients in your cooking. When you roll an Intelligence (Nature) check to research such a creature, a Wisdom (Survival) check to track such a creature, or an attack roll against such a creature, you can choose to roll with advantage. You can use this feature a number of times equal to your Proficiency bonus, but once you spend a use of the feature you can't do so again until your next turn. You regain expended uses of this feature when you finish a short or long rest.

Additionally, your Guide may rule you can take organic materials from a living creature as salvage. Any time you personally strip a non-humanoid creature of such materials, roll 2d4. The salvage you gain from the harvest increases by that amount.

WASTELAND GASTRONOMY

SYNTHESISER LEVEL **11**

You can use the parts of deceased beast or plant creature with a CR of 1 or greater to enhance the benefits of your medicines. Each such creature in your inventory is good for 4 ingredients. When you produce a medicine, you can spend one ingredient taken from a specific creature to declare that some of its parts were used in the preparation of the medicine. In addition to its usual effects when administered, the medicine restores bonus hit points equal to the creature's CR. In addition, if the ingredient comes from a creature of CR 4 or higher, divide the CR by 4 (rounding down). The result is the medicine's ingredient quality score.

INGREDIENT QUALITY

CR	QUALITY
4-7	1
8-11	2
12-15	3
16-19	4
20-23	5
24-27	6
28-30	7

The first time you make a medicine with a creature's quality ingredient and the ingredient meets one or more of the prerequisites for the effects listed below, you can apply one of those effects to the medicine. Make a note of your choice: whenever you use them, all that creature's remaining ingredients share the chosen effect.

☢ If the ingredient comes from a beast that has a multiattack action, then on consumption a creature deals 1d4 extra

damage per point of quality until the end of its next turn.

☢ If the ingredient comes from a beast that has a speed of 50 ft. or more, then on consumption a creature increases its speed by 5 feet per point of quality until the end of its next turn.

☢ If the ingredient comes from a beast or plant that has a Strength score of 16 or higher, then on consumption a creature reduces the DC of has all Strength -based checks and saving throws by 2 per point of quality until the end of its next turn.

☢ If the ingredient comes from a beast or plant that deals poison damage or is resistant or immune to poison, then on consumption a creature reduces poison damage by 3 points of damage per point of quality and reduces the DC of saving throws against the poisoned condition by 2 per point of quality until the end of its next turn.

☢ If the ingredient comes from a plant, then on consumption a creature also gains temporary hit points equal to 5 per point of quality, which last until the end of its next turn if they have not already been lost.

INDUSTRIOUS HUNTER

SYNTHESISER LEVEL **17**

You never tire when your next breakthrough in cuisine is on the line. You gain the following benefits:

☢ You have advantage on Constitution saving throws against exhaustion.

☢ You now have unlimited uses of your Ingredient Hunter feature, but you can still only use it once per round.

SURGEON

Pick this archetype if you want to be a broadly-versed doctor capable of performing surgical procedures in addition to diagnosis and prescription.

BONUS PROFICIENCIES

SYNTHESISER LEVEL **1**

You're proficient in the Investigation and Perception skills, as well as with both the Doctor's Bag and Surgeon's Tools. If you're already proficient in either or both skills, you can choose another skill instead.

SURGICAL PRECISION

SYNTHESISER LEVELS **1, 11,** *AND* **17**

When you attack on your turn using a weapon that deals piercing, slashing, or laser damage and has the finesse property, the light property, or both, you may spend up to your current synthesis grade worth of synthesis points. Your attack deals 1d8 additional damage of the same type as your weapon. Once you've used this feature, you can't do so again until the beginning of your next turn.

At 11th level in this class your additional damage dice become d10s, and from 17th level in this class they become d12s.

PRACTISED SLASHER

SYNTHESISER LEVELS **2** *AND* **11**

When you attack a creature of either the beast or humanoid types with a weapon that qualifies for your surgical precision, you

score a critical hit on a d20 roll of 19 or 20.

From 11th level, this benefit extends to attacks on creatures of any type.

FIRST AID FACILITY

SYNTHESISER LEVEL **11**

As an action, you can stabilise a creature that has 0 hit points without needing to make a Wisdom (Medicine) check.

In addition, each time you use a first aid kit to stabilise or tend to a creature, that creature regains 3 hit points. This feature stacks with the benefits of the Healer feat, if you have it (and if the optional feat rules are available to you).

HANDS OF GOD

SYNTHESISER LEVEL **17**

Your hands move rapidly, without error, and always with the optimal result. You gain the following benefits:

- ☢ The time it takes you to perform any surgery is halved.
- ☢ Any time your bonus to a Dexterity (Medicine) ability check to perform a surgery isn't high enough to automatically succeed the check whatever you roll, you now succeed anyway on any natural roll other than a 1.
- ☢ When you perform a surgery there is no risk of a post-surgery complication.
- ☢ The maximum amount of synthesis you can spend when using your Surgical Precision increases by 3. Since it was previously capped at 5, the maximum is now 8.

CONDITIONS

DAZED

While **dazed**, a creature suffers the following effect:

- ☢ The creature has disadvantage on attack rolls and ability checks.

Mechanically the **dazed** condition is essentially a mental equivalent to the physical **poisoned** condition. A creature can be subject to both conditions at once. the effect of disadvantage remains the same whether a creature has one or both conditions, but if they're subject to both then both conditions must be cured in order to remove the disadvantage.

SHAKEN

While **shaken**, a creature suffers the following effect:

- ☢ If a **shaken** creature willingly moves any distance on their turn by any means, they have disadvantage on all attacks and ability checks made in the same turn.

Any special resistances a creature has to the **frightened** condition, such as immunity or advantage on saving throws, also apply against **shaken**.

BACKGROUNDS

When you create your character, you pick a background that reflects the environment which defined them before they embarked on their heroic career (as represented by their class). The backgrounds provided here are just a small sample of possibilities. You can mix and match the features of these backgrounds to create a custom one, as described in the 5e core rules. Alternatively, you can work together with your Guide to create one from scratch.

DOCTOR

You're one of a rare few individuals who see value in preserving, restoring, and ultimately surpassing the advances of pre-apocalyptic science.

PROFICIENCIES

SKILLS
- ☢ Medicine

TOOLS
- ☢ Doctor's Bag
- ☢ Surgeon's Tools

EQUIPMENT PACK

- ☢ A Doctor's Bag
- ☢ A set of traveller's clothes

HEALER'S ESTEEM

You're widely respected by the civilised folk of the wasteland. You can generally find a place to stay at a 25% discount in any settlement. Your profession can even keep you safe among raiders or tribefolk, though you must buy such safety by providing your services.

You may have ties to a specific settlement and be considered a resident there. While near this place you can call upon locals for assistance, provided you remain in good standing and the work isn't costly to them in resources, time, or personal safety. If you're a wandering doctor but later settle down, this benefit applies to your new home.

RESEARCHER

Fascinated by the secrets of the old world, you made it your mission to uncover and reclaim lost knowledge from the ruins in which it it sealed.

PROFICIENCIES

SKILLS
- ☢ Choose two of Hacking, History, Investigation, Nature, or Science

LANGUAGES
- ☢ One additional language

TOOLS
- ☢ Thieves' tools

EQUIPMENT PACK

- ☢ A case for charts and maps
- ☢ A set of traveller's clothes
- ☢ A pouch containing 25 currency

WELL RESEARCHED

When you attempt to learn or recall a piece of lore, if you don't know that information, you often know where and from whom you are most likely to obtain it. You know the areas of expertise of all serious researchers in your region of the wasteland, and where they can usually be found. If the lore you seek is from the old world and not yet discovered, it's most often hidden in a computer system or written records in the ruins of an old world government building, library, military facility, corporation, or similar.

FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the First Aider feat requires you to also have the Emergency Care feat and be trained in Medicine. If you somehow lose your proficiency in Medicine—as you might if you suffer temporary amnesia—you can't benefit from the First Aider feat until you once against remember your training in Medicine.

EMERGENCY CARE

You have an extraordinary ability to patch up your allies and get them back in the fight.

- ☢ When you use a first aid kit to stabilize a dying creature, your patient regains 1 hit point.
- ☢ As an action, you can spend one use of a first aid kit in your hands to quickly patch up a living creature, restoring a number of their hit points equal to 1d6 + 4. If you're proficient in the Medicine skill, the target gains a number of additional hit points equal to their maximum number of Hit Dice. The target of this action can't regain hit points from this feat again until it finishes a short or long rest.
- ☢ When you use Mechanic's Tools and spend 5 salvage to stabilize a dying machine creature, your patient regains 1 hit point.
- ☢ As an action, you can spend 5 salvage and use Mechanic's Tools in your hands to quickly repair a machine creature, restoring a number of their hit points equal to 1d6 + 4. If you're proficient in Mechanic's Tools, the target gains a number of additional hit points equal to their maximum number of Hit Dice. The target of this action can't regain hit points from this feat again until it finishes a short or long rest.

FIREARMS EXPERT

Thanks to extensive practice with handguns and rifles, you gain the following benefits.

- ☢ Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- ☢ When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a pistol, pipe pistol, or energy pistol you are holding.
- ☢ If you're proficient in a pipe gun, pistol, rifle, shotgun, or energy weapon's use you can load it rapidly: ☣ You ignore its loading property.

- ☣ You can load a weapon with the the reload property using your object interaction, your bonus action, or your action.
- ☣ You can load 4 bullets into a weapon with the slow reload property with every full move (including your object interaction), bonus action, or action you spend. You can also spend your object interaction and half your movement speed to load 2 bullets into the weapon.

FIRST AIDER

PREREQUISITE: EMERGENCY CARE, TRAINED IN MEDICINE.

You have the necessary training to efficiently and effectively administer first aid.

- ☢ When you use either of the first two benefits of the Emergency Care feat to treat a creature, you can immediately spend a second use of your first aid kit to restore additional hit points to the creature equal to your Proficiency bonus. At your patient's option they can immediately expend and roll a number of Hit Dice equal to half your Proficiency, rounded down, and also regain additional hit points equal to the result.
- ☢ Whenever you roll a natural 1 on any die you roll to restore hit points to a creature, or whenever a creature rolls a natural 1 on a hit die they roll because you used this feat, the die can be rerolled. The new roll must be used even if it is also a 1.

HEAVILY PROTECTED

PREREQUISITE: PROFICIENCY WITH HEAVY ARMOUR

Your armour protects you from harm that would kill others.

- ☢ Increase your Strength score by 1, to a maximum of 20.
- ☢ Each time you take bludgeoning, piercing, or slashing damage, reduce the amount by 3 if you're wearing a full set of five heavy armour pieces plus a helmet.
- ☢ The amount by which bludgeoning, piercing, or slashing damage is reduced increases to 5 if you're wearing a full set of five heavy armour pieces plus a helmet and also wielding a shield.
- ☢ The damage you take can't be reduced below a minimum of 1.

RAPID REPAIRS

PREREQUISITE: EMERGENCY CARE, TRAINED IN MECHANIC'S TOOLS.

You have an extraordinary talent for miraculously quick mechanical fixes and a knack for percussive maintenance.

- ☢ When you use either of the last two benefits of the Emergency Care feat to repair a machine creature, you can immediately spend another 5 salvage (for 10 total) to restore additional hit points to the creature equal to your Proficiency bonus. At your patient's option they can immediately expend and roll a number of Hit Dice equal to half your Proficiency, rounded down, and also regain

additional hit points equal to the result.

☢ Whenever you roll a natural 1 on any die you roll to restore hit points to a machine creature, or whenever a machine creature rolls a natural 1 on a hit die they roll because you used this feat, the die can be rerolled. The new roll must be used even if it is also a 1.

LUCK

Your group may decide you'd like to use an optional trait, Luck.

STARTING LUCK

Although Luck isn't an ability, you determine your starting Luck at the same time you generate your ability scores. How you do so depends on the ability score generation method.

ABILITY ARRAY

Treat Luck as though it were a seventh ability and assign the following array: 15, 14, 13, 12, 11, 10, 8.

Once you've assigned an ability score from the array to Luck, determine the bonus or penalty associated with that score: that modifier is your Luck. You no longer need the ability score.

POINT BUY

Treat Luck as though it were a seventh ability, and buy your scores using points as normal. You have 30 points to spend, rather than 27.

Once you've assigned an ability score using points to Luck, determine the bonus or penalty associated with that score: that modifier is your Luck. You no longer need the ability score.

ROLLING

Treat Luck as though it were a seventh ability, and roll an ability score for it as normal.

Once you've rolled an ability score for Luck, determine the bonus or penalty associated with that score: that modifier is your Luck. You no longer need the ability score.

USING LUCK

Your Luck score is a fixed value between +5 and −5. You have a second score, your Current Luck, which starts off at the same value as your Luck score but fluctuates in play. While your Current Luck is positive, you have good luck. When it's negative, you have bad luck.

FORTUNE

As long as your Current Luck is currently higher than −5, you can spend it to bring you good fortune. Spend your Luck to do any of the following:

- ☢ Spend 1 Luck to roll a luck check in place of an ability check (your Luck score doesn't decrease until after the check is rolled).
- ☢ Spend 1 Luck to roll an ability check, attack roll, or saving throw with advantage.
- ☢ Spend 1 Luck to cause a creature attacking you to roll their attack with disadvantage.

☢ Spend 1 Luck to cause a creature to roll their saving throw against one of your features with disadvantage.

☢ Increase the critical threat range of an attack by 2 per Luck spent. You may do so after the attack is rolled. For instance, if your critical threat range is normally 20, 1 Fortune changes it to 18-20, 2 Fortune changes it to 16-20, and so on.

When your Current Luck is at -5, you can no longer spend Luck.

MISFORTUNE

As long as your Current Luck is currently lower than +5, your Guide can give you a point of Luck to cause you misfortune. The Guide may gift you Luck to do any of the following:

☢ Gift you 1 Luck to cause a creature making an ability check or attack roll against you to roll with advantage.

☢ Gift you 1 Luck to cause you to make a saving throw with disadvantage.

☢ Gift you 1 or more Luck when an attacker scores a critical hit against you to cause you to suffer 1 level of **exhaustion** in addition to any other damage or effects. You gain a number of Luck equal to the **exhaustion** level you attain, to a maximum equal to the difference between your current Luck and the maximum Luck, which is +5. If you already have 5 levels of **exhaustion**, your Guide can't use this type of misfortune.

When your Current Luck is at +5, you can no longer gain Luck and your Guide can no longer cause you misfortunes.

RESTING

SHORT RESTS

When you take a short rest, you can spend one or more Hit Dice to gain a point of Luck. You may do so only once per short rest. To gain a point of Luck in this way you must spend a number of Hit Dice equal to the number of short rests you've taken, including the current short rest. You spend 1 Hit Die the first time, then 2 on the second, and so on.

LONG RESTS

When you finish a long rest, your Current Luck resets to the same value as your Luck score.

LUCK CHECKS

Luck can sometimes be used in place of abilities to affect the outcome of a roll. It shouldn't be treated as a "super-ability" that can always be substituted for other abilities. In fact, its use in this way should be quite rare.

Luck should normally only be rolled when the following conditions are true:

☢ Pure chance could potentially have a significant impact on the outcome of a character's attempted action.

☢ The Guide and players agree it will be dramatically interesting, or at least amusing, to leave the outcome up to fate rather than skill.

When you roll a Luck check add your Current Luck modifier to your ability check rather than your modifier from Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma.

You never have to make a Luck roll if you'd rather use the appropriate ability score, except when resolving an impossible situation. But if you agree make a Luck

roll when it would be detrimental to you (your bonus with Luck is lower than your bonus would be with the appropriate ability), then after you make the check your Luck score increases by 1.

RELYING ON LUCK

If you want to make a Luck check when you normally wouldn't, you can spend a point of Luck to do so. When you spend Luck in this way your Luck score doesn't decrease until after you make the check.

RESOLVING IMPOSSIBLE SITUATIONS

Rarely, a problem might crop up that can't be resolved by skill alone. In such situations your Guide can offer you a Luck check as a last chance to resolve the problem. The DC of any such check is 20, which is a difficult but attainable target for any character (providing they haven't expended all their Luck). By definition, a Luck check in this situation makes the seemingly impossible possible through the intervention of chance.

On a success something happens that allows you to overcome the current obstacle or survive whatever threatened you, but your Guide is free to rule that the twist of fate has consequences for you, possibly including damage or conditions.

For instance, you might make a Luck check to see if you can survive a fall from a great height that would normally kill you. You might fall in such a way that your landing isn't fatal, have your momentum arrested by obstacles on the way down, or discover that the angle of your descent is conveniently taking you towards a body of water. On a success, you survive the fall, but that doesn't mean you survive it unharmed: you likely still take some falling damage and you might suffer conditions to reflect broken bones, landing in contaminated water, or similar.

LUCK & OTHER RULES

INSPIRATION

You may prefer to use Luck instead of Inspiration, since both are sources of advantage. However, you can use both rules together as Luck is a character trait and Inspiration is a meta game mechanic intended to reward good roleplay and creative thinking. A third option is to use only Luck, but occasionally award Luck points for the same things you would have awarded Inspiration.

THE LUCKY FEAT

It's best not to have multiple different mechanics governing luck, so the easiest option is to ban the Lucky feat.

Alternatively, your group might opt to change its effect to increase the character's Luck score by +3 (to a maximum of +8).

CRAFTING

It's conceivable that many items could be made rather than purchased. Sometimes a character might also need an item to be repaired, or wish to install a mod to their weapon or armour. Use the rules presented here to adjudicate such situations.

TOOLS & MATERIALS

To craft an item, a character needs the correct tools for the job. Sometimes, multiple sets of tools may even be required! For example, constructing a robot from scratch would likely involve electrician's tools, mechanic's tools, and power tools.

In most cases the character must also be proficient in the use of all required tools, though some tasks are simple enough that a complete novice could attempt them.

The *Crafting Items by Proficiency* table provides some suggestions for which types of items might be made, repaired, or modded using specific tools. However, your Guide is the final judge of what constitutes correct equipment for any given task.

Crafting new items and repairing existing items also requires raw materials in the form of salvage. Unless otherwise noted, the salvage requirement of any given task is generally half of the currency cost for the same task, rounding up. Creating an item from scratch, for example, requires half the item's market cost in salvage.

SPECIAL MATERIALS

Advanced and expensive technologies such as cybernetics are extremely difficult to craft with the resources available in the wasteland.

In these cases, the Guide may determine one or more special material components that must be found and used in the item's construction. The component might be found in a specific location, looted from a specific type of item (such as from a computer server or power generator), or taken from the remains of a powerful creature. Finding the special material can be the subject of one or more adventures. To reflect its importance and the difficulty of its acquisition, a special material can reduce the required salvage to make a desired item by up to half.

CRAFTING ITEMS BY PROFICIENCY

PROFICIENCY	ITEMS
Chem Cook's Tools	chems
Demolitonist's Tools	grenades, mines
Electrician's Tools	energy weapons, energy grenades, energy mines, robot recovery modules
Leatherworker's Tools	light armour
Mechanic's Tools	medium armour, pipe guns
Mechanic's Tools (Power/Industrial)	all varieties of ballistic firearms, medium armour, heavy armour, power armour, vehicles
Smith's Tools	caltrops, sledgehammers, swords
Weaver's Tools	backpacks, bags, clothes

CRAFTING TIMES

ITEM TYPE	CRAFTING TIME
Ammunition (1 round)	(cost ÷ 50) hours, to a minimum of 30 mins
Armour Pieces, Explosives, Weapons, Mods, Other Gear	(cost ÷ 1.25) hours
Chems	(cost ÷ 25) hours, to a minimum of 2 hours
Cybernetics	(cost ÷ 200) days
Food	(lowest cost ÷ 8) minutes, to a minimum of 30 mins

CRAFTING AND REPAIR DIFFICULTY

REQUIREMENT	DC
Novice	8
Qualified	12
Experienced	16
Master	20

TIME

The time required to craft or repair an item is based on the cost of the item. Different types of item use different formulas for determining the time required, as shown in the CRAFTING AND REPAIR TIMES table.

The task can usually be suspended and returned to later provided the item under construction or repair is safely stored. When the task is restarted, any time already spent on construction or repair is deducted from the remaining time requirement. However, there are some exceptions. Once started, chems must be completed without interruption. Likewise food, unless the cook is privileged enough to own a device capable of freezing their partially prepped meal.

REPAIRS

When items suffer harm but aren't destroyed, the Guide can rule that the damaged item needs either minor, moderate, or major repairs.

MINOR REPAIRS. Minor repairs are typical if the item has lost a quarter of its hit points. The cost of a minor repair is one quarter the cost of the item (rounding to the nearest whole number).

MODERATE REPAIRS. Moderate repairs are typical if the item has lost half of its hit points. The cost of a moderate repair is half the cost of the item (rounding to the nearest whole number).

MAJOR REPAIRS. Major repairs are typical if the item has lost three quarters of its hit points. The cost of a major repair is three-quarters the cost of the item (rounding to the nearest whole number).

REPAIR TIMES

Adjust the item's cost based on the type of repair needed, then cross-reference the modified cost with the CRAFTING TIMES table.

COMPETENCE

A craftsperson may have one of four competence levels, depending on two factors: whether they have proficiency in the necessary tools, and their combined proficiency bonus and ability modifier when using those tools. A character without proficiency is always considered a Novice, even if they have a high ability bonus: they may have natural talent, but their lack of training is a more significant factor. Depending on their combined bonus with the required tools, a character proficient in those tools is considered to be a Qualified, Experienced, or Master craftsperson. The four competence levels and their requirements are shown on the CRAFTSPERSON COMPETENCE table.

CRAFTSPERSON COMPETENCE

PROFICIENCY	BONUS	COMPETENCE
no proficiency	any	Novice
proficiency	+3 or more	Qualified
proficiency	+7 or more	Experienced
proficiency	+11 or more	Master

ITEM COMPETENCE REQUIREMENTS

Items are given a competence requirement. This is the minimum competence level a craftsperson must have in order to attempt to either make or repair such an item. When a character's competence level is at least one higher than an item's competence requirement, then they can perform the task without making a check. If their competence is equal to the item's competence requirement, then they must make a check. The *Crafting and Repair Difficulty* table gives the DC to craft or repair items based on their competence requirement.

On a successful check the item is crafted or repaired. On a failed check, the attempt is unsuccessful and half of the salvage used in the attempt is lost.

COMMISSIONS

Wastelanders can hire NPC craftspersons to make items on their behalf. If the item is one that the craftsperson would have made anyway, then the currency cost is simply the market price of the item. This might apply if the craftsperson happens to be out of stock of a popular item when the character visits, for instance.

When commissioning a craftsperson to make a unique item, or one that they wouldn't normally sell, then the craftsperson must also be compensated for their time. Craftspersons price their services by the hour, as shown in the *Craftsperson Services (per Hour)* table. Total the

CRAFTSPERSON SERVICES (PER HOUR)

COMPETENCE	COST
Novice	2
Qualified	4
Experienced	5
Master	6

time spent crafting the item, rounding up any excess minutes to a complete hour. Then multiply the service cost per hour by that value. The total is added to the cost of the commissioned item.

SUPPLYING SALVAGE

A craftsperson usually has the materials they need for the job at hand. Nevertheless, they're happy to use good quality components and materials provided by the client, since that helps preserve their own stores.

A job can be paid for in salvage, in full or in part. The amount a craftsperson charges for the finished product is reduced by 1 currency for each point of salvage spent by the commissioner. The craftsperson still charges their service fee as normal.

COMMISSIONS & COMPETENCE

NPC craftspersons generally only accept commissions they're confident in completing. In other words, they won't accept a commission unless the desired item for construction or repair has a competency requirement one level below their own competency. A craftsperson can be persuaded to attempt a task with an equal competency to their own, but in such cases they make it clear there is a chance of failure and that certain costs must be covered even in the event they fail. These costs are:

☢ Their service fee per hour

☢ One quarter of the item's market cost, to cover salvage lost in the attempt. This cost can be waived in full or in part if the commissioner provides the necessary salvage for the attempt.

MOD INSTALLATIONS

The competency requirement of a mod is relevant when crafting a mod, but not when installing or removing it. A character with a Qualified or better competency level in the appropriate tools can install or remove a mod without issue. Up to two mods can be installed or removed during the course of any short or long rest.

DAMAGE TYPES

BLIGHT damage represents necrosis, rot, and withering. It might be caused by dangerous pathogens or attacks that desiccate victims. This damage type is more common in desert and overgrown wasteland worlds. In other settings, the Guide may prefer to treat blight damage as poison damage.

BLUDGEONING damage is dealt by non-edged weapons such as hammers and other sources of blunt force trauma.

CHEMICAL damage represents acids and alkalies as well as many man-made chemical products. In general if it corrodes or is caustic, it deals chemical damage.

COLD damage represents freezing temperature lows be caused by exposure to extreme wintry environs and creatures.

ELECTRICAL damage is live currents, lightning strikes, stun guns, and the like.

FIRE damage is caused by exposure to flame or extremely hot environmental conditions.

LASER damage is dealt primarily by weaponry that fires coherent energy beams. It appears in wastelands with strong science fiction and retrofuturist influences, but may not be present in a near-future apocalypse.

DAMAGE TYPE CONVERSION

ORIGINAL DAMAGE TYPE IS …	CONVERTED DAMAGE TYPE IS…
ACID	Chemical
BLUDGEONING	Bludgeoning
COLD	Cold
FIRE	Fire
FORCE	Ruin or Warp
LIGHTNING	Electrical
NECROTIC	Blight, Radiation, or Warp
PIERCING	Piercing
POISON	Poison
PSYCHIC	Psychic
RADIANT	Laser
SLASHING	Slashing
THUNDER	Sonic

PIERCING damage is dealt by attacks that puncture and impale, such as spears, horns, and conventional bullets.

POISON damage includes the stings of mutant scorpions and other venomous insects, poisonous gases and vapours, as well as substances that make you sick if handled or consumed.

PSYCHIC damage is caused by hostile contact between two minds. It appears in wastelands with strong science fiction and retrofuturist influences, but may not be present in a near-future apocalypse.

RADIATION damage can be caused by exposure to radioactive substances and higher than usual levels of background radiation, proximity to unshielded fusion generators or cells, and certain radiation-based weapons. If sources of radiation damage will be rare in the Guide's chosen wasteland word, they may opt not to include this damage type. In such a case, treat all radiation damage dealt by a creature as poison damage instead.

RUIN damage is caused by extraordinary kinetic forces. It's a particularly uncommon type because most sources of kinetic damage deal bludgeoning, piercing, or slashing. Ruin damage is dealt mainly by extremely deadly sources such as the strange powers of weird wielding and tech toting.

SLASHING damage is dealt by cutting and rending weapons including axes, claws, and chainblades.

SONIC damage is caused by sound, whether it be inflicted by a concussive blast of noise or a physically painful pitch.

WARP damage is inflicted by contact with inter-dimensional energy. It appears in wastelands with strong science fiction influences, but may not be present in a near-future apocalypse.

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ARMOUR SLOTS

BODY SLOTS

This set of rules is an alternative to the suits of armour available in the core Fifth edition game. Instead, characters can purchase or otherwise acquire armour to fill six different body slots. These rules are ideal for settings where complete sets are scarce, such as post-apocalyptic worlds. They also allow players a great deal of flexibility in equipping their character, creating the opportunity for mixed armour sets and working in conjunction with the mod system to allow each body slot to be personalised.

All creatures have six body slots, though the specifics of those slots can differ depending on the shape of their body. The *Body Slot Equivalency* table compares the typical six body slots possessed by most creatures in the wasteland. All references to body slots in these rules refer to the six slots common to bipedal creatures, but a character with a different body type can always buy equivalent armour for the same price.

PIECEMEAL ARMOUR

It's possible for a creature to wear armour in some slots but not others, and even to mix armour pieces of different tiers in their six body slots. The following rules govern

- ☢ Add the Armour Class bonus of each piece together. Round the total down to the nearest whole number.

  For instance, if you wear 1 medium leg piece and 1 light arm piece, their

BODY SLOT EQUIVALENCY

BIPED	QUADRUPED	NON-BIPEDAL ROBOT
Head	Head	Sensory Systems
Chest	Body	Chassis
Left Arm	Left Foreleg	Left Module
Right Arm	Right Foreleg	Right Module
Left Leg	Left Hindleg	Left Propulsion System
Right Leg	Right Hindleg	Right Propulsion System

combined bonus is only +0.75. This value is rounded down to +0.

- ☢ The maximum Dexterity bonus you can add to your Armour Class is equal to +5 minus the combined Max Dex penalties from every piece, rounding down to the nearest whole number.

  For instance, if you wear a medium chest piece and one medium arm piece, their combined penalty to Max Dex is -1.5. This value is rounded down to -1, and deducted from +5. Your Maximum Dexterity Bonus is therefore +4.

- ☢ If you have a Dexterity penalty, you no longer have to apply it to your Armour Class if you wear a complete set of armour. To be considered complete, a set of armour must include a chest piece and four limb pieces which all belong to the same tier.

- ☢ If you lack the Minimum Strength (**Min Str** on the table) for one or more piece of heavy tier armour worn, combine the penalties given in brackets for all such pieces, round to the nearest increment of -5, and deduct that from your movement speed.

  For instance, if you wear and lack

the minimum Strength for a heavy chest piece, two heavy leg pieces, and one heavy arm piece, their combined penalty to movement speed is -8. This value is rounded up to -10, since it is closer to that increment than it is to -5.

☢ Gain every discrete benefit associated with each armour piece worn, stacking like benefits (such as Armour Class bonuses) together, but also stacking like penalties (such as Max Dex) as well as weight for the purpose of encumbrance.

☢ You gain all other features and disadvantages associated with all pieces of armour you wear. Numerical benefits stack with identical benefits from other pieces unless otherwise noted.

☢ The weight of all armour pieces you wear is combined.

SHIELDS

Creatures with hands or similar gripping appendages are also capable of wielding a shield, which doesn't occupy an body slot.

ARMOUR FOR THE MANY-LIMBED

Creatures with more than four limbs still have only six slots. Simply divide the limbs between the available arm and leg slots (or equivalent) as evenly as possible. Such a creature might have Left Forelegs, Right Forelegs, Left Hindlegs, and Right Hindlegs slots.

COST MULTIPLIER

The cost of armouring such a creature is high: multiply each armour piece's usual

cost by the number of limbs occupying the slot. If the size of the creature applies a modifier to the armour piece's cost, apply that multiplier first and then multiply again by the number of limbs occupying the slot.

ARMOUR TIERS

The following four tiers of armour exist in the wasteland:

LIGHT ARMOUR

Light armour is made from supple and thin materials, such as leather. Although most often worn by wanderers who can't afford better, agile characters may actually prefer light armour since it can be worn without sacrificing any mobility.

A character can apply their full Dexterity bonus while wearing only light armour pieces.

When wearing piecemeal armour, two pieces of light arm or leg armour are equal to one piece of medium arm or leg armour.

MEDIUM ARMOUR

Medium armour offers more protection than light armour, but impairs movement to a greater degree. Medium armour includes metal armour, combat armour, and armour made from the frames of old robots.

The amount of a character's Dexterity bonus they can apply to their AC may be reduced by wearing some pieces of medium armour. A full set of medium armour is therefore a decent choice for a character with no Dexterity bonus or a Dexterity penalty, and an optimal choice for a character with only a small Dexterity bonus.

While wearing piecemeal armour, a piece of medium arm or leg armour is equal to two

pieces of light arm or leg armour.

HEAVY ARMOUR

Heavy armour offers the best protection but is bulky and far less mobile. Heavy armour is generally made from similar base materials to medium armour. It represents heavy variants of pre-nuclear combat armour as well as bulkier, tougher armours made from scrap metal and robot parts.

The amount of a character's Dexterity bonus they can apply to their AC is reduced by every piece of heavy armour worn. Wastelanders with Dexterity bonuses may therefore prefer light armours or perhaps medium armours, but characters with no Dexterity bonus or a Dexterity penalty have little to lose by wearing heavy armour if they're capable of doing so.

POWER ARMOUR

Power armour is thick plating, too heavy and bulky to be worn normally but attached to a mechanised frame which a creature can enter.

Power armour is governed by special rules which are described in the Power Armour chapter.

ARMOUR SIZE

The costs given in the **Armour, Helmets, and Shields** table assume the armour is sized for a Medium, Small, or Tiny creature. What smaller armours save in materials is offset by the additional delicacy required for their construction.

Each piece of armour for a Large creature costs four times as much as the base price. Armour pieces for Huge creatures cost sixteen times the base price.

DESCRIBING ARMOUR

When you create a character, you can decide for yourself what the armour worn by them actually looks like and what it's made of, within the specifications of the armour's tier.

ARMOUR, HELMETS, AND SHIELDS

ARMOUR	COST	AC BONUS	MAX DEX BONUS	MIN STR	MOBILITY DISADVANTAGE	WEIGHT	COMPETENCE
LIGHT ARMOUR							
Arm Piece	8	+0.25	–	–	–	1.5 lb.	qualified
Leg Piece	8	+0.25	–	–	–	1.5 lb.	qualified
Chest Piece	15	+1	–	–	–	3 lb.	qualified
MEDIUM ARMOUR							
Arm Piece	15	+0.5	−0.5	–	–	4 lb.	qualified
Leg Piece	15	+0.5	−0.5	–	–	4 lb.	qualified
Chest Piece	30	+3	−1	–	yes	8 lb.	qualified
HEAVY ARMOUR							
Arm Piece	40	+1	−1	13 (−1)	yes (2+ pieces)	8 lb.	experienced
Leg Piece	40	+1	−1	13 (−1)	yes (2+ pieces)	8 lb.	experienced
Chest Piece	80	+4	−2	15 (−5)	yes	16 lb.	experienced
HELMETS AND SHIELDS							
Helmet	15	+1	–	–	–	4 lb.	qualified
Shield	25	+2	–	–	–	6 lb.	qualified

If you find a piece of armour in play, the Guide might describe its appearance. If not, you're free to decide for yourself once again!

HELMETS & SHIELDS

Helmets and shields are treated slightly differently. They don't belong to the previously described tiers. Whether you wear light, medium, heavy, or no armour, you gain the same benefit from putting on a helmet and the same is true of shields.

HELMETS are usually made of metal, fiberglass, or some similarly stiff and durable material. They are always considered light armour, but are not required to complete a light armour set. Wearing a helmet in your head slot increases your Armour Class by +1.

SHIELDS are typically made from wood, metal, or fiberglass. Wielding a shield increases your Armour Class by +2.

ARMOUR STATISTICS

The **Armour, Helmets, and Shields** table includes the following statistics for armour pieces:

ARMOUR TIER AND PROFICIENCY. Anyone can put on armour or strap a shield to an arm, but only creatures who're proficient in a specific armour's use know how to wear it effectively. Your class gives you proficiency with certain tiers of armour, and possibly also shields. No proficiency is required to wear a helmet. If you wear any piece of armour that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.

COST. The armour piece's cost, where "c" stands for currency.

AC BONUS. Armour protects its wearer from attacks. You combine the bonuses given for each piece of armour worn, rounding down to the nearest whole number, and add the total bonus to your Armour Class.

MAXIMUM DEXTERITY BONUS. Wearing some armour reduces the maximum Dexterity bonus you can apply to your Armour Class (if you have one). The Maximum Dexterity bonus you can add to your Armour Class is equal to +5 minus the combined penalties from every piece, rounding down to the nearest whole number.

On the other hand, wearing a matching set of armour with which you're proficient increases your comfort and allows you to move more freely, letting you ignore your Dexterity penalty to Armour Class (if you have one). A matching set means five pieces which all belong to the light, medium, or heavy tier.

MINIMUM STRENGTH. Heavy tier armour interferes with the wearer's ability to move quickly, stealthily, and freely. The value given in the Minimum Strength column of the **Armour, Helmets, and Shields** table is the minimum Strength score required to wear the armour piece without suffering a movement speed penalty. Combine the penalty given in brackets for each piece of heavy armour for which you fail to meet the minimum Strength requirement, rounding up or down to the nearest increment of −5 feet.

MOBILITY DISADVANTAGE. A "Yes" in this column on the **Armour, Helmets, and Shields** table means that the wearer may have disadvantage on all Dexterity-based ability checks as well as Strength (Athletics) checks. You also suffer the effects of mobility disadvantage if you wear two or more armour pieces that all say "Yes (2+ pieces)".

WEIGHT. The armour piece's weight in pounds.

COMPETENCE. The minimum craftsperson competence required to attempt crafting or repairing the armour.

GETTING INTO & OUT OF ARMOUR

CRAFTING & REPAIR

Getting into armour is referred to as donning the armour, while taking it off is referred to as doffing the armour.

The time it takes to don or doff a piece of armour depends on the piece's tier, as shown on the *Donning and Doffing Armour* table. Donning and doffing all your armour takes the combined time of all pieces to be donned or doffed.

Don and doff times are expressed as a number of turns during which the character will be occupied, as well as the actual length of that period of time (indicated in brackets). The process of donning or doffing a piece of armour is completed at the end of the last turn taken to do so.

Guidance for crafting and repairing items can be found starting on pg. 149.

To craft or repair armour, a character must be proficient in the appropriate tools. Light armour typically requires Leatherworker's Tools, whereas Medium and Heavy armour pieces require Mechanic's Tools and often also the use of industrial tools. Sometimes you can craft armour from unusual materials, in which case you might be able to justify a different tool proficiency. However, your Guide is the final arbiter for which tools are necessary for each tier of armour.

DONNING AND DOFFING ARMOUR

ARMOUR PIECES	DON	DOFF
LIGHT ARMOUR		
4 Limbs, Chest	2 turns (12 seconds)	2 turns (12 seconds)
4 Limbs	1 turn (6 seconds)	1 action
2 Limbs	1 action	1 action
Chest	1 turn (6 seconds)	1 action
MEDIUM ARMOUR		
4 Limbs, Chest	8 turns (48 seconds)	2 turns (12 seconds)
1 Limb	1 turn (6 seconds)	1 action
Chest	4 turns (24 seconds)	1 turn (6 seconds)
HEAVY ARMOUR		
4 Limbs, Chest	16 turns (1 minute, 36 seconds)	8 turns (48 seconds)
1 Limb	2 turns (12 seconds)	1 turn (6 seconds)
Chest	8 turns (48 seconds)	4 turns (24 seconds)
HELMETS AND SHIELDS		
Helmet	1 action	object interaction
Shield	1 action	object interaction

POWER ARMOUR

Power armour is thick plating that is too bulky and heavy to be worn normally, but can be attached to mechanised power armour frames that are able to bear the load. Power armour frames are also equipped with cushioning and functions that protect the wearer from falls and other kinds of heavy impacts. A frame requires power, for which it uses a Power Core.

DESIGNED FOR HUMANOIDS. Power armour is designed by and for humanoids, so can't be worn by other types of creature.

PIECEMEAL POWER ARMOUR. Power armour can be equipped into the same six slots as regular armour, and it is possible to wear an incomplete or piecemeal suit of power armour on a frame.

ENTERING & EXITING POWER ARMOUR

Provided power armour is already on its frame and the frame has an active Power Core, entering and exiting it is as simple as stepping into or out of the suit, though it takes a short time for the frame to open, as shown on the *Entering, Exiting, and Assembling Power Armour* table.

A character can enter a power armour frame while wearing light or medium armour, but not heavy armour. A character cannot comfortably wear a helmet while in power armour unless they opt to exclude the power armour's helmet.

ENTERING AND EXITING POWER ARMOUR

ENTER	EXIT
2 turns (12 seconds)	2 turns (12 seconds)

ASSEMBLING POWER ARMOUR

When power armour isn't already assembled on a frame, it takes a considerable amount of time to put it together. The time required to assemble power armour and to remove it from the frame is also shown on the *Entering, Exiting, and Assembling Power Armour* table.

Assembling and disassembling power armour is only possible with the aid of Mechanic's Tools.

POWER CORES

Power armour frames require a working power core to function. Each core can power a frame for 72 hours worth of active use.

POWER ARMOUR FRAME EFFECTS

Power armour frames provide the following benefits and drawbacks when worn:

- ☢ Your Strength score increases by +4. Your Strength can exceed 20 while wearing the frame.
- ☢ Your maximum carrying capacity and your lift and drag limits are doubled.
- ☢ You have disadvantage on Dexterity ability checks you make, and you also don't add your Dexterity bonus (if any) to such ability checks. You still apply your Dexterity penalty if you have one.

POWER ARMOUR ASSEMBLY/DISASSEMBLY

ARMOUR PIECES	ASSEMBLE	DISASSEMBLE
4 Limbs, Chest, Helmet	16 turns (1 minute 36 seconds)	2 turns (12 seconds)
Limb	2 turns (12 seconds)	2 turns (12 seconds)
Chest	6 turns (36 seconds)	6 turns (36 seconds)
Helmet	2 turns (12 seconds)	2 turns (12 seconds)

☢ If there are one or more power armour pieces on the frame which have hit points remaining:
  ☣ You lose the Armour Class bonus and other benefits of your own armour.
  ☣ Your Armour Class equals 10 + your Dexterity modifier.
☢ You have has resistance to bludgeoning damage from falls and collisions.
☢ Your unarmed attacks deal 1d4 damage.

POWER ARMOUR STATISTICS

The **Power Armour** table (pgs. 161-162) includes the following statistics for power armour pieces:

HIT POINTS. Each piece has a pool of hit points that it can absorb, protecting the wearer. The Damaging Power Armour section details how power armour gets damaged.

REPAIR COMPETENCE. The minimum competence required by a mechanic to attempt repairs on a piece of power armour.

WEIGHT. The armour piece's weight in pounds.

POWER ARMOUR PROPERTIES

Some pieces of power have special characteristics, which are defined here.

CLUMSY. Due to its design, clumsy power armour causes its wearer to suffer disadvantage on any Dexterity ability checks, and automatically fail any task requiring delicacy and manual dexterity. Furthermore, a clumsy arm piece is incapable of handling any object of Tiny or smaller size.

FIXED. Fixed power armour pieces are permanently affixed to a power armour frame, and can't be removed without access to heavy duty industrial tools that are unavailable even to most wasteland mechanics. Fixed power armour can't be modded unless it is first somehow removed from its frame.

NON-MODULAR. Pieces of this power armour are non-standard, requiring a specific, unusual frame. They can't be attached to the standard power armour frame. Similarly, standard power armour pieces can't be used with the non-standard frame designed for use with these pieces. The type of special frame required by the piece is indicated in brackets.

RADIATION SHIELDED. If a character wears power armour with both this and the sealed property on each of the frame's six slots, they are immune to both radiation damage and the **radsick** condition. If even one piece is reduced to zero hit points or removed, the power armour no longer grants immunity to either radiation damage or the condition. Any remaining pieces still provide some protection: treat each remaining piece as though it possesses the Lead Plating material modification.

SEALED. If a character wears power armour with the sealed property on each of the frame's six slots, the atmospheric oxygen-filters in the power armour's helmet can be temporarily shut down to make the suit air and water-tight. The wearer can breathe normally underwater, in a gas cloud, or in other similar environmental

POWER ARMOUR

POWER ARMOUR	HIT POINTS	WEIGHT	PROPERTIES	COMPETENCE
HIGH PERFORMANCE LABOURFRAME				
Arm Piece	5	10 lb.	clumsy, fixed, non-modular (labourframe), special	experienced
Leg Piece	5	10 lb.	clumsy, fixed, non-modular (labourframe), special	experienced
Chest Piece	15	15 lb.	clumsy, fixed, non-modular (labourframe), special	experienced
Helmet	5	7 lb.	clumsy, fixed, non-modular (labourframe), special	experienced
AQUATIC LABOURFRAME				
Arm Piece	15	15 lb.	clumsy, fixed, non-modular (labourframe), sealed, special	experienced
Leg Piece	15	15 lb.	clumsy, fixed, non-modular (labourframe), sealed, special	experienced
Chest Piece	45	20 lb.	clumsy, fixed, non-modular (labourframe), sealed, special	experienced
Helmet	15	12 lb.	clumsy, fixed, non-modular (labourframe), sealed, special	experienced
REACTOR LABOURFRAME				
Arm Piece	15	15 lb.	clumsy, fixed, non-modular (labourframe), radiation shielded, sealed, special	experienced
Leg Piece	15	15 lb.	clumsy, fixed, non-modular (labourframe), radiation shielded, sealed, special	experienced
Chest Piece	45	20 lb.	clumsy, fixed, non-modular (labourframe), radiation shielded, sealed, special	experienced
Helmet	15	12 lb.	clumsy, fixed, non-modular (labourframe), radiation shielded, sealed, special	experienced
MARAUDER POWER ARMOUR				
Arm Piece	15	16 lb.	−	qualified
Leg Piece	15	16 lb.	−	qualified
Chest Piece	45	22 lb.	−	qualified
Helmet	15	14 lb.	−	qualified
MK. 1 POWER ARMOUR				
Arm Piece	20	15 lb.	sealed	experienced
Leg Piece	20	15 lb.	sealed	experienced
Chest Piece	60	20 lb.	sealed	experienced
Helmet	20	12 lb.	sealed	experienced
MK. 2 POWER ARMOUR				
Arm Piece	25	15 lb.	sealed	experienced
Leg Piece	25	15 lb.	sealed	experienced
Chest Piece	75	20 lb.	sealed	experienced
Helmet	25	12 lb.	sealed	experienced
MK. 3 POWER ARMOUR				
Arm Piece	30	10 lb.	sealed	experienced
Leg Piece	30	10 lb.	sealed	experienced
Chest Piece	90	15 lb.	sealed	experienced
Helmet	30	7 lb.	sealed	experienced
MK. 4 POWER ARMOUR				
Arm Piece	35	15 lb.	sealed	experienced
Leg Piece	35	15 lb.	sealed	experienced
Chest Piece	105	20 lb.	sealed	experienced
Helmet	35	12 lb.	sealed	experienced

POWER ARMOUR	HIT POINTS	WEIGHT	PROPERTIES	COMPETENCE
MK. 5 POWER ARMOUR				
Arm Piece	40	18 lb.	sealed	experienced
Leg Piece	40	18 lb.	sealed	experienced
Chest Piece	120	26 lb.	sealed	experienced
Helmet	40	15 lb.	sealed	experienced
MK. 6 POWER ARMOUR				
Arm Piece	45	18 lb.	sealed	experienced
Leg Piece	45	18 lb.	sealed	experienced
Chest Piece	135	26 lb.	sealed	experienced
Helmet	45	15 lb.		experienced
ASSAULT ARMOUR				
Arm Piece	70	40 lb.	clumsy, non-modular (assault frame), sealed, special	experienced
Leg Piece	70	40 lb.	clumsy, non-modular (assault frame), sealed, special	experienced
Chest Piece	210	50 lb.	clumsy, non-modular (assault frame), sealed, special	experienced
Helmet	70	30 lb.	clumsy, non-modular (assault frame), sealed, special	experienced

conditions for as long as the remaining internal air lasts (typically 5 minutes). Sealed power armour also increases a character's Tolerance by 5. If even one piece is reduced to zero hit points or removed, the power armour no longer grants these benefits.

COMPETENCE. The minimum craftsperson competence required to attempt repairing the power armour piece. Crafting power armour isn't usually possible, except in the case of marauder power armour.

UNIQUE FRAME PROPERTIES

Non-standard power armour frames have their own special characteristics, described below.

ASSAULT ARMOUR

Assault Armour is even bulkier than regular power armour that makes its wearer almost as powerful as an armoured fighting vehicle.

WEAPONS AND TOOLS

Assault Armour has weapons built into the frame:

- ☢ **GATLING LASER (LEFT ARM).** As the ranged weapon of the same name.
- ☢ **POWER FIST (RIGHT ARM).** A melee weapon which deals 8d6 bludgeoning damage on a hit.
- ☢ **GRENADE LAUNCHER (RIGHT ARM, UNDERSLUNG ON POWER FIST).** Doubles the range of a thrown grenade to 120 ft.

LABOURFRAME

The Labourframe is a non-military frame designed for use in fields as varied as construction, shipping, and disaster response.

WEAPONS AND TOOLS

A Labourframe has two pincer arms built into the frame. They can both be used as weapons, dealing 3d6 bludgeoning damage on a hit.

AIR SUPPLY (AQUATIC)

Aquatic labourframes contain a large oxygen tank. When a waslelander wears power armour with the sealed property on each of the frame's six slots, the aquatic labourframe contains an hour's worth of air. They are therefore equipped to handle major operations underwater or in other oxygen free environments.

ACQUIRING POWER ARMOUR

Power armour pieces aren't given a cost in currency. Power armour frames and pieces are exceptionally rare and valuable pre-apocalyptic technology, so anyone lucky enough to find any is unlikely to simply sell it. If they have no use for it, they may be prepared to trade it for items which have more value for them, or in exchange for a service or significant favour.

DAMAGING POWER ARMOUR

When a character wearing power armour takes damage, the damage is dealt to the power armour pieces they wear rather than themselves. The damage is dealt to power pieces with hit points remaining in the following order:

1. **ARMS**
   - ☣ Damage is dealt to whichever arm currently has the least amount of hit points.
   - ☣ If they have equal hit points, roll 1d6: on a 1-3, damage is dealt to the left arm; on a 4-6, damage is dealt to the right arm.
2. **LEGS**
   - ☣ Damage is dealt to whichever leg currently has the least amount of hit points.
   - ☣ If they have equal hit points, roll 1d6: on a 1-3, damage is dealt to the left arm; on a 4-6, damage is dealt to the right arm.
3. **CHEST**
4. **HELMET**

Damage remaining after a piece loses all its hit points is carried over to the next piece or to the wearer if no functioning pieces remain.

DESTROYING POWER ARMOUR

Once a piece of power armour has lost all of its hit points, it no longer offers its protection. Furthermore, the piece is heavily damaged and may be destroyed. Roll 1d6. On a result of 1-2, the piece is damaged beyond hope of repair. On a result of 3-5, it gains the defective condition but can still be repaired. On a result of 6, the damage to the piece is easily repairable and t.

CRITICAL HITS & POWER ARMOUR

A creature that rolls a critical hit against a power-armoured character can sometimes choose to ignore the target's

RANDOMISED POWER ARMOUR DAMAGE

The default rules for power armour damage assume that the pieces are hit in a specific order: arms, legs, chest, then helmet. This is intended to keep things simple. If your group doesn't mind adding an additional level of complexity, you can choose to have damage target the power armour at random.

Whenever your character takes damage while wearing power armour from an attack that isn't a critical hit, roll a d20 and compare the result to the *Random Hit Locations* table.

If you roll a location with no power armour piece or no hit points remaining, move down the rows of the table until you reach a slot for which you have a functioning power armour piece. If none are available, move up the table's rows instead. When a piece is reduced to 0 hit points, use the same procedure to determine which piece takes the remaining damage.

For instance, if you roll a 4 for hit location but your chest power armour piece has 0 hit points remaining, move one row down the table: your left arm takes the damage. If that also has 0 hit points, the attack targets your left arm. If you have no functioning power armour on any of your limbs, then you move up the table instead: the attack hits your helmet.

CRITICAL HITS

On a critical hit, the defender doesn't roll to determine hit location. Instead, the attacker chooses a body slot. If the attacker chooses a location without functioning power armour, they deal damage directly to the target.

RANDOM HIT LOCATIONS

D20 ROLL	BODY SLOT
1-2	helmet
3-8	chest
9-11	left arm
12-14	right arm
15-17	Left leg
18-20	right leg

power armour and deal damage to that creature directly. They have the option to do so if the target isn't wearing power armour pieces on all six body slots, or if the piece in one or more slots has no hit points remaining.

RADIATION DAMAGE & POWER ARMOUR

Radiation damage normally bypasses power armour entirely. Radiation damage is dealt directly to the wearer's own hit points. However, some power armour does offer some protection against radiation:

- ☢ A full set of power armour with sealed property increases the wearer's Rad Tolerance by +5.
- ☢ A power armour piece with the Lead Plating modification provides its wearer with resistance against radiation damage if the attack targeted the lead plated piece.

SUBSTANDARD POWER ARMOUR

When discovered, power armour pieces may not be in perfect condition. This can represent existing damage or an overall state of disrepair. Some substandard power

armour can be repaired, while in other cases its condition is so poor it's irreparable, and only useful as long as its hit points remain. If the power armour is repairable, getting it back up to a working standard may not be possible via the usual means, and may be the subject of an adventure across the wastes.

Substandard power armour is a good way for a Guide to award power armour to low and mid level characters.

Substandard power armour comes in one of two conditions: defective or busted. Either condition can apply to one or more individual pieces or to a full set.

Power armour can also gain either of the substandard conditions through damage.

DEFECTIVE POWER ARMOUR

A piece of defective power armour has the following properties:

- ☢ Divide the maximum Hit Points of any piece of defective armour by 2, rounding down. The power armour piece can be repaired up to this new total, but not to its normal maximum.
- ☢ When reduced to zero hit points, a piece of defective power armour is destroyed on a roll of 1-3, gains the busted condition on a roll of 4-5, or remains defective on a 6.

BUSTED POWER ARMOUR

A piece of busted power armour has the following properties:

- ☢ Divide the Hit Points of any piece of broken-down power armour by 4, rounding down. The power armour piece can be repaired up to this new total, but not to its normal maximum.
- ☢ When reduced to zero hit points, a piece of busted power armour is destroyed on a roll of 1-4 or remains busted on a 5-6.

CRAFTING & REPAIR

Guidance for crafting and repairing items can be found starting on pg. 149.

To craft or repair power armour, a character must be proficient in Mechanic's Tools. For anything other than marauder armour you must also be proficient in industrial tools. Sometimes you can craft armour from unusual materials, in which case you might be able to justify a different tool proficiency. However, your Guide is the final arbiter for which tools are necessary.

Crafting a piece of marauder power armour costs twice as much salvage as the piece has hit points, and this value should be used whenever the crafting guidelines refer to the item's cost or use it in a formula. Crafting any other kind of power armour piece costs four times as much salvage as the piece has hit points. You can choose to craft a piece with lower than the normal number of hit points, thus reducing the salvage cost to make the piece and reducing the crafting time.

The salvage cost to repair a piece of power armour is always equal to the number of hit points that must be restored. It's possible to perform a partial repair, restoring only as many hit points as the salvage spent.

REPAIRING SUBSTANDARD POWER ARMOUR

Defective or busted armour can be fixed but requires special parts that aren't just expensive but are also rare, and only available at the Guide's discretion.

Removing the defective condition of a piece of power armour requires parts with a salvage cost equal to twice the hit points that will be restored to the piece's hit point maximum by the repair. The repairs must be undertaken by a mechanic proficient in Mechanic's Tools, as well as industrial tools for all kinds of power armour except marauder power armour. The craftsperson must be of Experienced competency or better, and must succeed at a DC 16 Intelligence (Engineering) check.

Removing the busted condition of a piece of power requires parts with a salvage cost equal to four times the hit points that will be restored to the piece's hit point maximum by the repair. The repairs must be undertaken by a mechanic proficient in Mechanic's Tools, as well as industrial tools for all kinds of power armour except marauder power armour. The craftsperson must be of Master competency, and must succeed at a DC 20 Intelligence (Engineering) check.

An Experienced or better mechanic with the correct tools can also perform a patch repair on busted power armour, not fixing it entirely but upgrading it to merely defective. The patch requires a DC 16 Intelligence (Engineering) check and only costs salvage equal to half the piece's **normal** hit point maximum, rounding down. Patch repairs are cheap and effective in a pinch, but ultimately degrade the quality of the power armour piece. Each time a piece is patched, its maximum hit points are permanently reduced by 5.

On a failed check, the defective power armour isn't repaired and half of the repair costs are lost due to damage to the components.

ARMOUR MODS

The lists in this chapter describe mods that can be applied to both armour and power armour.

The costs and weights of armour mods are shown on the *Armour Mods* table.

MULTIPLIERS

COST MULTIPLIERS

In some cases the cost adjustment shown on the *Armour Mods* table is given as a multiplier to the armour piece on which it's being installed. If multiplying the price results in a decimal point, always round up.

Note that if you buy a piece of armour with such a modification already installed, you still have to pay the price of the armour as well as the price of the mod: in other words, the full price would be the piece's cost plus the piece's cost times the multiplier given for the mod.

WEIGHT MULTIPLIERS

When the weight entry for a mod on the *Armour Mods* table is given as a multiplier, multiply the armour piece's current weight by that amount. The total is the piece's new weight after the mod is installed.

MOD SLOTS

Armour and power armour pieces for the arms, legs, and chest can have up to two mods each: one from the material mods list, and one from the list for the piece's body slot. Helmets can have only one modification from the list of helmet mods.

MOD TYPES

Some mods can only be used on specific armour or by certain types of creature.

ROBOTS AND MODS

Standard mods (those intended to be installed in light, medium, or heavy armour) can be installed onto the chassis of a robot in a body slot that has either light, medium, or heavy plating.

If a mod has the term "Robot" in brackets after its name, it can **only** be by a robot and is installed directly into the robot's body. The robot's armour pieces must be modified to accommodate changes to their frame and the limb while the mod is in use. When a robot mod is installed, all subsequently acquired armour for that slot must also be adjusted to accommodate the mod, costing the same as if the mod were being installed for the first time. Without that adjustment, the mod can't be used while the new armour is worn.

POWER ARMOUR MODS

If a mod has the term "Power Armour" in brackets after its name, it can be installed on a power armour piece. Conversely, mods without this label can't be installed on power armour at all.

CRAFTING & REPAIR

Guidance for crafting and repairing items can be found starting on pg. 149.

To craft or repair armour mods, a character must be proficient in the appropriate tools. This typically requires Mechanic's Tools and often also the use of industrial tools. However, your Guide is the final arbiter for which tools are necessary for each mod.

INSTALLATION

A character with a Qualified or better competency level in the appropriate tools can install or remove a mod without issue. Up to two mods can be installed or removed during the course of any short or long rest.

MATERIAL MODS

The following modifications can be applied to armour pieces for all body slots:

HEAVY BUILD. The armour piece is bulky and durable, granting a benefit which depends on its original category and body slot, as follows:

- ☢ **LIGHT ARM/LEG:** the modded piece now has an AC bonus +0.5.
- ☢ **LIGHT CHEST:** the modded piece now has an AC bonus of +2.
- ☢ **MEDIUM ARM/LEG:** the modded piece now has an AC bonus of +1.
- ☢ **MEDIUM CHEST:** the modded piece now has an AC bonus of +4.
- ☢ **HEAVY ARM/LEG:** the modded piece now has an AC bonus of +1.5.
- ☢ **HEAVY CHEST:** the modded piece now has an AC bonus of +5.

LIGHT BUILD. The weight of the armour piece is reduced by 0.5 lb. (light), 1 lb. (medium or helmet), or 2 lb. (heavy).

THERMAL LINED. The armour piece reduces incoming cold damage by 1, to a minimum of 1 damage. The damage reduction of multiple pieces is cumulative, but can never reduce the incoming damage below 1.

In addition, a creature wearing a full set of thermal lined armour pieces has advantage on any Constitution saving throws it makes against effects caused by frigid temperatures.

TOUGHENED. The armour piece reduces incoming bludgeoning, piercing, and slashing damage by 1, to a minimum of 1 damage. The damage reduction of multiple pieces is cumulative, but can never reduce the incoming damage below 1.

ARM MODS

The following modifications can be applied to arm pieces only.

BRACED. The armour piece reduces any incoming damage from melee attacks by 3, to a minimum of 1 damage. The damage reduction of multiple pieces is cumulative, but can never reduce the incoming damage below 1.

BRAWLING. The armour piece increases your unarmed melee damage by 3.

INTEGRATED WEAPON (ROBOT). With this modification installed, the robot's hand or gripping appendage is replaced by a one-handed weapon. A large robot can treat a two-handed weapon designed for medium creatures as though it were one-handed for this purpose.

The robot can't be disarmed of the integrated weapon. However, it automatically fails any task that requires two hands. A robot with two integrated weapons automatically fails any task that requires one or more hands.

LARCENY MODULE (ROBOT). With this modification installed, the robot's limb

incorporates a set of lockpicks, and they are programmed to gain Proficiency in the Lockpicking skill.

CHEST MODS

The following modifications can be applied to chest pieces only.

DENSE. The armour piece reduces any incoming damage taken as a result of an explosion (such as the damage of a grenade, mine, or rocket) by one die of the smallest type dealt by the explosion.

HACKING MODULE (ROBOT). With this modification installed, the robot is programmed to gain Proficiency in the Hacking skill. They don't need access to a computer to hack, and are assumed to have the necessary interfaces and cables incorporated into their body.

SENSOR ARRAY (ROBOT). With this modification installed, the robot gains advantage on Wisdom (Perception) checks.

SPIKED. With this modification installed on a power armour piece, any creature grappled by the wearer takes 1d4 piercing damage at the beginning of each of their turns until the grapple ends.

ARMOUR MODS

MOD	LIGHT ARMOUR COST	LIGHT ARMOUR WEIGHT	MEDIUM ARMOUR COST	MEDIUM ARMOUR WEIGHT	HEAVY ARMOUR COST	HEAVY ARMOUR WEIGHT	POWER ARMOUR COST	POWER ARMOUR WEIGHT	COMPETENCE
MATERIAL MODS									
Heavy Build	×4⊗	×1.5⊗	×4⊗	×1.5⊗	×4⊗	×1.5⊗	—	—	qualified
Light Build	×1.5⊗	−0.5 lb.	×1.5⊗	−1 lb.	×1.5⊗	−2 lb.	—	—	qualified
Thermal Lined	×2⊗	+1.5 lb.	×2⊗	+3 lb.	×2⊗	+5 lb.	—	—	qualified
Toughened	×2.5⊗	+1.5 lb.	×2.5⊗	+3 lb.	×2.5⊗	+5 lb.	—	—	experienced
ARM MODS									
Braced	16	+0.5 lb.	30	+1 lb.	80	+2 lb.	—	—	experienced
Brawling	16	+0.5 lb.	30	+1 lb.	80	+2 lb.	—	—	experienced
Integrated Weapon	10 + weapon	+ weapon	10 + weapon	+ weapon	10 + weapon	+ weapon	—	—	experienced
Larceny Module	200	+0 lb.	200	+0 lb.	200	+0 lb.	—	—	master
CHEST MODS									
Dense	16	+1.5 lb.	30	+3 lb.	80	+5 lb.	—	—	experienced
Hacking Module	200	+0 lb.	200	+0 lb.	200	+0 lb.	—	—	master
Sensor Array	200	+10 lb.	200	+10 lb.	200	+10 lb.	—	—	master
Spiked	16	+1.5 lb.	30	+3 lb.	80	+5 lb.	—	—	qualified
HELMET MODS									
Headlamp	—	—	—	—	—	—	10	+0.2 lb.	qualified
Heavy	20	+2 lb.	—	—	—	—	—	—	qualified
Night Vision	—	—	—	—	—	—	300	+2 lb.	master
LEG MODS									
Cushioned	4 c	+0.2 lb.	8	+0.5 lb.	20	+1 lb.	—	—	qualified
Muffled	16 c	+0.5 lb.	30	+1 lb.	80	+2 lb.	—	—	qualified
ROBOT PROPULSION MODS									
Robotic Legs	30	—	30	—	30	—	—	—	qualified
Thrusters	80	—	80	—	80	—	—	—	experienced
Treads	60	—	60	—	60	—	—	—	qualified

⊗*After multiplying the base item cost, round up if necessary.*

HELMET MODS

The following modifications can be applied to helmets only.

HEADLAMP. With this modification installed on a helmet, the headlamp casts bright light in a 60-foot cone and dim light for an additional 60 feet. The wearer must have a hand free to turn the headlamp on or off as an object interaction.

HEAVY. The helmet grants an additional +1 AC but the wearer must have heavy armour proficiency to benefit from this benefit. Otherwise, they suffer the usual penalties for wearing armour while not proficient in its use.

NIGHTVISION (POWER ARMOUR/ROBOT). With this modification installed on a power armour helmet or robot, the wearer or robot gains Darkvision out to 120 ft.

LEG MODS

The following modifications can be applied to leg pieces only.

CUSHIONED. The power armour piece reduces falling damage by 3, to a minimum of 1 damage. The damage reduction of multiple pieces is cumulative, but can never reduce the incoming damage below 1.

MUFFLED. The power armour armour piece grants a +2 bonus to Dexterity (Stealth) checks.

ROBOT PROPULSION MODS

The following modifications can be applied to robots. They change the nature of both the robot's propulsion system body slots, but don't actually occupy either slot. The robot can install other mods into those slots as normal. A robot can only have one propulsion mod installed.

ROBOTIC LEGS (ROBOT). With this modification installed, the robot loses any special movement speed it possesses (such as an eyebot's hover). Instead, it has a 30 ft. movement speed.

Special: This modification changes the nature of both the robot's propulsion system body slots, but doesn't actually occupy either slot. The robot can install other mods into those slots as normal. A robot with mod installed can't install either thrusters or treads.

THRUSTERS (ROBOT). With this modification installed, the robot loses their movement speed but instead gains a a fly speed equal to their former movement speed. The robot hovers, and can't ascend higher than thirty feet above ground level.

Special: This modification changes the nature of both the robot's propulsion system body slots, but doesn't actually occupy either slot. The robot can install other mods into those slots as normal. A robot with mod installed can't install either robotic legs or treads.

TREADS (ROBOT). With this modification installed, the robot's movement speed increases by +10 feet and they gain advantage on any Dexterity (Acrobatics) ability checks rolled to retain footing on treacherous terrain. However, the robot also suffer disadvantage on Strength (Athletics) checks made to climb.

Special: This modification changes the nature of both the robot's propulsion system body slots, but doesn't actually occupy either slot. The robot can install other mods into those slots as normal. A robot with mod installed can't install either robotic legs or treads.

WEAPONS

A character's weapons are among their most useful tools. A good weapon is like a good friend: a reliable ally through thick and thin.

WEAPON CATEGORIES

The weapons tables and special property lists in this chapter are broken down by weapon category. The nine weapon categories are: Pipe Guns, Ballistic Pistols, Ballistic Rifles, Shotguns, Energy Guns, Heavy Guns, Low-Tech Ranged Weapons, Melee Weapons, and Explosives.

WEAPON STATISTICS

The various weapon tables include the following statistics for weapons:

WEAPON PROFICIENCY. Weapons are considered either Simple or Martial. Most people, including all heroic characters, are proficient in simple weapons. These are the sorts of weapons most often found in the hands of farmers, scavengers, and other people who are simply trying to survive in the wasteland. Some characters are also proficient in martial weapons, which require specialised training to use effectively.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make the weapon. If you make an attack roll using a weapon with which you lack proficiency, you don't add your proficiency bonus to the attack roll.

Some weapons or weapon modes cause their targets to make saving throws in place of an attack roll by the wielder. In such cases, firing the weapon while not proficient gives each target advantage on their saving throw. In the case of explosives, lack of proficiency could also cause the explosive to go trigger while still in the wielder's hands!

COST. The weapon's cost, where "c" stands for currency.

DAMAGE. The weapon's damage, expressed as a number of dice, as well as the damage type.

COST. The weapon's cost, where "c" stands for currency.

WEIGHT. The weapon's weight in pounds.

AMMO. The specific type of ammunition a ranged weapon requires.

PROPERTIES. The additional rules that govern a weapon's use, if any. Most properties are common: that is, they apply to multiple weapons. The various common properties and the rules that govern them are described in the Common Properties section.

If the word "special" is also listed among a weapon's properties, that weapon has one or more unique rules. You'll find those rules in the weapon's own entry, found in the Special Properties section for the weapon's category.

MODS. The mods that can be installed on a weapon, if any. Melee weapons can usually have one mod installed, whereas ranged weapons have up to six mod slots and can have a mod in each slot: barrel, grip, magazine, muzzle, receiver, and sights. Available mods for ranged weapons in each category are given their own table.

COMPETENCE. The minimum craftsperson

competence required to attempt crafting or repairing the weapon.

COMMON WEAPON PROPERTIES

The following are common properties of melee and ranged weapons:

AMMUNITION. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon)

If you're using a low-tech weapon such as a bow, crossbow, or sling you can recover half your expended ammunition after an encounter by taking a minute to search the battlefield. Otherwise, all spent ammo is lost.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

BURST FIRE. As an action, you can use a weapon with the burst fire property to pepper a 10-foot cube area within its normal range with shots. Each creature in the targeted area must succeed on a Dexterity saving throw against a DC equal to 8 + your Dexterity bonus + your proficiency bonus (provided you're proficient in the weapon's use). Each target takes the weapon's normal damage on a failed save, or half as much on a success. A target that is within the weapon's long range has advantage on its saving throw. Burst fire expends multiple ammo at once, and can't be used unless at least that many bullets are loaded. The number of ammunition required depends on

the weapon's clip size:

- ☢ If the weapon's clip capacity (excluding mods) is divisible by 12, the weapon expends 12 bullets each time you use burst fire, or 24 bullets if it's a full auto weapon.
- ☢ If the weapon's clip capacity (excluding mods) is divisible by 10, the weapon expends 10 bullets each time you use burst fire, or 20 bullets if it's a full auto weapon.
- ☢ If the weapon's clip capacity (excluding mods) is divisible by 8, the weapon expends 8 bullets each time you use burst fire, or 16 bullets if it's a full auto weapon.

FINESSE. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

FULL AUTO. A full auto weapon such as a minigun or laser minigun always uses burst fire. Due to their incredibly high rate of fire, these weapons expend double the usual amount of ammunition each time burst fire is used.

HEAVY. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

LIGHT. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

LOADING. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make on a turn.

REACH. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

RELOAD. A weapon with this property can fire multiple shots before it needs to be

reloaded. Once its complement of ammunition is fired, it can then be reloaded using an action or a bonus action (your choice).

SLOW LOADING. To reload a single piece of ammunition into a slow loading weapon, you must spend an action and a bonus action. These must occur in an uninterrupted sequence, but can occur in any order and can span two of your turns. You also can't move for a turn, nor can make a free object interaction as part of your movement. If you choose to reload the weapon over the course of two turns, you choose on which of those turns you sacrifice your movement and object interaction. If you choose to divide your slow loading across two turns, spending a reaction before the process is finished interrupts and cancels the attempt.

SLOW RELOAD. This property is possessed by manually loaded firearms with multiple chambers such as revolvers, along with certain other weapons. Once all bullets in a slow reload firearm are expended, you can continue to use the weapon as though it possesses the loading property: in other words, you load a single chamber and then fire the bullet. At your option, you can also expend effort on your turn to partially or even fully reload more of the weapon's empty chambers. To do so you must spend some combination of the following actions and movements on your turn:

☢ Reload 2 bullets as a bonus action.
☢ Reload 2 bullets as an action.
☢ Reload 2 bullets by sacrificing your full movement speed and your free object interaction for the turn.

When reloading a revolver, for example, you can spend your entire turn to fully reload the weapon or parts of your turn to reload 2 or 4 bullets.

You can spend a reaction while a slow reload weapon is only partially loaded, interrupting the reloading process. Pausing or otherwise interrupting the reloading

process simply means no further bullets are chambered, but any you've already loaded into the weapon can be used to make attacks.

THROWN. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

TWO-HANDED. This weapon requires two hands when you attack with it.

VERSATILE. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

MELEE WEAPONS

The **MELEE WEAPONS** table (pg. 174) provides a list of simple and martial melee weapons available to a character in position to buy or craft them.

RANGED WEAPONS

Ranged weapons are grouped into the following categories: Pipe Guns, Ballistic Pistols, Ballistic Rifles, Shotguns, Energy Guns, Heavy Guns, and Low-Tech Ranged Weapons. Each category of ranged weapons is given its own table listing the various weapons belonging to the category. If a ranged weapon has special properties, the rules for those properties can be found in

MELEE WEAPONS

WEAPON	COST	DAMAGE	WEIGHT	PROPERTIES	MODS	COMPETENCE
SIMPLE MELEE WEAPONS						
Hammer	6	1d4 bludgeoning	1 lb.	finesse, light	spiked	qualified
Hand Axe/Machete	20	1d6 slashing	2 lb.	light	serrated blade	qualified
Baseball Bat/ Mallet	15	1d6 bludgeoning	3 lb.	versatile (d8)	heavy, spiked, rocket	qualified
Switchblade	10	1d4 piercing	1 lb.	finesse, light	serrated blade	qualified
Throwing Knife	4	1d4 piercing	0.4 lb.	finesse, light, thrown (range 20/60)	—	experienced
MARTIAL MELEE WEAPONS						
Assaultbot Blade	50	1d8 slashing	3 lb.	versatile (d10)	electrified	experienced
Baton	15	1d6 bludgeoning	2 lb.	finesse, light	electrified, stun pack	qualified
Burning Blade	200	1d6 slashing, 1d6 fire	3 lb.	—	flame jets	master
Buzzsaw Glaive	130	2d8 slashing	10 lb.	reach, two-handed	electrified	master
Chainblade	50	2d6 slashing	6 lb.	—	electrified	master
Combat Knife	30	1d6 piercing	3 lb.	finesse, light	electrified, electrified serrated blade, serrated blade	experienced
Fellbeast Gauntlet	75	1d12 slashing	10 lb.	—	—	experienced
Jian	50	1d8 piercing	3 lb.	finesse	electrified, electrified serrated blade, serrated blade	master
Lead Pipe/Pipe Wrench/Tire Iron	25	1d8 bludgeoning	3 lb.	versatile (d10)	heavy, hooked, spiked	qualified
Pole Hook	30	1d12 piercing	7 lb.	reach, two-handed	electrified	qualified
Power Fist	100	3d4 bludgeoning	4 lb.	—	heating coil, spiked	master
Sledgehammer	50	2d4 bludgeoning	12 lb.	two-handed	heavy, rocket, spiked	qualified
Powered Sledgehammer	180	4d4 bludgeoning	20 lb.	two-handed	stun pack	experienced
Sword	50	1d8 slashing	3 lb.	versatile (d10)	electrified, electrified serrated blade, serrated blade	master

PIPE GUNS

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
SIMPLE RANGED WEAPONS						
Basic Pipe Gun	20	1d8 piercing	2 lb.	.38	ammunition (range 40/120), reload (12 rounds)	qualified
Bolt-Action Pipe Gun	30	1d10 piercing	3 lb.	.308	ammunition (range 40/120), reload (6 rounds)	qualified
Pipe Revolver	25	2d6 piercing	4 lb.	.45	ammunition (range 40/120), slow reload (6 rounds)	qualified

PIPE GUN MODS

WEAPON	BARREL	GRIP	MAGAZINE	MODS MUZZLE	RECEIVER	SIGHTS
Basic Pipe Gun	long, short	comfort grip, stock, recoil compensating	drum, large	bayonet, suppressor	auto, caliber upgrade (.45), hardened	electronic, scope, night vision
Bolt-Action Pipe Gun	long, short	comfort grip, stock, recoil compensating	—	bayonet, suppressor	caliber downgrade (.38), caliber upgrade (.50), hardened	electronic, scope, night vision
Pipe Revolver	long, short	comfort grip, stock, recoil compensating	—	bayonet, suppressor	caliber downgrade (.38), caliber upgrade (.308), hardened	electronic, scope, night vision

Special Properties list for the weapon's category.

BALLISTIC PISTOL SPECIAL PROPERTIES

The special rules associated with certain ballistic pistols are listed below.

.357 MAGNUM REVOLVER. The .357 revolver will also accept .38 ammunition. It deals 2d6 damage when loaded with .38s.

FLARE GUN. A flare emits bright light out to 20 feet and dim light for a further 20 feet. When it is fired, anyone within 20 feet of the flare's landing point who is not adequately shielded from the light must make a DC 12 Dexterity saving throw or become **blinded** for 1d4 rounds. An affected creature may repeat its saving throw at the end of each of its turns, ending the condition on a success.

When a flare is fired at a target location rather than a creature, an attack roll is made against a target DC of 15. When a flare misses its target (whether it be a creature or location), it lands in a randomly determined direction 5 feet away for every 1 by which the AC or DC was missed.

A flare can be ignited without firing it from a flare gun and either placed in position or thrown up to 60 feet. In such a case it deals no damage but the effect is otherwise the same.

BALLISTIC RIFLE SPECIAL PROPERTIES

The special rules associated with certain ballistic rifles are listed below.

BALLISTIC PISTOLS

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
SIMPLE RANGED WEAPONS						
.357 Magnum Revolver	110	2d8 piercing	2.2 lb.	.357	ammunition (range 40/120), slow reload (6 rounds), special	experienced (repair only)
.44 Magnum Revolver	99	2d10 piercing	4.2 lb.	.44	ammunition (range 40/120), slow reload (6 rounds)	experienced (repair only)
10mm Pistol	53	2d6 piercing	3 lb.	10mm	ammunition (range 50/150), reload (12 rounds)	experienced (repair only)
Flare Gun	50	2d4 fire	2 lb.	flare	ammunition (range 60/180), loading, special	experienced (repair only)

BALLISTIC PISTOL MODS

WEAPON	MODS					
	BARREL	GRIP	MAGAZINE	MUZZLE	RECEIVER	SIGHTS
.357 Magnum Revolver	short	comfort grip	—	—	hardened	electronic, scope
.44 Magnum Revolver	short	comfort grip	—	—	hardened	electronic, scope
10mm Pistol	short	comfort grip	large	suppressor	automatic, hardened	electronic, scope
Flare Gun	—	—	—	—	—	—

GAUSS RIFLE. Due to explosive force on impact, a target must make a DC 12 Strength saving throw or fall **prone**.

RAILSPIKE RIFLE. On a hit when the target is adjacent to a wall or other barrier, they are pinned to the barrier and become grappled (escape DC 12).

SYRINGE RIFLE. The syringe rifle is a rifle that uses air pressure to propel custom-made syringes. On a hit, the target must make a DC 12 Constitution saving throw, suffering one of several effects depending on the type of syringe fired. Syringes only work on living flesh and blood creatures, not machines.

☢ **BERSERKER SYRINGE.** On a failed saving throw the target flies into a mindless rage in which they want nothing more than to tear apart their enemies in melee combat. The target may repeat the saving throw at the end of each of their turns. While affected, the target must move as fast as possible towards any hostile creature unless it already has a hostile creature within reach of at least one of its melee attacks. If the target can choose between more than one hostile creature, it prioritises the one that most recently harmed it.

The target must attack one or more hostile creatures on its turn if it can, and cannot choose to make less attacks than it is capable of. If the target attacks a creature and takes any damage as a result of their own attack, reduce the DC for their next saving throw against berserk by 1 per 5 hit points taken.

The target may make ranged attacks only if they are natural weapons and it possesses no melee attack options. Otherwise, the target may only make melee attacks using any melee weapons they carry or can grab. If there are no melee weapons available they instead use improvised melee weapons

BALLISTIC RIFLES

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
MARTIAL RANGED WEAPONS						
Assault Rifle	144	2d8 piercing	13.1 lb.	5.56mm	ammunition (range 70/210), reload (30 rounds), two-handed	experienced (repair only)
Combat Rifle	117	2d8 piercing	11.1 lb.	.45	ammunition (range 60/180), reload (20 rounds), two-handed	experienced (repair only)
Gauss Rifle	228	3d8 piercing	15.8 lb.	2mm EC	ammunition (range 90/270), reload (6 rounds),two-handed, special	experienced (repair only)
Electron Charge Rifle	161	1d8 piercing, 2d4 electricity	13.1 lb.	5.56mm	ammunition (range 70/210), reload (5 rounds), two-handed	experienced (repair only)
Handmade Rifle	136	4d4 piercing	12.8 lb.	7.62mm	ammunition (range 60/180), reload (10 rounds), two-handed	experienced
Hunting Rifle	55	2d6 piercing	9.6 lb.	.308	ammunition (range 80/240), reload (5 rounds)	experienced (repair only)
Lever-action Rifle	150	2d10 piercing	9 lb.	.45-70	ammunition (range 60/180), slow reload (5 rounds), two-handed	experienced (repair only)
Radium Rifle	132	1d8 piercing, 2d4 radiation	11.1 lb.	.45	ammunition (range 60/180), reload (20 rounds), two-handed	experienced (repair only)

BALLISTIC RIFLE MODS

WEAPON	MODS					
	BARREL	GRIP	MAGAZINE	MUZZLE	RECEIVER	SIGHTS
Assault Rifle	long	recoil compensating	drum	suppressor	auto, hardened	electronic, scope, night vision
Combat Rifle	long	recoil compensating	drum, large	bayonet, suppressor	auto, caliber downgrade (.38), caliber upgrade (.308), hardened	electronic, scope, night vision
Gauss Rifle	long	recoil compensating	—	suppressor	—	electronic, scope, night vision
Electron Charge Rifle	—	—	—	—	—	—
Handmade Rifle	long	recoil compensating	drum, large	bayonet, suppressor	auto, hardened	electronic, scope, night vision
Hunting Rifle	long	—	large	bayonet, suppressor	caliber downgrade (.38), caliber upgrade (.50), hardened	electronic, scope, night vision
Lever-action Rifle	long	—	—	suppressor	hardened	electronic, scope, recon
Radium Rifle	—	—	—	—	—	—

BALLISTIC RIFLES, CONTINUED

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
MARTIAL RANGED WEAPONS						
Railspike Rifle	290	3d10 piercing	14.4 lb.	rail spike	ammunition (range 60/180), slow reload (10 rounds), two-handed, special	experienced (repair only)
Submachine Gun	109	2d6 piercing	12.7 lb.	.45	ammunition (range 50/150), full auto (10 rounds), reload (50 rounds), two-handed	experienced (repair only)
Syringe Rifle	132	special	6.2 lb.	rifle syringe	ammunition (range 60/180), loading, two-handed	experienced (repair only)
Warp Charge Rifle	202	1d6 piecing, 2d6 warp	14.2 lb.	5.56mm	ammunition (range 70/210), reload (30 rounds), two-handed	experienced (repair only)

BALLISTIC RIFLE MODS, CONTINUED

WEAPON	MODS					
	BARREL	GRIP	MAGAZINE	MUZZLE	RECEIVER	SIGHTS
Railspike Rifle	long	recoil compensating	—	bayonet	—	electronic, scope, night vision
Submachine Gun	—	recoil compensating	drum	suppressor	hardened	electronic, scope
Syringe Rifle	—	recoil compensating	—	—	—	electronic, scope, night vision
Warp Charge Rifle	—	—	—	—	—	—

(including their ranged weapons) or unarmed attacks. The berserk target prioritises attacks that deal the most damage. When attacking with a ranged weapon as an improvised melee weapon, a result of 1 on the attack roll results in the weapon being becoming too damaged to continue using either as a melee weapon or a ranged weapon until it can be repaired.

If a berserk creature runs out of hostile creatures to attack, it may turn on other creatures nearby to which it feels any level of animosity, moving on afterwards to creatures to whom its attitude is indifferent.

☢ ***BLEEDOUT SYRINGE.*** On a failed saving throw the target suffers 1d4 piercing damage at the beginning of each of its subsequent turns. The target may repeat the saving throw at the end of each of their turns, ending the ongoing damage on a success. A creature may spend its action to make a DC 10 Wisdom (Medicine) check, stopping the bleeding on a success.

☢ ***JOINT LOCKING SYRINGE.*** On a failed saving throw, the target is **paralyzed** until the end of your next turn.

☢ ***MIND CLOUDING SYRINGE.*** On a failed saving throw, the target is **blinded**. It is also **dazed** (pg. 141). The target may repeat the saving throw at the end of each of their turns, ending both conditions on a success.

☢ ***MUTANT SCORPION VENOM SYRINGE.*** On a failed saving throw, the target suffers 1d8 poison damage at the beginning of each of its subsequent turns. The target may repeat the saving throw at the end of each of their turns.

☢ *PACIFYING SYRINGE.* On a failed saving throw, the target is pacified, losing its aggression towards anyone as well as its inclination to move or take actions. The target can still move and take actions, but won't do so unless there is a pressing reason such as clear danger to itself (as from a fire, poisonous gas, or other hazard). While pacified the target has disadvantage on Wisdom (Perception) checks. The target may repeat the saving throw at the end of each of their turns, and the effect automatically ends if the target suffers damage as a result of aggression from another creature.

☢ *WEAKENING SYRINGE.* While this chem is pumping through their veins the target's resistances are compromised, and reduce damage to which they are resistant by a quarter, not half. The target may repeat the saving throw at the end of each of their turns.

☢ *YELLOW BELLY SYRINGE.* On a failed saving throw, the target becomes **frightened** of all hostile creatures. The target may repeat the saving throw at the end of each of their turns.

SHOTGUN SPECIAL PROPERTIES

Shotguns can be loaded with two types of ammunition, shot or slugs.

SHELL. Shells are hollow cartridges that contain numerous pellets known as shot. When the shotgun is fired while loaded with a shell the pellets within it burst out in a cone extending from the shotgun's wielder out to a length equal to half the shotgun's normal long range. All creatures within the area make a DC 12 Dexterity saving throw, rolling with advantage if they are more than 15 feet away. On a failed saving throw a target takes 3d4 piercing damage if it is within 15 feet, or 1d6 piercing damage if it is further away. On a successful saving throw a target takes only half damage.

When wielding a combat shotgun with an auto modification you cannot use the weapon's burst fire at the same time you fire a shell.

SLUG. A slug is a heavy projectile that behaves similarly to a large bullet, dealing the shotgun's normal damage to a single target within range.

ENERGY GUN SPECIAL PROPERTIES

The special rules associated with certain energy guns are listed below.

LASER MUSKET. A laser musket is a homemade laser rifle which grows more powerful for every crank of its handle. A single crank requires an object interaction, bonus action, or action, for a maximum of three cranks per turn. By default, it can be cranked twice, but it can be upgraded with an improved capacitor. A laser musket deals 2d4 damage per crank. Each crank consumes a Power Cell.

TESLA RIFLE. A tesla rifle fires an electrical discharge that arcs from the original target to any secondary target within 15 feet of the first. It can continue arcing from target to target, but never back to a target already hit. One Power Cell is consumed per target hit, up to a maximum of fifteen targets (depleting its clip capacity).

WARP RIFLE. You can switch the rifle to a secondary mode as a bonus action. While in this mode, you can expend an Action and drain a full power to create two dimensional portals which a Large or smaller creature can enter, each of which must be within the weapon's range. The portals last for a minute, during which time instantaneous passage between them is possible. Only two such portals can exist

SHOTGUNS

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
SIMPLE RANGED WEAPONS						
Shotgun	31	4d4 piercing	7.5 lb.	12 gauge shot or slug	ammunition (range 30/90), loading, special, two-handed	experienced (repair only)
Double-Barrel Shotgun	39	4d4 piercing	9 lb.	12 gauge shot or slug	ammunition (range 30/90), reload (2 rounds), special, two-handed	experienced (repair only)
MARTIAL RANGED WEAPONS						
Combat Shotgun	87	4d4 piercing	11.1 lb.	12 gauge shot or slug	ammunition (range 30/90), reload (8 rounds), special, two-handed	experienced (repair only)

SHOTGUN MODS

WEAPON	MODS					
	BARREL	GRIP	MAGAZINE	MUZZLE	RECEIVER	SIGHTS
Shotgun	long, sawed-off	—	—	—	hardened	electronic
Double-Barrel Shotgun	long, sawed-off	—	—	—	hardened	electronic
Combat Shotgun	long	recoil compensating	drum	bayonet, suppressor	auto, hardened	electronic, scope, night vision

at a time. If you or anyone else creates more, all portals in the area flare and collapse, dealing 2d10 warp damage to anyone within 10 feet of any portal.

HEAVY WEAPON SPECIAL PROPERTIES

The special rules associated with certain heavy guns are listed below.

CANNON. An 18th-century piece of artillery adapted for personal carriage and use. A target hit by a cannon is pushed back 10 feet in addition to taking damage, and must succeed at a DC 12 Strength or Dexterity saving throw or be knocked **prone**.

CRYO CANNON. In addition to taking cold damage, the target of a cryo cannon must make a DC 12 Constitution saving throw or be **restrained** until the end of their next turn.

FLAMER. When fired, the flamer consumes 10 flamer fuel to expel a 5 foot wide line of fire out to its range. All creatures within the line must make a DC 12 Dexterity saving throw, taking 2d4 fire damage on a failed saving throw or half that if successful. On a failed saving throw the target is also set alight, taking 1d4 fire damage at the beginning of each of its turns. A creature can end this ongoing damage by using its action to make a DC 10 Dexterity saving throw to extinguish the flames.

HARPOON GUN. A ship-mounted weapon adapted for personal carriage and use. A target hit by a harpoon gun is pushed back 10 feet in addition to taking damage. If their movement ends adjacent to a wall or other barrier, they are pinned to it and become grappled (escape DC 12).

JUNK LAUNCHER. The junk launcher fires any junk item (such as a wrench, scalpel, clock, or anything else) loaded into its hopper. In effect, it allows a character to use any salvage they may have on their

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
MARTIAL RANGED WEAPONS						
Alien Beam Gun	1551	3d6 laser	2.5 lb.	alien power cell	ammunition (range 50/150), reload (42 rounds)	master (repair only)
Light Laser Gun	50	2d6 laser	3.9 lb.	power cell	ammunition (range 60/180), reload (30 rounds)	experienced (repair only)
Laser Gun	66	2d8 laser	3.9 lb.	power cell	ammunition (range 60/180), reload (30 rounds)	experienced (repair only)
Laser Musket	57	2d4 laser	12.6 lb.	power cell	ammunition (range 80/240), loading, two-handed, special	experienced (repair only)
Plasma Gun	123	3d6 fire	3.9 lb.	plasma cartridge	ammunition (range 70/210), reload (30 rounds), two-handed	experienced (repair only)
Tesla Rifle	90	2d4 electrical	5 lb.	power cell	ammunition (range 50/150), reload (15 rounds), two-handed, special	experienced (repair only)
Warp Rifle	370	5d4 warp	5 lb.	power cell	ammunition (range 40/120), reload (10 rounds), two-handed, special	experienced (repair only)

person as ammunition.

The junk launcher can carry up to forty salvage in its hopper at any one time.

Because salvage is an abstraction, the player can describe what junk item is being fired by the junk launcher. Accordingly, it deals their choice of piercing, bludgeoning, or slashing damage depending on the object fired.

MISSILE LAUNCHER. When firing the missile launcher, the wielder chooses any target within range and makes an attack roll against a DC of 10. If firing the missile launcher at a target behind cover, apply the cover bonus that usually applies to a target's AC to the DC.

If the attack roll is lower than the DC, the missile lands 5 feet away from the original target for every 1 by which the attack roll fell short, in a randomly determined direction (assign compass directions to a d8).

All creatures within 15 feet of the point of impact must make a DC 15 Dexterity saving throw. On a failed saving throw, a creature takes 10d6 fire damage, or half

that on a success. A missile launcher cannot score a critical hit.

NUKE LAUNCHER. This weapon is a shoulder-mounted mini nuke launcher. When firing it, precision is therefore not required. The wielder chooses any space within range and makes an attack roll against a DC of 10. Cover and obscured areas apply their effects as normal. If firing at an area behind cover, apply the cover bonus to AC to the DC.

If your attack roll is lower than the DC, the mini nuke lands 5 feet away from the original target for every 1 by which your result fell short of the DC, in a randomly determined direction (assign compass directions to a d8).

The mini-nuke's explosion affects a 45-foot radius circle centred on the target. All creatures within the affected area make a DC 15 Dexterity saving throw. The damage dealt to a creature depends on where it is relative to the explosion's ground zero, as shown in the **Mini-Nuke Damage by Area** table.

ENERGY GUN MODS

WEAPON	MODS					
	BARREL	GRIP	MAGAZINE	MUZZLE	RECEIVER	SIGHTS
Alien Beam Gun	—	—	fusion	long	comfort grip	scope, night vision
Light Laser Gun	auto, long	comfort grip, stock, recoil compensating	boosted capacitor	beam focuser	—	electronic, scope, night vision
Laser Gun	auto, long	comfort grip, stock, recoil compensating	boosted capacitor	beam focuser	—	electronic, scope, night vision
Plasma Gun	auto	comfort grip, stock, recoil compensating	boosted capacitor	—	—	electronic, scope, night vision
Tesla Rifle	—	—	—	—	—	electronic
Warp Rifle	—	—	—	—	—	—

MINI-NUKE DAMAGE BY AREA

DISTANCE FROM CENTRE	DAMAGE
Ground Zero	9d12 fire, 9d12 radiation
10 ft.	7d12 fire, 7d12 radiation
20 ft.	5d12 fire, 5d12 radiation
30 ft.	3d12 fire, 3d12 radiation
40 ft.	1d12 fire, 1d12 radiation

On a successful save, a creatures takes only half the listed damage. A nuke launcher cannot score a critical hit.

LOW-TECH SPECIAL PROPERTIES

The special rules associated with certain low-tech ranged weapons are listed below.

SPEARGUN. This weapon is designed for use underwater. Out of the water its short and long range categories are halved.

EXPLOSIVES

Used in mining, construction, and for military purposes in the pre-apocalypse world, explosives remain a potent tool and weapon in the wasteland.

EXPLOSIVE SPECIAL PROPERTIES

The special rules associated with explosives are listed below.

GRENADE, BASEBALL. A hollowed out ball filled with oil and fertiliser, these improvised explosives are relatively easy to make. The grenade can be thrown at a point up to 60 feet away. Each creature within 10 feet of the target point must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much of each damage type if successful.

GRENADE, CRYOGENIC GRENADE. An advanced grenade that requires a great deal of technical know-how to construct, on explosion the cryogenic grenade releases cryogenic chemicals with a freezing effect on the blast area. The grenade can be thrown at a point up to 60 feet away. Each creature within 10 feet of the target point

HEAVY GUNS

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
MARTIAL RANGED WEAPONS						
Cannon	245	5d8 bludgeoning	27.4 lb.	cannonball	ammunition (range 80/240), slow, loading, two-handed, special	experienced (repair only)
Cryo Cannon	302	4d6 cold	11.1 lb.	cryo cell	ammunition (range 40/120), reload (25 rounds), two-handed, special	experienced (repair only)
Flamer	137	2d4 fire	15.8 lb.	flamer fuel	ammunition (range 45), reload (100 rounds), two-handed, special	experienced (repair only)
Gatling Laser	332	6d4 laser	13.1 lb.	power cell	ammunition (range 80/240), full auto (20 rounds), reload (500 rounds), two-handed	experienced (repair only)
Harpoon Gun	205	5d8 piercing	12.8 lb.	harpoon	ammunition (range 80/240), slow, loading, two-handed, special	experienced
Junk Launcher	200	2d4 bludgeoning, piercing, or slashing	9.6 lb.	salvage	ammunition (range 60/180), slow loading (40 rounds), two-handed, special	experienced (repair only)
Minigun	382	8d4 piercing	9 lb.	5mm	ammunition (range 80/240), full auto (20 rounds), reload (500 rounds), two-handed	experienced (repair only)
Missile Launcher	314	10d6 fire (special)	11.1 lb.	missile	ammunition (range 100/300), loading, two-handed, special	experienced (repair only)
Nuke Launcher	512	9d12 fire, 9d12 radiation (special)	9 lb.	mini nuke	ammunition (range 80/240), loading, two-handed, special	experienced (repair only)

must make a DC 15 Constitution saving throw, taking 3d6 cold damage on a failed save, or half as much damage if successful. In addition, a creature that fails its saving throw has its movement speeds halved. It can make a DC 12 Strength saving throw at the end of each of its turns to end this effect.

GRENADE, FRAGMENTATION. The grenade can be thrown at a point up to 60 feet away. Each creature within 20 feet of the target point must make a DC 15 Dexterity saving throw, taking 2d6 piercing damage and 3d6 fire damage on a failed save, or half as much of each damage type if successful.

GRENADE, HALLUCINOGENIC GAS. A grenade which releases gas when it explodes. The grenade can be thrown at a point up to 60 feet away. Each living creature within 10 feet of the target point must succeed at a DC 15 Wisdom saving throw or have their mind be bombarded with delusions. The gas disperses at the beginning of your next turn. Anyone that enters the affected area before it disperses must also make a saving throw or be affected. An affected target must roll a d12 at the start of each of its turns to determine its behaviour for that turn:

1. The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

HEAVY GUN MODS

WEAPON	BARREL	GRIP	MAGAZINE	MODS MUZZLE	RECEIVER	SIGHTS
Cannon	long	recoil compensating	drum	suppressor	auto, hardened	electronic, scope, night vision
Cryo Cannon	—	recoil compensating	—	—	—	electronic
Flamer	—	—	huge propellant tank, large propellant tank	compression nozzle, vaporisation nozzle	—	—
Gatling Laser	—	—	boosted capacitor	beam focuser	—	electronic
Harpoon Gun	—	—	—	—	—	scope
Junk Launcher	long	—	—	—	—	—
Minigun	—	—	—	—	—	—
Missile Launcher	—	—	—	—	—	—
Nuke Launcher	—	—	—	—	—	—

2-6. The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

7-8. The creature is **dazed** (pg. 141) until the beginning of its next turn.

9-10. The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature instead makes a ranged attack against a randomly determined creature within range and line of sight. If there is no viable target, the creature does nothing this turn.

11-12. The creature can act and move normally.

An affected target may repeat the saving throw at the end of each of their turns.

GRENADE, MOLOTOV COCKTAIL. A homemade grenade comprised of a glass bottle containing a flammable liquid and an alcohol soaked rag for a wick. The grenade can be thrown at a point up to 60 feet away. Each creature within 5 feet of the target point must make a DC 15 Dexterity saving throw, taking 4d4 fire damage on a failed save, or half as much damage if successful. On a failed saving throw the target is also set alight, taking 1d4 fire damage at the beginning of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity saving throw to extinguish the flames.

GRENADE, NUKE. The nuke grenade is a very rare grenade capable of a nuclear detonation similar to a mini nuke. The grenade can be thrown at a point up to 60 feet away. Each creature within 20 feet of the target point must make a DC 15 Dexterity saving throw, taking 5d6 fire damage and 5d6 radiation damage on a failed save, or half as much of each damage type if successful.

GRENADE, PLASMA. An advanced grenade that requires a great deal of technical know-how to construct, on explosion the plasma grenade releases super-heated plasma energy. The grenade can be thrown at a point up to 60 feet away. Each creature

LOW-TECH RANGED WEAPONS

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
SIMPLE RANGED WEAPONS						
Bow	10	1d8 piercing	2 lb.	arrow	ammunition (range 50/150), two-handed	qualified
Composite Bow	15	1d8 piercing	3 lb.	arrow	ammunition (range 60/180), two-handed	experienced
Crossbow	15	1d10 piercing	5 lb.	bolt	ammunition (range 50/150), two-handed, loading	experienced
Sling	3	1d6 bludgeoning	0 lb.	stone	ammunition (range 30/120)	qualified
Speargun	28	3d6 piercing	4 lb.	spear	ammunition (range 20/60), two-handed, loading, special	experienced

LOW-TECH RANGED WEAPON MODS

WEAPON	MODS					
	BARREL	GRIP	MAGAZINE	MUZZLE	RECEIVER	SIGHTS
Crossbow	—	—	—	bayonet	—	electronic, scope, night vision

within 20 feet of the target point must make a DC 15 Dexterity saving throw, taking 2d6 piercing damage and 8d6 fire damage on a failed save, as much of each damage type if successful.

GRENADE, PULSE. This advanced grenade releases a powerful burst of energy. The grenade can be thrown at a point up to 60 feet away. Each creature within 20 feet of the target point must make a DC 15 Dexterity saving throw, taking 10d6 sonic damage on a failed save, or half as much damage if successful.

GRENADE, SMOKE. A smoke grenade can be thrown at a point up to 60 feet away. At the beginning of your next turn the smoke grenade releases a cloud of smoke that creates a heavily obscured area in a 20-foot radius around the target point. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds or a strong wind (20 or more miles per hour) disperses it in 1 round. Otherwise, the smoke disperses after 10 rounds.

MINE, ANY GRENADE VARIANT. A mine is a type of grenade that is triggered by proximity or pressure. It can be placed in a location of your choosing as an action.

Without appropriate tools, it cannot be attached to a vertical surface. The trigger distance of the mine is determined at the time of its construction, and be any interval of 5 feet from 0 feet (a pressure-based mine) up to the maximum radius of the grenade the mine is based on. When a small or larger creature or object enters into the radius of the mine's trigger distance the mine explodes. The radius, damage, and saving throw DC of a mine is equal to that of the grenade upon which it is based.

The DC to spot a mine depends on how well it has been concealed.

MINE, MAKESHIFT. A makeshift mine is a powerful device constructed from low-tech components, such as a lunchbox container packed with explosive and nails. Other objects can be used instead, such as razor blades, sharpened coins, or bottle caps. On detonation the contents are propelled outward with great force. The makeshift mine is triggered by proximity or pressure. It can be placed in a location of your choosing as an action. Without appropriate tools, it cannot be attached to a vertical surface. The trigger distance of the mine is determined at the time of its

EXPLOSIVES

EXPLOSIVE	COST	WEIGHT	COMPETENCY
GRENADES			
Baseball Grenade	40	1 lb.	qualified
Cryogenic Grenade	50	0.5 lb.	master
Fragmentation Grenade	50	0.5 lb.	experienced
Hallucinogenic Gas Grenade	35	1 lb.	master
Molotov Cocktail	20	0.5 lb.	qualified
Nuke Grenade	100	0.5 lb.	master
Plasma Grenade	100	0.5 lb.	master
Pulse Grenade	100	0.5 lb.	master
Smoke Grenade	20	0.5 lb.	experienced
MINES			
Makeshift Mine	75	0.5 lb.	qualified
Cryo Mine	50	0.5 lb.	master
Fragmentation Mine	50	0.5 lb.	experienced
Nuke Mine	100	0.5 lb.	master
Plasma Mine	100	0.5 lb.	master
Pulse Mine	100	0.5 lb.	master

construction, and be any interval of 5 feet from 0 feet (a pressure-based mine) to 20 feet. When a small or larger creature or object enters into the radius of the mine's trigger distance the mine explodes. All creatures within a 20-foot radius from the mine's placement point must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage and 3d6 fire damage on a failed save, or half as much in each type of damage if successful.

The DC to spot a mine depends on how well it has been concealed.

When constructing a makeshift mine it is impossible to pay for all of its cost with salvage, because the mine itself requires currency in its construction. At least fifty currency worth of a makeshift mine's value must therefore be paid with actual currency.

CRAFTING & REPAIR

Guidance for crafting and repairing items can be found starting on pg. 149.

To craft or repair a weapon or explosive, a character must be proficient in the appropriate tools. For instance, many weapons require Mechanic's Tools, while some also require Electrician's Tools or Demolitionist's Tools. An explosive also requires Demolitionist's Tools. Wooden weapons involve the use of Carpenter's Tools. In many cases, weapons and explosives are beyond the means of the average character to make by hand unless specific machined parts happen to be available. In practice, crafting and sometimes also repairing such items requires access to industrial tools. Your Guide is the final arbiter for which tools are necessary for each weapon.

WEAPON MODS

The lists in this chapter describe mods that can be applied to both melee and ranged weapons.

The costs and weights of weapons mods are shown on the *Melee Weapon Mods* and *Ranged Weapon Mods* (pgs. 188-189) tables.

MOD SLOTS

Melee weapons have a single mod slot, whereas ranged weapons have up to six: their barrel, grip, magazine, muzzle, receiver, and sights. A mod can only be installed in the appropriate slot, and only assuming the mod in question is compatible with the intended weapon. The weapons tables in the Weapons chapter (starting on pg. 174) indicate which mods are compatible with each weapon.

CRAFTING & REPAIR

Guidance for crafting and repairing items can be found starting on pg. 149.

To craft or repair weapon mods, a character must be proficient in the appropriate tools. This typically requires Mechanic's Tools and often also Electrician's Tools. Some may require the use of industrial tools. However, your Guide is the final arbiter for which tools are necessary for each mod.

INSTALLATION

A character with a Qualified or better competency level in the appropriate tools can install or remove a mod without issue. Up to two mods can be installed or removed during the course of any short or long rest.

MELEE MODS

The following modifications can be applied to melee weapons only.

ELECTRIFIED. This modification adapts a weapon so it gives off an electrical discharge. The weapon deals an additional 1d4 electrical damage.

EXTRA FLAME JETS. This modification increases the fire damage of a burning blade to 2d4.

HEATING COIL. This modification converts half of the weapon's damage dice to fire damage. If the weapon has an odd number of damage dice, the majority of its damage dice retain its original damage type (for instance, a power fist with a heating coil deals 2d4 bludgeoning and 1d4 fire damage).

HEAVY. This modification adapts a bludgeoning melee weapon by adding bulk, wrapping it with sturdy chain, or similar. The damage dice of the weapon are increased to the next highest size (for instance 1d6 becomes 1d8, or 2d6 becomes 2d8).

HOOKED. This modification adds a hook to the weapon, granting the wielder advantage on attempts to disarm an opponent.

ROCKET. This modification enhances a melee weapon with rocket propulsion, turning it into a weapon similar to a powered sledgehammer. A rocket-propelled melee weapon deals an additional die of damage.

SERRATED BLADE. This modification adapts a bladed weapon. In addition to taking damage, the target must succeed at a DC 12

MELEE WEAPON MODS

EXPLOSIVE	COST	WEIGHT	COMPETENCY
Electrified	40	+0.5 lb.	experienced
Extra Flame Jets	180	+0.5 lb.	experienced
Heating Coil	180	+0.5 lb.	experienced
Heavy	30	+0.5 lb.	qualified
Hooked	30	+4 lb.	qualified
Rocket	100	+0.5 lb.	experienced
Serrated Blade	40	+0 lb.	qualified
Serrated Blade, Electrified	120	+0 lb.	experienced
Spiked	30	+0.5 lb.	experienced
Stun Pack	160	+0.5 lb.	experienced

Constitution saving throw or take 1d4 damage of the same type as the weapon at the beginning of each of their turns. The target can repeat their saving throw at the end of every turn.

SERRATED BLADE, ELECTRIFIED. This modification incorporates the properties of both the Electrified and Serrated Blade modifications.

SPIKED. This modification adapts a bludgeoning melee weapon with nail studs, blades, or similar. The weapon deals an additional d4 piercing damage.

STUN PACK. This modification has all the properties of the Electrified modification (above). In addition, the target must make a DC 12 Constitution saving throw or be **restrained** until the end of their next turn.

BARREL MODS

The following modifications can be applied to ranged weapons only.

BARREL, AUTO. An energy weapon with this modification has its short and long range categories reduced by 10 feet and gains the burst fire property. If the weapon's unmodified clip capacity is divisible by 10, the weapon expends 10 fusion cells each time you use burst fire. If the weapon's unmodified clip capacity is divisible by 12, the weapon expends 12 fusion cells each time you use burst fire.

An energy weapon that has both a beam splitter and this mod can only benefit from one at a time.

BARREL, LONG. A firearm with this modification has its short and long range categories increased by 20 feet.

BARREL, SHORT. A firearm with this modification has its short and long range categories decreased by 20 feet, but the wielder receives a +1 bonus to attack rolls against opponents within short range.

SAWED-OFF. A shotgun with this modification has its long range reduced by 20 feet. However, when your target is within short range, this mod grants a +1 bonus to hit and deals one additional die of damage. On a critical hit against a target in short range, you instead deal two additional dice of damage.

This modification can't be removed.

GRIP MODS

The following modifications can be applied to ranged weapons only.

COMFORT GRIP. While wielding a firearm with this modification, you receive a +1 bonus to attack rolls.

STOCK. This modification can be applied to modular firearms like pipe guns or lasers to reconfigure the base pistol model into a rifle. A firearm with this modification has its short and long range categories increased by 30 feet and gains the two-handed property.

STOCK, RECOIL COMPENSATING. While wielding a firearm with this modification, you receive a +1 bonus to attack rolls. If the firearm doesn't already possess the two-handed property it also gains the benefits of a stock (see above).

RANGED WEAPON MODS

MOD	COST							WEIGHT	COMPETENCE
	PIPE GUN	PISTOL	RIFLE	SHOTGUN	ENERGY	HEAVY	LOW-TECH		
BARREL MODS									
Barrel, Auto	—	—	—	—	35	—	—	+1.1 lb.	experienced
Barrel, Long	15	20	35	—	20	—	—	+1 lb.	qualified
Barrel, Sawed-off	—	—	—	10	—	—	—	−1.5 lb.	novice
Barrel, Short	10	25	40	—	30	—	—	−0.5 lb.	qualified
GRIP MODS									
Comfort Grip	30	40	—	—	40	—	—	+0.1 lb.	qualified
Stock	40	—	—	—	60	—	—	+0.7 lb.	qualified
Stock, Recoil Compensating	80	—	180	—	180	—	—	+0.8 lb.	qualified
MAGAZINE MODS									
Capacitor, Boosted	—	—	—	—	200	—	—	+0.5 lb.	experienced
Magazine, Drum	55	—	230	—	—	—	—	+0.6 lb.	master
Magazine, Large	15	30	—	—	—	—	—	+0.2 lb.	experienced
Propellant Tank, Huge	—	—	—	—	—	300	—	+5.6 lb.	experienced
Propellant Tank, Large	—	—	—	—	—	100	—	+2.6 lb.	experienced
MUZZLE MODS									
Bayonet	5	10	20	20	10	—	5	+0.2 lb.	qualified
Beam Focuser	—	—	—	—	20	—	—	+0.6 lb.	experienced
Nozzle, Compression	—	—	—	—	—	80	—	+0.5 lb.	master
Nozzle, Vaporisation	—	—	—	—	—	200	—	+0.4 lb.	master
Suppressor	15	40	100	—	—	—	—	+0lb.	experienced
RECEIVER MODS									
Beta Wave Tuner		—	—	—	60	120	—	+0.3 lb.	master
Caliber Downgrade	20	—	40	—	—	—	—	+1.8 lb.	experienced
Caliber Upgrade	80	—	180	—	—	—	—	+1.8 lb.	experienced
Receiver, Auto	15	35	40	40	—	—	—	+0.4 lb.	experienced
SIGHTS MODS									
Electronic Sights	30	40	70	70	40	—	30	+0.2 lb.	experienced
Scope	40	100	180	180	100	—	40	+0.4 lb.	experienced
Scope, Night Vision	60	140	230	230	140	—	60	+0.4 lb.	master

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MAGAZINE MODS

The following modifications can be applied to ranged weapons only.

CAPACITOR, BOOSTED. A laser equipped with a boosted capacitor can store greater potential energy. The damage dice of the weapon are increased to the next highest size (for instance 2d6 becomes 2d8, or 3d6 becomes 3d8).

MAGAZINE, DRUM. This modification quadruples a firearm's bullet capacity.

MAGAZINE, FUSION. This modification adapts an alien weapon to work with conventional fusion cells rather than its normal ammunition type. The weapon's damage dice are reduced to the next lowest size (for instance 2d8 becomes 2d6, 3d6 becomes 3d4, or 4d6 becomes 4d4). However, the weapon's clip capacity improves by 1.5 times the original capacity (30 for an atomizer, 63 for a blaster, or 144 for a disintegrator).

MAGAZINE, LARGE. This modification doubles a firearm's bullet capacity.

PROPELLANT TANK, HUGE. This modification quadruples a flamethrower's fuel capacity.

PROPELLANT TANK, LARGE. This modification doubles a flamethrower's fuel capacity.

MUZZLE MODS

The following modifications can be applied to ranged weapons only.

BAYONET. A firearm with a bayonet can be used as a piercing melee weapon. A weapon with a bayonet deals 1d4 piercing damage if it is one-handed (pipe guns and energy weapon without stocks) or 1d6 piercing damage if it is wielded in two-hands (such as rifles, including pipe guns and energy weapons that have stocks).

BEAM FOCUSER. An energy weapon with a beam focuser has its short and long range increased by 20 feet.

NOZZLE, COMPRESSION. A flamer with this modification deals one additional die of damage.

NOZZLE, VAPORISATION. A flamer with this modification deals two additional dice of damage.

SUPPRESSOR. A firearm with this modification has its short range reduced by 10 feet and its long range reduced by 30 feet. A suppressed firearm is still loud but the sound doesn't carry as far, and its muzzle flash is significantly reduced. While the firearm's wielder is in total concealment, as long as there are no hostile creatures within 60 feet when the weapon is fired, the wielder may roll a DC 15 Dexterity (Stealth) check to retain their concealment.

RECEIVER MODS

The following modifications can be applied to ranged weapons only.

CALIBER DOWNGRADE. This modification adapts a weapon to use a more common, but less powerful caliber of bullet. The damage dice of the weapon are reduced to the next lowest size (for instance 1d8 becomes 1d6, or 2d8 becomes 2d6).

CALIBER UPGRADE. This modification adapts a weapon to use a more powerful, though less common caliber of bullet. The damage dice of the weapon are increased to the next highest size (for instance 1d8 becomes 1d10, or 2d8 becomes 2d10).

RECEIVER, AUTO. A firearm with this modification has its short and long range categories reduced by 10 feet and gains the burst fire property. If the weapon's unmodified clip capacity is divisible by 10, the weapon expends 10 fusion cells each time you use burst fire. If the weapon's unmodified clip capacity is divisible by 12, the weapon expends 12 fusion cells each time you use burst fire.

RECEIVER, HARDENED. A firearm with this

modification deals +1 damage per damage die
rolled.

SIGHTS MODS

The following modifications can be applied
to ranged weapons only.

ELECTRONIC SIGHTS. This modification
represents laser, reflex, or holographic
sights. While wielding a firearm with this
modification, you receive a +1 bonus to
attack rolls.

SCOPE. A firearm with this modification
has its short range doubled, up to a
maximum of its long range.

Additionally, a firearm with a scope
deals an additional die of damage on a
critical hit.

SCOPE, NIGHT VISION. This modification
has all the properties of a Scope (see
above). In addition, the wielder gains
darkvision out to the weapon's long range
while carrying the firearm in their hands
and holding the weapon's scope to their
eye. Due to the limited field of vision and
the scope's magnification, the wielder
cannot use this darkvision to help them
explore; it is of benefit only during
combat and for sighting distant objects and
creatures while in the dark.

AMMUNITION

A commonality of ranged weapons is the need for either physical ammunition or a power source. Either way, a ranged weapon has a maximum ammunition capacity and its available ammunition depletes over time.

The **AMMUNITION** table shows the types of ammo available for the weapons in this document, arranged into a rough order of rarity.

CRAFTING

A character who is Qualified or better with Mason's Tools can craft their own sling stones, making two per salvage spent. Similarly, Qualified or better competency with Woodcarver's Tools is necessary to craft wood-shafted arrows or crossbow bolts. Guidance for crafting and repairing items can be found starting on pg. .

Other ammo is too complex to craft from salvage, involving access and expertise in industrial tools to craft and assemble. Any factories still producing ammo zealously protect their production methods.

AMMUNITION

AMMO	ROUNDS PER BOX	COST		WEIGHT PER ROUND
		PER BOX	PER ROUND	
Stone	—	—	—	—
Salvage	—	—	1	0.4 lb.
Arrow	—	—	1	0.2 lb.
Bolt	—	—	1	0.2 lb.
.38	50	40	1	—
5mm	50	40	1	—
10mm	50	90	2	—
5.56mm	20	30	2	—
.45	20	50	3	—
12 gauge Shot or Slug	20	50	3	—
.308	20	50	3	—
.357	20	50	3	—
Power Cell	20 rounds per cell	50	—	—
Flare	—	—	2	—
7.62mm	20	30	2	—
.45-70	20	50	3	—
.44	20	50	3	—
Plasma Cartridge	10	40	5	—
.50	10	30	4	—
Railway Spike	—	—	1	0.4 lb.
Gamma Round	10	90	10	—
Flamer Fuel	—	—	1	—
Speargun Spear	—	—	1	0.4 lb.
Harpoon	—	—	1	2 lb.
2mm Electromagnetic Charge	10	90	10	—
Cryo Cell	—	—	10	—
Syringe, Bleedout	—	—	20	—
Syringe, Pacifying	—	—	40	—
Syringe, Joint Locking	—	—	40	—
Syringe, Berserker	—	—	50	—
Syringe, Radscorp Venom	—	—	65	—
Syringe, Yellow Belly	—	—	55	—
Syringe, Weakening	—	—	60	—
Syringe, Mind Clouding	—	—	70	—
Missile	—	—	25	7 lb.
Power Core	500 rounds per core	200	—	4 lb.
Mini Nuke	—	—	500	12 lb.
Alien Power Cell	—	—	—	0.1 lb.

CONSERVATION & CARELESSNESS

Tracking ammunition is recommended for games in which as careful preservation of ammo helps reinforce its scarcity and increased value as a resource.

If tracking ammo use isn't appealing to your group, it's still important to the genre not to allow infinite ammunition—unless you want to go full gonzo, at any rate! Consider implementing your favourite rule for abstracting ammunition use. One such rule is presented here for your consideration.

THE RULE IN PLAY

It's assumed your character always has a certain amount of ammunition stockpiled, occasionally replenishing their supplies automatically with a lucky find.

A can be fired can fired a certain number of times per encounter without issue. As long as you fire the weapon that many times or less between the start of an encounter and its end (usually when you're no longer in initiative order), you're Conserving ammo. If you fire it more times, you gain a Carelessness Level.

The amount of times you can safely fire a weapon while Conserving ammo depends on whether that weapon's ammunition is sold singly or by the box.

☢ If a weapon's ammunition is normally sold by the box it can safely be fired up to three times per encounter.

☢ If a weapon's ammunition is normally sold singly it can be fired only once per encounter.

At the end of any encounter in which one or more weapons are fired, each player rolls 1d4 for each weapon with which they've been Careless. A weapon runs out of ammunition on a result equal to its current Carelessness Level. Carelessness Levels and the rolls that result in running out of ammo are shown on the **Ammo Carelessness** table.

BURST FIRE

Using Burst Fire even once is always considered Careless.

OUT OF AMMO

Once you're out of ammo, you can't fire the weapon again until you manage to restock.

PURCHASING AMMO

If ammunition for your weapon is sold by the box, you can spend credits equal to the price of a box to reduce your carelessness level to 0. Or you can spend a quarter of that amount, rounding up, to reduce your carelessness level by 1.

If your weapon's ammunition is only sold singly, reducing the weapon's carelessness level by one costs the ammunition's usual price times the current carelessness level. These costs are cumulative when reducing the weapon's carelessness level by more than one.

AMMO CARELESSNESS

CARELESSNESS	1D4 ROLL			
	1	2	3	4
1	out of ammo	not out	not out	not out
2	out of ammo	out of ammo	not out	not out
3	out of ammo	out of ammo	out of ammo	not out
4	no roll — out of ammo			

AMMO CACHES

Discoveries of mere handfuls of bullets don't reduce a weapon's carelessness level. Finding a few bullets in the environment and among the equipment of fallen enemies is already accounted for by this rule's abstraction.

However, particularly large caches of ammunition aren't accounted for by the rule. If such a cache is discovered, your Guide can allocate the cache a number of supply points. For each supply point spent, a character can reduce one weapon's carelessness level by one. Provided the cache is portable, characters can retain any unspent supply points until they're needed.

CHEMS

Chems are substances that deaden pain, artificially energise, boost mental or physical power, or send a creature on an escapist trip. Many chems are addictive and ultimately harmful in the long run. Whenever a character consumes an addictive substance, they take the risk of gaining a level of addiction.

Chems are light and portable enough that they're given no Weight entry.

The following chemical substances are available:

ADDICT-EASE (NONADDICTIVE). Taking Addict-Ease as an action reduces the level of all a character's **addictions** by 1 and suppresses the effects of withdrawal for 24 hours. If a wastelander proficient in Medicine administers this chem on themselves or someone else it is more effective: the effects of withdrawal are suppressed for 48 hours.

ANTIBIOTICS (NONADDICTIVE). Taking antibiotics as an action ends the effects of all diseases currently suffered by a character. If a wastelander administers this chem while not proficient in Medicine, the patient gains its benefits but is also **poisoned** until their next long rest.

ANTITOXIN (NONADDICTIVE). Taking an antitoxin as an action ends the **poisoned** condition and any ongoing poison damage currently suffered by a character.

BIG SMILE (ADDICTION DC 13). Taking Big Smile as an action increases a character's Charisma-based damage rolls by +2, and grants advantage on Charisma-based attack rolls, checks, and saving throws. The character has a -2 penalty on Strength-based damage rolls (to a minimum of 1), and disadvantage on Strength-based attack rolls, checks, and saving throws. The character gains two points of inspiration, which do not count against the normal inspiration maximum. The effects of Big Smile last for one minute.

BRAINFOOD (ADDICTION DC 10). Taking BrainFood as an action increases a character's Intelligence, Wisdom, and Charisma-based damage rolls by +2, and grants advantage on Intelligence, Wisdom, and Charisma-based attack rolls, checks, and saving throws. The effects of BrainFood last for one minute.

CALMEZY (ADDICTION DC 10). Taking Calmezy as an action increases a character's AC and Dexterity or Wisdom-based damage rolls by +2, and grants advantage on Dexterity and Wisdom-based attack rolls, checks, and saving throws. The effects of Calmezy last for one minute.

CONTAMINATION GUARD (NONADDICTIVE). Different versions of this chem exist, one for each source of contamination. Taking a version of Contamination Guard as an action grants resistance against the damage type

TAKE CARE WITH CHEMS

We might call them chems, but what we're really talking about are drugs. Some are medicinal, while others aren't.

Drugs and addiction might not be welcome at your table, and how to handle chems should be a matter for discussion in your group's Session Zero or included on a list of potential lines and veils. Some groups will use the rules as is, some will use chems but ignore addiction and its consequences, some might choose only to make only nonaddictive chems available, and others may choose to ignore chems altogether. The only right approach is the one that is best for your group.

associated with that contamination, as well as advantage on saving throws versus the appropriate **contamination sickness** condition. Both effects last one hour. For instance, taking **RadGuard** as an action grants resistance against radiation damage and advantage on saving throws versus **radsick** for an hour.

CONTAMINATION PURGE (NONADDICTIVE). Different versions of this chem exist, one for each source of contamination. Taking a version of Contamination Purge as an action removes two levels of the appropriate **contamination sickness** condition and removes some of the target's cumulative contamination: if the character tracks cumulative contamination using counters, 10 of them are removed; if the characters tracks contamination using boxes, the worst box currently checked is cleared. For instance, taking **RadPurge** as an action removes two levels of **radsick** and either removes up to 10 of the character's current geiger counters or clear their worst rad box.

If a character proficient in Medicine administers this chem (on themselves or someone else) it is more effective: it removes three levels of the target's **contamination sickness** condition.

CURE-ALL (ADDICTION DC 13). Taking Cure-All as an action grants resistance to all damage for 30 seconds (5 rounds), cures the **poisoned** condition, and immediately ends any ongoing poison damage.

FURY (ADDICTION DC 13). Taking Fury as an action increases a character's damage rolls by +4 and grants 10 temporary hit points at the beginning of each of the user's turns. The effects of Fury last for 30 seconds (5 rounds).

JUICER (ADDICTION DC 11). Taking Juicer as an action increases a character's AC and Strength or Dexterity-based damage rolls by +2, and grants advantage on Strength, Dexterity, or Constitution-based attack rolls, checks, and saving throws. It also grants temporary hit points to the target

CHEMS

CHEM	COST	COMPETENCE
Addict-Ease	125	master
Antibiotics	75	master
Antitoxin	50	experienced
Big Smile	100	experienced
BrainFood	120	experienced
Calmezy	100	experienced
Cure-All	200	master
Fury	70	experienced
Juicer	120	experienced
PepUp	50	experienced
Quickie	100	experienced
Contamination Guard	40	experienced
Contamination Purge	60	experienced
Stimulants	40	experienced
Xtreme	300	master

equal to twice their character level. The effects of Juicer last for one minute.

PEPUP (ADDICTION DC 10). Taking PepUp as an action increases a character's AC and Dexterity or Intelligence-based damage rolls by +2, and grants advantage on Dexterity and Intelligence-based attack rolls, checks, and saving throws. The character has a -2 penalty on Charisma-based damage rolls (to a minimum of 1), and disadvantage on Charisma-based attack rolls, checks, and saving throws. The effects of PepUp last for one minute.

QUICKIE (ADDICTION DC 13). Taking Quickie as an action increases a character's AC by +2, grants advantage on Dexterity saving throws, and gains an additional action on its turns to make a single attack, use an Object action, Dash, Disengage, or Hide. The effects of Quickie last for 30 seconds (5 rounds), after which a wave of lethargy sweeps over the user, preventing it from moving or taking actions until after its next turn.

STIMULANTS (NONADDICTIVE). Using Stimulants on a living creature as an action restores 6d4 hit points to the target.

XTREME (ADDICTION DC 15). Taking Xtreme

as an action increases a character's AC and all their damage rolls by +2, and grants advantage on all attack rolls, checks, and saving throws. The character gains two points of inspiration, which don't count against the normal inspiration maximum. The effects of Xtreme last for one minute.

CRAFTING

A wastelander can craft a chem if they meet its minimum competency requirement in Chem Cook's Tools. Guidance for crafting and repairing items can be found starting on pg. 149. In addition to salvage equal to half the chem's cost in currency, crafting a chem also consumes either one bottle of uncontaminated water or two pure liquid snacks.

ADDICTION

Whenever a creature consumes an addictive substance, they must make a Constitution saving throw against a DC determined by the substance in question. On a failed saving throw, the character gains a level of **addiction**. Unlike most conditions, a creature can have multiple **addictions**, each with its own addiction level.

Each of a creature's **addictions** is measured in three levels: a creature that gains a level of **addiction** for a chem when it already has one or more levels increases the **addiction** level for that chem by one.

A creature with **addiction** suffers the effects of its current level of **addiction** as well as all lower levels. If it has multiple **addictions**, the effects don't stack but they do overlap. The effects of each **addiction** the creature possesses apply whenever the creature takes the substance associated with the **addiction**, is in withdrawal from that substance.

While addicted, a creature may feed its **addiction** by regularly taking the substance

to which it has become addicted. It must take the substance at least once every 24 hours to avoid the effects of withdrawal caused by its **addiction** levels.

If a creature chooses not to take the addictive substance, or cannot do so, it enters withdrawal and suffers the withdrawal effects for its addiction level for a period of 7 days, or until the creature takes the addictive substance. If the creature is in possession of the substance or in a position to acquire some, it must make a Wisdom saving throw with a DC equal to 12 plus the modifier associated with their current **addiction** level. They have disadvantage on their saving throws while under extreme stress that invites temptation (described later in this section). On a failed save, they do everything in their power to acquire and use the chem for the next 24 hours, or until the chem becomes inaccessible by all means available to them. They will take risks but not put themselves into obvious or guaranteed danger. On a successful save

ADDICTION LEVELS

LEVEL	EFFECT
1	The DC of saving throws you make to avoid further addiction to the substance increases by +2. **Withdrawal:** you have disadvantage on ability checks while in withdrawal.
1	The DC of saving throws you make to avoid further addiction to the substance increases by a further +3 (to a total of +5). **Withdrawal:** the DC of saving throws you make to resist temptation increases by +2.
3	The DC of saving throws you make to avoid further addiction to the substance increases by a further +5 (to a total of +10). **Withdrawal:** your movement speeds are halved and you're unable to take any action that requires concentration. The DC of saving throws you make to resist temptation increases by a further +3 (to a total of +5).

the creature resists temptation for now but must repeat its saving throw every 24 hours until no longer in withdrawal or acquiring the addictive substance is no longer even remotely possible.

RECOVERY

A creature that goes 7 full days of withdrawal without feeding an **addiction** loses all levels of that **addiction** and has recovered.

At the group's option, the **recovering addict** condition can be introduced to the game to provide long-term consequences to **addiction**.

RECOVERING ADDICT

A recovering addict no longer has a physiological need to imbibe the substance to which they were addicted, but it retains a powerful psychological hold over them.

For 3d4 months after gaining this condition, a wastelander must make a DC 12 Wisdom saving throw against temptation whenever they come into contact with the chem to which they were addicted. They have disadvantage on their saving throws while under stresses that invite temptation (described later in this section). On a failed save, they do everything in their power to acquire and use the chem for the next 12 hours, or until the chem becomes inaccessible by all means available to them. They will take risks but not put themselves into obvious or guaranteed danger.

After the duration, the Recovering Addict condition is removed. However, an addict is never truly "cured"— the Guide may call for a temptation roll at their discretion any time the former addict is suffering or has recently suffered conditions of extreme stress (see below).

EXTREME STRESS

When a wastelander is under extreme stress they're more likely to succumb to addiction. A wastelander's player decides when and why their wastelander suffers extreme stress, but the Guide may offer suggestions.

In the wasteland, physical pain and dangerous encounters are so commonplace that they don't count as extreme stress unless particularly horrific, such as the loss of a limb. Grief over lost friends or the build-up of pressure due to constant danger or demanding expectations are two possible explanations for extreme stress.

The effects of extreme stress on an addict, **recovering addict** or former addict are as follows:

ADDICTS AND EXTREME STRESS
After a long rest, creature with one or more **addiction** levels and extreme stress must make a DC 15 Wisdom saving throw for each substance to which it is either addicted or in recovery from. On a failed save it must do everything in its power within the next 24 hours to acquire and take at any one of the substances for which it failed its save. Taking one substance satisfies all urges. The creature will take risks but not put themselves into obvious or guaranteed danger.

RECOVERING ADDICTS AND EXTREME STRESS
A recovering addict has disadvantage on Wisdom saving throws against temptation.

FORMER ADDICTS AND EXTREME STRESS
A wastelander who formerly had the **recovering addict** condition can still be tempted to lapse whenever they are under extreme stress. In such situations the Guide can request a Wisdom saving throw. On a failed save, the wastelander does their best to acquire and use the chem to which they were once addicted within the next 12

hours. They will take risks but not put
themselves into obvious or guaranteed
danger.

FOOD & DRINK

TYPES OF FOOD & DRINK

Food and drink are abstracted into a small number of categories: Meals, Drinks, Solid Snacks, and Liquid Snacks. In some worlds, such as post-nuclear wastelands, food and drink can also be either contaminated or uncontaminated.

CONTAMINATED DRINK. Make a DC 10 Constitution saving throw at the beginning of the next day following the drink (or drinks), gaining a level of the appropriate **contamination sickness** on a failed save.

A wastelander must imbibe 2-3 drinks per day to avoid dehydration.

CONTAMINATED MEAL. Make a DC 10 Constitution saving throw at the beginning of the next day following the meal (or meals), gaining a level of the appropriate **contamination sickness** on a failed save.

A wastelander must consume 2-3 meals per day to avoid starvation.

CONTAMINATED LIQUID SNACK. Drink to temporarily recover a step of **exhaustion**. Moves one step along the **exhaustion** track again at the end of the current encounter. You may only gain the benefit of one snack per encounter.

Make a DC 10 Constitution saving throw at the beginning of the next day following the snack (or snacks), gaining a level of the appropriate **contamination sickness** on a failed save.

A wastelander can imbibe 3 liquid snacks in place of one drink for the purposes of avoiding dehydration.

CONTAMINATED SOLID SNACK. Eat to temporarily recover a step of **exhaustion**. Moves one step along the **exhaustion** track again at the end of the current encounter. You may only gain the benefit of one snack per encounter.

Make a DC 10 Constitution saving throw at the beginning of the next day following the snack (or snacks), gaining a level of the appropriate **contamination sickness** on a failed save.

A wastelander can consume 3 solid snacks in place of one drink for the purposes of avoiding dehydration.

UNCONTAMINATED DRINK. A wastelander must imbibe 2-3 drinks per day to avoid dehydration.

UNCONTAMINATED MEAL. A wastelander must consume 2-3 meals per day to avoid starvation.

UNCONTAMINATED LIQUID SNACK. Drink to temporarily recover a step of **exhaustion**. Moves one step along the **exhaustion** track again at the end of the current encounter. You may only gain the benefit of one snack per encounter.

A wastelander can imbibe 3 liquid snacks in place of one drink for the purposes of avoiding dehydration.

UNCONTAMINATED SOLID SNACK. Eat to temporarily recover a step of **exhaustion**. Moves one step along the **exhaustion** track again at the end of the current encounter. You may only gain the benefit of one snack per encounter.

A wastelander can consume 3 solid snacks in place of one drink for the purposes of avoiding dehydration.

SUSTENANCE

Most creatures must eat and drink to survive, but it isn't always easy to find sustenance in the wasteland. This set of optional rules is intended to help you model the effects of resource scarcity, as well as providing consequences for hunger and thirst.

SUSTENANCE SAVES

When you have point in Starvation, Dehydration, or both, you must make a Constitution saving throw when you finish your next long rest or after 24 hours passes, whichever happens first.

<div align="center">

SUSTENANCE SAVE DC =
8 + STARVATION + DEHYDRATION

</div>

On a successful saving throw you're managing to ignore your hunger and thirst, for now. On a failed saving throw, you gain a level of **exhaustion**. You can't recover **exhaustion** levels gained this way until you start eating and drinking properly again. You can temporarily ignore such **exhaustion** by consuming snacks.

SUSTENANCE TYPES

For the purposes of these rules, food and drinks are abstracted into four categories: meals, water, solid snacks, and liquid snacks. Players can either keep track of their own supplies of these four sustenance types or the group can pool resources and designate a quartermaster.

MEALS

A meal represents a large enough portion of food to satisfy a character's hunger and give them the required energy to get on with their day. Any given meal may or may not leave a person feeling full. In the wasteland a full belly is a luxury, and the important thing is whether a meal is enough to survive on. A meal could be anything from a tin of beans to a haunch of mutton.

Ideally a character eats three meals per day. However, it's possible to survive on only two meals a day for some time.

STARVATION
You must eat at least two meals worth of sustenance each in-game day.

After each long rest or after 24 hours, whichever happens first, you gain a point of Starvation for each of your two meals you failed to eat. You must also immediately make a Sustenance saving throw.

RETURNING TO AN ADEQUATE DIET
Eating at least two meals since your last Sustenance saving throw immediately reduces your current Starvation score by 2. You also reduce your current **exhaustion** level by 1, unless you also have any Dehydration points.

If you eat at least three meals since your last Sustenance saving throw, you immediately reduce your Starvation score by 3.

EATING TOO FAST
If you don't leave at least 4 hours between meals, you become physically sick and gain the poisoned condition until you complete a short or long rest.

WATER

A wastelander can't survive without water. Water is measured by the bottle, though

this is an abstraction and a character might instead carry a canteen. For the purposes of these rules, a bottle is equal to 1 litre or quart of water. Use whichever volume measurement is easiest for you.

Ideally a character should drink three of four water bottles a day to be completely comfortable. However, it's possible to survive on two bottles.

HYDRATION

You must drink at least two bottles or equivalent hydration each in-game day.

After each long rest or after 24 hours, whichever happens first, you gain a point of Dehydration for each bottle you failed to drink. You must also immediately make a Sustenance saving throw.

RETURNING TO ADEQUATE HYDRATION

Drinking at least two bottles of water since your last Sustenance saving throw immediately reduces your current Dehydration score by 2. You also reduce your current **exhaustion** level by 1, unless you also have any Starvation points.

If you drink at least three bottles since your last Sustenance saving throw, you immediately reduce your Dehydration score by 3.

SNACKS

Snacks are unhealthy foods and drinks that come in two varieties: solid and liquid. Solid snacks might be potato chips, chocolate bars, or similar. Liquid snacks are generally sugary or caffeinated beverages such as soda or coffee.

Snacks aren't particularly good for you and provide very little in the way of nutrients, but they can provide a burst of energy when you need it.

When you consume a snack of either variety you temporarily reduce your current **exhaustion** level by one step. Your **exhaustion** level increases by one again at

the end of the current combat or scene. That can be quite dangerous if you've gained any additional **exhaustion** in the meantime!

If you consume multiple snacks at once, you don't gain any additional benefit.

SOLID SNACKS AS MEALS

In a pinch you can eat solid snacks as substitutes for a proper meal. For every three solid snacks you consume in your day, you need to eat one less meal.

LIQUID SNACKS AS HYDRATION

Liquid snacks aren't as healthy or hydrating as pure water, but they'll do the job if you're desperate. For every three liquid snacks you consume in your day, you need to drink one less bottle of water.

CONTAMINATED SUSTENANCE

In a radioactive wasteland, most sources of food and drink in the wasteland are contaminated. If you eat contaminated meals or solid snacks, or drink contaminated water or liquid snacks, you must make a Constitution saving throw when you finish your next long rest.

The DC of the saving throw is equal to 10 + 1 per additional meal, drink, or snack you consume after the first.

SUSTENANCE RAD SAVE DC =
10 + 1 PER ADDITIONAL
SUSTENANCE AFTER FIRST

On a failed saving throw you suffer the following effects:

☢ you are **poisoned** until you finish your next short rest or 8 hours pass, whichever happens first.
☢ When you make your next Constitution saving throw against the effects of

cumulative contamination, add +2 to the DC.

At the end of each in-game week, If you fail the saving throw by gain a level of the appropriate **contamination sickness**. For your world.

COUNTERS

One way to track a character's growing and decreasing Dehydration and Starvation is through the use of physical counters. Use distinct counters for each type of sustenance. For example, if you opt to use poker chips, you might use red poker chips for Sustenance and blue poker chips for Dehydration.

Each player keeps two separate pools of Sustenance Counters, the Need Pool and the Suffering Pool.

NEED POOL

The Need Pool represents the day's required meals and bottles. Take two Starvation counters and two Dehydration counters and puts them in the Need Pool. When your character eats a meal or drinks a water bottle, discard one of the corresponding counters from the Need Pool.

SUFFERING POOL

The Suffering Pool represents the built up discomfort of your Dehydration and Starvation. Counters are moved into this pool from the Need Pool, as described above.

When you reduce your Starvation score, discard a like number of Starvation counters from your Suffering Pool. When you reduce your Dehydration score, discard a like number of Dehydration counters from your Suffering Pool.

USING YOUR POOLS

When you take a long rest or after 24 hours pass, whichever happens first, follow the steps below:

- ☢ Move any counters left in the day's Need Pool to your Suffering Pool.
- ☢ If there are any counters in your Suffering Pool, make a Sustenance saving throw. The DC equals 8 + the number of combined Starvation and Dehydration counters in the pool.
- ☢ Create a new Need Pool for the next day.

COOKING

Any character can heat up prepared food, such as food taken from a can. However, a wastelander who is proficient in Cook's Utensils can use them to turn raw ingredients into food and beverages without relying on the efforts and knowledge of others. Cooking counts as crafting. Guidance for crafting items can be found starting on pg. 149.

The cost to craft meals, drinks, and snacks depends on the cook's competence. A Novice is wasteful, and must spend salvage equal to the average cost of the food or beverage in order to craft it. A Qualified or better cook spends salvage equal to the minimum cost. When cooking, salvage represents ingredients discovered during adventures which were previously not noted in your inventory: preserved foods found in ruins, meat taken from defeated creatures, foraged wild vegetables, and similar.

The minimum DC to craft a meal, drink, or snack is DC 12, against which Qualified and better cooks can automatically succeed. A Novice cook must make an Intelligence (Cook's Utensils) check. Qualified or better cooks can also decide to roll to try and cook at a higher standard than they're

normally capable.

On a successful Intelligence (Cook's Utensils) check the cook prepares an the food or beverage to a standard equivalent to a Qualified cook. Meeting a DC of 16, achieves the standard of an Experienced cook, while a result of 20 or better equals the standards of a Master! Any description of the finished product should reflect the increased quality of the wastelander's creation! On a failed check, the cooking attempt is unsuccessful and half of the salvage used is lost.

When a cook tries to prepare food or a beverage with unfamiliar ingredients, then they can't automatically succeed and must roll regardless of competence. The Guide can increase the minimum DC to 16 or 20 to reflect the challenge!

CONTAMINATED INGREDIENTS

In a world where food can be contaminated (such as an irradiated world), most ingredients carry that contamination. If a cook prepares a meal using contaminated ingredients, the meal itself is contaminated.

TRACKING INGREDIENTS

Although ingredients are treated as salvage, it can be important to know exactly where they came from. When you butcher a creature for its flesh or accept such ingredients from a merchant or benefactor, keep a separate note on your character record that tells you where the salvage came from and how much you received from that source. There are many reasons the flesh of a creature might be special, and if it is special you and your Guide

both need there to be a record of how much of the ingredient you have and also exactly when you use it in your cooking. Ingredients might not be contaminated, in which case they can be used to make purified meals. Ingredients sourced from a diseased creature might inflict that disease when a meal made from them is consumed. Some ingredients, particularly from alien creatures or horrors, might have the potential to cause mutations or grant you weird powers.

Any such special rules only apply if you use salvage from a creature as ingredients for cooking, and can be ignored if the salvage is instead used as construction materials. Likewise if the salvage is used in trade as a substitute for currency, though in such a case the potential benefits or risks of the salvage as a cooking ingredient are passed on to whoever receives it.

ALCOHOL

A creature can consume a number of alcoholic drinks equal to their Constitution modifier (minimum 1) without significant effect. In this case a drink constitutes the normal unit of consumption: bottles of beer, cider and alcopops; glasses of wine; shot glasses of spirits. After that, they must make a Constitution saving throw for each additional drink, beginning at DC 10 and increasing by a cumulative +2 with each saving throw after the first. On a failed save, a creature gains a **drunkenness** level.

DRUNKENNESS

A creature's **drunkenness** is measured in levels: if it gains a level of **drunkenness** when it already has one or more levels, it increases its current **drunkenness** level by one. A creature that is immune to the

poisoned condition is also immune to **drunkenness**.

A creature with **drunkenness** suffers the effects of its current level of **drunkenness** as well as all lower levels.

RECOVERY

After a long rest or a minimum of 8 hours unconsciousness, a creature loses all levels of **drunkenness** but makes a Constitution saving throw with a DC equal to 5 times their previous **drunkenness** level. They automatically fail the saving throw if they had 4 **drunkenness** levels prior to recovery. On a failed save, the creature becomes hungover and has the **poisoned** condition for 6 hours per **drunkenness** level it has recovered.

TREATING ALCOHOL POISONING

A wastelander trained in Medicine can make a DC 15 Wisdom (Medicine) check over the course of ten minutes to treat a creature with 4 **drunkenness** levels. On a successful save the creature is no longer at risk of dying, but the alcohol must still be purged from their system: they're **poisoned** for the next 24 hours.

ALCOHOL & ADDICTION

If the group agrees to it, the rules for addiction presented in the Chems chapter (page 195) can also be used with alcohol. The addiction DC for alcohol is usually only 5, but if a wastelander's player agrees that their recent consumption has been notably high, the Guide may increase the DC.

GEAR & TRADE

This chapter details additional tools, devices, traps, other gear, and professional services that may be of use to a character on their travels.

CONSUMABLE DEVICES

The special rules associated with miscellaneous consumable devices are given below.

PORTAL GENERATORS, PAIR (1 USE). Paired portal generators come in sets of two. When both are activated, they allow instantaneous passage between the two generators if both are activated while within 1 mile of each other.

Using a Portal Generator as an action creates a portal large enough for a Large or smaller creature to step through. The portal remains for 1 hour. Attempting to enter the portal if its partner hasn't been activated causes a creature to suffer 2d10 warp damage. Once both generators in a pair are active, instantaneous passage is possible between them as though the spaces they occupy are adjacent.

While a passage between portal generators exists, activation of a third portal generator anywhere within 1 mile of either already active generator causes all three portals to flare and collapse, dealing 2d10 warp damage to anyone within 10 feet of any portal.

ROBOT RECOVERY MODULE (1 USE). Using a Robot Recovery Module on a machine creature or turret as an action restores 6d4 hit points to the target.

STEALTH FIELD GENERATOR (1 USE). Using a Stealth Field Generator as an action grants

CONSUMABLE DEVICES

DEVICE	COST	WEIGHT	COMPETENCY
Portal Generators, Pair	400	5 lb. each	master
Robot Recovery Module	40	0.1 lb.	experienced
Stealth Field Generator	150	1 lb.	master

the **invisible** condition for 30 seconds (5 rounds).

TOOLS

The descriptions and special rules associated with Specialist's Tools can be found in the Proficiencies section of the New Rules chapter. Special rules associated with other kinds of tools are given below.

ARTISAN'S TOOLS. These are any kind of special tool sets required to perform a particular craft or trade.

BOBBY PIN. A bobby pin can be used to pick a lock. Any wastelander proficient in Thieves' Tools is also proficient in the use of bobby pins: in fact, a typical set of Thieves' Tools includes ten of them.

When using a bobby pin to pick a lock, failing to meet the DC of the lock by more than 5 results in the bobby pin breaking.

CHECKERS SET. Includes an 8 by 8, 10 by 10, or 12 by 12 checkerboard and sets of both black and white pieces with an appropriate number of pieces per set for the board size: 12 per set (8 by 8), 20 per set (10 by 10), or 30 per set (12 by 12).

CHESS SET. Includes an 8 by 8 checkerboard, and two 16-piece sets each including the following pieces: 1 king, 1 queen, 2 rooks, 2 bishops, 2 knights, and 8 pawns.

TOOLS

TOOL SET	COST	WEIGHT	COMPETENCY
ARTISAN'S TOOLS			
Brewer's Supplies	40	8 lb.	—
Calligrapher's Supplies	20	5 lb.	—
Carpenter's Tools	16	6 lb.	—
Cartographer's Tools	30	6 lb.	—
Cobbler's Tools	10	5 lb.	—
Cook's Utensils	2	8 lb.	—
Glassblower's Tools	60	5 lb.	—
Jeweller's Tools	50	2 lb.	—
Leatherworker's Tools	10	5 lb.	—
Mason's Tools	20	8 lb.	—
Painter's Supplies	20	5 lb.	—
Potter's Tools	20	3 lb.	—
Smith's Tools	40	8 lb.	—
Tinker's Tools	100	10 lb.	—
Weaver's Tools	2	5 lb.	—
Woodcarver's Tools	2	5 lb.	—
GAME SETS			
Checkers Set	40	2 lb.	qualified
Chess Set	40	2 lb.	qualified
Go Set	40	2.5 lb.	qualified
Mahjong Set	40	1.5 lb.	qualified
Othello Set	40	1.5 lb.	qualified
Poker Set	40	1 lb.	qualified
Shogi Set	40	2 lb.	qualified
MUSICAL INSTRUMENTS			
Acoustic Guitar	100	5 lb.	experienced
Acoustic Guitar, Child's	80	3 lb.	experienced
Cello	230	6 lb.	experienced
Drum	40	1 lb.	qualified
Drum Set	300+	varies	experienced
Flute	120	0.5 lb.	experienced
Recorder	30	0.3 lb.	qualified
Saxophone			master
Trumpet	120	2 lb.	experienced
Ukulele	80	1.5 lb.	experienced
Violin	180	0.8 lb.	experienced

TOOLS, CONTINUED

TOOL SET	COST	WEIGHT	COMPETENCY
SPECIALIST'S TOOLS			
Bobby Pin	1	—	qualified
Chem Cook's Tools	50	8 lb.	—
Demolitionist's Tools	100	5 lb.	—
DeskComp	4000	10 lb.	—
Doctor's Bag	50	3 lb.	—
Disguise Kit	50	3 lb.	—
Electrician's Tools	75	15 lb.	—
Forgery Kit	50	5 lb.	—
Herbalism kit	10	3 lb.	—
Mechanic's Tools	50	10 lb.	—
Navigator's Tools	50	2 lb.	—
Poisoner's Kit	100	2 lb.	—
Surgeon's Tools	100	10 lb.	—
Thieves' Tools	25	1 lb.	—
WristComp	—	1 lb.	—

DESKCOMP. A DeskComp is a bulky desktop computer terminal.

A working DeskComp is extremely valuable, particularly to scientists, merchants, and anyone with a vested interested in keeping records or running programs and simulations. Though a price is given, they're not often for sale!

DRUM SET. The price given is for a five-piece drum set includes a snare drum on a stand, a bass drum and pedal, two tom-toms mounted above the bass drum, one floor tom, drums on stands, a hi-hat on a stands, two cymbals on stands, a pair of drum sticks, and a pair of brushes. Drum sets with more components are correspondingly more expensive, while 3- or 4-piece sets may be slightly cheaper.

GO SET. Includes up to three boards (19 by 19, 13 by 13, and 9 by 9), as well as 180 black and 180 white stones made of plastic, glass, or genuine stone.

MAHJONG SET. Includes 136 tiles, a pair of six-sided dice, four tile racks, and possibly a felt table topper.

OTHELLO SET. Includes an 8 by 8 square board and 64 discs coloured black on one side and white on the other.

POKER SET. Includes two decks of cards, five casino dice, six dealer buttons, a felt table topper, and 500 poker chips in black, blue, green, red, and white.

SHOGI SET. Includes a 9 by 9 square board and two 20-piece sets each including the following wedge shaped pentagonal pieces: 1 king, 1 rook, 1 bishop, 2 gold generals, 2 silver generals, 2 knights, 2 lances, and 9 pawns.

WRISTCOMP. A portable computer which can be used to keep notes, download and view local maps, and interface with other machines and computers.

TRAPS

The special rules associated with various traps are given below.

Concealing any of the listed traps involves an Intelligence (Survival) check. The result of that check sets the DC to spot the trap.

BEAR TRAP. When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the centre. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

CALTROPS. As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this

TRAPS

DEVICE	COST	WEIGHT	COMPETENCY
Bear Trap	20	15 lb.	experienced
Caltrops	10	2 lb.	qualified
Caltrops, Poisoned	30	2 lb.	qualified

turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

POISONED CALTROPS. As caltrops (above), except that a creature that fails its saving throw takes 1d4 poisoning damage, and takes the same amount at the beginning of each of its subsequent turns. At the end of the creature's turn it may make a DC 12 Constitution saving throw to end the effect of the poison.

OTHER GEAR

The descriptions and special rules associated with miscellaneous gear are listed below.

35MM CAMERA. As long as it has a power cell and an empty film, the camera can take still images. However, the images must be developed which requires an appropriate environment and photographic developer. Photography is a difficult and exceedingly expensive hobby in the wasteland.

35MM FILM. A roll of photographic film, good for 24 exposures.

ACID. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

AIR COMPRESSOR. An air compressor creates pressurised air and forces it into a storage tank such as an air cylinder. It cam refill up to 6 cylinders with the

ITEM	COST	WEIGHT	COMPETENCY
35mm Camera	200	2 lb.	—
35mm Film	5	—	—
Acid (vial)	25	1 lb.	—
Air Compressor	2000	45 lb.	—
Air Cylinder	100	20 lb.	—
Air Cylinder, SCUBA	150	35 lb.	—
Audio Recorder	200	1 lb.	—
Audio Tape, Blank	10	—	—
Backpack	5	5 lb.	qualified
Bag	1	1 lb.	qualified
Barrel	5	70 lb.	qualified
Basket	1	2 lb	qualified
Bedroll	5	7 lb.	qualified
Bell	2	—	qualified
Binoculars	100	0.5 lb.	—
Blanket	5	3 lb.	qualified
Block and Tackle	3	5 lb.	experienced
Bolt Cutter	25	5 lb.	experienced
Book	25+	0.5 lb.	experienced
Bottle, Ceramic	3	1 lb.	qualified
Bottle, Glass	5	1 lb.	qualified
Bottle, Insulated Steel	30	1 lb.	—
Briefcase	5	2 lb.	experienced
Bucket	1	2 lb.	qualified
Calculator	50	0.2 lb.	—
Can, Tin	5	1.5 lb.	experienced
Candles (set of 10)	1	—	qualified
Canteen	15	3 lb.	experienced
Carabiners (set of 4)	20	—	experienced
Case, chart or map	3	1 lb.	qualified
Chain (10 ft.)	20	10 lb.	qualified
Chalk (set of 5)	1	—	—
Chest	20	25 lb.	experienced
Climber's Kit	50	12 lb.	—
Clothes, Business Suit	30	3 lb.	experienced
Clothes, Casual Outfit	10	2 lb.	qualified
Clothes, Cold Weather Gear	300	10 lb.	experienced
Clothes, Costume	60	3 lb.	experienced
Clothes, Costume (mascot)	80	6 lb.	experienced
Clothes, Costume (sexy)	60	1 lb.	experienced
Clothes, Formal Outfit	50	3 lb.	experienced

ITEM	COST	WEIGHT	COMPETENCY
Clothes, Ghillie Suit	80	5 lb.	experienced
Clothes, Military Fatigues	30	2 lb.	experienced
Clothes, Uniform	30	2 lb.	experienced
Clothes, Wet Weather Gear	100	5 lb.	experienced
Clothes, Post-Apoc: Traveller's	5	4 lb.	qualified
Clothes, Post-Apoc: Wastelander's	3	3 lb.	qualified
Compass	40	0.5 lb.	—
Crowbar	15	5 lb.	qualified
Cup or Mug, Clay (set of 6)	1	1.5 lb.	qualified
Cup or Mug, Old World	1	0.2 lb.	—
Duct Tape (70 ft.)	3	1 lb.	—
Fire Extinguisher, ABC Powder	80	3 lb.	—
Fire Extinguisher, AFFF Foam	40	3 lb.	—
Fire Extinguisher, Carbon Dioxide	40	2 lb.	—
Fire Extinguisher, Water	30	5 lb.	—
Fire Extinguisher, Water Mist	150	5 lb.	—
Fire Extinguisher, Wet Chemical	40	3 lb.	—
First Aid Kit	30	3 lb.	—
Fishing Tackle	2	4 lb.	experienced
Flash Goggles	100	2 lb.	experienced
Flashlight	10	0.2 lb.	—
Flashlight, Illuminator	40	0.5 lb.	—
Flashlight, Tactical	20	0.1 lb.	—
Gas Mask	200	5 lb.	—
Gas Mask Filter Canister	30	0.1 lb.	—
Grappling Hook	20	4 lb.	
Handcuffs	70	0.3 lb.	—
Hammer	6	1 lb.	
Hammer, Sledge	50	12 lb.	
Handbag	3	1 lb.	
Hazmat Suit, Biological	400	5 lb.	—
Handbag	3	1 lb.	
Hazmat Suit, Biological	400	5 lb.	—
Hazmat Suit, Chemical	400	5 lb.	—

OTHER GEAR, CONTINUED

ITEM	COST	WEIGHT	COMPETENCY
Hazmat Suit, Chemical	400	5 lb.	—
Hazmat Suit, Fire	400	5 lb.	—
Hazmat Suit, Nuclear	400	5 lb.	—
Holo-Tape, Blank	15	—	—
Holster, Hidden Carry	35	0.5 lb.	qualified
Holster, Pistol	30	0.5 lb.	qualified
Holster, Rifle	40	1 lb.	qualified
Ink (1 oz bottle)	20	—	—
Ink Pen	2	—	—
Jewellery (ring, necklace, etc)	30+	—	experienced
Jug or Pitcher	1	4 lb.	qualified
Ladder (10 feet)	4	25 lb.	qualified
Lighter	10	—	experienced
Lighter Fluid (125 ml tin)	20	0.2 lb.	—
Lock and Key	20	1 lb.	master
Magnifying Glass	70	—	experienced
Map, Old World: Road Atlas	100	1 lb.	—
Map, Old World: Tactical	80	0.5 lb.	—
Map, Wasteland	40	0.3 lb.	qualified
Mess Kit	10	1 lb.	experienced
Metal Detector	300	2 lb.	—
Mirror	50	0.5 lb.	—
Night Vision Goggles	150	3 lb.	—
Oil (flask)	4	1 lb.	—
Paper (sheet)	1	—	qualified
Perfume (vial)	50	—	qualified
Photographic Developer (bottle)	70	2.3 lb.	—
Pickaxe	30	10 lb.	qualified
Piton	1	0.2 lb.	qualified
Poison, Basic (vial)	200	—	qualified
Portable Stove	90	1	—
Pot, Steel	5	3 lb.	—
Quiver or Crossbow Bolt Case	3	1 lb.	qualified
Rope, Hempen (50 ft.)	5	10 lb.	qualified
Rope, Synthetic (50 ft.)	20	5 lb.	—
Sack	1	0.5 lb.	qualified
Scuba Diving Mask	45	0.1 lb.	—

OTHER GEAR, CONTINUED

ITEM	COST	WEIGHT	COMPETENCY
Scuba Fins (pair)	60	0.5 lb.	—
Set of Scales	15	3 lb.	experienced
Shovel	5	5 lb.	qualified
Sleeping Bag	10	4 lb.	qualified
Soap (bar)	10	—	qualified
Telescope	200	1 lb.	—
Tent, One-person	4	15 lb.	qualified
Tent, Two-person	6	20 lb.	qualified
Tinderbox	1	1 lb.	qualified
Tool Belt	10	2 lb.	qualified
Travel Case, 10 lb.	15	5 lb.	—
Travel Case, 40 lb.	35	10 lb.	—
Travel Case, 75 lb.	50	15 lb.	—
Glass Vial, Beaker, or Test Tube	20	—	qualified
Walkie-Talkie	150	1 lb.	—
Waterskin	1	5 lb.	qualified
Wetsuit	100	3 lb.	—
Whetstone	1	1 lb.	—
Whistle	10	—	qualified
Zipline Pulley	50	6 lb.	experienced

energy provided by one power cell.

AIR CYLINDER. An air cylinder is designed for use with a self-contained breathing apparatus. It has a maximum use time of 90 minutes. Once emptied, an air cylinder can be replaced or refilled by either a larger tank or an air compressor.

AIR CYLINDER, SCUBA. As the air cylinder, except designed for use underwater. A SCUBA air cylinder is larger and filled with more compressed air. The use time depends on dive depth:

- ☢ At 40 feet or less, the maximum use time is 2 hours and 40 minutes.
- ☢ At 70 feet or less, the maximum use time is 1 hour and 30 minutes.
- ☢ When diving to 100 feet, the maximum use time is 1 hour.
- ☢ When diving to 130 feet, the maximum use time is 40 minutes.

In practice, a diver must allow adequate time to return to the surface, including

possible decompression stops on the way up from greater depths.

AUDIO RECORDER. As long as it has a power cell, this hand-held device can record eight houses of audio from up to 10 feet away onto a recordable audio-tape, as well as play back audio on an inserted tape.

AUDIO TAPE, BLANK. A blank audio tape is required to record audio with an audio recorder.

BINOCULARS. Objects viewed through this pair of binoculars are magnified to twice their size.

BRIEFCASE. A briefcase can carry up to 5 lb. worth of gear. It has a cheap lock, but it isn't very secure. It takes a DC 12 Dexterity (Thieves' Tools) to open it, or a DC 10 Strength check to break it.

BLOCK AND TACKLE. A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

BOLT CUTTER. Exceptionally heavy wire cutters. You can use them to make a Strength (Athletics) check to cut through padlocks (DC 15), chain link fences (DC 10), or similar.

BOOK. A surviving publication of the old world.

CANDLES (SET OF 10). For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

CANTEEN. A canteen holds 2 pints of water. It weighs 3 lb when full and 1 lb. when empty.

CARABINERS (SET OF 4). A specialised type of shackle with a spring-loaded gate, useful for climbing and many other purposes.

CASE, MAP OR CHART. This case can hold up to ten sheets of paper or three folded maps.

CHAIN. A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

CLIMBER'S KIT. This kit includes pitons, carabiners, rope, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

CLOTHES, BUSINESS SUIT. A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

CLOTHES, CASUAL OUTFIT. Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

CLOTHES, COLD WEATHER GEAR. This set of clothing made of insulating materials includes base layer (a long-sleeved under shirt, long johns), a mid-layer (a long-sleeved shirt, a sweater, and a pair of trousers), an insulating layer (a thick jacket), a fleece-lined windshell jacket, goggles, gloves, thick socks and boots, a snug hat, and either a scarf or neck gaiter. Some layers can be omitted depending on the severity of the weather. While wearing a complete set of cold weather gear you are immune to **exhaustion** caused by extreme cold, and you are resistant to cold damage. However, you have disadvantage on all Dexterity-based ability checks, saving throws, and all melee and ranged attack rolls.

CLOTHES, COSTUME. A costume intended for parties, resembling either a generic career, creature, or concept or specific character famous before the apocalypse.

CLOTHES, COSTUME (SEXY). As other costumes, but a lot skimpier.

CLOTHES, COSTUME (MASCOT). A bulky outfit in the shape of a pre-apocalyptic mascot. While wearing a mascot costume you have disadvantage on all Dexterity-based ability checks, saving throws, and all melee and ranged attack rolls, as well as any Strength-based ability check that involves gripping strength due to the

costume's oversized gloves or paws.

CLOTHES, FATIGUES. Fatigues are rugged, comfortable, and provide lots of pockets. They are printed in camouflage patterns: woodland, desert, winter (primarily white), urban (grey patterned), and black are available.

CLOTHES, FORMAL OUTFIT. From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions.

CLOTHES, GHILLIE SUIT. A loose mesh overgarment covered in strips of burlap in colours appropriate to a specific environment (usually woodland), to which other camouflaging elements can easily be added. While wearing a ghillie suit, you have a +10 bonus on Dexterity (Stealth) checks. However, you have disadvantage on all other Dexterity-based ability checks, saving throws, and all melee attack rolls due to the ghillie suit's bulk.

CLOTHES, UNIFORM. Uniforms are associated with a large number of pre-apocalypse careers, from the military to parking attendants.

CLOTHES, WET WEATHER GEAR. This set of waterproof and windproof clothing includes dungarees, a fleece-lined rain jacket, a pair of gloves, and rubber boots.

COMPASS. With this item you can always find magnetic North. You have advantage on Wisdom (survival) checks to avoid getting lost.

CROWBAR. Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

DUCT TAPE. A roll of durable tape useful for many purposes.

FIRST AID KIT. This kit contains plasters, bandages, gauze, dressings, safety pins, disposable sterile gloves, tweezers, scissors, cleansing wipes, sticky tape, a thermometer, painkillers and creams. A wastelander trained in Medicine can use a first aid kit to make a Wisdom (Medicine) check to treat minor injuries and pains. The kit can also be used as an action to stabilise a creature that has 0 hit points without needing to make a Wisdom (Medicine) check to do so. A first aid kit can be used ten times, after which the first aid kit is expended and must be replaced.

FISHING TACKLE. This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

FIRE EXTINGUISHER, ABC POWDER. This portable apparatus uses a special powder to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area. It contains enough material for two such uses.

ABC Powder is effective against fires caused by burning materials, flammable liquids, and flammable gases, as well as electrical fires.

FIRE EXTINGUISHER, AFFF FOAM. This portable apparatus uses a coating of foam to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area. It contains enough material for two such uses.

AFFF Foam is effective against fires caused by burning materials and flammable liquids.

FIRE EXTINGUISHER, CARBON DIOXIDE. This portable apparatus uses carbon dixoide to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area. It contains enough material for two such uses.

Carbon dioxide is effective against fires caused by flammable liquids, as well as electrical fires.

FIRE EXTINGUISHER, WATER. This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area. It contains enough material for two such uses.

Water is effective against fires caused by burning materials.

FIRE EXTINGUISHER, WATER MIST. This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area. It contains enough material for two such uses.

ABC Powder is effective against fires caused by all kinds of fires.

FIRE EXTINGUISHER, WET CHEMICAL. This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area. It contains enough material for two such uses.

Wet chemical is effective against fires caused by burning materials and oils, fats, and grease.

FLASH GOGGLES. These eye coverings provide total protection against blinding light.

FLASHLIGHT. As long as it has a power cell this flashlight casts bright light in a 60-foot cone and dim light for an additional 60 feet.

FLASHLIGHT, ILLUMINATOR. As long as it has a power cell this flashlight casts bright light in a 60-foot cone and dim light for an additional 60 feet. It can be attached to most pistols and rifles without occupying a modification slot.

FLASHLIGHT, TACTICAL. As long as it has a power cell this flashlight casts bright light in a 75-foot cone and dim light for an additional 75 feet.

GAS MASK. This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. Changing a filter is a move action.

GAS MASK FILTER CANISTER. The filter canister allows a gas mask to function for 12 hours.

HANDCUFFS. These restraints can bind two limbs of a Small or Medium creature, assuming an appropriate body structure. Escaping the handcuffs requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of handcuffs comes with one key. Without the key, a creature proficient with thieves' tools can pick the handcuffs' lock with a successful DC 20 Dexterity check. Handcuffs have 15 hit points.

HAZMAT SUIT. This is a completely enclosed garment with a self-contained breathing apparatus designed for use with an air canister. A hazmat suit's purpose is to fully protect the wearer from one kind of environmental hazard. You can't wear a hazmat suit over armour or a helmet. While wearing it you have immunity to a specific type of damage and automatically succeed at certain related saving throws (see the descriptions of specific hazmat suits). In addition to the suit's other benefits, the breathing apparatus provides the same advantages as a gas mask, providing total protection from eye and lung irritants. However, you also have disadvantage on all Dexterity-based ability checks, saving throws, and all melee and ranged attack rolls.

When you're hit by a piercing or slashing melee or ranged attack, there's a risk that your hazmat suit will be damaged. Roll 1d6.

- On a result of 3-6 your hazmat suit is undamaged by the attack and you are immune as normal.
- On a 1-2, your hazmat suit is damaged. From this attack onward until repaired, the damaged hazmat suit grants resistance to damage and advantage on saving throws, but not full immunity.

HAZMAT SUIT, BIOLOGICAL. This type of hazmat suit is fully sealed and overpressurised to prevent biological contamination. While wearing a biological

hazmat suit you are immune to poison damage and you automatically succeed any saving throw to avoid becoming poisoned, catching a sickness, or acquiring a disease.

HAZMAT SUIT, CHEMICAL. This type of hazmat suit is constructed with barrier materials designed to prevent chemical contact. While wearing a chemical hazmat suit you are immune to chemical damage and you automatically succeed any saving throw to avoid becoming poisoned or otherwise harmed by chemical fumes.

HAZMAT SUIT, NUCLEAR. This type of hazmat suit is lined with radiation shielding materials. While wearing a nuclear hazmat suit you are immune to radiation damage and you automatically succeed any saving throw to avoid other consequences of contact with radiation, though you must still make Damage Rad Saves and Sustenance Rad Saves as normal when you rest, if applicable to you.

HAZMAT SUIT, FIRE. This type of hazmat suit is made from insulating and reflective materials. While wearing a fire hazmat suit you are immune to fire damage and you automatically succeed any saving throw to avoid the consequences of extreme heat or smoke inhalation.

HOLSTER, HIDDEN CARRY. This holster is designed to carry a one-handed pipe gun, ballistic pistol, or energy pistol in a concealed location (generally under the armpit). A creature trying to ascertain if you're armed has disadvantage on Perception checks to notice your weapon while it's holstered, but not to Investigation checks to inspect you more closely.

HOLSTER, PISTOL. This holster is designed to carry a one-handed pipe gun, ballistic pistol, or energy pistol. It's worn at the hip.

HOLSTER, RIFLE. This holster is designed to carry any two-handed ranged weapon other than a heavy weapon or a simple weapon. It's worn across the back.

LOCK AND KEY. A solid lock with a single key. It takes a DC 20 Dexterity (Thieves' Tools) check to open it.

LIGHTER. A handheld device that can produce a small flame while it has fluid and a wick remaining. 125 ml of fluid lasts roughly a month if the lighter is in regular use.

MAP, ROAD ATLAS. This map shows all the major roads across the country, along with the surrounding geography. While those roads are in a state of extreme disrepair, the maps are still useful for planning long journeys. They are often annotated by previous owners, marking important changes they discovered in their travels.

MAP, TACTICAL. This map shows a small area, typically a few miles on a side, in exacting detail. Of course, those details were accurate before the apocalypse, but even when a map is no longer current much of the information on it still holds true. They are often annotated by previous owners, marking important changes they discovered in their explorations.

MAP, WASTELAND. Hand-drawn by a wasteland explorer, this map lacks the exceptional detail of an old world map and its scale shouldn't be trusted. However, as long as you're not looking for incredible detail and the map is relatively recent, it generally reflects what a traveller is actually likely to find.

MAGNIFYING GLASS. This lens allows a closer look at small objects. It is also useful when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

MESS KIT. This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

METAL DETECTOR. As long as it has a power cell, this handheld device provides a

+10 bonus to all Intelligence (Investigation) checks involving metal.

NIGHT VISION GOGGLES. While wearing the goggles, you have darkvision out to 120 feet.

OIL. Oil usually comes in a flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

PHOTOGRAPHIC DEVELOPER. A 1 litre bottle of fluid used to develop photographs.

POISON, BASIC. You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

PORTABLE STOVE. This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

QUIVER OR CROSSBOW BOLT CASE. A quiver can hold up to 20 arrows. Likewise, a crossbow bolt case can hold up 20 bolts.

ROPE. Rope, whether made of hemp or synthetic material, has 2 hit points and can be burst with a DC 17 Strength check.

SET OF SCALES. A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

TELESCOPE. Objects viewed through this old telescope are magnified to three times their size.

TINDERBOX. This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch — or anything else with abundant, exposed fuel — takes an action. Lighting any other fire takes 1 minute.

TOOL BELT. This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

WALKIE-TALKIE. As long as it has a power cell, this hand-held radio transceiver can be used to communicate with any similar device operating on the same frequency out to a range of 15 miles. It can be programmed with twenty predefined frequencies.

WATERSKIN. A waterskin holds 4 pints of water. It weighs 4 lb when full and 1 lb. when empty.

POWER SUPPLY

Some items in this document require one of the portable power supplies shown on the *Power Supplies* table.

POWER SUPPLIES

DEVICE	COST	WEIGHT
Power Cell	50	—
Power Core	200	4 lb.

SERVICES

Even in the wasteland, commerce thrives. The *Services* table shows typical costs to employ someone to perform a service or labour on your behalf.

COMPANION. When wastelanders crave emotional support or physical contact, they can pay a visit to a companion.

DOCTOR. Doctors of varying skill can be found in most major settlements. Some even travel, bringing desperately needed medical care to smaller settlements. The fees listed are typical but not a certainty.

EDUCATOR. Learned folk willing to share their specialist or general knowledge for a fee can be found in most larger settlements. Some educators travel circuits of smaller settlements. Their occasional visits are the closest thing locals have to proper schooling.

ENTERTAINER. Musicians, comedians, singers, and other performers are highly valued by bars and gambling dens looking to beat out the competition, so a talented entertainer can make a good living.

INN STAY. Those that regularly travel the wastes are glad for the opportunity of shelter and a bed, even if the standards of the establishment they stay in are low. Wasteland inns tend to be poor or even squalid, and such accommodation is seldom in a private room. Accommodation of modest, comfortable, or wealthy standard can privately room individuals and pairs and typically include some food and drink.

SERVICES

SERVICE OFFERED	COST
COMPANION (PER HOUR)	
Standard	15
Luxury	30
CRAFTING AND REPAIR	
Refer to the crafting guidance on pg. 149.	
DOCTOR (PER VISIT)	
Standard consultation fee	5
Medicinal treatment	cost of chem
Patch wounds	100
Surgery	300
Cybernetic surgery	500 + cybernetic
EDUCATOR (PER DAY)	
Tutor	35
ENTERTAINER (PER SHOW)	
Unknown Artist	20
Locally Famous	30
Regionally Famous	50
INN STAY (PER NIGHT)	
Squalid	3
Poor	6
Modest, includes 1 meal and 1 bottle of water (both contaminated, if applicable)	15
Comfortable, includes 1 meal and 1 bottle of water (both uncontaminated)	40
Wealthy, includes 1 fine meal and 2 bottles of water (each uncontaminated)	100
LABOURER (PER DAY)	
Unskilled Labour	12
Skilled Labour	30
Employee (Retail)	15
Employee (Servant)	20
OTHER SERVICES	
Barber (per haircut)	10

CYBERNETICS

BODY SLOTS

Similarly to armour pieces and mods, cybernetics can occupy any of the following six cybernetic body slots: head, chest, left arm, right arm, left leg, and right leg. A wastelander may have only one cybernetic occupying a slot at a time.

The principle of body slot equivalency for non-humanoid characters also applies to cybernetics, as shown in the *Body Slot Equivalency* table. Even robots can install cybernetics: they simply call them upgrades instead! Upgrades might be to hardware, software, or a combination of the two.

BODY SLOT EQUIVALENCY

BIPED	QUADRUPED	NON-BIPEDAL ROBOT
Head	Head	Sensory Systems
Chest	Body	Chassis
Left Arm	Left Foreleg	Left Module
Right Arm	Right Foreleg	Right Module
Left Leg	Left Hindleg	Left Propulsion System
Right Leg	Right Hindleg	Right Propulsion System

AVAILABLE CYBERNETICS

Cybernetics and robot upgrades aren't commonly available to purchase. If player wastelanders get the opportunity to do so, the costs of cybernetics (or upgrades) are given in the *Cybernetics/Upgrades* table (pg. 218). Any special rules associated with each cybernetic are given in the appropriate list for its type, below. A small handful of cybernetics occupy more than one type of body slot or no slot.

PROSTHETICS

When cybernetics that grant fanciful new powers to those who possess them exist, then it stands to reason that advanced prosthetics also exist that merely restore or grant capacities of which other humans Such prosthetics function equally well as the flesh and blood body part they emulate. They also don't count as cybernetics for the purposes of occupying cybernetic body slots.

STARTING WITH PROSTHETICS
At the player's option, their wastelander can start the game with one or more artificial limbs, eyes, or other body parts. There is normally no currency cost associated with this choice: the price is assumed to be paid before the campaign begins unless the player is interested in the roleplaying complications of a debt yet unpaid.

ACQUIRING PROSTHETICS IN-GAME
Prosthetics can be received during the campaign. These do involve a cost: 500 currency plus the price of surgery. However, the Guide should always find a way for a wastelander to receive prosthetics when they can't currently afford it. Perhaps a patron helps them out, or the surgeon asks them to complete a task as payment.

PROSTHETICS & COMPLICATIONS
Prosthetics aren't subject to surgery complications.

These are listed in the Special Cybernetics category.

ARM CYBERNETICS

The following cybernetics or upgrades can be applied to the two arm (or equivalent) slots only.

CYBERNETIC ARM. This cybernetic grants a +2 bonus to Strength ability checks that rely on arm strength, as well as Dexterity ability checks in which you need a steady hand. If you have two cybernetic arms, you have advantage instead of a static bonus (though this grants you a +5 bonus to passive checks, as normal).

.45 GUN ARM. This cybernetic has the advantages of a cybernetic arm. In addition, it has an embedded gun capable of firing .45 rounds. The gun deals 2d8 piercing damage, has a range of 50/150, and has the reload property. It is fed using 20 round magazines, for which your arm includes a slot. This weapon cannot be modified. The embedded gun is relatively obvious, but you can attempt to conceal it provided you remove the magazine from your arm.

Because it's part of your arm, the .45 gun arm remains useful in melee. When you attack an adjacent you with your gun arm, you ignore the disadvantage that usually applies when a hostile creature is within 5 feet of you.

10MM GUN ARM. This cybernetic has the advantages of a cybernetic arm. In addition, it has an embedded gun capable of firing 10mm rounds. The gun deals 2d6 piercing damage, has a range of 50/150, and has the reload property. It is fed using 12 round magazines, for which your arm includes a slot. This weapon cannot be modified. The embedded gun is relatively obvious, but you can attempt to conceal it provided you remove the magazine from your arm.

Because it's part of your arm, the 10mm gun arm remains useful in melee. When you attack an adjacent you with your gun arm, you ignore the disadvantage that usually applies when a hostile creature is within 5 feet of you.

CROOKED ARM. This cybernetic has the advantages of a cybernetic arm. In addition, it contains a digital pick, a miniaturised computer capable of wirelessly

CYBERNETICS/UPGRADES

CYBERNETIC	COST
PROSTHETICS (ANY)	
During character creation	free
During the campaign	500
ARM CYBERNETICS/UPGRADES	
Cybernetic Arm	3000
.45 Gun Arm	14000
10mm Gun Arm	8000
Crooked Arm	10000
Dexterous Arm	4500
Larcenous Arm	5000
Strong Arm	6000
Sword Arm	5000
Syringe Gun Arm	10000
WristComp Arm	25000
CHEST CYBERNETICS/UPGRADES	
Adrenal Implant	3000
Agility Implant	4000
Cybernetic Lungs	6000
Endurance Implant	4000
Rad Scrubber	12000
Regenerative Implant	600
Sustenance Derivation Enhancer	3000
HEAD CYBERNETICS/UPGRADES	
Cat Eyes	20000
Charisma Implant	4000
Communications Implant	2000
Intelligence Implant	4000
Perception Implant	4000
Telescopic Eye	10000
Telescopic Eye, Night Vision	15000
Telescopic Eye, Recon	18000
LEG CYBERNETICS/UPGRADES	
Cybernetic Leg	3000
Powerful Legs (pair)	12000
SPECIAL CYBERNETICS/UPGRADES	
Concealed Compartment	2000
Personal Stealth Field Generator	4000
Sub-Dermal Armour	4000

hacking electronic locking mechanisms. You can activate the digital pick as an action. It makes an Intelligence (Hacking) check with a bonus of +6 against the nearest electronic lock. On a success, the lock opens after one minute (the time taken by the digital pick to find the correct sequence). If the pick fails, it may attempt to bypass the lock again once a minute has passed provided it hasn't tripped a security measure.

DEXTEROUS ARM. This cybernetic has the advantages of a cybernetic arm but is especially designed to assist with fine control. Your bonus to Dexterity ability checks requiring a stand increases to +5.

LARCENOUS ARM. This cybernetic has the advantages of a cybernetic arm. In addition, it contains a complete set of lockpicks.

Strong Arm (6,000 c). This cybernetic has the advantages of a cybernetic arm. In addition, it can be used to make unarmed attacks that deal 4 bludgeoning damage. If the character is already capable of dealing more than 1 damage with their unarmed strikes, they instead deal +3 bludgeoning damage.

SWORD ARM. This cybernetic has the advantages of a cybernetic arm. In addition, you have a telescopic blade hidden within your forearm. You can draw it or conceal it as a bonus action. While drawn, it is a finesse weapon that deals 1d8 piercing damage. This weapon cannot be modified. If you are searched by a creature, it must know or suspect the presence of the concealed sword to be able to find it, and it has disadvantage on its check.

SYRINGE GUN ARM. This cybernetic has the advantages of a cybernetic arm. In addition, it has an embedded gun capable of firing syringes designed for a syringe rifle. The gun has a range of has a range of 40/120, and has the loading property. This weapon cannot be modified. The embedded gun is relatively obvious, but you

can attempt to conceal it provided you remove the magazine from your arm.

Because it's part of your arm, the syringe gun arm remains useful in melee. When you attack an adjacent you with your gun arm, you ignore the disadvantage that usually applies when a hostile creature is within 5 feet of you.

WRISTCOMP ARM. This cybernetic has the advantages of a cybernetic arm. It also has a built-in WristComp.

CHEST CYBERNETICS

The following cybernetics or upgrades can be applied to the chest (or equivalent) slot only.

ADRENAL IMPLANT. The implant stimulates epinephrine production. You have advantage on saving throws against **exhaustion**, not including sustenance saves.

AGILITY IMPLANT. The implant improves your response time and coordination. Your Dexterity score increases by +4, and your maximum Dexterity increases to 24.

CYBERNETIC LUNGS. Your lungs are replaced, allowing you to breathe in conditions that would otherwise be harmful, such as intense smoke and clouds of gas. You are immune to poison damage from sources that should not be inhaled, though you are still at risk from sources that can be absorbed through contact.

ENDURANCE IMPLANT. The implant provides energy, increasing your resilience to physical hardship. Your Constitution score increases by +4, and your maximum Constitution increases to 24.

RAD SCRUBBER. The implant allows you to drink irradiated water as though it were purified.

REGENERATIVE IMPLANT. The implant stimulates the production of various white blood cells, increasing your healing capacity. As long as you have more than 0 hit points, you recover 1 hit point at the beginning of each of your turns. When you

are unconscious, the time until you regain consciousness is halved.

SUSTENANCE DERIVATION ENHANCER. The implant causes each meal you eat to be treated as two meals. In addition, consuming a meal recovers 2d8 hit points, up to once per short rest and no more than 3 times per 24 hours.

HEAD CYBERNETICS

The following cybernetics or upgrades can be applied to the head (or equivalent) slot only.

CAT EYES. This implant replaces both of a character's eyes with artificial eyes that grant night vision. You gain Darkvision out to a range of 120 feet.

CHARISMA IMPLANT. The implant improves your eloquence. Your Charisma score increases by +4, and your maximum Charisma increases to 24.

COMMUNICATIONS IMPLANT. This implant is embedded in your throat. With practice, you can communicate silently with allies via radio frequency.

INTELLIGENCE IMPLANT. The implant stimulates connections made by your brain. Your Intelligence score increases by +4, and your maximum Intelligence increases to 24.

PERCEPTION IMPLANT. The implant makes it easier to access subconscious realisations, letting you discover important clues that would previously have been hidden among the incredible amount of information you absorb every second. Your Wisdom score increases by +4, and your maximum Wisdom increases to 24.

TELESCOPIC EYE. This cybernetic replaces one of your eyes. With the other eye closed, you can magnify what you see with the telescopic eye. You can use the telescopic eye in combat to gain the advantages of a scope with a ranged weapon that lacks its own out to a range of 120 feet.

TELESCOPIC EYE, NIGHT VISION. This version of the telescopic eye has a night vision mode. When you close the other eye and magnify your vision through the telescopic eye, you also gain the benefits of a night vision scope out to a range of 120 feet.

TELESCOPIC EYE, RECON. This version of the telescopic eye has a recon mode. When you make a ranged weapon attack against a creature the target is tagged. You know where the target is, even when they're concealed or behind cover. If the target moves more than 120 feet away, they're no longer tagged.

LEG CYBERNETICS

The following cybernetics or upgrades can be applied to the two leg (or equivalent) slots only.

CYBERNETIC LEG. This cybernetic grants a +2 bonus to Strength ability checks that rely on your legs, as well as Dexterity ability checks to do with speed and balance. If you have two cybernetic legs, you have advantage instead of a static bonus (though this grants you a +5 bonus to passive checks, as normal).

POWERFUL LEGS (PAIR). This cybernetic occupies both of your leg slots. You have a pair of physically powerful cybernetic lower limbs. Your movement speed increases by 10 feet. The distance you can jump horizontally is 10 feet more than normal, while the distance you can jump vertically is 5 greater than normal.

SPECIAL CYBERNETICS

The cybernetics in this category occupy multiple slots or none.

CONCEALED COMPARTMENT. Some cybernetic arms and legs are designed to include a

small hidden space for smuggling an object. It can contain a palm-sized item. If you are searched by a creature, it must know or suspect the presence of a concealed compartment to be able to find the item, and it has disadvantage on its check.

This is a modification for arm or leg cybernetics. You can have one concealed compartment per cybernetic, but it must be applied during the construction of the cybernetic. Existing cybernetics can't be modded.

PERSONAL STEALTH FIELD GENERATOR. This cybernetic resides in your chest, but is also directly wired to your brain. It occupies both your chest and head cybernetic slots. Once per short rest, you can generate a Stealth Field as a bonus action. You become **invisible** for 30 seconds (5 rounds).

The long term effects of Stealth Field exposure are not understood, so you may be at risk of strange mutations and side-effects down the line. This is a potential story hook and requires your approval. If you're willing to experience side effects, their nature is left to the Guide's discretion.

SUB-DERMAL ARMOUR. You have a thin layer of subcutaneous protective plating all over your body. It occupies no cybernetic slots. You reduce incoming Bludgeoning, Piercing, and Slashing damage by 3.

PERFORMING SURGERY

Given the costs associated with getting cybernetic surgery, the default assumption is that a surgeon with Qualified competence or better in all three of Medicine, Science, and Surgeon's Tools automatically succeeds at the surgery. No one else would dare risk the

surgery. The only consequence of surgery is that the patient needs to spend 3d6 days recuperating.

If your group agrees to the possibility of complications arising during and after surgery, then the surgeon must make a series of checks (see Risks of Cybernetics, below).

RISKS OF CYBERNETICS

Surgery usually entails a degree of risk, especially when performed by wasteland doctors in less than ideal operating theatres, or when the cybernetic itself is a jury-rigged thing that never went through any approved quality assurance process. Some groups may wish to introduce the prospect of complications arising during surgery or after a cybernetic is attached. These rules are strictly optional. Your players may not wish to deal with the added complexity, and for some players surgical complications might be the source of trauma. Discuss this rule with your group, or sound out their interest in or issues with the topic by way of your safety tools.

If your group is okay with the possibility of complications, then the surgeon must make the following ability checks.

CYBERNETIC SURGERY CHECKS

RESULT	SURGERY DC MODIFIER	POST-SURGERY COMPLICATION CHANCE
1 or less	−8	+40%
2–4	−5	+30%
5–8	−2	+20%
9–11	+0	+10%
12	+0	+0%
13–15	+0	−10%
17–20	+2	−20%
21–24	+5	−30%
25 or more	+8	−40%

CYBERNETIC KNOWLEDGE CHECK

The surgeon first makes an Intelligence (Science) check. This represents how well they understand the cybernetic technology they're installing and how it's intended to interact with the patient's body. Unless under unusual pressure the surgeon may choose to use their passive check result, which is 10 + their Science skill modifier.

The result of this check generates two values, as shown on the CYBERNETIC SURGERY CHECKS table.

- ☢ The surgery DC modifier is a bonus or penalty, which applies to the DC of the later Dexterity (Surgeon's Tools) check.
- ☢ The post-surgery complication chance is given as a positive or minus percentage value, and either increases or decreases the chance that something goes wrong after the cybernetic is attached.

SURGERY CHECK

Second, the surgeon makes a Dexterity (Medicine) check to determine their performance on the surgery itself. They have advantage on this check if they're proficient in Surgeon's Tools.

The DC of the surgery is 15 assuming it is performed in an appropriate environment with adequate if not ideal tools. The Guide may modify the DC to reflect other circumstances. The DC also increases or decreases by an amount equal to the Surgery DC Modifier generated during the surgeon's Cybernetic Knowledge check.

FAILURE

On a failed check, a complication arises.

FAILURE BY 1-4
If the surgeon fails to meet the target DC by less than 5, then the complication is serious but not deadly if quickly resolved. They're forced to abort the surgery and the cybernetic remains unattached. Assuming the cybernetic was intended to replace an existing body part, not a missing body part, the patient still has the use of that body part. The recovery time from the surgery is 3d6 days. Most NPC surgeons won't risk attempting the same surgery twice, so the patient will likely have to seek help elsewhere if they still need or want the cybernetic.

FAILURE BY 5-9
If the surgeon fails to meet the target DC by 5 or more the complication is severe. The patient is immediately reduced to 0 hit points and is dying. The dying patient makes their death saving throws with advantage because of the efforts of the surgeon trying to save them. If the patient survives, the cybernetic remains unattached. Assuming the cybernetic was intended to replace an existing body part, not a missing body part, the patient still has the use of that body part. The recovery time from the surgery is 3d6 days. No NPC surgeon dares to attempt the surgery again after botching it so badly the first time, and they may be unwilling to perform any surgeries at all for the same patient.

FAILURE BY 10 OR MORE
As failure by 5-9, but the patient receives an appropriate injury taken from the optional Injuries rule in chapter 9 of 5e's core rulebook, the DMG.

ON A NATURAL 1

A natural 1 (when the number rolled on the d20 is a "1") normally has no effect on ability checks. This remains true for surgery checks that either beat the DC or that fail by 4 or less. When the surgeon rolls a natural 1 and also fails the check by 5 or more, they make a grievous mistake during the surgery. In addition to the normal effects of the complication, the patient automatically fails 2 death saving throws.

SUCCESS

On a success, the cybernetic is attached. The recovery time from the surgery is 3d6 days.

POST—SURGERY COMPLICATION

Although a surgery is successful, there may still be issues with the new cybernetic. Compare the surgeon's Dexterity (Medicine) check result to the CYBERNETIC SURGERY CHECKS table to determine its effect on the post-surgery complication chance. Add this to the percentage modifier already determined by the surgeon's prior Intelligence (Science) check.

Roll percentile dice. If you roll equal to or less than the combined post-surgery complication chance then there is a complication. Otherwise, the cybernetic takes without issue. If the final post-surgery chance is 0% or a negative percentage, then you don't even need to roll: everything's fine.

If there's a post-surgery complication, roll 1d6 and compare the result to the POST-SURGERY COMPLICATIONS table.

POST-SURGERY COMPLICATION

1D6	COMPLICATION
1	**REJECTION.** After 1d4 days your body starts to reject the cybernetics. It is so painful you have disadvantage on all checks and attack rolls until the cybernetic is removed.
2	**FOREIGN OBJECT.** Something was left in your body after the surgery. It works its way toward one of your vitals over the course of 3d20 + 30 days, at the end of which it will kill you. You begin noticing discomfort 4d8 days before the object punctures your vital.
3	**INFECTION.** After 2d20 days you develop an infection. If successfully treated with antibiotics within 2 weeks, the infection dies down. Beyond that time limit there is a 10% chance, that the infection grows so severe that the cybernetic will have to be removed, along with any infected flesh. For every 7 additional days that pass, the chance increases by another 10% and you must roll again.
4	**MINOR FAULT.** The cybernetic doesn't work as expected. The first time each short rest you use the cybernetic, roll 1d6. On a roll of 1 it doesn't work as intended until your next short rest. A DC 15 Intelligence (Engineering) check is required to identify and repair the fault, and the repair costs 50 salvage. If the cybernetic is an implant or you intend to repair your own cybernetic, it must first be surgically removed before repairs can be attempted.
5	**SEVERE FAULT.** As minor fault, except when you roll to see if the cybernetic works it fails on a roll of 1, 2, or 3. Additionally, a DC 20 Intelligence (Engineering) check is required to identify and repair the fault, and the repair costs 100 salvage.
6	**BREAKDOWN.** After 3d20 days the cybernetic suddenly stops working entirely. A DC 20 Intelligence (Cybernetics) check is required to identify and repair the fault, and the repair costs 200 salvage. If the cybernetic is an implant or you intend to repair your own cybernetic, it must first be surgically removed before repairs can be attempted.

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CRAFTING & REPAIR

Guidance for crafting and repairing items can be found starting on pg. 149.

Note that cybernetics aren't usually subject to damage as they're considered part of the wastelander to which they're linked. In the same way you wouldn't normally expect a player character to lose the use of a flesh and blood limb or organ, cybernetics are also body parts and have a similar degree of protection. This is especially important for prosthetics or cybernetics which double as a prosthetics, as is the case with a cybernetic arm, leg, or eye replacement.

If the group has agreed that damage to specific body parts is possible and a cybernetic does become damaged, the salvage cost to repair it is a quarter of the cybernetic's currency cost.

To craft or repair a cybernetic, a wastelander must be proficient and have Master level competency in Mechanic's Tools, Electrician's Tools, and any other tools the Guide deems necessary for the cybernetic in question. The Guide may also rule that crafting a cybernetic requires the use of industrial tools, such as when the cybernetic probably contains delicately machined parts.

HAZARDS

Hazards are environmental conditions that can cause complication and harm. They can can be occur naturally or as a side effect of the activities of creatures, such as the ambient radioactivity of carelessly discarded nuclear waste. An artificial hazard might be set up to discourage creatures from entering its area and to cause them harm if they do, or it might come about through ignorance or lack of concern for the safety of others. Even if it is mean to deter or harm creatures, it is fundamentally different from a trap which is set up to do deliberate harm only once triggered.

The following hazards might be faced by creatures living in one of the wasteland worlds presented in *Wasteland Woes*.

DROWNING

A creature that needs to breathe can only hold its breath for so long. If a creature runs out of breath while underwater it begins suffocating, as described in the Fifth Edition core *Player's Book* (pg. 183) or *Basic Rules* (pg. 68).

DRY QUICKSAND

An area of dry quicksand is generally at least 10-foot in diameter and typically 10 feet deep. A creature that enters an area of dry quicksand immediately sinks 1d4 + 1 feet and is restrained. The creature sinks a further 1d4 feet at the start of each of its turns. A creature can attempt a Strength check to escape the dry quicksand so long as it isn't yet completely submerged. The DC of the check is 10 + the number of feet the creature has sunk.

A creature can pull another creature out of the dry quicksand even when that creature is fully submerged, provided they are still within its reach. The DC of such an attempt equals 5 plus the number of feet the target creature has sunk.

Once fully submerged in dry quicksand, a creature begins to suffocate as per the suffocation rules described in the Fifth Edition core *Player's Book* (pg. 183) or *Basic Rules* (pg. 68).

FIERY TEMPERATURES

When the temperature is at 100 degrees Fahrenheit (37.7 degrees Celsius) or above, a creature out in the heat must make a Constitution saving throw every hour. The DC of the saving throw is 5 for the first hour, increasing by 1 every subsequent hour. A creature automatically succeeds if it has resistance or immunity to fire or is naturally adapted for hot climates. A creature also automatically succeeds its saving throw if it has a clothed appropriately for the heat and sun or is protected by shade and it has had a drink of water within the last two hours. If a creature meets only one of the previous two conditions, it has advantage on its saving throw. Creatures in heavy clothing, or in medium or heavy armour, have disadvantage on their saving throw. On a failed save, the creature gains a level of exhaustion.

FRIGID TEMPERATURES

When the temperature is 0 degrees Fahrenheit (-17.7 degrees Celsius) or lower, a creature out in the cold must make a DC 10 Constitution saving throw every hour unless they have resistance or immunity to cold, are naturally adapted to cold climates, or are wearing appropriate cold weather gear, in which case they automatically succeed.

On a failed save, the creature gains a level of exhaustion.

GLACIAL WATERS

A creature can endure immersion in icy waters for a number of minutes equal to its Constitution score. Beyond that, it must make a DC 10 Constitution saving throw for every additional minute, gaining one level of exhaustion on a failed save. Creatures automatically succeed their saving throw if they have resistance or immunity to cold damage, or are naturally adapted to cold water.

If a submerged creature needs to breathe it is also at risk of suffocation, as described in the Fifth Edition core *PLAYER'S BOOK* (pg. 183) or *BASIC RULES* (pg. 68).

HIGH ALTITUDES

Creatures that need to breathe find travel at altitudes 10,000 feet or more above sea level taxing due to the reduced oxygen. Travelling at high altitude is much more taxing for creatures that breathe, and limits the distance they can safely travel in a day.

NORMAL TRAVEL PACE. Each hour of travel at a normal pace while at high altitude is as taxing as 2 hours of travel at low altitude for any creature that needs to breathe. Such a creature can only travel a maximum of 4 hours at this pace under high altitude conditions before they must stop for the day or choose to push on as per the rules for forced marches presented in the Fifth Edition core *PLAYER'S BOOK* (pgs. 181-182) or *BASIC RULES* (pgs. 66-67). The creature's DC against exhaustion increases by +2 for every hour they have been forced marching at normal pace and high altitude, rather than the usual +1.

FAST TRAVEL PACE. Each hour of travel at a fast pace while at high altitude is as taxing as 4 hours of travel at low altitude for any creature that needs to breathe. Such a creature can only travel a maximum of 2 hours at this pace under high altitude conditions before they must stop for the day or choose to push on as per the rules for forced marches presented in the Fifth Edition core *PLAYER'S BOOK* (pgs. 181-182) or *BASIC RULES* (pgs. 66-67). The creature's DC against exhaustion increases by +4 for every hour they have been forced marching at normal pace and high altitude, rather than the usual +1.

ALTITUDE ACCLIMATISATION. A breathing creature that spends 30 days or more at 10,000 feet or higher can become acclimated to altitudes between 10,000 to 19,999 feet, at which point the use the normal rules for overland travel while between those altitudes. A breathing creature can't become acclimated to elevations above 20,000 feet unless it is native to those environments.

ALTITUDE SICKNESS

Altitude sickness is a result of long-term oxygen deprivation. At the end of each long rest spent at 15,000 feet or higher above sea level, a creature must make a Constitution saving throw. The initial DC is based on the elevation, as shown in the **Altitude Sickness DC by Elevation** table below.

After the initial saving throw, the DC of each additional save against altitude sickness is determined by the creature's current elevation, as above, but the DC

also increases by 1 for each saving throw that has already been made since the creature was below 15,000 feet or their oxygen supply was otherwise restored to normal time. Altitude Sickness eventually catches up with even the most seasoned and careful mountaineer, ultimately forcing even the hardiest to abandon the high altitudes for their own safety.

ALTITUDE SICKNESS DC BY ELEVATION

ELEVATION (IN FEET)	DC
15,000-15,999	10
16,000-16,999	11
17,000-17,999	12
18,000-18,999	13
19,000-19,999	14
20,000-20,999	15
Each additional 1,000 ft.	+1

OCEAN STORMS

While in an ocean storm, the strong winds and impose disadvantage on any ranged weapon attack rolls as well as Wisdom (Perception) checks that rely on hearing.

In some particularly heavy storms, the rainfall causes poor visibility that also imposes disadvantage on Wisdom (Perception) checks that rely on sight.

RADSICKNESS

In a radioactive wasteland world, the environment itself may still be irradiated from past fallout. Wastelanders can become exposed to radioactive waste, the debris of nuclear weapons, unshielded radioactive materials, or the output of tech weapons powered by nuclear fission. Any such exposure can cause the **radsick** condition. A creature is immune to **radsick** if it is also immune to radiation damage. See the *Contamination* chapter, which follows this one,

for all the rules governing this condition.

PREVENTION & TREATMENT

Fortunately, chems exist to prevent and heal the **blightsick** condition.

The following chems are available to characters native to a world plagued by radiation.

RADGUARD (NONADDICTIVE). Taking RadGuard as an action grants radiation resistance and advantage on saving throws versus **radsick** for an hour.

RADPURGE (NONADDICTIVE). Taking RadPurge as an action removes two levels of **radsick** and removes up to 10 of the character's current Geiger counters. If the contamination box variant is in play, RadPurge clears the worst rad box the user has checked.

ANTI-RADIATION CHEMS

CHEM	COST	COMPETENCE
RadGuard	40	experienced
RadPurge	80	experienced

RADSTORMS

Radstorms are turbulent environmental hazards that carry more than just the threat of strong winds and rain. The following rules apply to creatures caught in a radstorm.

IRRADIATED WINDS. While outside in a radstorm, a creature must make a DC 10 Constitution saving throw every hour. On a failed save, it stops making saving throws

and on the completion of its next long rest it suffers a level of the **radsick** condition. If the radstorm is still going following the creature's long rest it begins making saving throws again for the new day.

Additionally, the strong winds during a radstorm impose disadvantage on any ranged weapon attack rolls as well as Wisdom (Perception) checks that rely on hearing.

TRAVELLING IN A RADSTORM. Creatures travelling against the direction of the wind have their base speed halved.

FLYING IN A RADSTORM. Flying creatures must make a DC 15 Strength (Athletics) check every minute. On a failed check, the creature is pushed 15 feet for every 1 by which they missed the DC. At the end of this movement they fall **prone**.

SANDSTORMS

The following rules apply to creatures caught in a sandstorm.

STRONG WINDS. The strong winds and poor visibility during a sandstorm impose disadvantage on any ranged weapon attack rolls as well as Wisdom (Perception) checks that rely on hearing and sight. Goggles or similar eye protection eliminate disadvantage to sight caused by a sandstorm. Vision beyond 30 feet is impossible.

TRAVELLING IN A SANDSTORM. Creatures travelling against the direction of the wind have their base speed halved. At the beginning of each hour of travel, one creature in the party must be assigned the role of navigator. The navigator makes a DC 15 Wisdom (Survival) check at the end of the hour to remain on course. On a failed check the party are no closer to their destination and have lost their bearings. They can't attempt to recover their sense of position until the sandstorm has passed. Failing the DC by 5 or more when the party aren't tied together or similarly tethered

causes one randomly determined creature to become separated from the others. Party members (including the lost creature) can attempt a DC 15 Wisdom (Survival) check each hour to reunite with the missing comrade, making no progress toward their original destination, but risk additional separation!

FLYING IN A SANDSTORM. Creatures flying in a sandstorm must make a DC 15 Strength (Athletics) check every minute. On a failed check, the creature is pushed 15 feet for every 1 by which they missed the DC. At the end of this movement they fall **prone**.

FLAYING WINDS

Some sandstorms are so violent the sand carried on the wind rasps at the skin. In addition to the usual effects of a sandstorm, a creature exposed to flaying winds must make a Constitution saving throw every hour or suffer 1d8 slashing damage. The DC of the initial saving throw is 10, increasing by 1 for every subsequent hour. Furthermore, a creature cannot take a short or a long rest while at the mercy of flaying winds.

SLIPPERY ICE

Slippery ice is considered difficult terrain. A creature that moves on the ice must succeed on a DC 10 Dexterity (Acrobatics) check at the start of its movement each turn, falling prone on a failure.

SNOWSTORMS

The following rules apply to creatures caught in a snowstorm.

FREEZING WINDS. While in a snowstorm, a

creature must make saving throws as described under Frigid Temperatures. Additionally, the strong winds and poor visibility impose disadvantage on any ranged weapon attack rolls as well as Wisdom (Perception) checks that rely on hearing and sight.

TRAVELLING IN A SNOWSTORM. Creatures travelling against the direction of the wind have their base speed halved. At the beginning of each hour of travel, one creature in the party must be assigned the role of navigator. The navigator makes a DC 15 Wisdom (Survival) check at the end of the hour to remain on course. On a failed check the party are no closer to their destination and have lost their bearings. They can't attempt to recover their sense of position until the snowstorm has passed. Failing the DC by 5 or more when the party aren't tied together or similarly tethered causes one randomly determined creature to become separated from the others. Party members (including the lost creature) can attempt a DC 15 Wisdom (Survival) check each hour to reunite with the missing comrade, making no progress toward their original destination, but risk further separation!

FLYING IN A SNOWSTORM. Creatures flying in a snowstorm must make a DC 15 Strength (Athletics) check every minute. On a failed check, the creature is pushed 15 feet for every 1 by which they missed the DC. At the end of this movement they fall **prone**.

THIN ICE

Some ice is at risk of breaking under the weight of those on top of it. A 10 ft. square area of thin ice can support weight up to 3d10 ✘ 10 pounds. If the tolerance of the ice is reached it breaks and every creature in the area fall through into the chill water below (see Glacial Waters on pg. 226).

WATER CURRENTS

Strong currents draw objects inexorably in the direction of the water's flow, and even slow water currents can be difficult for a creature to swim against, as shown in the **Water Currents** table.

At the end of its turn a creature caught in a current is swept along with the water at a speed equal to that listed in the **Creature Speed** column for the current's strength.

While caught in a current a creature attempting to move in a direction other than the current's flow must first make a Strength (Athletics) skill check with a DC equal to that listed in the **DC (Creature)** column for the current's strength.

A vehicle such as a boat in a current is swept along at a speed equal to that listed in the DC (Vehicle) column for the current's strength.

To move against a current it is currently caught by, a vehicle's crew must succeed at an Intelligence (Water Vehicles) tool check with a DC equal to that listed in the Vehicle DC column for the current's strength.

WHIRLPOOLS

A whirlpool is a vortex, fed by feeder currents that can snare swimmers and ships from a considerable distance away from the whirlpool itself.

WHIRLPOOL SIZE. A whirlpool's vortex can be any size from 10 ft. in diameter to maelstroms of 2,000 ft. or beyond.

BEING TRAPPED IN A WHIRLPOOL. A creature or object sucked down into a whirlpool is trapped in the vortex for a number rounds determined by the Time Trapped column for the whirlpool's size

shown on the **Vortex Effects** table.

At the beginning of its turn, a trapped creature takes bludgeoning damage equal to the amount shown in the Damage column for the whirlpool's size. The creature may attempt to escape the vortex by making a Strength (Athletics) check with a DC determined by the its size, as shown in the **Escape DC** column on the **Vortex Effects** table.

On a success, the creature moves into a free space just outside the whirlpool at the end of its current turn. Note that this means it has moved into the surrounding irresistible current, meaning that if it cannot fight or somehow escape the irresistible current on its subsequent turn the creature will end up back inside the vortex.

If a creature fails to escape the vortex for a number of rounds determined by the **Time Trapped** column, it is ejected underwater at the very bottom depth of the vortex (usually at least as deep as the whirlpool's diameter, often deeper, or to the sea bed if such a depth is not possible). The creature ends up in underwater currents pulling away from the whirlpool (see below).

VORTEX EFFECTS

VORTEX DIAMETER	TIME TRAPPED	DAMAGE	ESCAPE DC
40 ft. or less	1d4 rounds	3d6	15
41 – 120 ft.	1d8 rounds	6d6	20
121 – 500 ft.	2d6 rounds	10d6	25
501 ft. or more	2d8 rounds	20d6	30

FEEDER CURRENTS

The vortex of a whirlpool is surrounded by concentric rings of progressively more powerful currents which draw creatures and objects towards the vortex (as described under Water Currents).

IRRESISTIBLE CURRENTS. Immediately surrounding the vortex's area are irresistible currents, covering a distance in all directions from the edge of the vortex equal to the vortex's own diameter.

TREACHEROUS CURRENTS. Next is an area of treacherous currents, covering a distance in all directions from the edge of the irresistible currents which is again equal to two times the vortex's own diameter.

STRONG CURRENTS. The third ring of strong currents covers a distance in all directions from the edge of the treacherous feeder currents equal to three times the vortex's own diameter.

LIGHT CURRENTS. Finally, a ring light currents covers a distance in all directions from the edge of the strong feeder currents equal to four times the vortex's own diameter.

The calculations for the area size of each feeder current are also summarised on the **Whirlpool Currents** table.

For instance, a whirlpool that has a 20-foot-diameter vortex is surrounded by 20 feet of irresistible currents, then 40 feet of treacherous currents, followed by 60 feet of strong currents, and finally 80 feet of light currents. The total diameter of the area affected by the whirlpool's vortex and feeder currents is 420 feet.

WATER CURRENTS

CURRENT STRENGTH	SPEED PER ROUND	SPEED PER HOUR	CREATURE DC	VEHICLE DC
Light	10 ft.	0.5 miles	10	5
Strong	30 ft.	3.5 miles	15	10
Treacherous	60 ft.	7 miles	20	15
Irresistible	90 ft.	10 miles	25	20

EXPULSION CURRENTS

At the bottom of a whirlpool's vortex, expulsion currents propel whatever creatures and objects reach the bottom away from the whirlpool. Expulsion currents are essentially an underwater mirror of the vortex's feeder currents, occupying the same area, and diminishing in strength as they get further from the vortex. However, they push anything caught in them in the **opposite** direction to the whirlpool's feeder currents. extend a similar distance to the surface currents drawing objects in to the whirlpool, and just like the surface currents, they are strongest closest to the vortex.

CONTAMINATION

Many worlds suffer from a particular type of contamination.

   RADSICK is a severely debilitating condition suffered on irradiated worlds after a nuclear apocalypse. Immunity to radiation damage confers immunity to the **radsick** condition.

DAMAGE

Contamination can be caused as a result of damage dealt both by creatures and environmental hazards. Whenever a creature takes such damage it's at risk of a secondary effect: falling victim to the appropriate condition (**radsick**, or similar).

RESISTANCE & IMMUNITY

Creatures that have mutated or are inorganic can have resistance or immunity to the damage type associated with a contamination, such as radiation damage. Sometimes an organic creature's resistance or immunity is a result of generational mutations, and other times it may be the consequence of experiments. If a creature is immune to the damage type associated with a contamination, they are also immune to the condition that contamination can cause.

VULNERABILITY

A vulnerability to a contamination's associated damage is possible, though unlikely in a world where the contamination is particularly, common, such as a wasteland, since a creature with such a vulnerability couldn't survive long!

TOLERANCE

Creatures which lack immunity to a contamination may have developed a tolerance to it, representing a hardiness developed thanks to generations of exposure.

   Creatures usually have a contamination Tolerance unless they have immunity to the contamination in question, in which case they don't need one. A creature also might not have a Tolerance if they haven't been regularly exposed to low levels of the contamination in question, as might be the case with aliens or creatures from sealed environments.

   A creature's Tolerance is used to help determine the severity of an exposure, and thus the DC of the creature's saving throw.

   Player characters calculate their Tolerance as follows:

5 + CONSTITUTION SAVING THROW MODIFIER + (CHARACTER LEVEL -1)

   Creatures with no heroic class level calculate their Tolerance as follows:

5 + CONSTITUTION SAVING THROW MODIFIER + (CHALLENGE RATING -1)

SOURCES OF CONTAMINATION

Whenever a creature is exposed to a source of contamination, they may gain one or more levels of the appropriate condition (**radsick**, or similar). Some of the ways in which that might happen are as follows:

ENVIRONMENTAL EXPOSURE

☢ When a creature is exposed to high levels of contamination in the environment the corresponding condition can come on rapidly, and the Guide may call for a Constitution saving throw against the condition almost immediately.

☢ When a creature has been exposed to lower levels of contamination consistently over a long period the Guide can require a Constitution saving throw to see if they gain a condition level.

CONTAMINATED MEALS

☢ When a creature imbibes contaminated food or drink, they must make a Constitution saving throw at the beginning of their next long rest. See the rules for sustenance.

DAMAGE

☢ When a creature takes any amount of damage from a source of the contamination they must make a Constitution saving throw at the beginning of their next short or long rest.

CONDITION LEVELS

Like exhaustion, **radsick** and other equivalent conditions each have six levels of increasing severity, shown on the *Contamination Sickness Levels* table. Most sources of the condition cause a creature to gain a single level, but some very severe exposures could cause the victim to gain multiple levels at once.

If a creature already has one or more levels of **radsick** or another contamination, the next time they fall victim to a source of the same condition they gain the next level (or levels, if the source applies multiple levels at once). Thus, their condition worsens as they fall victim to multiple exposures.

A creature suffers all the effects of its current level of the condition as well as the effects of lower levels. Contamination levels tend to apply other conditions and all the effects that go with them, making continued exposure extremely dangerous.

CONTAMINATION SICKNESS LEVELS

LEVEL	EFFECT
1	You're **poisoned**. At the beginning of ever hour, you can make a DC 12 Constitution saving throw. On a success you ignore the effects of your condition for the next hour (but not while you're also **poisoned** by something else).
2	You gain a level of **exhaustion**.
3	You gain a level of **exhaustion**.
4	You gain a level of **exhaustion**.
5	You gain a level of **exhaustion**. Halve all hit points and temporary hit points you gain, whether from Hit Dice, curative items, or class features.
6	You die, or possibly mutate.

MANAGING CONTAMINATION

When it comes to deriving fun from adversity, different players have different thresholds. The Guide should learn their group's collective preference for how serious contamination and its consequences should be. Adjust the frequency with which you use contamination sources as a threat to suit the group, and when you do introduce a source of contamination bear in mind that there should generally be a way for your players to choose to avoid it or reduce exposure (such as finding another route, taking shelter from a radstorm, and so on).

You can also adjust the availability of items that prevent or cure contamination levels, both when sold by merchants and when found as loot.

VARIANT: GENTLER CONTAMINATION

The default rules for contamination can potentially cause a fairly rapid spiral of serious consequences, particularly for characters who aren't good at Constitution saving throws or are simply unlucky. Consider this variant if your group would prefer an alternative which introduces the effects of contamination more slowly.

When you play with this variant, player characters can gain contamination levels in all the same ways. There are simply 8 levels of the condition instead of 6, and the initial levels have effects of reduced severity. This gives players more time to deal with their contamination levels before suffering more serious consequences.

VARIANT CONTAMINATION SICKNESS LEVELS

LEVEL	EFFECT
1	You have disadvantage on Constitution and Charisma ability checks. At the start of ever hour, you can make a DC 12 Constitution saving throw. On a success you ignore the effects of your condition for the next hour.
2	You have disadvantage on all ability checks. At the start of ever hour, you can make a DC 12 Constitution saving throw. On a success you ignore the effects of your condition for the next hour.
3	You're **poisoned**. At the beginning of ever hour, you can make a DC 12 Constitution saving throw. On a success you ignore the effects of your condition for the next hour (but not while you're also **poisoned** by something else).
4	You gain a level of **exhaustion**.
5	You gain a level of **exhaustion**.
6	You gain a level of **exhaustion**.
7	You gain a level of **exhaustion**. Halve all hit points and temporary hit points you gain, whether from Hit Dice, curative items, or class features.
8	You die, or possibly mutate.

VARIANT: MUTATION

Though death is the normal outcome for reaching the last level of **contamination sickness**, there is another option: mutation from your current species to another. This option makes more sense for some types of contamination than others, for instance radiation and warp are a likely cause of mutation whereas blight and spores are not.

If you'd like to mutate, discuss this option with your Guide. By agreement between you, your current species is replaced by the Rotter species or another suitable species available in your world. A suitable species must share your current type (humanoid if you're humanoid, beast if you're a beast, and so on) and also have the mutant type. It must also be immune to **contamination sickness**.

You lose all your current species traits and gain those of your new species. If this means you lose a feat, you can select any of the feats you know. You can also replace any feat for which you no longer meet the prerequisites.

Although you are now immune to **contamination sickness** it takes a little time to recover from the condition levels you already have. Instead your contamination levels are immediately halved and you lose an additional level each time you finish a short or long rest.

CUMULATIVE CONTAMINATION

Creatures can be exposed to small amounts of contamination which have no immediate effect but have cumulative consequence over time.

You may not wish to track cumulative contamination for all of the creatures you control as a Guide. Many such creatures are only known to player characters for a short while, and hostile creatures may very well die before the consequences of cumulative contamination could ever be an issue. As a general rule, track cumulative contamination only for player characters and non-player characters who are likely to enter into long-term relationships with player characters, such as allies or the residents of a settlement which might be revisited.

There are two options for tracking cumulative contamination: Counters and Boxes. Boxes is the simpler system of the two and is recommended for creatures you control even when your players are using Counters.

CONTAMINATION BOXES

In this approach to cumulative contamination, every creature has two contamination Boxes. The *Contamination Box Names* table indicates what these boxes are called for each type of contamination.

CONTAMINATION BOX NAMES

CONTAMINATION	BOX
BLIGHT	Blight Box
RADIATION	Rad Box
SPORES	Spore Box
WARP	Warp Box

The first of a creature's Boxes is for damage which deals less than their Tolerance. The second box is for damage equal to or exceeding their Tolerance.

The example below is for a creature with a Tolerance score of 7.

EXAMPLE CONTAMINATION BOXES

BOX	1	2
DAMAGE	1-6 ☐	7+ BOTH ☐
SAVE DC	10	15	13

When a creature takes damage less than their Tolerance for the first time, check their first box.

When a creature takes damage equal to or higher than their Tolerance for the first time, check their second box.

CONTAMINATION SAVING THROWS FOR BOXES

When a creature takes a short or long rest and one or both of their contamination Boxes has been checked, it must make a Constitution saving throw. The saving

throw's DC depends on which Rad Boxes are checked. On a failed saving throw, the creature gains a level of the appropriate condition for the contamination type (**radsick**, or similar). Either way, their Boxes are cleared.

FIRST BOX CHECKED DC = 10

SECOND BOX CHECKED DC = 13

BOTH BOXES CHECKED DC = 15

COUNTERS

In this approach to cumulative contamination, each time a creature suffers one or more points of the damage type, they take a physical token known as a contamination counter. It's probably best not to use physical tokens to represent the counters of creatures belonging to the Guide, but rather to keep tallies for each creature.

CONTAMINATION SAVING THROWS FOR COUNTERS

When a creatures take a short or long rest and has one or more contamination counters, it must make a Constitution saving throw. The saving throw's DC is 8 + the number of counters for that contamination the creature has collected since its last rest. On a failed saving throw, the creature gains a level of the appropriate condition for the contamination type (**radsick**, or similar). Whether the creature succeeds or fail, its counters are then reset to zero.

CUMULATIVE CONTAMINATION SAVE DC = 8 + COUNTERS

CONTAMINATION ZONES

During play you may wish to know exactly where areas of ambient contamination can be found, especially if you play using miniatures or tokens and a grid to map adventure sites and encounters. This section describes how to handle contamination zones.

Contamination zones are best used for localised areas of contamination that you want to feel like an immediate threat, but which can be avoided or escaped. They achieve this by dealing damage of an appropriate type, which can then affect creatures as per the guidelines for cumulative contamination (see pg. 235) via damage (see pg. 233).

Large regional effects which creatures might be in for hours or days are better handled using the guidelines for environmental exposure (see pg. 233).

ZONE SHAPE

A contamination zone is a spherical area centred on a single source, the reason for which the zone is contaminated in the first place.

CIRCLES AS SQUARES. When playing on a grid, some groups find it easier to treat circular areas as squares, converting the diameter of the circle into a square that is that many feet to a side. This can be easier to adjudicate, particularly if you don't have a circular template to quickly determine which squares are affected by an area. There is actually some logic to this approach. The Fifth edition rules treat diagonal distances across a single square on the grid as though they were equal to

horizontal distances, which is not mathematically true but since it's simpler than the alternative it's a rule that works well in the abstract. Under these rules, measuring the same distance across diagonal planes as on the horizontal does indeed cause the effect of a circle to instead become a square.

Use whichever method feels right for your group.

ZONE SIZE

Some sources are more powerful than others, and thus create larger contamination zones. The Guide is free to decide on the size of each zone based on the needs of the adventure and the Guide's sense of the source's strength, though we recommend a minimum diameter of 25 feet. For simplicity's sake, we also recommend that a zone's radius should always be measured in multiples of 5 feet.

ZONE SOURCES

Some sources are more powerful than other
Sources can include any of the following:

- ☢ A single object, like a leaking barrel of radioactive waste.
- ☢ A single plant, like a giant mushroom emitting a cloud of spores.
- ☢ A geographical space, like a weak spot in the dimension fabric from which warp energies spill.
- ☢ Theoretically a creature could be a source of a contamination zone but doesn't generally need to be handled using these rules as the creature's own stat block should describe its ability to cause contamination. You might treat the corpse of such a creature as a potential source, however.

- ☢ Groups of potential sources that are gathered together in one place also count as a single source and create only one zone. For example: multiple dumped barrels of radioactive waste that are gathered in one pile, or a large infestation of spore-spewing fungi. While they only produce one zone, the combination of multiple sources at the centre of the zone can justify a larger radius of effect and stronger contamination.

Though a single zone is always spherical, contamination areas of different shapes can be made by arranging sources so that the perimeter of their areas meet or overlap.

ZONE DAMAGE

A contamination zone is a damage-dealing area of effect. The type of damage it deals corresponds to the type of contamination it can ultimately cause. A contamination zone that can cause levels of **radsick** deals radiation damage, and so on.

When a creature enters a contamination zone for the first time on their turn, or when they start their turn in the zone, they must make a DC 15 Constitution saving throw. The creature takes full damage of the appropriate type on a failed saving throw, or half that damage on a success.

VARYING DAMAGE BY PROXIMITY. At your option, you can add levels of increasing threat to a contamination zone by introducing multiple concentric rings around the source of radiation. If you do so, then a creature that enters a contamination zone for the first time on their turn or starts their turn in the zone has to make a Constitution saving throw, but they don't actually make the saving throw until the end of their turn. The damage they take is determined by the

worst of the rings in the contamination zone that they occupied at any point during the turn.

For instance, let's say there is a contamination zone that is 45 feet in diameter. You could choose to break it into two areas: an inner circle, 25 feet in diameter, surrounded by an outer ring extending for an additional 10 feet on both sides. If a creature enters or starts its turn anywhere in the zone, they will have to make a DC 15 Constitution saving throw at the end of their turn. If they enter the inner circle before doing so, they take 3d8 damage on a failed saving throw or half that on a success. If they don't move closer to the source than the outer ring,they take only 1d8 damage on a failed saving throw or half that on a success.

TRAPS

The base Fifth Edition game separates traps into mechanical and magical traps. The majority of traps encountered in the post-apocalyptic wastes are mechanical, and in most wastelands none are magical. A third type of trap is introduced here: tech traps. These differ from mechanical traps in that they incorporate advanced technologies to create super science effects. In essence, they are a substitute for the core game's magic traps. Tech traps can reproduce a spell's effect or create their own unique effect.

Each trap is presented in the following format:

TRAP NAME
TRAP TYPE ✿ LEVEL RANGE ✿ THREAT

Immediately below the trap's name are three entries that describe its type (either mechanical or tech), the range of wastelander levels during which the trap is most effectively used, and its relative level of threat. These follow the rules presented in the Fifth edition *Basic Rules* and *DMG* (and expanded upon in the sourcebook with the acronym *XGtE*). Note that a trap that is "dangerous" for a given level range is considered "deadly" at the level range below and only a "setback" at the level range above.

The trap's type is also visually indicated by the symbol which appears to the right of the trap's name: a bear trap represents a mechanical trap, while a holographic projector is the icon for a tech trap.

A brief description of the trap immediately follows its name and type.

DEPLOYMENT. The way or ways in which this trap is best laid out to catch out its intended victims.

TRIGGER. The types of trigger routinely used with this trap, and the typical DC to disable each trigger (if possible to do so).

EFFECT. The actual impact of the trap if it is triggered.

DISCOVERY. The method or methods by which a potential victim can identify the presence of the trap.

BYPASS. Ways by which the trap can be avoided, if any.

DISARM. The process or processes by which the trap can be rendered harmless, if any, and the DC of any ability checks required (known as the trap's disable DC).

A trap's discover and disable DCs are often the same number, in which case they're combined into a single "discover and disable DC" entry.

TRAP VARIANT NAME
TRAP TYPE ✿ LEVEL RANGE ✿ THREAT

Some traps have alternative or advanced configurations. The variant is given a brief description of its own. A variant trap also has some of the the Deployment, Effect, Discovery, Bypass, and Disarm entries, but only when the variant differs from the base trap. For instance, the base flamethrower trap spews fire in a cone. The firespitter variant spits fire in a line, and so has an Effect entry to clarify this different. In all other respects the trap is the same, so no other entries are listed under the variant subheading.

TRAP LIST

The mechanical and tech traps which follow are in alphabetical order.

FLAMETHROWER TRAP
MECHANICAL TRAP ✿ 1–4 ✿ DANGEROUS

A jury-rigged flamethrower that expels fire when a creature triggers it.

DEPLOYMENT.

☢ Most effective when the flame's area can fill the space in which it is deployed.

☢ Deploy at corners where a creature might turn without checking for the trigger, or where the trap and its trigger are both obscured by darkness, smoke, or similarly obfuscated. The flamethrower itself can also be hidden behind cloth, plant growth, or a similar substance that won't block its flames.

TRIGGER.

☢ Trip wire (disable DC 10, disabled using Thieves' Tools).

☢ Motion sensor (discover and disable DC 18, disabled using Electrician's Tools).

EFFECT. The flamethrower expels a 15-foot cone of fire. All creatures within the area must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed saving throw or half that if successful. On a failed saving throw the target is also set alight, taking 2 (1d4) fire damage at the beginning of each of its turns. A creature can end this ongoing damage by using its action to make a DC 10 Dexterity saving throw to extinguish the flames.

DISCOVERY. A flamethrower trap is quite noticeable and relies heavily on placement to effectively surprise. Its trigger can be discovered with a DC 10 Wisdom (Perception) check.

BYPASS. Once noticed, the flamethrower trap can be avoided by stepping over the trigger, or it can be deliberately triggered while no one is at risk to deplete the trap's fuel.

DISARM. The flamethrower trap's threat can be nullified by disabling the trigger, which takes one minute. Failing the check by 5 or more triggers the trap.

The flamethrower trap can also be disarmed by detaching the flamethrower's fuel supply or otherwise rendering the weapon itself ineffective.

FIRESPITTER TRAP
MECHANICAL TRAP ✿ 1–4 ✿ DANGEROUS

A firespitter expels a line of flame, rather than a cone.

EFFECT. The flamer expels a 45-foot long, 5-foot wide line of fire. All creatures within the line must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed saving throw or half that if successful. On a failed saving throw the target is also set alight, taking 2 (1d4) fire damage at the beginning of each of its turns. A creature can end this ongoing damage by using its action to make a DC 10 Dexterity saving throw to extinguish the flames.

FRAG BOUQUET
MECHANICAL TRAP ✿ 11–16 ✿ DANGEROUS

A cluster of three fragmentation grenades whose pins have been tied to a string and set with a hair-trigger, then hung from the ceiling.

DEPLOYMENT.

☢ Grenade bouquets are hard to hide, but can be placed where they will be less visible such as in darkness or similarly obscured areas , at corners where a creature might make a quick turn without noticing them, or behind draped materials that permit passage but conceal the threat beyond them.

☢ Visible grenade bouquets make an effective deterrent to passage, particularly when multiple bouquet are clustered closely together.

TRIGGER.

☢ Pins (disable DC 15; disabled using Demolitionist's Tools, Electrician's Tools, Thieves' Tools, or Surgeons Tools). Simply bumping into a grenade bouquet or the wire from which it hangs is enough to pull the grenades' pins and trigger an explosion. A creature that enters into the same space as the bouquet might trigger it (see the Bypass entry below).

☢ The grenade bouquet explodes if caught in another explosion or jostled by a moderate or stronger wind or some other similar force.

EFFECT. Each creature within 40 feet of the bouquet must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage and 28 (8d6) fire damage on a failed saving throw, or half as much if successful.

DISCOVERY. Grenade bouquets are discovered automatically unless concealed in such a way that they are hard to see, in which case a DC 10 Wisdom (Perception) check is required.

BYPASS. Once noticed, avoiding a grenade bouquet is as simple as moving round it. If it's necessary to enter its space, a creature attempting to avoid it must make a DC 10 Dexterity (Acrobatics) check. If the passing creature has to squeeze to do so, they make the Dexterity (Acrobatics) check at disadvantage. If there is not enough space to squeeze past a grenade bouquet, the only way to safely move beyond it is to disarm it.

DISARM. A grenade bouquet's trigger can be carefully disarmed by cutting the threads tied to the grenade's pins using cutting implements from any appropriate tool kit. They must be cut all at once before one falling grenade can jostle another. This requires a Dexterity (Sleight of Hand) check that beats the pins' disable DC of 15. A creature proficient in and using Demolitionist's Tools has advantage on this ability check. Due to the care

required, the entire process takes one minute. If the Dexterity (Sleight of Hand) check is failed, the trap is triggered.

CRYO BOUQUET
TECH TRAP ✿ 5-10 ✿ DANGEROUS

This variant of the grenade bouquet uses cryogenic grenades.

EFFECT. Each creature within 30 feet of the bouquet must make a DC 15 Constitution saving throw. A creature that fails its saving throw taking 28 (8d6) cold damage on a failed saving throw, or half as much damage if successful. In addition, a creature that fails its saving throw has each of its movement speeds halved. It can make a DC 12 Strength saving throw at the end of each of its turns to end this effect.

HALLUCINOGENIC BOUQUET
TECH TRAP ✿ 1-4 ✿ DANGEROUS

This variant of the grenade bouquet uses hallucinogenic grenades.

EFFECT. Each living creature within 30 feet of the bouquet must succeed at a DC 15 Wisdom saving throw or have their mind be bombarded with delusions. The gas disperses at the beginning of the next turn of the creature that triggered it, or at initiative count 10 of the following round if it wasn't triggered by a creature next turn. Anyone that enters the affected area before it disperses must also make a saving throw or be affected by the hallucinogenic gas. An affected target must roll a d12 at the start of each of its turns to determine its behaviour for that turn:

1. The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

2-6. The creature uses all its movement to move in a random direction. To

determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

7-8. The creature is **dazed** (pg. 141).

9-10. The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature instead makes a ranged attack against a randomly determined creature within range and line of sight. If there is no viable target, the creature does nothing this turn.

11-12. The creature can act and move normally.

An affected target may repeat the saving throw at the end of each of their turns.

GAS TRAP
MECHANICAL TRAP ✿ 11-16 ✿ DANGEROUS

A gas trap involves filling an enclosed space with a cloud of volatile and easily ignited gas. A typical gas trap occupies up to a 15-foot cube, though they can be larger.

DEPLOYMENT.

☢ The gas must have a source, such as pipes leading into the room or a canister brought in from outside.

☢ If the space in which the gas is deployed is not air-tight, it must be deployed into the space by an operator (which takes an action), either when the trap's intended targets are present, or up to an hour beforehand.

☢ If the space in which the gas is deployed is fully air-tight until the space is opened by potential victims, it can remain effective indefinitely until triggered.

TRIGGER.

☢ Any action that ignites a flame or creates a spark, including firing a gun.

☢ Concealed Igniter (such as a remotely controlled firearm, or a remote fed bunsen burner; disable DC 12, disabled using Mechanic's Tools).

EFFECT. All creatures within the area must make a DC 15 Dexterity saving throw, taking 55 (10d10) fire damage on a failed saving throw or only half damage on a success.

Long term exposure to the gas while it has not been triggered poisons a creature's body. After each minute spent within the trap's space, a creature must succeed at a DC 15 Constitution saving throw or else be poisoned for an hour (add the duration of subsequent failed saves onto the existing duration of this effect) and suffer a level of exhaustion.

DISCOVERY. The gas is colourless but gives off a slight odour, and can also be perceived as a faintly distorting visual effect in the air. Noticing the gas requires a DC 15 Wisdom (Perception) check.

If present, a concealed igniter can be discovered with a DC 12 Wisdom (Perception) check.

BYPASS. A gas trap can be avoided simply by not entering its space.

DISARM. A gas trap can be disarmed by ending any source of resupply—such as by closing valves, mending pipes, or removing canisters—then simply allowing the gas in the space to disperse. Without any kind of intervention to more rapidly remove it, the gas disperses after an hour has passed.

The appropriate ability check to prevent further resupply of the gas is left to the Guide's discretion based on how they have set up the trap, but the recommended disable DC is 15.

If present, a concealed igniter can be disabled without a check once discovered, requiring one minute. However, disabling the igniter doesn't remove the threat of the gas trap igniting in some other manner.

POISON GAS TRAP
MECHANICAL TRAP ✿ 5-10 ✿ DANGEROUS

A poison gas trap replaces flammable gas with a fast acting gaseous poison.

TRIGGER. None.

EFFECT. A creature that starts its turn in the area of the gas must succeed at a DC 15 Constitution saving throw or else be poisoned for an hour (add the duration of subsequent failed saves onto the existing duration of this effect) and take 18 (5d6) poison damage. On a successful save, a target takes only half damage and isn't poisoned.

GASOLINE SLICK
MECHANICAL TRAP ✿ 5-10 ✿ DANGEROUS

Little more than a pool of spilled petrol. A typical gasoline slick covers a 10 ft. by 10 ft. area, but can be larger.

DEPLOYMENT.

☢ Deploy anywhere, but particularly effective in enclosed spaces where it can block passage once alight.

☢ Effectively hidden in obscured areas, such as darkness.

☢ Can be placed in the proximity of a second trap which could ignite them if it is triggered, such as a flamethrower trap.

TRIGGER.

☢ Any action that ignites a flame or creates a spark in contact with the gasoline.

☢ Concealed Igniter (such as a remote fed bunsen burner; and disable DC 12, disabled using Mechanic's Tools).

EFFECT. All creatures within the area when the trap is triggered must make a DC 15 Dexterity saving throw, taking 22 (4d10) fire damage on a failed saving throw or half that if successful. A creature must also make a saving throw against this effect if it starts its turn in the area of the slick while it is already alight or

enters that area for the first time on its turn. On a failed saving throw the target is also set alight, taking 1d4 fire damage at the beginning of each of its turns.

A creature can end this ongoing damage by using its action to make a DC 15 Dexterity saving throw to extinguish the flames, but only after moving more than 5 feet away from the gasoline slick.

Any creature that is covered in gasoline and within 5 feet of the slick's area when it ignites is affected as though it were in the area. Once alight, the gasoline slick burns for a minute.

DISCOVERY. A gasoline slick is automatically noticed unless obscured, such as by hiding it in a dark room, in which case it can be noticed with a DC 10 Wisdom (Perception) check.

If present, a concealed igniter can be discovered with a DC 12 Wisdom (Perception) check.

BYPASS. Once noticed, the gasoline slick can be avoided by simply not entering its space, or it can be deliberately triggered while no one is at risk to deplete the trap's fuel.

DISARM. The flamethrower trap's threat can be nullified by disabling the trigger, which takes one minute.

The flamethrower trap can also be disarmed by detaching the flamethrower's fuel supply or otherwise rendering the weapon itself ineffective.

If present, a concealed igniter can be disabled without a check once discovered. However, disabling the igniter doesn't remove the threat of the gas trap igniting in some other manner.

HOLOGRAPHIC PROJECTOR
TECH TRAP ✿ 1-4 ✿ SETBACK

Holographic projectors create complex three dimensional images and animations out of projected light. Some even allow interaction, responding with pre-programmed phrases or flexibly within the limitations

of their program. In some wasteland worlds, holographic projectors might rarely be found in labs or military facility. In others the holographic projector tech was common enough in the pre-apocalyptic world that it can be found in theme parks and other tourist destinations.

DEPLOYMENT.

☢ A holographic projector is not normally a direct threat in and of itself. It pairs well with other traps and ambushes arranged nearby.

☢ A realistic projection of a creature or object might seem real from a distance, luring victims closer Noticing a projection is a hologram is automatic within 150 feet. If the hologram is between 151–300 feet away a DC 10 Wisdom (Perception) check is required, and is made at advantage if the hologram is in darkness. The DC increases by +5 at each subsequent range interval: DC 15 if the observer is 301–450 feet away from the hologram, DC 20 if 451–500 feet away, and so on.

☢ A projector might be reprogrammed to change its available responses, providing answers that are false and manipulate the interrogator into moving in specific directions or other desired behaviours.

☢ Though not entirely opaque, a projected hologram helps conceal whatever is behind it, such as another trap. Wisdom (Perception) checks to notice anything through the hologram are made with disadvantage.

TRIGGER.

☢ By default, a holographic projector remains on for as long as it receives power.

☢ Some turn on based on an input, and turn themselves off again after a period of inactivity. The input might be a button or a motion sensor (disable DC 18, disabled using Electrician's Tools).

EFFECT. The holographic projector can project any image or animation which must be contained in a column above its own space with a height equal to twice the projector's diameter. For instance, if the projector occupies a 5-foot space, then the hologram it projects can be up to 5 feet in diameter and up to 10 feet tall. The hologram can be as simple or as complex as its designer wishes. It can play audio, including speech, through speakers built into the projector. Holographic projectors capable of speech also have built in microphones so they can receive and interpret audio input.

DISCOVERY. A holographic projector can't be hidden but is not obvious until nearby. If a wastelander hasn't seen one before and it is inactive, a DC 20 Intelligence (Science) check is required to determine its likely purpose. A projected hologram is very visible unless direct line of sight to it is blocked. As creations of light, holograms are particularly noticeable when in an area of darkness.

BYPASS. Once noticed, a holographic projector can simply be avoided.

DISARM. A wastelander proficient in Electrician's Tools can use them to shut down a holographic projector. They can take 10 minutes to do so automatically, or attempt to do so in a minute by making a DC 20 Intelligence (Electrician's Tools) check.

If present, a motion sensor or other trigger can be disabled to prevent the hologram from functioning, a process which takes one minute.

SHOCK PROJECTOR
TECH TRAP ✿ 5–10 ✿ DANGEROUS

A holographic projector can be modified so that it emits a burst of electricity when activated instead of a hologram. When a projector is faulty, this modification is much simpler than trying to restore its originally intended use.

TRIGGER.

☢ Typically a motion sensor (disable DC 18, disabled using Electrician's Tools) tuned to trigger the trap when a creature move adjacent to the projector.

☢ Could be triggered remotely by an operator.

EFFECT. Each creature on or within 10 feet of the projector must make a DC 15 Constitution saving throw, taking 32 (7d8) electrical damage on a failed saving throw, or half as much if successful. A creature that fails its saving throw is also stunned for a minute. An affected creature may repeat its saving throw at the end of each of its turns, ending the effect on a success.

DISCOVERY. If present, a motion sensor can be discovered with a DC 18 Wisdom (Perception) check.

JURY-RIGGED PIPE GUN
MECHANICAL TRAP ✿ 1-4 ✿ SETBACK

A jury-rigged pipe gun that fires a shot when a creature triggers it.

DEPLOYMENT.

☣ Most effective in a narrow corridor, or set up in a firing line with other jury-rigged gun traps.

☣ Deploy at corners where a creature might turn without checking for the trigger, or where the trap and its trigger are both obscured by darkness, smoke, or similarly obfuscated. The pipe gun itself can also be hidden behind cloth, plant growth, or a similar substance that won't slow down its bullet.

TRIGGER.

☣ Trip wire (discover and disable DC 10, disabled using Thieves' Tools).

☣ Motion sensor (discover and disable DC 18, disabled using Electrician's Tools).

EFFECT. The pipe gun fires a bullet along a 120 ft. long and 5 ft. wide line.

The nearest creature in that line must make a DC 15 Dexterity saving throw. On a failed save, they take 4 (1d8) piercing damage. On a successful save, the next creature in the line must make the same save, and so on until there is no one left to hit or the bullet reaches its maximum range.

DISCOVERY. A jury-rigged pipe gun is quite noticeable and relies heavily on placement to effectively surprise.

If present, a trip wire can be discovered with a DC 10 Wisdom (Perception) check.

If present, a motion sensor can be discovered with a DC 18 Wisdom (Perception) check.

BYPASS. Once noticed, the jury-rigged pipe gun can be avoided by stepping over the trigger, or it can be deliberately triggered while no one is at risk of being hit by the gun's bullet.

DISARM. The jury-rigged pipe gun's threat can be nullified by disabling the trigger, which takes one minute. Failing the check by 5 or more triggers the trap.

The flamethrower trap can also be disarmed by unloading the pipe gun or otherwise rendering the weapon itself ineffective.

JURY-RIGGED LAUNCHER
MECHANICAL TRAP ✿ 5-10 ✿ DEADLY

This jury-rigged gun is built using a missile launcher.

EFFECT. The missile launcher fires a missile along a 300 ft. long and 5 ft. wide line. The nearest creature in that line must make a DC 15 Dexterity saving throw. On a failed save, the missile explodes as though that creature is the point of impact and automatically fails their saving throw against the missile's explosion. On a successful save, the next creature in the line must make the same save, and so on until there is no one left to hit or the bullet reaches its maximum range.

When the missile explodes, all creatures

within 15 feet of the missile's point of impact must make a DC 15 Dexterity saving throw. A creature takes 35 (10d6) fire damage on a failed saving throw, or half that on a success.

JURY-RIGGED RIFLE
MECHANICAL TRAP ✿ 1–4 ✿ SETBACK

This jury-rigged gun is built using a hunting rifle.

EFFECT. The hunting rifle fires a bullet along a 240 ft. long and 5 ft. wide line. The nearest creature in that line must make a DC 15 Dexterity saving throw. On a failed save, they take 7 (2d6) piercing damage. On a successful save, the next creature in the line must make the same save, and so on until there is no one left to hit or the bullet reaches its maximum range.

JURY-RIGGED SHOTGUN
MECHANICAL TRAP ✿ 1–4 ✿ DANGEROUS

This jury-rigged gun is built using a hunting rifle.

EFFECT. The shotgun fires a bullet along a 90 ft. long and 5 ft. wide line. The nearest creature in that line must make a DC 15 Dexterity saving throw. On a failed save, they take 10 (4d4) piercing damage. On a successful save, the next creature in the line must make the same save, and so on until there is no one left to hit or the bullet reaches its maximum range.

JURY-RIGGED SMG
MECHANICAL TRAP ✿ 1–4 ✿ DANGEROUS

This jury-rigged gun is built using a hunting rifle.

EFFECT. The submachine gun fires a burst of bullets along two adjacent 150 ft. long and 10 ft. wide lines. The nearest creature in each line must make a DC 15 Dexterity saving throw. On a failed save, they take 14 (4d6) piercing damage. On a successful save, the next creature in the line must

make the same save, and so on until there is no one left to hit or the bullet reaches its maximum range.

PITCHING TRAP
MECHANICAL TRAP ✿ 1–4 ✿ SETBACK

A pitching trap is simply a baseball pitching machine that has been modified to hurl the baseball at max speed (70 mph), and set to fire when triggered.

DEPLOYMENT.
☢ Most effective in a narrow corridor, or set up in a firing line with other pitching traps.
☢ Deploy at corners where a creature might turn without checking for the trigger, or where the trap and its trigger are both obscured by darkness, smoke, or similarly obfuscated.

TRIGGER.
☢ Trip wire (disable DC 10, disabled using Thieves' Tools).
☢ Motion sensor (disable DC 18, disabled using Electrician's Tools).

EFFECT. A baseball is fired along a 120 ft. long and 5 ft. wide line. The nearest creature in that line must make a DC 12 Dexterity saving throw. On a failed save, they take 3 (1d6) bludgeoning damage. On a successful save, the next creature in the line must make the same save, and so on until there is no one left to hit or the baseball reaches its maximum range.

DISCOVERY. A pitching trap is quite noticeable and relies heavily on placement to effectively surprise.

If present, a trip wire can be discovered wit|h a DC 10 Wisdom (Perception) check.

If present, a motion sensor can be discovered with a DC 18 Wisdom (Perception) check.

BYPASS. Once noticed, the pitching trap can be avoided by stepping over the trigger, or it can be deliberately triggered while no one is at risk of being hit by the baseball.

DISARM. The pitching trap's threat can be nullified by disabling the trigger, which takes one minute.

The pitching trap can also be disarmed by unloading it or otherwise rendering the pitching machine ineffective.

AUTO-FED PITCHING TRAP
MECHANICAL TRAP ✿ 1–4 ✿ SETBACK

Built using an automatically fed pitching machine, once triggered this trap pitches 10 baseballs over the course of a minute.

EFFECT. As the base pitching trap, except an auto-fed pitching trap can fire more than once. Once the first ball is fired the pitching machine enters the initiative order immediately after the creature that triggered it. It pitches 9 more baseballs, one per turn.

TIN CAN ALARM
MECHANICAL TRAP ✿ 1–4 ✿ SETBACK

This primitive trap involves attaching a collection of tin cans to strings or wires that are then hung from the ceiling. Passing through the trap causes the cans to clatter together, alerting any creatures nearby.

DEPLOYMENT.
- ☢ Tin can alarms are hard to hide, but can be placed where they will be less visible such as in darkness or similarly obscured areas, at corners where a creature might make a quick turn without noticing them, or behind draped materials that permit passage but conceal the threat beyond them.
- ☢ Visible tin can alarms make an effective deterrent to passage, particularly when multiple alarms are clustered closely together.

TRIGGER.
- ☢ Simply bumping into a tin can alarm is enough to trigger it. A creature that enters into the same space as the bouquet might trigger it (see the Bypass entry below).
- ☢ The tin can alarm is triggered explodes if jostled by a moderate or stronger wind or some other similar force.

EFFECT. The sound of the cans clattering together can be heard by all creatures within 300 feet.

DISCOVERY. Tin can alarms are discovered automatically, unless concealed in such a way that they are hard to see, in which case a DC 10 Wisdom (Perception) check is required.

BYPASS. Once noticed, avoiding a tin can alarm is as simple as moving round it. If it's necessary to enter its space, a creature attempting to avoid it must make a DC 10 Dexterity (Acrobatics) check. If the passing creature has to squeeze to do so, they make the Dexterity (Acrobatics) check at disadvantage. If there is not enough space to squeeze past a tin can alarm, the only way to safely move beyond it is to disarm it.

DISARM. A tin can alarm can be disarmed by cutting them down with great care using a DC 10 Dexterity (Sleight of Hand) check. To make this check a wastelander must use cutting implements from any appropriate tool kit (Demolitionist's Tools, Electrician's Tools, Thieves' Tools, or Surgeons Tools). Failing this check triggers the trap.

BOTTLE ALARM
MECHANICAL TRAP ✿ 1–4 ✿ SETBACK

A bottle alarm is identical to a tin can alarm in all respects save one. If the bottles smash when they clatter together, the broken glass underfoot acts similarly to caltrops.

EFFECT. The sound of the bottles smashing together can be heard by all creatures within 300 feet.

If a creature sets off the alarm on a turn during which they move 20 ft. or more,

roll 1d6. If the roll is odd, the bottles smash and the resulting broken glass covers a 5-foot by 5-foot square area. Any creature that enters the area on a turn must succeed on a DC 15 Dexterity saving throw or take 1 piercing damage and stop moving for the remainder of the turn. In addition, the creature's walking speed is reduced by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

The bottles smash automatically if they suffer a powerful impact such as being hit with a melee weapon, when they are in the area of a burst fire or explosion, or when caught in a strong wind, gale, or storm.

TRICK BOARD

MECHANICAL TRAP ✿ VARIES ✿ VARIES

Trick boards are floorboards or other planks that have been partially sawed through on their underside. When too much weight is placed near the middle of a trick board, it falls through. A typical trick board is up to 2 foot wide and up to 10 feet long. Multiple trick boards can be placed side by side to create a larger hole once triggered.

DEPLOYMENT.

☢ Effective use of a trick board depends on its placement. Their threat is entirely determined by whatever danger lies beneath.

☢ Trick boards can be hidden among the other floorboards in a room, or be placed across gaps as though they are a bridge.

TRIGGER.

☢ Stepping on the trick board.

EFFECT. When a medium or larger creature or a small or larger robot is walks onto the middle two quarters of the trick board, it collapses automatically. A small creature that is not a robot causes the trick board to collapse on a d20 roll of 1 to 10. Any creatures on the trick board or

boards that break automatically fall through the newly created hole.

DISCOVERY. From the side, it is possible to notice the cut in a trick board's underside with a DC 15 Wisdom (Perception) check. From above, it is sometimes possible to discern an absence of foot traffic across the trick board relative to other similar flooring around it, again by making a DC 15 Wisdom (Perception) check. If there are no such signs to provide a clue, the DC to discern the trap from above increases to 20. A cut in a trick board can be plainly seen when viewed from underneath the board.

BYPASS. Once noticed, the trick board can be avoided, or possibly even replaced or overlaid with another material that has more structural integrity.

DISARM. A trick board can't be quickly disarmed. It can be made structurally sound using Carpenter's Tools and wood, which even a Novice can accomplish but requires 20 salvage worth of wooden materials and takes a minimum of 10 minutes per trick board.

EXPERIENCE AWARDS FOR TRAPS

If you want to award experience for a trap, refer to the **Trap Challenge Ratings and Experience Awards table**. For each level range, this table assigns an equivalent challenge rating for each tier of threat used by simple traps like the ones in this document, as well as complex traps.

TRAP CHALLENGE RATINGS AND EXPERIENCE AWARDS

TRAP THREAT	EQUIVALENT CHALLENGE RATING AND EXPERIENCE POINTS SINGLE TARGET	MULTIPLE TARGETS
LEVELS 1–4		
Setback	1/8 (25 xp)	1/4 (50 xp)
Dangerous	1 (200 xp)	2 (450 xp)
Deadly	4 (1,100 xp)	5 (1,800 xp)
Complex	3 (700 xp)	
LEVELS 5–10		
Setback	1/2 (100 xp)	1 (200 xp)
Dangerous	2 (450 xp)	5 (1,800 xp)
Deadly	6 (2,300 xp)	8 (3,900 xp)
Complex	8 (3,900 xp)	
LEVELS 11–16		
Setback	1 (200 xp)	2 (450 xp)
Dangerous	4 (1,100 xp)	6 (2,300 xp)
Deadly	7 (2,900 xp)	12 (8,400 xp)
Complex	14 (11,500 xp)	
LEVELS 17–20		
Setback	2 (450 xp)	4 (1,100 xp)
Dangerous	5 (1,800 xp)	10 (5,900 xp)
Deadly	8 (3,900 xp)	14 (11,500 xp)
Complex	19 (22,000 xp)	

AFFLICTIONS

Afflictions are serious illnesses and infirmities that have ongoing, long-term effects. They include diseases as well as other hardships a character might experience that can be modelled using the same rules framework.

Each affliction is presented in the following format:

AFFLICTION NAME

A brief description of the affliction immediately follows its name. This description and other entries below it use the term "patient" to describe a creature that has gained an affliction.

CAUSE. The way or ways in which this affliction can be contracted or otherwise received.

SAVE. The DC and saving throw rolled to resist affliction (usually Constitution). The given DC applies in most cases, but sometimes a specific source of the affliction might specify a higher infection saving throw DC than is normal. In such cases, always use the higher DC.

INCUBATION. The period of time the affliction's symptoms take to manifest.

SYMPTOMS. The effects of the affliction.

RECOVERY. The means by which the affliction can be ended. When further saving throws are required to reduce the symptoms of or end an affliction always use the saving throw DC given in this entry. The DC given in the affliction's "Save" is only for initial exposure to the affliction.

AFFLICTION LIST

The afflictions which follow are in alphabetical order.

DIGESTIVE PARASITES

These parasites can enter a character's body when they imbibe unsanitary foods and liquids.

CAUSE. Consuming uncooked meat, rotten foods, or drinking and swimming in impure water.

SAVE. DC 11 Constitution.

INCUBATION. 2d12 hours.

SYMPTOMS. The patient experiences the following effects:

- ☢ They must consume twice as much food and liquid as normal to maintain an adequate level of sustenance and hydration.
- ☢ They must make regular toilet stops. Apart from being exceptionally unpleasant and potentially embarrassing, this reduces their effective travel pace: 1 mile less than normal per hour, and 8 miles less than normal per day. Rules for travel appear in both the 5e *PHB* and *Basic Rules*, under the **Movement** section of **Chapter 8: Adventuring**.

RECOVERY. The patient repeats their saving throw at the end of each long rest. On a successful save, they are no longer a patient but they still experience the affliction's symptoms for 24 additional hours.

Digestive parasites can also be eliminated with a course of antibiotics, which end the symptoms immediately.

EYEBLIND

Eyeblind results from parasites that attack the eyes, causing them to cloud and the patient's vision to deteriorate.

CAUSE. Contact with uncooked meat, rotten foods, or drinking and swimming in impure water.

SAVE. DC 12 Constitution.

INCUBATION. 1d4 days.

SYMPTOMS. The patient's vision becomes blurry, resulting in a -1 penalty to attack rolls and ability checks that rely on sight. Following each long rest, the penalty worsens by a further -1 to a maximum of -4. After the next long rest the patient gains the **blinded** condition.

RECOVERY. Eyeblind cannot be recovered from naturally and requires a course of antibiotics. 24 hours after treatment, the patient loses the **blinded** condition and decreases their penalty to rolls and checks decrease by 2. After 48 hours the penalty is removed entirely.

If the patient has already been **blinded** by this affliction for a month or more by the time they receive treatment, their eyes have deteriorated to the point that their condition is permanent unless their vision is restored through cybernetic **prosthetics** or advanced cybernetics that would also restore vision, such as cat eyes.

WASTE PLAGUE

Waste Plague is a generic term for a broad category of illnesses caused through exposure to waste products and filthy creatures.

CAUSE. Physical contact with waste products, offal, or filthy creatures.

SAVE. DC 11 Constitution.

INCUBATION. 1d4 days.

SYMPTOMS. The patient experiences the following effects:

- ☢ They experience severe cramps, fatigue, and fever.
- ☢ They suffer a level of exhaustion immediately after the incubation period ends. After every 24 hours the patient must repeat their saving throw, gaining another level of exhaustion on a failed save.
- ☢ When they spend a Hit Die to regain hit points, or when they recover hit points after completing a rest, the patient gains only half the normal number of hit points.

RECOVERY. The patient repeats their saving throw at the end of each long rest. On a successful save, they are no longer a patient but they still experience the affliction's symptoms other than exhaustion for 24 additional hours. They now suffer the effects of any remaining exhaustion levels as normal. The patient recovers one exhaustion level for every 24 hours that passes after recovering from the affliction provided that they take a long rest within each 24 hour period.

Waste Plague can also be eliminated with a course of antibiotics, which end the symptoms immediately.

CREATURE STATS

Following this chapter are the descriptions and game statistics of many new creatures you can use to populate your wasteland worlds. The various traits that define a creature in the Fifth edition rules are described in Chapter 12 of the *Basic Rules*, under the heading of "Monster Statistics" (you'll also find this section near the beginning of the core rulebook with the acronym *MM*). Creatures designed for use in a *Wasteland Worlds* campaign mostly share those traits, with some additions and changes described here in this chapter. If a rule in *Wasteland Woes* contradicts a rule in the core rules, the *Wasteland Woes* rule supersedes the other. The game statistics of creatures in *Wasteland Woes* and elsewhere in the *Wasteland Worlds* line are also presented in a new block format different to the one seen in the Fifth edition core rules. Before you start playing, read this chapter first to familiarise yourself with both the rules you need to know and the new stat blocks.

WORLD

On occasion, a creature's stat block has a trait that it only possesses when native to a specific wasteland world. That world's tag precedes the trait in question, and if the trait is part of a list (such as of damage resistances), it appears at the end of that list rather in the usual alphabetical order. Common examples are cold resistance conditional on the creature living in a FROZEN wasteland, or the ability to breathe underwater if native to a FLOODED wasteland.

Even when a stat block doesn't include these variations, you can adapt it yourself to be more suitable for the world you play in. A common case is adapting creatures for FLOODED wastelands, as described below.

FLOODED ADAPTATION

A FLOODED world is mostly underwater, meaning that creatures that can't swim will only be found on the surface, inside sealed environments, or in the case of machine creatures sometimes lurking on the ocean floor.

You can quickly adapt a creature to a FLOODED world by giving it a swim speed, perhaps replacing its existing fly speed if it has one. For example, the inhabitants of the world might have adapted some robots from terrestrial or flying machines into floating or submarine equivalents.

If a creature you give a swim speed needs to breathe while underwater, it should also gain one of the following traits.

Amphibious. The creature can hold its breath for 15 minutes. (You can change the number of minutes)

Water Breathing. The creature can breathe only underwater.

ARMOUR CLASS

Where a creature wears armour (but not natural armour), it is expressed as a generic category rather than a specific type of armour. Also listed are the number and types of armour pieces they possess. This is in line with the piecemeal armour rules (pg. 154).

BURST FIRE WEAPONS

Some creatures wield weapons that have the burst fire property. A creature is assumed to be proficient with any burst fire weapon it uses. As an Action, a burst fire weapon can pepper a 10-foot cube area within its normal range with shots. Each creature in the targeted area must succeed on a Dexterity saving or take the weapon's normal damage. A target that is within the weapon's long range has advantage on its saving throw.

The saving throw DC of a creature's burst fire weapon is calculated as follows:

8 + CREATURE'S PROFICIENCY BONUS + ITS ABILITY (USUALLY DEXTERITY) MODIFIER

FEATURES

Among a creature's traits are its features, special abilities which aren't shared by all kinds of creature. They may be permanent, passive abilities or they may be actions the creature may take. Some are also limited to a certain number of uses.

A feature appears in whichever section of the creature's stat block corresponds to the feature's effects, after the creature's general traits which are those common to all creatures (such as Armour Class).

ACTION

If a creature must spend an action, bonus action, or reaction to activate one of its features, that information appears in brackets following the feature's name. The action type required by a feature always

appears first, before any information defining limits for its use (see below).

LIMITED USE FEATURES

RESTS

A feature with limited uses indicates either resets on a "rest", in which case it is regained after the creature finishes either a short or long rest, or only on a "long rest". The number of uses between rests a feature has appears in brackets following the feature's name, in the following format: "number of features/type of rest", eg. "3/long rest" or "1/rest".

RECHARGE

A recharge feature is one that the creature might get back at the beginning of each of its turns. Roll 1d6 and if you get a number within the given range, it can use the feature again. For example, if "recharge 5-6" appears within brackets next to a feature's name, it recharges if you roll the d6 and get a 5 or 6.

If more than a minute of time outside of combat has passed since a recharge feature was used, assume the creature has recharged it.

1/TURN OR 1/ROUND

Some features don't run out but can only be used once within a single turn or round. If a feature has such a limitation, this information also appears within the brackets: "1/turn" or "1/round".

EXTRAORDINARY RESILIENCE

Extraordinary resilience is similar to legendary resistance, and is often used as an alternative. Some particularly powerful creatures may have both.

Extraordinary Resilience (#/long rest, 1/turn). The creature can spend a use of this feature to reroll a saving throw it has just failed, or at the end of its turn to roll a saving throw to end an effect that doesn't normally allow a repeat saving throw.

BULLSEYES

Some wasteland creatures have special locations on their bodies that can be specifically targeted by attacks. Such an area is called a bullseye and can represent a weak spot, a body part that grants a special ability until destroyed, or a volatile component that could cause additional damage to the creature such as an explosive component on a machine.

A bullseye has the following traits.

ARMOUR CLASS (AC)

A bullseye has its own armour class, which is equal to the creature's armour class plus a bonus to represent the smaller size of the bullseye plus any additional protection it might possess.

HIT POINTS

Most bullseyes have their own pool of hit points. When the hit points of a creature's bullseye are reduced to 0, the bullseye is destroyed and the creature loses any benefits granted by the bullseye (if any).

Some bullseyes have special effects that occur when they're destroyed.

DAMAGE TO BULLSEYES

Damage dealt to a creature's bullseye affects only the bullseye unless otherwise specified. When a bullseye's hit points are reduced to 0, excess damage doesn't carry over to the creature's own hit points.

HEALING AND BULLSEYES

When a creature that possesses bullseyes is subject to a feature that restores hit points, whoever used that feature can choose whether to focus the healing on the creature itself or to one of its bullseyes. If a bullseye is chosen, the hit points restored apply to that bullseye up to its normal maximum and then any excess hit points are applied to the creature's own hit points. If the creature itself is chosen as the recipient, most of the healing applies to their own hit points but up to half of the hit points restored (rounded down) can be divided between any bullseyes the target possesses. The creature which used the healing feature chooses whether to do so, which of the target's bullseyes they wish to heal, and how many of the available hit points is received by each bullseye.

RESISTANCES, IMMUNITIES, & VULNERABILITIES

A bullseye has its own set of resistances, immunities, and vulnerabilities. Usually it shares those possessed by the host creature, but may have additional ones on

top. At times a bullseye doesn't share the same resistances or immunities as the host or may even have an additional vulnerability, making it a weak spot to exploit.

DESTRUCTION

The consequences of destroying a bullseye are given as special trait under the bullseye's entry. The creature may lose access to one of its other traits or actions, it might take additional damage, the bullseye might explode causing area damage, or any number of other consequences. Sometimes the effect of destroying a bullseye is different depending on the damage type used to deal the final blow, in which case multiple traits define each possible outcome.

CREATURE TYPES

Wasteland creatures might belong to a number of creature types. To help the Guide with monster conversions, the entry for each wasteland creature type suggests which fantasy types might be equivalent.

ALIENS are otherworldly entities that come from another planet or perhaps even another dimension.

BEASTS are non-humanoid creatures that are a natural part of the wasteland's ecology. Many beasts are mutated, but those mutations occurred over many generations, irrevocably altering the entire species and becoming their new normal. Beasts are mostly unintelligent, lacking any form of society or language, but tamed beast can be trained to understand a small number of commands.

HORRORS are creatures that defy easy classification into any of the other types by merit of strange, unnatural forms and powers. They seem truly alien, yet they apparently have terrestrial origins.

Horrors are typically the product of an ill-conceived lab experiment.

HUMANOIDS are the bipedal, sentient species that form the societies of the wasteland. Typically, humanoid races in a wasteland word were originally human before long-term mutation or scientific alteration caused their evolution to diverge from the human norm.

MACHINES are constructed devices which are able to act with autonomy, if not complete freedom of intelligence.

In addition to the other traits a machine may possess, all machines are immune to disease and are unaffected by chems or other items intended for biological creatures. A machine can benefit from robot repair kits and other items intended for machine use. They don't require air, food, drink, or sleep, but can enter an inactive state to to conserve power.

MUTANTS are individual creatures of another type that have mutated into something new during their own lifetime, usually because of a dangerous energy source in their environment (such as radiation) or as a result of experimentation. Mutants still possess their original type in addition to this one.

PLANTS are vegetable or fungal creatures rather than ordinary flora. They may or may not be sapient, or even sentient. Many of them are ambulatory, and some are carnivorous.

DAMAGE TYPES

Creatures in this document inflict and resist a different set of damage types than the ones which are used by the base Fifth edition game. Descriptions of these damage types appear on pgs. .

READING STAT BLOCKS

The stat blocks in this document use a new format which organises the various traits and special features of a creature into four or five sections. Each section of the stat block is used for a different category of traits and special features. Every section is assigned its own icon and colour, helping draw the eye to the right section for whatever trait or feature you're looking for.

GENERAL TRAITS

This section is colour coded purple. Its icon is a set of dog tags. It includes the following traits (in order): the creature's size and type, its passive Perception and other special senses, its ability modifiers and scores, its Proficiency bonus, its skill bonuses (if any), and its known languages. After these entries appear any special features the creature has that don't belong in any other section. Such features typically relate to the creature's body, senses, and skills, provided they don't give it some defensive or offensive benefit.

The **general traits** section appears first in the stat block because it contains information you're likely to need earliest: for instance, a creature's size and physical ability scores are valuable information when describing what your players first see, its senses determine how quickly a creature notices the heroes, and its skills and languages have a good chance of coming up in play before a fight begins.

CR & EXPERIENCE

A creature's challenge rating appears within the hazard symbol to the right of its name. The creature's experience point value appears directly below.

PROTECTORBOT

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

2

450 xp

Size and Type medium machine

Senses passive Perception 13

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

Proficiency Bonus +2

Skills Perception +3

Languages One language known by its owner

Clumsy Grasp. The protectorbot can perform most tasks that require hands, but is unable to wield firearms or use delicate instruments.

Armour Class 18 (natural armour)

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, radsick, sporesick, warpsick; charmed, exhaustion, frightened, petrified, poisoned

Hit Points 32 (5d8 + 10)

Speed 20 ft.

Multiattack. The protectorbot makes two attacks.

Laser (action). *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 4 (1d4 + 2) laser damage.

Bash (action). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

⊕ BULLSEYE: THUNDERGUNS

Armour Class 22

Hit Points 60

Destruction (any damage type). The thunderguns explode, dealing 44 (8d10) …

DEFENSIVE TRAITS

This section is colour coded green. Its icon is a bulletproof vest. It includes the following traits (in order): the creature's armour class, damage immunities (if any), damage resistances (if any), hit points, and condition immunities (if any). After these entries appear any special features that improve the creature's defense.

MOVEMENT TRAITS

This section is colour coded blue. Its icon is a pair of boots. It includes the creature's speed or speeds, as well as any special features that give the creature unusual ways to move.

OFFENSIVE TRAITS

This section is colour coded red. Its icon is an assault rifle. It includes the following traits (in order): the creature's multiattack entry (if any), ranged attacks (if any), melee attacks (if any), and any other special features the creature can use to damage an enemy, inflict a condition, or otherwise cause harm.

BULLSEYES

This section appears at the end of a stat block, if at all. It gets its own subheading, and is colour coded orange. Its icon is a targeting scope. A bullseye is a special part of a creature's body that can be targeted separately to the creature itself.

WEIRD WIELDING TRAITS

Weird wielding is the ability to use strange, illogical gifts that can't be explained by current science. Examples include psychic or extradimensional powers, or possibly even magic!

The weird wielding traits section doesn't appear on most stat blocks. When it does, it's colour coded yellow. Its icon is a mutant using a psychic power (the power itself is represented by an eye surrounded by pulse waves). Even in wastelands where weird wielding creatures can be encountered, they are typically rare. Furthermore, weird wielding creatures might still not require this section. Any weird wielding trait that is best defined as a defensive, movement, or offensive trait appears in the appropriate section. A weird wielding creature only has the optional weird wielding traits section if it has powers that don't fit neatly anywhere else on the stat block. They're often powers that offer utility instead of being combat-oriented.

Weird Wielding (varies). The psiren uses one of the following powers, using Charisma as its weirdwielding ability (power save DC 14).

At will: *friends*

1/long rest each: *enthrall, hold person, mirror image, suggestion, fear*

TECH WIELDING TRAITS

Tech wielding is the ability to use powers granted by technology. Other than the origin of the powers that appear in it, the tech wielding is functionally the same as the weird wielding section, including the type of traits that appear in it. As such it is optional and doesn't appear on most stat blocks. When it does, it's colour coded grey. Its icon is a microchip with a brain etched in the centre.

LAIR ACTIONS

Some wasteland creatures are more powerful when encountered in their lairs either because they can exert direct control over its special defences through technological or perhaps even supernatural means, or because the lair contains defensive measures independent of the creature's control that it has nevertheless learned to take advantage of.

Usually, a creature with lair actions is also a legendary creature. If a creature has lair actions, they appear in a separate section at the very end of its stat block after any legendary actions.

Engage QuakeMaker (1/long rest). The thunderthumper creates a seismic event underfoot. This effect functions as per the *earthquake* spell, with the thunderthumper as the area's point of origin.

LEGENDARY ACTIONS

Some wasteland creatures are such powerful threats to even a group of veteran characters. Legendary creatures typically have access to legendary actions, which appear in a separate section at the end of a creature's stat block.

LEGENDARY ACTIONS

The horde can take 3 legendary actions, choosing from the options below. (…)

LAIR ACTIONS

The AI's server room is its lair. On initiative count 20 (losing initiative ties), the AI takes a lair action to cause one of the following effects; the AI can't use the same effect two rounds in a row: (…)

BANDIT

BANDIT NOOB

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

0
10 xp

Size and Type medium humanoid
Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+0 (11)	+0 (11)	+0 (10)	−1 (9)	−1 (8)	+0 (10)

Proficiency Bonus +2
Languages One language

Armor Class 11 (light chest)
Rad/Blight/Spore/Warp Tolerance 5
Hit Points 4 (1d8)

Speed 30 ft.

Pipe Gun (action). Ranged Weapon Attack: +2 to hit, range 40/120 ft., one target. Hit: 4 (1d8) piercing damage.

Hammer (action). Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

BANDIT

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

1/8
25 xp

Size and Type medium humanoid
Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+0 (11)	+0 (11)	+0 (10)	+0 (11)	+0 (10)	+0 (10)

Proficiency Bonus +2
Languages One language

Armor Class 12 (light chest, arms, and legs)
Rad/Blight/Spore/Warp Tolerance 5
Hit Points 9 (2d8)

Speed 30 ft.

Pipe Gun (action). Ranged Weapon Attack: +2 to hit, range 40/120 ft., one target. Hit: 4 (1d8) piercing damage.

Baseball Bat (action). Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

BANDIT SCUM

DESERT FROZEN OVERGROWN RADIOACTIVE WARPED

1/4
50 xp

Size and Type medium humanoid
Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+1 (12)	+1 (13)	+1 (12)	+0 (11)	+0 (10)	+0 (10)

Proficiency Bonus +2
Languages One language

Armor Class 13 (light chest, arms, and legs)
Rad/Blight/Spore/Warp Tolerance 6
Hit Points 15 (3d8 + 3)

Speed 30 ft.

Multiattack (action). The bandit scum makes two attacks.

Pipe Gun (action). Ranged Weapon Attack: +3 to hit, range 40/120 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Baseball Bat (action). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6 + 1) bludgeoning damage.

BANDIT BERSERKER

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

1/2
50 XP

Size and Type medium humanoid

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	−1	−2	+0
(16)	(13)	(16)	(9)	(7)	(10)

Proficiency Bonus +2

Languages One language

Armor Class 13
(light chest, arms, and legs)

Rad/Blight/Spore/Warp Tolerance 8

Hit Points 37 (5d8 + 15)

Brave. The bandit berserker has advantage on saving throws against being frightened.

Speed 30 ft.

Aggressive (bonus action). The bandit berserker moves up to its speed toward a hostile creature it can see.

Pipe Gun (action). *Ranged Weapon Attack:* +3 to hit, range 40/120 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Sledgehammer (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (2d4 + 3) bludgeoning damage.

Baseball Grenade (bonus action, recharge 6). The bandit berserker throws a grenade at a point up to 60 feet away. Each creature within 10 feet of the target point must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage if successful.

BANDIT SURVIVALIST

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

1/2
50 XP

Size and Type medium humanoid

Senses passive Perception 14

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

Proficiency Bonus +3

Skills Nature +3, Perception +4, Stealth +8, Survival +7

Languages One language

Keen Hearing and Sight. The bandit survivalist has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Armor Class 14
(light chest, arms, and legs)

Rad/Blight/Spore/Warp Tolerance 6

Hit Points 16 (3d8 + 3)

Speed 30 ft.

Cunning Action (bonus action). The bandit survivalist can take the Dash, Disengage, or Hide action.

Hunting Rifle (action). *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Combat Knife (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BANDIT BLOODLETTER

DESERT · FLOODED · FROZEN · OVERGROWN · RADIOACTIVE · TECH · WARPED

1 · 200 XP

Size and Type medium humanoid

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+3 (16)	+2 (15)	+2 (14)	−1 (9)	+0 (10)	+0 (10)

Proficiency Bonus +2

Languages One language

Armor Class 13 (light chest)

Rad/Blight/Spore/Warp Tolerance 7

Hit Points 32 (5d8 + 10)

Speed 30 ft.

Deadly Dervish. An opportunity attack against the bandit bloodletter is made with disadvantage if it has dealt damage to a creature with a melee or thrown weapon on the same turn it triggers the attack.

Multiattack (action). The bandit bloodletter makes two attacks with a melee or thrown weapon.

Heavy Axe (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Throwing Knife (action). *Melee or Ranged Weapon Attack:* +5 to hit, 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Bloody Revel. When the bandit bloodletter deals damage to a creature with a melee attack or ranged attack with a thrown weapon, it gains 5 temporary hit points and two d6 revel dice if the target is a creature of flesh and blood, or one d6 revel die if it is not. The first time the bandit bloodletter makes an attack roll or saving throw before the end of its next turn it must roll its revel die or dice, taking the highest value rolled and adding that number to the attack or saving throw's total. While it has any revel dice remaining, the bandit bloodletter cannot gain more.

BANDIT BRAWLER

DESERT · FLOODED · FROZEN · OVERGROWN · RADIOACTIVE · TECH · WARPED

2 · 450 XP

Size and Type medium humanoid

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+4 (18)	+2 (14)	+3 (17)	−1 (8)	+0 (10)	+0 (10)

Proficiency Bonus +2

Languages One language

Armor Class 14 (light chest, arms, and legs)

Rad/Blight/Spore/Warp Tolerance 9

Hit Points 52 (7d8 + 21)

Thick Skin. Whenever the bandit brawler takes bludgeoning damage, the damage is reduced by 3 (to a minimum of 1).

Speed 40 ft.

Multiattack (action). The bandit brawler makes two melee attacks. It can attempt to grapple a creature in place of any of its attacks.

Knuckle Dusters (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Pin (action). The bandit brawler makes a grapple check against a creature it has already grappled. On a success, both the bandit brawler and the target are restrained until the grapple ends.

Brute. A melee weapon deals one extra die of its damage when the bandit brawler hits with it (included in its knuckle dusters attack).

Grappler. The bandit brawler has advantage on attack rolls against a creature it is grappling.

BANDIT VETERAN

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

3
450 XP

Size and Type medium humanoid
Senses passive Perception 11

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

Proficiency Bonus +3
Languages One language

Armor Class 15
(medium chest, arms, and legs)
Rad/Blight/Spore/Warp Tolerance 9
Hit Points 71 (11d8 + 22)

Speed 30 ft.

Multiattack (action). The bandit veteran makes two attacks.

Automatic Combat Rifle (action). *Ranged Weapon Attack:* +6 to hit, range 60/180 ft., one target or burst fire. *Hit:* 12 (2d8 + 3) piercing damage. *Burst Fire:* All creatures in a 10-foot cube area within range must succeed on a DC 14 Dexterity saving throw (with advantage if they are more than 60 feet from the bandit veteran), taking 12 (2d8 + 3) piercing damage on a failed saving throw or half that on a success.

Combat Knife (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

BANDIT HEAVY

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

4
1,100 XP

Size and Type medium humanoid
Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+0	+0	+0
(14)	(15)	(14)	(10)	(11)	(10)

Proficiency Bonus +2
Skills Intimidation +4
Languages One language

Armor Class 19
(heavy chest, arms, legs; helmet)
Rad/Blight/Spore/Warp Tolerance 10
Hit Points 52 (8d8 + 16)

Speed 30 ft.

Multiattack (action). The bandit heavy makes three power fist attacks.

Power Fist (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) bludgeoning damage.

5.56mm Minigun (action). All creatures in a 10-foot cube area within 240 feet must succeed on a DC 15 Dexterity saving throw (with advantage if they are more than 80 feet from the bandit heavy) or take 22 (8d4 + 2) piercing damage.

BANDIT ELITE

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

5
1,800 XP

Size and Type medium humanoid
Senses passive Perception 15

STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	+1	+2	+1
(16)	(17)	(16)	(13)	(14)	(13)

Proficiency Bonus +3
Skills Athletics +6, Perception +5, Survival +5
Languages One language

Armor Class 15
(medium chest, arms, and legs)
Rad/Blight/Spore/Warp Tolerance 12
Hit Points 120 (16d8 + 48)

Speed 30 ft.

Multiattack (action). The bandit elite makes three attacks.

Automatic Combat Rifle (action). *Ranged Weapon Attack:* +7 to hit, range 60/180 ft., one target or burst fire. *Hit:* 12 (2d8 + 3) piercing damage. *Burst Fire (recharge 5-6):* All creatures in a 10-foot cube area within range must succeed on a DC 15 Dexterity saving throw (with advantage if they are more than 60 feet from the bandit veteran), taking 12 (2d8 + 3) piercing damage on a failed saving throw or half that on a success.

Chainblade (action). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 3) slashing damage.

BANDIT BOSS

Size and Type medium humanoid

Senses passive Perception 16

STR	DEX	CON	INT	WIS	CHA
+3	+4	+4	+2	+2	+3
(16)	(18)	(19)	(14)	(15)	(16)

Proficiency Bonus +4

Skills Athletics +7, Insight +6, Intimidation +7, Perception +6

Languages One language

Armor Class 16   (light chest, arms, and legs)

Rad/Blight/Spore/Warp Tolerance 15

Hit Points 153 (18d8 + 72)

Brave. The bandit boss has advantage on saving throws against being frightened.

Speed 30 ft.

Lead By Example (action). The bandit boss may make a single attack. An ally of the bandit boss with a lower CR that can hear it may immediately take an Action or move up to its speed.

Multiattack (action). The bandit boss makes four attacks.

10mm Pistol (action). *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Automatic Combat Rifle (action). *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target or burst fire. *Hit:* 13 (2d8 + 4) piercing damage.

Burst Fire (recharge 5-6): All creatures in a 10-foot cube area within range must succeed on a DC 16 Dexterity saving throw (with advantage if they are more than 60 feet from the bandit veteran), taking 13 (2d8 + 4) piercing damage on a failed saving throw or half that on a success.

Chainblade (action). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

7

2,900 XP

BANDIT OVERBOSS

Size and Type medium humanoid

Senses passive Perception 18

STR	DEX	CON	INT	WIS	CHA
+4	+4	+4	+3	+3	+4
(18)	(18)	(19)	(17)	(16)	(18)

Proficiency Bonus +5

Skills Athletics +9, Insight +8, Intimidation +9, Perception +8

Languages One language

Armor Class 16 (light chest, arms, and legs)

Rad/Blight/Spore/Warp Tolerance 17

Hit Points 187 (22d8 + 88)

Brave. The bandit overboss has advantage on saving throws against being frightened.

Speed 30 ft.

Lead By Example (action). The bandit overboss may make a single attack. An ally of the bandit overboss with a lower CR that can hear it may immediately take an Action or move up to its speed.

Multiattack (action). The bandit overboss makes four attacks.

10mm Pistol (action). *Ranged Weapon Attack:* +9 to hit, range 40/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Automatic Bayoneted Long Combat Shotgun (action). *Ranged Weapon Attack:* +9 to hit, range 50/110 ft., one target or burst fire. *Hit:* 14 (4d4 + 4) piercing damage. **Burst Fire (recharge 5-6):** All creatures in a 10-foot cube area within range must succeed on a DC 16 Dexterity saving throw (with advantage if they are more than 50 feet from the corporal), taking 14 (4d4 + 4) piercing damage on a failed saving throw or half that on a success.

Chainblade Bayonet (action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

LEGENDARY ACTIONS

The bandit overboss can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bandit overboss regains spent legendary actions at the start of its turn.

Detect. The bandit overboss makes a Wisdom (Perception) check.

Incite Action. An ally of the bandit overboss with a lower CR that can hear it may immediately take an Action or move up to its speed.

Reposition (costs 2 actions). The bandit overboss moves 15 feet without provoking opportunity attacks.

7

2,900 XP

POWER-ARMOURED BANDITS

Particularly infamous bandits are sometimes equipped with power armour. Given its rarity and value, it usually ends up in the hands of elites and bosses.

The variants presented here provide the elite, boss, and overboss with power frames and a complete set of marauder power armour pieces (see pg. 161).

ELITE

A power-armoured bandit elite replaces their defensive traits with the following:

9 5,000 XP

🦺 **Armour Class** 13 (medium chest, arms, and legs)

Rad/Blight/Spore/Warp Tolerance 15

Power Armour 15/15/15/15/15/45 (marauder)

Hit Points 120 (16d8 + 48)

Impact Absorption. While wearing their power armour frame the bandit elite has resistance against bludgeoning damage caused by falls and collisions.

They also have the following general and offensive traits in addition to those they already possess.

🏷️ **Augmented Strength.** While wearing their power armour frame the bandit elite has a Strength of +5 (20). Their maximum carrying capacity and their lift and drag limits are doubled.

Restricted Agility. While wearing their power armour frame the elite can't add their Dexterity bonus to ability checks.

🔫 **Unarmed Strike (action, only while in power frame).** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) bludgeoning damage.

BOSS

A power-armoured bandit boss replaces their defensive traits with the following:

10 5,900 XP

🦺 **Power Armour** 15/15/15/15/15/45 (marauder)

Hit Points 153 (18d8 + 72)

Armour Class 14 (power armour) or 16 (light chest, arms, and legs)

🦺 **Rad/Blight/Spore/Warp Tolerance** 18

They also have the following general and offensive traits in addition to those they already possess.

🏷️ **Augmented Strength.** While wearing their power armour frame the bandit boss has a Strength of +5 (20). Their maximum carrying capacity and their lift and drag limits are doubled.

Restricted Agility. While wearing their power armour frame the elite can't add their Dexterity bonus to ability checks.

🔫 **Unarmed Strike (action, only while in power frame).** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) bludgeoning damage.

OVERBOSS

A power-armoured bandit overboss replaces their defensive traits with the following:

12 8,400 XP

🦺 **Armour Class** 14 (power armour) or 16 (light chest, arms, and legs)

Rad/Blight/Spore/Warp Tolerance 20

Power Armour 15/15/15/15/15/45 (marauder)

Hit Points 187 (22d8 + 88)

Impact Absorption. While wearing their power armour frame the bandit overboss has resistance against bludgeoning damage caused by falls and collisions.

They also have the following general and offensive traits in addition to those they already possess.

🏷️ **Augmented Strength.** While wearing their power armour frame the bandit overboss has a Strength of +6 (22). Their maximum carrying capacity and their lift and drag limits are doubled.

Restricted Agility. While wearing their power armour frame the overboss can't add their Dexterity bonus to ability checks.

🔫 **Unarmed Strike (action, only while in power frame).** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 8 (1d4 + 6) bludgeoning damage.

BEAST

CHICKEN

Size and Type tiny beast
Senses passive Perception 14

STR	DEX	CON	INT	WIS	CHA
-3 (4)	+0 (10)	-1 (8)	-4 (2)	-2 (7)	-2 (6)

Proficiency Bonus +2
Languages —

Armour Class 13
Damage Resistances
radiation, FROZEN cold
Condition Immunities radsick, sporesick
Hit Points 1 (1d4 - 1)

Speed 30 ft.

Talons (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

0
10 xp

COW

Size and Type large beast
Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+4 (18)	+0 (10)	+2 (14)	-4 (2)	+0 (10)	-3 (4)

Proficiency Bonus +2
Languages —

Armour Class 10
Damage Resistances radiation
Condition Immunities radsick, sporesick
Hit Points 15 (2d10 + 4)

Speed 30 ft.

Hooves (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage.

1/4
50 xp

PACK COW VARIANT

A merchant's pack cow is bred for toughness and endurance. It has the stastistics of a regular cow, except the indicated changes to its Constitution as well as the following general and defensive traits:

CON
+4 (18)

Pack Beast. The pack cow has advantage on saving throws against exhaustion. It has a carrying capacity of 810 lbs. It can push, drag or lift a weight of up to 1,620 lb.

Armour Class 11 (natural armour)
Hit Points 28 (3d10 + 12)

1/2
100 xp

COW, BULL

DESERT FROZEN OVERGROWN RADIOACTIVE WARPED

Size and Type large beast

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+4	+0	+2	−4	+0	−3
(18)	(10)	(14)	(2)	(10)	(4)

Proficiency Bonus +2

Languages —

Armour Class 10

Damage Resistances radiation

Condition Immunities radsick

Hit Points 15 (2d10 + 4)

Speed 30 ft.

Gore (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Charge. If the bull moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage.

1/4
50 xp

DEER

FROZEN OVERGROWN RADIOACTIVE WARPED

Size and Type medium beast

Senses passive Perception 12

STR	DEX	CON	INT	WIS	CHA
+0	+3	+0	−4	+2	−3
(11)	(16)	(11)	(2)	(14)	(5)

Proficiency Bonus +2

Languages —

Armour Class 13

Damage Resistances radiation, FROZEN cold

Condition Immunities radsick, sporesick

Hit Points 4 (1d8)

Speed 50 ft.

Bite (action). *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

0
10 xp

DEER, STAG

FROZEN OVERGROWN RADIOACTIVE WARPED

Size and Type medium beast

Senses passive Perception 12

STR	DEX	CON	INT	WIS	CHA
+1	+3	+0	−4	+2	−3
(13)	(16)	(11)	(2)	(14)	(5)

Proficiency Bonus +2

Languages —

Armour Class 13

Damage Resistances radiation

Condition Immunities radsick, sporesick

Hit Points 9 (2d8)

Speed 50 ft.

Antlers (action). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

1
200 xp

FOX

Size and Type tiny beast

Senses darkvision 60 ft., passive Perception 13

STR	DEX	CON	INT	WIS	CHA
-4 (2)	+3 (16)	+0 (11)	-4 (3)	+1 (12)	-2 (6)

Proficiency Bonus +2

Skills Perception +3, Stealth +5

Languages —

Keen Hearing. The fox has advantage on Wisdom (Perception) checks that rely on hearing.

Armour Class 13

Damage Resistances

radiation, FROZEN cold

Condition Immunities radsick, sporesick

Hit Points 2 (1d4)

Speed 30 ft., burrow 5 ft.

Bite (action). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

10 xp

GOAT, MOUNTAIN

Size and Type medium beast

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+1 (12)	+0 (10)	+0 (11)	-4 (2)	+0 (10)	-3 (5)

Proficiency Bonus +2

Languages —

Armour Class 11

Damage Resistances

radiation, FROZEN cold

Condition Immunities radsick, sporesick

Hit Points 19 (3d10 + 3)

Sure-Footed. The mountain goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Speed 40 ft.

Ram (action). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Charge. If the mountain goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 4 (1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

1/2

100 xp

HAWK, WOLF

Size and Type small beast

Senses passive Perception 14

STR	DEX	CON	INT	WIS	CHA
-2 (6)	+2 (14)	+0 (10)	-4 (3)	+2 (14)	-3 (5)

Proficiency Bonus +2

Skills Perception +4

Languages —

Keen Sight. The wolf hawk has advantage on Wisdom (Perception) checks that rely on smell.

Armour Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

Beak (action). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Pack Tactics. The wolf hawk has advantage on an attack roll against a creature if at least one of the wolf hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

10 xp

HORSE, MARE

1/4
50 xp

Size and Type large beast

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+3	+0	+1	-4	+0	-2
(16)	(10)	(12)	(2)	(11)	(7)

Proficiency Bonus +2

Languages —

Armour Class 10

Damage Resistances radiation, FROZEN cold

Condition Immunities radsick, sporesick

Hit Points 19 (3d10 + 3)

Speed 60 ft.

Hooves (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 4) bludgeoning damage.

HORSE, STALLION

1/2
100 xp

Size and Type large beast

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+4	+1	+2	-4	+1	-2
(18)	(12)	(14)	(2)	(12)	(7)

Proficiency Bonus +2

Languages —

Armour Class 11

Damage Resistances radiation, FROZEN cold

Condition Immunities radsick, sporesick

Hit Points 22 (3d10 + 6)

Speed 60 ft.

Hooves (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Trampling Charge. If the stallion moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the stallion can make another attack with its hooves against it as a bonus action.

HOUND, LOYAL

1/2
100 xp

Size and Type medium beast

Senses passive Perception 14

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	-3	+1	+0
(14)	(14)	(14)	(4)	(12)	(10)

Proficiency Bonus +3

Skills Perception +4

Languages understands basic commands in a language known by the creature which trained it.

Keen Hearing and Smell. The loyal hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Armour Class 12

Damage Resistances radiation, FROZEN cold

Condition Immunities radsick

Hit Points 26 (4d8 + 8)

Speed 40 ft.

Bite (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Pack Tactics. The loyal hound has advantage on an attack roll against a creature if at least one of the loyal hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

HOUND, WILD

DESERT FROZEN OVERGROWN RADIOACTIVE TECH WARPED

1/8

25 XP

Size and Type medium beast

Senses passive Perception 13

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	–4	+1	–2
(13)	(14)	(12)	(3)	(12)	(7)

Proficiency Bonus +2

Skills Perception +3

Languages –

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Armour Class 12

Damage Resistances

radiation, FROZEN cold

Condition Immunities radsick

Hit Points 5 (1d8 + 1)

Speed 40 ft.

Bite (action). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Pack Tactics. The wild hound has advantage on an attack roll against a creature if at least one of the wild hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

HOUND, WILD ALPHA

DESERT FROZEN OVERGROWN RADIOACTIVE TECH WARPED

1/4

50 XP

Size and Type medium beast

Senses passive Perception 15

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	–4	+2	–1
(15)	(16)	(14)	(3)	(14)	(9)

Proficiency Bonus +3

Skills Perception +5

Languages –

Keen Hearing and Smell. The wild hound alpha has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Armour Class 13

Damage Resistances

radiation, FROZEN cold

Condition Immunities radsick, sporesick

Hit Points 26 (4d8 + 8)

Alpha. The wild hound alpha has advantage on saving throws against becoming frightened.

Speed 40 ft.

Bite (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Lead the Pack (action, which the wild hound alpha can't use if it is frightened). The wild hound alpha howls. All allied wild hounds within 60 feet of it that can hear it lose the frightened condition if they have it and can move half their speed. Opportunity attacks provoked by this movement are made with disadvantage.

Hunter's Howl (reaction). The wild hound alpha can use its lead the pack action in response to the movement of a hostile creature it can see. When the action is used this way, any allied wild hound that moves must move towards the triggering creature.

Pack Tactics. The wild hound alpha has advantage on an attack roll against a creature if at least one of the wild hound alpha's allies is within 5 feet of the creature and the ally isn't incapacitated.

OUNCE

OVERGROWN RADIOACTIVE WARPED

1/4
50 xp

Size and Type medium beast

Senses passive Perception 14

STR	DEX	CON	INT	WIS	CHA
+2 (14)	+2 (15)	+1 (13)	−4 (3)	+2 (14)	−2 (7)

Proficiency Bonus +2

Skills Perception +4, Stealth +6

Languages —

Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.

Armour Class 12

Damage Resistances cold, radiation

Condition Immunities radsick, sporesick

Hit Points 16 (3d8 + 3)

Speed 50 ft., climb 40 ft.

Bite (action). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 2) piercing damage.

Claws (action). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

PIG

DESERT OVERGROWN RADIOACTIVE WARPED

0
10 xp

Size and Type medium beast

Senses passive Perception 9

STR	DEX	CON	INT	WIS	CHA
+1 (13)	+0 (11)	+1 (12)	−4 (2)	−1 (9)	−3 (5)

Proficiency Bonus +2

Languages —

Armour Class 10

Damage Resistances radiation

Condition Immunities radsick, sporesick

Hit Points 5 (1d8 + 1)

Speed 30 ft.

Slam (action). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage.

RAT

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

0
10 xp

Size and Type tiny beast

Senses darkvision 30 ft., passive Perception 10

STR	DEX	CON	INT	WIS	CHA
−4 (2)	+0 (11)	−1 (9)	−4 (2)	+0 (10)	−3 (4)

Proficiency Bonus +2

Languages —

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Armour Class 10

Damage Resistances radiation, FROZEN cold

Condition Immunities radsick, sporesick

Hit Points 1 (1d4 − 1)

Speed 20 ft.

Bite (action). *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

SHEEP

Size and Type small beast

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+1	+0	+0	-4	+0	-3
(12)	(10)	(11)	(2)	(10)	(5)

Proficiency Bonus +2

Languages –

Armour Class 10

Damage Resistances
radiation, FROZEN cold

Condition Immunities radsick, sporesick

Hit Points 3 (1d6)

Sure-Footed. The sheep has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Speed 40 ft.

WOLF, ALPHA

Size and Type medium beast

Senses passive Perception 15

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	-4	+2	-1
(15)	(16)	(14)	(3)	(14)	(9)

Proficiency Bonus +3

Skills Perception +5

Languages –

Keen Hearing and Smell. The wolf alpha has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Armour Class 14 (natural armour)

Damage Resistances
radiation, FROZEN cold

Condition Immunities radsick, sporesick

Hit Points 32 (5d8 + 10)

Alpha. The wolf alpha has advantage on saving throws against becoming frightened.

Speed 40 ft.

Bite (action). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Lead the Pack (action, which the wolf alpha can't use if it is frightened). The wolf alpha howls. All allied wolves within 60 feet of it that can hear it lose the frightened condition if they have it and can move half their speed. Opportunity attacks provoked by this movement are made with disadvantage.

Hunter's Howl (reaction). The wolf alpha can use its lead the pack action in response to the movement of a hostile creature it can see. When the action is used this way, any allied wolf that moves must move towards the triggering creature.

Pack Tactics. The wolf alpha has advantage on an attack roll against a creature if at least one of the wolf alpha's allies is within 5 feet of the creature and the ally isn't incapacitated.

FIENDFOLK

FIENDFOLK LEGIONARY

Size and Type medium mutant humanoid

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+3 (16)	+1 (12)	+2 (14)	+0 (10)	+0 (10)	-1 (9)

Proficiency Bonus +2

Proficiency Bonus Athletics +5, Perception +2

Languages One language

Armour Class 18 (medium chest, arms, and legs; helmet; shield)

Damage Immunities radiation or warp

Condition Immunities radsick or warpsick

Hit Points 30 (4d10 + 8)

Speed 30 ft.

Spear (action). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage, or 11 (2d8 + 2) piercing damage if used with two hands to make a melee attack.

Combat Knife (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Pipe Gun (action). *Ranged Weapon Attack:* +3 to hit, range 40/120 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Mercenary Tactics (1/turn). The fiendfolk legionary can make an attack roll with advantage if one of its allies is adjacent to the attack's target or has attacked the target since the fiendfolk legionary's last turn, and the ally isn't incapacitated.

Martial Advantage (1/turn). The fiendfolk legionary can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Wary Strike (reaction). The fiendfolk legionary makes an opportunity attack against a creature that attempts to enter the reach of its spear or another polearm it wields. If the attack hits, the fiendfolk legionary can choose not to allow the triggering creature to enter its weapon's reach this turn.

1

200 xp

MACHINE

JUNKBOT SENTINEL

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

Size and Type large machine

Senses darkvision 60 ft., passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+4 (18)	+0 (10)	+3 (16)	+0 (10)	+0 (11)	-2 (6)

Proficiency Bonus +2

Languages One language known by its owner

Machine Mount (action). A humanoid or other intelligent creature of similar shape can use half of its movement to enter or exit the junkbot's cockpit if the junkbot is willing or incapacitated. A creature that enters the junkbot's control codes as a bonus action can control its movement as though it were a mount.

Armour Class 15 (natural armour)

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, radsick, sporesick, warpsick; charmed, exhaustion, frightened, petrified, poisoned

Hit Points 60 (8d8 + 24)

Speed 30 ft.

3
700 XP

Multiattack. The junkbot sentinel makes one attack with its buzzclaw and one with its pneumatic claw. It may also use its flame jet.

Buzzsaw (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) slashing damage.

Pneumatic Claw (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage, and the target must succeed at a DC 14 Dexterity saving throw or be grappled. While the target remains grappled the junkbot cannot use its pneumatic claw to attack anyone else, but deals the claw's damage to the target automatically.

Flame Jet. All creatures within a 15-ft. cone must make a DC 12 Dexterity saving throw, taking 5 (2d4) fire damage on a failed saving throw or half that if successful. On a failed saving throw the target is also set alight, taking 1d4 fire damage at the beginning of each of its turns. A creature can end this ongoing damage by using its action to make a DC 10 Dexterity saving throw to extinguish the flames.

MISTER/MISS HELPER

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

Size and Type medium machine

Senses passive Perception 13

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

Proficiency Bonus +2

Skills Perception +3, Persuasion +3, Science +4

Languages One language known by its owner

Armour Class 14 (natural armour)

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, radsick, sporesick, warpsick; ch exhaustion, frightened, petrified, poisoned

1/4
50 XP

Hit Points 16 (3d8 + 3)

Speed fly 30 ft. (limited hover)

Limited Hover. The mister/miss helper can't ascend higher than five feet above ground level.

Blowtorch (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) fire damage.

Bash (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

PRIVATE HELPER

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

3
700 XP

Size and Type medium machine

Senses passive Perception 15

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

Proficiency Bonus +4

Skills Intimidation +5, Perception +5

Languages One language known by its owner

Armour Class 16 (natural armour)

Damage Immunities blight, poison, psychic, radiation

Condition Immunities bblightsick, radsick, sporesick, warpsick;

charmed, exhaustion, frightened, petrified, poisoned

Hit Points 48 (9d8 + 9)

Speed fly 30 ft. (limited hover)

Limited Hover. The private helper can't ascend higher than five feet above ground level.

Multiattack (action). The private helper makes two attacks.

10mm Machine Gun (action). *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Bash (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

PROTECTORBOT

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

1
200 XP

Size and Type medium machine

Senses passive Perception 13

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

Proficiency Bonus +2

Skills Perception +3

Languages One language known by its owner

Clumsy Grasp. The protectorbot can perform most tasks that require hands, but is unable to wield firearms or use delicate instruments.

Armour Class 18 (natural armour)

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, radsick, sporesick, warpsick; charmed, exhaustion, frightened, petrified, poisoned

Hit Points 32 (5d8 + 10)

Speed 20 ft.

Multiattack (action). The protectorbot makes two attacks.

Laser (action). *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 4 (1d4 + 2) laser damage.

Bash (action). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

275

PROTECTORBOT, CONSTRUCTION

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

Size and Type medium machine

Senses passive Perception 13

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

Proficiency Bonus +2

Skills Perception +3

Languages One language known by its owner

Clumsy Grasp. The construction protectorbot can perform most tasks that require hands, but is unable to wield firearms or use delicate instruments.

Armour Class 19 (natural armour)

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, radsick, sporesick, warpsick; charmed, exhaustion, frightened, petrified, poisoned

Hit Points 97 (15d8 + 30)

5
1,800 XP

Speed 20 ft.

Multiattack (action). The construction protectorbot makes two attacks.

Nailgun (action). *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 18 (3d10 + 2) piercing damage.

Bash (action). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

PROTECTORBOT, FIREFIGHTING

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

Size and Type medium machine

Senses passive Perception 13

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

Proficiency Bonus +2

Skills Perception +3

Languages One language known by its owner

Clumsy Grasp. The firefighting protectorbot can perform most tasks that require hands, but is unable to wield firearms or use delicate instruments.

Armour Class 18 (natural armour)

Condition Immunities blightsick, radsick, sporesick, warpsick; charmed, exhaustion, frightened, petrified, poisoned

Hit Points 32 (5d8 + 10)

2
450 XP

Speed 20 ft.

Multiattack (action). The firefighting protectorbot makes two attacks.

Cryogun (action). *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 16 (4d6 + 2) cold damage.

Bash (action). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

PROTECTORBOT, MEDIC

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

Size and Type medium machine

Senses passive Perception 13

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

Proficiency Bonus +2

Skills Perception +3

Languages One language known by its owner

Clumsy Grasp. The medic protectorbot can perform most tasks that require hands, but is unable to wield firearms or use delicate instruments.

Armour Class 18 (natural armour)

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, radsick, sporesick, warpsick; charmed, exhaustion, frightened, petrified, poisoned

Hit Points 32 (5d8 + 10)

Speed 20 ft.

2
450 XP

Multiattack (action). The medic protectorbot makes two defibrilator attacks.

Defibrilator (action). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) electrical damage. If the target is dead and died within the last minute, it takes no damage and may make a DC 10 Constitution saving throw. On a successful saving throw it is alive again, but unconscious and stabilised. A creature that fails three such saving throws can't make another.

RadPurge Injection (action, 3 uses). The protectorbot medic injects an adjacent creature with one dose of the RadPurge chem (See Contamination Purge, pg. 196). After three uses, its internal reservoir of the chem must be refilled.

Stimulants Injection (action, 3 uses). The protectorbot medic injects an adjacent creature with one dose of the Stimulants chem (pg. 196). After three uses, its internal reservoir of the chem must be refilled.

PROTECTORBOT, SOLDIER

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

Size and Type medium machine

Senses passive Perception 13

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

Proficiency Bonus +2

Skills Perception +3

Languages One language known by its owner

Clumsy Grasp. The soldier protectorbot can perform most tasks that require hands, but is unable to wield firearms or use delicate instruments.

Armour Class 18 (natural armour)

Condition Immunities blightsick, radsick, sporesick, warpsick; charmed, exhaustion, frightened, petrified, poisoned

Hit Points 130 (20d8 + 40)

6
2,300 XP

Speed 20 ft.

Multiattack (action). The soldier protectorbot makes four attacks.

Laser (action). *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 12 (4d4 + 2) laser damage.

Claw Slash (action). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage.

MISTER MINE

Size and Type large machine

Senses darkvision 60 ft., passive Perception 12

STR	DEX	CON	INT	WIS	CHA
+3	+0	+4	+0	+2	+0
(17)	(10)	(18)	(10)	(15)	(10)

Proficiency Bonus +3

Skills Perception +5, Investigation +6

Languages understands one language known by its owner but can't speak

Minesweeper. The Mister Mine has advantage on Intelligence (Investigation) and Wisdom (Perception) checks to detect mines. As an Action, it can use its telescopic arm to safely pick up and disable a mine, placing the mine in its hopper. It doesn't trigger a proximity mine provided only its arm is within the mine's trigger distance. It never triggers its own mines, nor those placed by an ally.

Armour Class 19 (natural armour)

Damage Immunities blight, poison, psychic, radiation

Damage Resistance fire, bludgeoning, sonic

Condition Immunities blightsick, radsick, sporesick, warpsick; charmed, exhaustion, frightened, petrified, poisoned

Hit Points
57 (6d10 + 24)

Speed 20 ft.

Sturdy Stance. The Mister Mine has advantage on saving throws against effects that would move it or knock it **prone**.

Multiattack (action). The Mister Mine makes one Ram attack and one Telescopic Arm attack.

Telescopic Arm (action). *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Ram (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

Lay Proximity Mine (action). The Mister Mine places a frag mine anywhere within 20 feet of itself, setting a trigger distance of either 0, 5, 10, 15, or 20 feet. The mine explodes when a small or larger creature or object enters into the radius of the trigger distance. Each creature in a 20 foot radius surrounding the mine must make a DC 15 Dexterity saving throw, taking 7 (2d6) piercing damage and 10 (3d6) fire damage on a failed save, or half as much in damage if successful.

BULLSEYE: TELESCOPIC ARMS

Armour Class 22

Hit Points 20

Damage Immunities as Mister Mine

Damage Resistances as Mister Mine

Destruction (any damage type). The Mister Mine can no longer use its Telescopic Arm action or its Lay Proximity Mine action, nor can it pick up and disable a mine.

THUNDERTHUMPER

DESERT FROZEN OVERGROWN RADIOACTIVE TECH WARPED

Size and Type gargantuan machine

Senses passive Perception 13

STR	DEX	CON	INT	WIS	CHA
+7	-2	+8	+0	+1	+0
(24)	(6)	(26)	(10)	(13)	(10)

Proficiency Bonus +3

Languages One language known by its owner

Machine. The thunderthumper is immune to poison, radiation, and all forms of disease. It doesn't need to eat or sleep, but enters an inactive state for at least 4 hours a day to conserve power. The thunderthumper is unaffected by chems or other items intended for biological creatures. It can benefit from robot repair kits and other items intended for machine use.

Armor Class 20 (natural armour)

Damage Immunities blight, poison, psychic, radiation

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities blightsick/ radsick/sporesick/warpsick, charmed, exhaustion, frightened, petrified, poisoned

Hit Points 185 (10d20 + 80)

Extraordinary Resilience (3/long rest, 1/turn). The thunderthumper can spend a use of this feature to reroll a saving throw it has just failed, or at the end of its turn to roll a saving throw to end an effect that doesn't normally allow a repeat saving throw.

Speed 60 ft., climb 40 ft.

Standing Leap. The thunderthumper's long jump is up to 40 feet and its high jump is up to 25 feet, with or without a running start.

Barrage (action). The thunderthumper makes four laser attacks, rolling each with advantage.

Multiattack (action). The thunderthumper makes two ram attacks.

Laser (action). *Ranged Weapon Attack:* +1 to hit, range 80/240 ft., one target. *Hit:* 11 (3d8 - 2) laser damage.

Thunderguns (action). Each creature or object in a 5 ft. radius area within a range of 2,000/6,000 ft. must make a DC 17 Dexterity saving throw (with advantage if they're in the thunderguns' long range category), taking 44 (8d10 + 8) piercing damage on a failed save or half that on a success.

Ram (action). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Engage QuakeMaker (action, 1/long rest). The thunderthumper creates a seismic event underfoot.This effect functions as per the *earthquake* spell, with the thunderthumper as the area's point of origin.

LEGENDARY ACTIONS

The thunderthumper can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The thunderthumper regains spent legendary actions at the start of its turn.

Detect. The thunderthumper makes a Wisdom (Perception) check.

Laser. The thunderthumper makes an attack with its laser.

Power Rush. The thunderthumper moves up to 25 feet. It may spend two additional legendary actions to make a ram attack against a target adjacent to it at any point during the power rush.

BULLSEYE: THUNDERGUNS

Armor Class 22

Hit Points 60

Damage Immunities as thunderthumper

Damage Resistances as thunderthumper

Destruction (any damage type). The thunderguns explode, dealing 44 (8d10) fire damage and any unattended objects within 15 feet of it. Creatures within the same area may make a DC 17 Dexterity saving throw, taking 44 (8d10) fire damage on a failed save or half that on a success. The thunderthumper can no longer uses its thunderguns action.

MEGA BEAST

MEGA ANGLER

Size and Type large beast

Senses blindsight 60 ft., passive Perception 11

STR	DEX	CON	INT	WIS	CHA
+4 (18)	+2 (14)	+2 (15)	−4 (2)	+1 (12)	−4 (3)

Proficiency Bonus +4

Languages —

Bioluminescent Lure. The mega angler emits bright light in a 10-foot radius and dim light for an additional 10 feet.

Water Breathing. The mega angler can breathe only underwater.

Armour Class 13 (natural armour)

Damage Immunities radiation, warp; cold

Condition Immunities radsick, warpsick

Hit Points 120 (16d10 + 32)

5

1,800 XP

Speed 0 ft., swim 40 ft.

Multiattack (action). The mega angler makes two bite attacks.

Bite (action). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d12 + 3) piercing damage.

MEGA BADGER

Size and Type large beast

Senses Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11

STR	DEX	CON	INT	WIS	CHA
+4 (18)	+0 (10)	+3 (16)	−4 (3)	+1 (12)	−2 (7)

Proficiency Bonus +2

Languages —

Keen Smell. The mega badger has advantage on Wisdom (Perception) checks that rely on smell.

Poor Eyesight. The mega badger has disadvantage on Wisdom (Perception) checks to see anything beyond 60 feet of it.

Armour Class 15 (natural armour)

Damage Immunities radiation

Condition Immunities radsick

Hit Points 68 (8d10 + 24)

Stout. The mega badger can make a Strength saving throw to resist any effect that applies forced movement or the prone condition, even if the effect normally doesn't allow a saving throw or a different saving throw bonus normally applies. Additionally, the mega badger has advantage on the saving throw. If the effect doesn't already have a saving throw DC then the DC is 8 + the triggering attack's bonus, or if there was no attack roll, 8 + the creature's Strength + Proficiency bonus.

3

700 XP

Speed 30 ft., burrow 30 ft.

Multiattack (action). The mega badger makes one bite attack and two claw attacks.

Bite (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claws (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

MEGA ANT, WORKER

DESERT OVERGROWN RADIOACTIVE TECH WARPED

Size and Type small beast

Senses passive Perception 9

STR	DEX	CON	INT	WIS	CHA
+2 (14)	+0 (10)	+1 (12)	−4 (2)	−1 (8)	−4 (2)

Proficiency Bonus +2

Languages —

Compound Eyes. The mega ant worker has advantage on Wisdom (Perception) checks to detect movement by sight.

Keen Smell. The mega ant worker has advantage on Wisdom (Perception) checks that rely on smell.

Armor Class 14 (natural armor)
Damage Immunities radiation
Condition Immunities radsick
Hit Points 13 (3d6 + 3)

1/4
50 xp

Speed 25 ft., climb 25 ft.
Spider Climb. The mega ant worker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bite (action). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

MEGA ANT, SOLDIER

DESERT OVERGROWN RADIOACTIVE TECH WARPED

Size and Type large beast

Senses darkvision 60 ft.,   passive Perception 9

STR	DEX	CON	INT	WIS	CHA
+3 (16)	+0 (10)	+2 (14)	−4 (2)	−1 (8)	−3 (4)

Proficiency Bonus +2

Languages —

Compound Eyes. The mega ant worker has advantage on Wisdom (Perception) checks to detect movement by sight.

Keen Smell. The mega ant worker has advantage on Wisdom (Perception) checks that rely on smell.

Armor Class 14 (natural armor)
Damage Immunities radiation
Condition Immunities radsick
Hit Points 45 (6d10 + 12)

1/2
100 xp

Speed 30 ft., climb 30 ft., fly 40 ft.
Spider Climb. The mega ant worker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Multiattack. The mega ant soldier makes two bite attacks.

Bite (action). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

MEGA ANT, QUEEN

Size and Type huge beast

Senses darkvision 60 ft., passive Perception 9

STR	DEX	CON	INT	WIS	CHA
+3 (16)	+0 (10)	+2 (14)	−4 (2)	−1 (8)	−3 (4)

Proficiency Bonus +2

Languages —

Compound Eyes. The mega ant worker has advantage on Wisdom (Perception) checks to detect movement by sight.

Keen Smell. The mega ant worker has advantage on Wisdom (Perception) checks that rely on smell.

Armor Class 15 (natural armor)

Damage Immunities radiation

Condition Immunities radsick

Hit Points 126 (12d10 + 60)

Extraordinary Resilience (6/long rest, 1/turn). The mega ant queen can spend a use of this feature to reroll a saving throw it has just failed, or at the end of its turn to roll a saving throw to end an effect that doesn't normally allow a repeat saving throw.

Speed 30 ft., fly 30 ft. Ocr 10

Multiattack. The mega ant queen makes two bite attacks.

Bite (action). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Protect the Queen! All other mega ants in the queen's nest know when it is in danger or otherwise agitated. If the mega ant queen is in danger they immediately start moving towards her, using the Dash action to arrive as quickly as possible.

Soldiers of the Queen (no action, recharge 5-6). At the end of the mega ant queen's turn, 1d4 mega ant soldiers appear at the entrances to the queen's chamber, divided as evenly as possible between available entrances. These summoned creatures are in addition to any mega ants already in the nest, which might arrive as a result of the Protect the Queen! feature.

LEGENDARY ACTIONS

The mega ant queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mega ant queen regains spent legendary actions at the start of its turn.

Detect. The mega ant queen makes a Wisdom (Perception) check.

Bite. The mega ant queen makes an attack with its bite.

Charge (costs 2 legendary actions). The mega ant queen moves up to 30 feet then makes a bite attack.

Recovery (limit of 1/round). The mega ant queen regains 16 (2d10 + 5) hit points.

Reposition. The mega ant queen moves up to 15 feet, provoking no opportunity attacks.

MEGA CRAB

Size and Type huge beast

Senses blindsight 30 ft., passive Perception 11

STR	DEX	CON	INT	WIS	CHA
+4	-1	+3	-4	+0	-4
(19)	(8)	(16)	(3)	(11)	(3)

Proficiency Bonus +3

Skills Stealth +5

Languages –

Amphibious. The mega crab can breathe air and water.

Seabed Camouflage. While the mega crab is motionless with its limbs and eyestalks tucked in it resembles a natural rock formation. It has advantage on Dexterity (Stealth) checks made to hide on a seabed.

Armour Class 17 (natural armour)

Damage Immunities radiation, warp; cold

Condition Immunities radsick, warpsick

Hit Points 120 (16d10 + 32)

Speed 20 ft., swim 30 ft.

Multiattack (action). The mega crab makes two attacks with its claws.

Pincers (action). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 23 (3d12 + 4) bludgeoning damage, and the mega crab may grapple the target (escape DC 15). The mega crab can't use this action if it already has two creatures grappled in its claws.

MEGA EEL

Size and Type huge beast

Senses blindsight 60 ft., passive Perception 15

STR	DEX	CON	INT	WIS	CHA
+2	+3	+3	-4	+1	-4
(14)	(17)	(17)	(2)	(12)	(3)

Proficiency Bonus +4

Languages –

Water Breathing. The mega eel can breathe only underwater.

Armour Class 14 (natural armour)

Saving Throws DEX +7

Damage Resistances electrical

Damage Immunities radiation, warp

Condition Immunities radsick, warpsick

Hit Points 142 (15d12 + 45)

Speed 10 ft., swim 40 ft.

8
3,900 XP

Multiattack (action). The mega eel makes two bite attacks.

Bite (action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage plus 7 (3d4) electrical damage.

Electric Shock (recharge 5-6). Each creature within 15 feet of the mega eel while they and it are in contact with the same body of water, or a single creature the eel touches outside of water, must make a DC 15 Constitution saving throw. On a failed save the target takes 13 (3d8) electrical damage and be stunned until the end of the eel's next turn. A target that avoids taking any damage isn't stunned. On a successful save, a target takes half as much and isn't stunned.

MEGA LION

Size and Type huge beast

Senses passive Perception 14

STR	DEX	CON	INT	WIS	CHA
+5	+2	+3	−4	+1	+0
(20)	(14)	(17)	(3)	(12)	(10)

Proficiency Bonus +4

Skills Perception +5, Stealth +6

Languages —

Keen Smell. The mega lion has advantage on Wisdom (Perception) checks that rely on smell.

Armour Class 15 (natural armour)

Saving Throws STR +9, CON +7

Damage Immunities radiation, warp

Condition Immunities radsick, warpsick

Hit Points 123 (13d12 + 39)

Speed 60 ft.

Running Leap. With a 10-foot running start, the lion can long jump up to 30 feet.

Multiattack (action). The mega lion can use its Roar. It also makes two attacks: one with its bite and one with its claws.

Pack Tactics. The mega lion has advantage on an attack roll against a creature if at least one of the mega lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the mega lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the mega lion can make one bite attack against it as a bonus action.

Bite (action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 26 (6d6 + 5) piercing damage.

Claws (action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Roar. Each creature within 60 feet of the mega lion that can hear the roar must succeed on a DC 15 Wisdom saving throw or be frightened of the mega lion until the end of the mega lion's next turn.

8

3,900 XP

284

MEGA LIZARD, FIRE-BREATHING

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

17
18,000 XP

Size and Type huge mutant beast

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

STR	DEX	CON	INT	WIS	CHA
+8	+0	+7	−2	+1	+0
(27)	(10)	(25)	(6)	(13)	(10)

Proficiency Bonus +6

Saving Throws Dex +6, Con +13, Wis +7, Cha +6

Languages —

Armour Class 19 (natural armour)

Damage Immunities fire, radiation or warp

Condition Immunities radsick or warpsick

Hit Points 256 (19d12 + 133)

Extraordinary Resilience (8/long rest, 1/turn). The fire-breathing mega lizard can spend a use of this feature to reroll a saving throw it has just failed, or at the end of its turn to roll a saving throw to end an effect that doesn't normally allow a repeat saving throw.

Speed 40 ft., climb 40 ft.

Multiattack (action). The fire-breathing mega lizard can use its frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite (action). *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw (action). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail (action). *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the fire-breathing mega lizard's choice that is within 120 feet of the fire-breathing mega lizard and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fire-breathing mega lizard's Frightful Presence for the next 24 hours.

Fire Breath (action, recharge 5-6). The fire-breathing mega lizard exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The fire-breathing mega lizard can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The fire-breathing mega lizard regains spent legendary actions at the start of its turn.

Detect. The fire-breathing mega lizard makes a Wisdom (Perception) check.

Tail Attack. The fire-breathing mega lizard makes a tail attack.

Kick up Dust (costs 2 actions). The fire-breathing mega lizard stomps the ground, creating a cloud of dust, sand, or similar that fills a 10-foot area around the mega lizard's space and spreads around corners. Each creature other than the fire-breathing mega lizard in the area must succeed on a DC 22 Constitution saving throw or be blinded until the end of the mega lizard's next turn.

Tail Swat (costs 3 actions). The fire-breathing mega lizard makes a tail attack. If the attack hits, the target must succeed on a DC 22 Strength saving throw or be pushed 15 ft. in a straight line away from the mega lizard. If the saving throw fails by 5 or more, the target falls prone.

MEGA OCTOPUS

Size and Type huge beast

Senses darkvision 60 ft., passive Perception 15

STR	DEX	CON	INT	WIS	CHA
+8	+1	+3	-3	+0	-2
(25)	(13)	(16)	(9)	(10)	(6)

Proficiency Bonus +3

Skills Perception +5, Stealth +6

Languages —

Hold Breath. While out of water, the mega octopus can hold its breath for 1 hour.

Underwater Camouflage. The mega octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The mega octopus can breathe only underwater.

Armour Class 13 (natural armour)

Damage Immunities radiation, warp

Condition Immunities radsick, warpsick

Hit Points 218 (23d12 + 69)

Extraordinary Resilience (4/long rest, 1/turn). The mega octopus can spend a use of this feature to reroll a saving throw it has just failed, or at the end of its turn to roll a saving throw to end an effect that doesn't normally allow a repeat saving throw.

Speed 20 ft., swim 60 ft.

Multiattack (action). The mega octopus makes four tentacles attacks.

Tentacles (action). *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 27 (3d12 + 8) bludgeoning damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and if the target is Large or bigger the mega octopus can't use its tentacles on another target. The mega octopus can grapple up to four targets of Medium size or smaller before it can no longer use its tentacles on other targets.

Ink Cloud (1/short rest). A 40-foot-radius cloud of ink extends all around the mega octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the mega octopus can use the Dash action as a bonus action.

14

11,500 XP

286

MEGA RAY

14
11,500 XP

Size and Type gargantuan beast

Senses blindsight 60 ft., passive Perception 15

STR	DEX	CON	INT	WIS	CHA
+7	+0	+8	−2	+0	−3
(25)	(11)	(26)	(7)	(10)	(5)

Proficiency Bonus +3

Skills Perception +3

Languages —

Water Breathing. The mega ray can breathe only underwater.

Armour Class 14 (natural armour)

Damage Immunities radiation, warp

Condition Immunities radsick, warpsick

Hit Points 166 (9d20 + 72)

Extraordinary Resilience (6/long rest, 1/turn). The mega ray can spend a use of this feature to reroll a saving throw it has just failed, or at the end of its turn to roll a saving throw to end an effect that doesn't normally allow a repeat saving throw.

Speed 0 ft., swim 60 ft.

Bite (action). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 29 (4d12 + 7) piercing damage.

Sting (action, or costs 2 legendary actions). *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 7) piercing damage and 31 (7d8) poison damage. In addition, the target must make a DC 19 Constitution saving throw, becoming poisoned for 1 hour on a success. If the target hasn't been cured of its poisoned condition by the end of the hour, it gains 3 levels of exhaustion instead. On a successful save the target is immune to the secondary effects of the mega ray's Sting for the next 24 hours.

LEGENDARY ACTIONS

The mega ray can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mega ray regains spent legendary actions at the start of its turn.

Detect. The mega ray makes a Wisdom (Perception) check.

Attack. The mega ray makes an attack with its bite or sting.

MEGA 'RILLA

Size and Type huge beast

Senses Senses passive Perception 14

STR	DEX	CON	INT	WIS	CHA
+6 (23)	+2 (14)	+4 (18)	−1 (9)	+1 (12)	−2 (7)

Proficiency Bonus +3

Skills Athletics +9, Perception +4

Languages —

Armour Class 12 (natural armour)

Damage Resistances bludgeoning

Damage Immunities radiation

Condition Immunities radsick

Hit Points 210 (20d10 + 80)

Chest Thumping (1/long rest). When the mega 'rilla is reduced to 105 hit points or less it roars and beats it chest. Its Armour Class becomes 15 for the next 10 minutes or until the mega 'rilla is dead or incapacitated. Additionally, all creatures of the mega 'rilla's choice within 120 feet of the mega 'rilla and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Extraordinary Resilience (6/long rest, 1/turn). The mega 'rilla can spend a use of this feature to reroll a saving throw it has just failed, or at the end of its turn to roll a saving throw to end an effect that doesn't normally allow a repeat saving throw.

Speed 40 ft., climb 40 ft.

Multiattack (action). The mega 'rilla makes one bite attack and two fist attacks.

Bite (action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage.

Fist (action). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Rock (action). *Ranged Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

LEGENDARY ACTIONS

The mega 'rilla can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mega 'rilla regains spent legendary actions at the start of its turn.

Detect. The mega 'rilla makes a Wisdom (Perception) check.

Fist. The mega 'rilla makes an attack with its fist.

Rock (costs 2 legendary actions). The mega 'rilla makes an attack with a rock.

Mighty Leap (limit of 1/round). The mega 'rilla jumps up to 20 feet from standing. During this movement it can clear obstacles that are less than 10 feet tall.

15
13,000 XP

MEGA SHARK

Size and Type huge beast

Senses blindsight 60 ft., passive Perception 13

STR	DEX	CON	INT	WIS	CHA
+6 (23)	+0 (11)	+5 (21)	−5 (1)	+0 (10)	−3 (5)

Proficiency Bonus +3

Skills Perception +3

Languages —

Water Breathing. The mega shark can breathe only underwater.

Armour Class 13 (natural armour)

Damage Immunities radiation

Condition Immunities radsick

Hit Points 138 (12d12 + 60)

Speed 0 ft., swim 50 ft.

Blood Frenzy. The mega shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Multiattack (action). The mega shark makes two bite attacks.

Bite (action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

7
2,900 XP

MEGA SPIDER

DESERT OVERGROWN RADIOACTIVE TECH WARPED

Size and Type large beast

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	-4	+0	-3
(14)	(16)	(15)	(2)	(11)	(4)

Proficiency Bonus +2

Skills Stealth +7

Languages —

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Armor Class 15 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft., climb 30 ft.

Spider Climb. The mega spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The mega spider ignores movement restrictions caused by webbing.

Bite (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (action, recharge 4-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* the target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to blight, bludgeoning, poison, psychic, and radiation damage).

⊙ BULLSEYE: SPINNERET

Armor Class 19

Hit Points 20

Destruction (any damage type). The mega spider can no longer uses its web action.

2

450 XP

OGRE

OGRE

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

Size and Type large mutant humanoid

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	−1	+0	+0
(18)	(14)	(18)	(8)	(10)	(10)

Proficiency Bonus +2

Languages One language

Armor Class 14
(light chest, arms, and legs)

Damage Immunities radiation or warp

Condition Immunities radsick or warpsick

Hit Points 47 (5d10 + 20)

Brave. The ogre thug has advantage on saving throws against being frightened.

Mutant Physiology. The ogre thug doesn't age and is immune to disease.

Speed 30 ft.

Bolt-Action Pipe Gun (action). *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Sledgehammer (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) bludgeoning damage.

Brutish Smash (1/turn). The ogre thug deals an extra 7 (2d6) damage to a creature it has hit with a melee or thrown weapon attack.

(1) 200 xp

OGRE CHARGER

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

Size and Type large mutant humanoid

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	−1	+0	+0
(18)	(14)	(18)	(8)	(10)	(10)

Proficiency Bonus +2

Languages One language

Armor Class 14
(light chest, arms, and legs)

Damage Immunities radiation or warp

Condition Immunities radsick or warpsick

Hit Points 57 (6d10 + 24)

Brave. The ogre charger has advantage on saving throws against being frightened.

Mutant Physiology. The ogre charger doesn't age and is immune to disease.

Speed 30 ft.

Powerful Charge. If the ogre charger moves at least 20 feet straight toward a target and then hits it with a sledgehammer attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone or be pushed 10 feet away from the ogre charger (the ogre's choice).

Bolt-Action Pipe Gun (action). *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Sledgehammer (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) bludgeoning damage.

Brutish Smash (1/turn). The ogre charger deals an extra 7 (2d6) damage to a creature it has hit with a melee or thrown weapon attack.

(2) 450 xp

OGRE GRIPPER

Size and Type large mutant humanoid

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	-1	+0	+0
(20)	(14)	(18)	(8)	(10)	(10)

Proficiency Bonus +2

Languages One language

Armor Class 14

(light chest, arms, and legs)

Damage Immunities radiation or warp

Condition Immunities radsick or warpsick

Hit Points 76 (8d10 + 32)

Brave. The ogre gripper has advantage on saving throws against being frightened.

Mutant Physiology. The ogre gripper doesn't age and is immune to disease.

Speed 30 ft.

Multiattack (action). The ogre gripper makes two unarmed strikes. It can make a grapple attempt in place of any unarmed strike, and once per turn it can use its critter chuck in place of an unarmed strike.

Unarmed Strike (action). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Rock Throw (action). *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Critter Chuck (action). The ogre gripper throws a Medium or smaller creature it is currently grappling.

The creature is thrown up to 20 feet if it is Medium, 30 feet if it is Small, or 50 feet if it is Tiny. This forced movement ends early if the thrown creature moves through the space of another creature or an object that is either half its own size or is smaller but considered sturdy enough to arrest the creature's movement (at the Guide's discretion).

When its movement ends, the creature takes 3 (1d6) bludgeoning damage for every 10 feet it is thrown and may make a DC ?? Dexterity saving throw. On a failure, it lands prone. Another creature or object hit by it must succeed at its own DC ?? Dexterity saving throw or take equal damage to the thrown creature and be knocked prone.

Brutish Smash (1/turn). The ogre gripper deals an extra 7 (2d6) damage to a creature it has hit with a melee or thrown weapon attack, but not a creature damaged by its critter chuck.

Grab-Happy. The ogre gripper has advantage on Strength (Athletics) checks it makes to grapple other creatures.

Hurler. The ogre gripper can treat any one-handed melee weapon as if it has the thrown property. A weapon with the light property has a range of 20/60 ft. while one without has a range of 10/30 ft. When it throws a melee weapon, the ogre gripper makes a ranged weapon attack with a +5 bonus. On a hit, the weapon deals an additional die of damage.

3

700 XP

OGRE ELITE

Size and Type large beast

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	-1	+0	+0
(18)	(16)	(18)	(8)	(10)	(10)

Proficiency Bonus +3

Languages One language

Mutant Physiology. The ogre elite doesn't age and is immune to disease.

Armor Class 15

(light chest, arms, and legs)

Damage Immunities radiation or warp

Condition Immunities radsick or warpsick

Hit Points 104 (11d10 + 44)

Brave. The ogre elite has advantage on saving throws against being frightened.

Speed 30 ft.

4

1,100 XP

Multiattack (action). The ogre elite makes two melee or ranged weapon attacks.

Automatic Combat Rifle (action). *Ranged Weapon Attack:* +6 to hit, range 60/180 ft., one target or burst fire. *Hit:* 12 (2d8 + 3) piercing damage. **Burst Fire (recharge 5-6):** Each creature or object in a 5 ft. radius area within 60/180 ft. must make a DC 14 Dexterity saving throw (with advantage if they're within long range), taking 12 (2d8 + 3) piercing damage on a failed save or half that on a success.

Sledgehammer (action). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) bludgeoning damage.

Brutish Smash (1/turn). The ogre elite deals an extra 7 (2d6) damage to a creature it has hit with a melee or thrown weapon attack.

OGRE BOSS

Size and Type large mutant humanoid

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	+0	+0	+0
(18)	(16)	(18)	(10)	(10)	(10)

Proficiency Bonus +4

Languages One language

Armor Class 18

(heavy chest, arms, and legs)

Damage Immunities radiation or warp

Condition Immunities radsick or warpsick

Hit Points 123 (13d10 + 52)

Brave. The ogre boss has advantage on saving throws against being frightened.

Mutant Physiology. The ogre boss doesn't age and is immune to disease.

Speed 30 ft.

Multiattack (action). The ogre boss makes two melee or ranged weapon attacks.

8

3,900 XP

Automatic Combat Rifle (action). *Ranged Weapon Attack:* +7 to hit, range 60/180 ft., one target or burst fire. *Hit:* 12 (2d8 + 3) piercing damage. **Burst Fire (recharge 5-6):** Each creature or object in a 5 ft. radius area within 60/180 ft. must make a DC 14 Dexterity saving throw (with advantage if they're within long range), taking 12 (2d8 + 3) piercing damage on a failed save or half that on a success.

Powered Sledgehammer (action). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 24 (8d4 + 4) bludgeoning damage.

Brutish Smash (1/turn). The ogre boss deals an extra 7 (2d6) damage to a creature it has hit with a melee or thrown weapon attack.

Rule of the Strong. When the ogre boss deals damage to a hostile creature, creatures allied to the ogre boss that can see both it and the target and have a lower CR than the ogre deal 5 (1d10) additional damage the next time they hit the target with a weapon attack before the beginning of the ogre boss's next turn.

OGRE BIG BOSS

Size and Type huge mutant humanoid

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+5	+3	+5	+1	+1	+2
(21)	(16)	(21)	(12)	(13)	(14)

Proficiency Bonus +4

Languages One language

Saving Throws Wis +6

Armor Class 18

(heavy chest, arms, and legs)

Damage Immunities radiation or warp

Condition Immunities radsick or warpsick

Hit Points 161 (14d12 + 70)

Giant's Courage. The ogre big boss can't be frightened by Large or smaller creatures, and has advantage on any saving throws against the frightened condition it has to make.

Extraordinary Resilience (3/long rest). At the end of its turn, the ogre big boss can spend a use of this feature to roll a saving throw to end an effect that doesn't normally allow a repeat saving throw, or to reroll a saving throw it has just failed.

Mutant Physiology. The ogre big boss doesn't age and is immune to disease.

Speed 40 ft.

Multiattack (action). The ogre big boss makes three melee or ranged weapon attacks.

Automatic Combat Rifle (action). *Ranged Weapon Attack:* +7 to hit, range 60/180 ft., one target or burst fire. *Hit:* 12 (2d8 + 3) piercing damage.

Burst Fire (recharge 5-6). Each creature or object in a 5 ft. radius area within 60/180 ft. must make a DC 14 Dexterity saving throw (with advantage if they're within long range), taking 12 (2d8 + 3) piercing damage on a failed save or half that on a success.

Powered Sledgehammer (action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 25 (8d4 + 5) bludgeoning damage.

Brutish Smash (1/turn). The ogre big boss deals an extra 7 (2d6) damage to a creature it has hit with a melee or thrown weapon attack.

Rule of the Strong. When the ogre big boss deals damage to a hostile creature, creatures allied to the ogre big boss that can see both it and the target and have a lower CR than the ogre deal 5 (1d10) additional damage the next time they hit the target with a weapon attack before the beginning of the ogre big boss's next turn.

LEGENDARY ACTIONS

The ogre big boss can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ogre big boss regains spent legendary actions at the start of its turn.

Detect. The ogre big boss makes a Wisdom (Perception) check.

Attack. The ogre big boss makes an attack with its automatic combat rifle or powered sledgehammer.

Burst Fire (costs 2 legendary actions). The ogre big boss uses its automatic combat rifle's burst fire mode.

Recharge Burst Fire. The ogre big boss recharges its automatic combat rifle's burst fire mode.

Incite Action. An ally of the ogre big boss with a lower CR that can hear it may immediately take an Action or move up to its speed.

15

13,000 XP

OGRE TITAN

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

Size and Type gargantuan mutant humanoid

Senses passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+9	+0	+9	–1	+0	+0
(28)	(10)	(28)	(8)	(10)	(10)

Proficiency Bonus +5

Languages One language

Detect (legendary action). The ogre titan makes a Wisdom (Perception) check.

Armor Class 17 (light chest, arms, and legs; natural armour)

Damage Immunities radiation or warp

Condition Immunities radsick or warpsick

Hit Points 331 (17d20 + 161)

Giant's Courage. The ogre titan can't be frightened by Large or smaller creatures, and has advantage on any saving throws against the frightened condition it has to make.

Extraordinary Resilience (9/long rest). At the end of its turn, the ogre titan can spend a use of this feature to roll a saving throw to end an effect that doesn't normally allow a repeat saving throw, or to reroll a saving throw it has just failed.

Mutant Physiology. The ogre titan doesn't age and is immune to disease.

Speed 60 ft.

Multiattack (action). The ogre titan makes four melee or ranged weapon attacks.

21

33,000 XP

Titan's Club (action). *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

Hurl Rock (action). *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage.

Siege Monster. The ogre titan deals double damage to objects and structures.

🍄 LEGENDARY ACTIONS

The ogre titan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ogre titan regains spent legendary actions at the start of its turn.

Detect. The ogre titan makes a Wisdom (Perception) check.

Club. The ogre titan makes an attack with its titan's club.

Smash (costs 2 legendary actions). The ogre titan makes an attack with its titan's club. The target and each creature adjacent to it must succeed on a DC 22 Dexterity saving throw or be knocked prone.

Swipe (costs 3 legendary actions). The ogre titan swings its titan's club across a 20 ft. by 10 ft. line within its reach. Each creature within the line must succeed on a DC 22 Dexterity saving throw, taking 18 (2d8 + 9) bludgeoning damage on a failed save.

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PROFESSIONAL

EXPERT

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

Size and Type medium humanoid

Senses passive Perception 10

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

Proficiency Bonus your choice of +2, +4, or +6

Languages Up to three languages

Professional. The expert adds their proficiency bonus to any ability checks that test their knowledge or ability within their professional field. Furthermore, the expert has advantage on all such ability checks.

Armor Class 10

Rad/Blight/Spore/Warp Tolerance 5

Hit Points the expert's hit points and hit dice depend on their proficiency bonus:

- ☢ +2: 4 (1d8)
- ☢ +3: 9 (2d8)
- ☢ +4: 13 (3d8)

Noncombatant. Before a creature hostile to the expert can attack it, that creature must make a Wisdom saving throw with a DC equal to 8 plus twice the entertainer's proficiency bonus. On a failed save, the hostile creature must choose a more threatening target for each of its attacks this turn, choosing according to the following criteria (in order).

1. The new target has displayed a means of attacking (such as a weapon or power) which the hostile creature is able to recognise as a threat.

2. The new target has taken overtly aggressive actions toward the hostile creature or its allies since the beginning of the encounter.

3. The new target has more hit points than the expert.

If there are no available targets that meet a criteria, move on to the next. If the hostile creature recognises the expert themselves as the biggest threat according to the above criteria the expert gains no benefit from this trait.

Speed 30 ft.

Unarmed Strike (action). *Melee Weapon Attack:* +3, +5, or +7 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

STALL VENDOR

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

1/8
25 xp

Size and Type medium humanoid

Senses passive Perception 13

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

Proficiency Bonus +2

Skills Deception +4,Insight +3, Perception +3, Persuasion +4

Languages One language

Trade Sense. The stall vendor has advantage on all ability checks it makes that related to commerce or bartering.

Armor Class 10

Rad/Blight/Spore/Warp Tolerance 5

Hit Points 9 (2d8)

Speed 30 ft.

Pipe Gun (action). *Ranged Weapon Attack:* +2 to hit, range 40/120 ft., one target. *Hit:* 4 (1d8) piercing damage.

Baseball Bat (action). *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

SHOP KEEPER

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

1/8
25 xp

Size and Type medium humanoid

Senses passive Perception 14

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

Proficiency Bonus +3

Skills Deception +5,Insight +4, Perception +4, Persuasion +5

Languages One language

Trade Sense. The shop keeper has advantage on all ability checks it makes that related to commerce or bartering.

Armor Class 10

Rad/Blight/Spore/Warp Tolerance 5

Hit Points 13 (3d8)

Speed 30 ft.

Comfort-Gripped Hardened 10mm Pistol (action). *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Baseball Bat (action). *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

SHOP GUARD

1/2
25 XP

Size and Type medium humanoid

Senses passive Perception 13

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	+0	+1	+0
(13)	(15)	(12)	(10)	(13)	(11)

Proficiency Bonus +2

Skills Intimidation +2, Perception +3

Languages One language

Armor Class 14 (light chest, helmet)

Rad/Blight/Spore/Warp Tolerance 6

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Double-Barrelled Shotgun (action).
Ranged Weapon Attack: +4 to hit, range
30/90 ft., one target. *Hit:* 12 (4d4 +
2) piercing damage.

10mm Pistol (action). *Ranged Weapon
Attack:* +4 to hit, range 50/150 ft.,
one target. *Hit:* 9 (2d6 + 2) piercing
damage.

Baseball Bat (action). *Melee Weapon
Attack:* +3 to hit, reach 5 ft., one
target. *Hit:* 4 (1d6 + 1) bludgeoning
damage.

TRAVELLING MERCHANT

1/2
100 XP

Size and Type medium humanoid

Senses passive Perception 15

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+1	+2	+3
(10)	(13)	(11)	(13)	(15)	(16)

Proficiency Bonus +3

Skills Deception +6, Insight +5,
Perception +5, Persuasion +6

Languages Up to two languages

Trade Sense. The wasteland trader has
advantage on all ability checks it
makes related to commerce or
bartering.

Armor Class 13 (light chest, helmet)

Rad/Blight/Spore/Warp Tolerance 5

Hit Points 22 (4d8 + 4)

Evasion. If the travelling merchant is
subjected to an effect that allows it
to make a Dexterity saving throw to
take only half damage, they
instead take no damage if they
succeed on the saving throw,
and only half damage if they fail.

Speed 30 ft.

Automatic Combat Shotgun (action).
Ranged Weapon Attack: +4 to hit, range
30/90 ft., one target or burst fire.
Hit: 11 (4d4 + 1) piercing damage.
Burst Fire (recharge 5-6): All
creatures in a 10 ft. by 10 ft. cube
within 30/90 ft. must make a DC 12
Dexterity saving throw, taking 11 (4d4
+ 1) piercing damage on a failed
saving throw, or half as much damage
on a success. A target within the
weapon's long range has advantage on
their saving throw.

Baseball Bat (action). *Melee Weapon
Attack:* +3 to hit, reach 5 ft., one
target. *Hit:* 3 (1d6) bludgeoning
damage.

TRAVELLING MERCHANT, VETERAN

Size and Type medium humanoid

Senses passive Perception 16

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	+2	+2	+3
(10)	(15)	(11)	(14)	(15)	(17)

Proficiency Bonus +4

Skills Deception +7, Insight +6, Perception +6, Persuasion +7

Languages Up to three languages

Trade Sense. The wasteland vendor has advantage on all ability checks it makes related to commerce or bartering.

Armor Class 14 (light chest, helmet)

Rad/Blight/Spore/Warp Tolerance 6

Hit Points 45 (10d8)

Evasion. If the veteran travelling trader is subjected to an effect that allows it to make a Dexterity to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

2
450 XP

Speed 30 ft.

Automatic Recoil Compensating Combat Shotgun (action). *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target or burst fire. *Hit:* 12 (4d4 + 2) piercing damage. **Burst Fire (recharge 5-6):** All creatures in a 10 ft. by 10 ft. cube within 30/90 ft. must make a DC 15 Dexterity saving throw, taking 12 (4d4 + 2) piercing damage on a failed saving throw, or half as much damage on a success. A target within the weapon's long range has advantage on their saving throw.

Baseball Bat (action). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

CARAVAN GUARD

Size and Type medium humanoid

Senses passive Perception 14

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	+0	+1	+0
(14)	(15)	(12)	(10)	(13)	(11)

Proficiency Bonus +3

Skills Intimidation +3, Perception +4

Languages One language

Armor Class 15 (medium chest, helmet)

Rad/Blight/Spore/Warp Tolerance 6

Hit Points 33 (6d8 + 6)

Brave. The caravan guard has advantage on saving throws against being frightened.

Speed 30 ft.

Harm's Way (reaction). When an allied creature within 15 feet is hit by an attack the caravan guard can move to a space adjacent to the original target and take the attack's damage instead.

2
450 XP

Multiattack (action). The caravan guard makes two attacks.

Hardened Scoped Lever-Action Rifle (action). *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Combat Knife (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Baseball Grenade (action, recharge 5-6). All creatures in a 10 ft. by 10 ft. cube within 60 ft. must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful save.

CARAVAN GUARD, VETERAN

4
1,100 XP

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

Size and Type medium humanoid

Senses passive Perception 15

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	+0	+1	+0
(14)	(16)	(15)	(10)	(13)	(11)

Proficiency Bonus +4

Skills Intimidation +4, Perception +5

Languages One language

Armor Class 15 (medium chest, helmet)

Rad/Blight/Spore/Warp Tolerance 10

Hit Points 71 (11d8 + 22)

Brave. The veteran caravan guard has advantage on saving throws against being frightened.

Speed 30 ft.

Harm's Way (reaction). When an allied creature within 15 feet is hit by an attack the veteran caravan guard can move to a space adjacent to the original target and take the attack's damage instead.

Multiattack (action). The veteran caravan guard makes three attacks.

Hardened Scoped Lever-Action Rifle (action). *Ranged Weapon Attack:* +7 to hit, range 60/180 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Combat Knife (action). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Fragmentation Grenade (action, recharge 5-6). All creatures in a 10 ft. by 10 ft. cube within 60 ft. must make a DC 15 Dexterity saving throw, taking 7 (2d6) piercing damage and 11 (3d6) fire damage on a failed save, or half as much on a successful save.

COURIER

2
450 XP

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

Size and Type medium humanoid

Senses passive Perception 15

STR	DEX	CON	INT	WIS	CHA
+1	+3	+2	+1	+2	+1
(12)	(16)	(14)	(12)	(15)	(13)

Proficiency Bonus +3

Skills Athletics +4, Insight +5, Intimidation +4, Perception +5, Persuasion +4, Survival +5

Languages Up to two languages

Armor Class 15 (light chest, helmet)

Rad/Blight/Spore/Warp Tolerance 9

Hit Points 78 (12d8 + 24)

Brave. The courier has advantage on saving throws against being frightened.

Evasion. If the courier is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Uncanny Dodge (reaction). When an attacker the courier can see hits them with an attack, the courier can halve the attack's damage.

Speed 30 ft.

Multiattack (action). The courier makes three attacks.

Hardened Scoped Long-Barrelled Hunting Rifle (action). *Ranged Weapon Attack:* +6 to hit, range 200/260 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Submachine Gun (action). *Ranged Weapon Attack:* +6 to hit, range 50/150 ft., one target or burst fire. *Hit:* 10 (2d6 + 3) piercing damage. **Burst Fire (recharge 5-6):** All creatures in a 10 ft. by 10 ft. cube within 50/150 ft. must make a DC 14 Dexterity saving throw, taking 10 (2d6 + 3) piercing damage on a failed saving throw, or half as much damage on a success. A target within the weapon's long range has advantage on their saving throw.

Combat Knife (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

COURIER, VETERAN

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

4 1,100 xp

Size and Type medium humanoid

Senses passive Perception 16

STR	DEX	CON	INT	WIS	CHA
+1	+3	+2	+1	+2	+1
(12)	(16)	(14)	(12)	(15)	(13)

Proficiency Bonus +4

Skills Athletics +5, Insight +6, Intimidation +5, Perception +6, Persuasion +5, Survival +6

Languages Up to two languages

Armor Class 15 (light chest, helmet)

Rad/Blight/Spore/Warp Tolerance 11

Hit Points 104 (16d8 + 32)

Brave. The veteran courier has advantage on saving throws against being frightened.

Evasion. If the veteran courier is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Uncanny Dodge (reaction). When an attacker the veteran courier can see hits them with an attack, the veteran courier can halve the attack's damage.

Speed 30 ft.

Multiattack (action). The veteran courier makes three attacks.

Scoped Long-Barrelled Handmade Rifle (action). *Ranged Weapon Attack:* +7 to hit, range 160/200 ft., one target. *Hit:* 13 (4d4 + 3) piercing damage.

Submachine Gun (action). *Ranged Weapon Attack:* +7 to hit, range 50/150 ft., one target or burst fire. *Hit:* 10 (2d6 + 3) piercing damage. ***Burst Fire (recharge 5-6):*** All creatures in a 10 ft. by 10 ft. cube within 50/150 ft. must make a DC 15 Dexterity saving throw, taking 10 (2d6 + 3) piercing damage on a failed saving throw, or half as much damage on a success. A target within the weapon's long range has advantage on their saving throw.

Ripper (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

HUNTER

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

4 1,100 xp

Size and Type medium humanoid

Senses passive Perception 14

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	+0	+1	+0
(15)	(16)	(14)	(11)	(13)	(11)

Proficiency Bonus +2

Skills Athletics +4, Perception +4, Survival +4

Languages One language

Armor Class 15 (light chest, helmet)

Rad/Blight/Spore/Warp Tolerance 10

Hit Points 84 (13d8 + 26)

Brave. The hunter has advantage on saving throws against being frightened.

Uncanny Dodge (reaction). When an attacker the hunter can see hits them with an attack, the huner can halve the attack's damage.

Speed 30 ft.

Blood in the Air. The first time on its turn the hunter attacks a creature which has less than half of its hit points remaining(rounded down), it deals an additional 4 (d8) damage of its weapon's damage type against that creature.

Marksman. If the hunter remains still and takes no action for at least two rounds, the first ranged attack it makes following that period has advantage, scores a critical hit on 16-20, and deals maximum damage on a hit.

Multiattack (action). The hunter makes two attacks.

Scoped Long-Barrelled Hunting Rifle (action). *Ranged Weapon Attack:* +6 to hit, range 200/260 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Double-Barrelled Shotgun (action). *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 13 (4d4 + 3) piercing damage.

Combat Knife (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

HUNTER, VETERAN

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

4

1,100 XP

Size and Type medium humanoid

Senses passive Perception 14

STR	DEX	CON	INT	WIS	CHA
+2 (15)	+4 (18)	+3 (16)	+0 (11)	+2 (15)	+0 (11)

Proficiency Bonus +4

Skills Athletics +4, Perception +4, Survival +4

Languages One language

Armor Class 15 (light chest, helmet)

Rad/Blight/Spore/Warp Tolerance 13

Hit Points 120 (16d8 + 48)

Brave. The hunter has advantage on saving throws against being frightened.

Uncanny Dodge (reaction). When an attacker the veteran hunter can see hits them with an attack, the veteran hunter can halve the attack's damage.

Speed 30 ft.

Blood in the Air. The first time on its turn the veteran hunter attacks a creature which has less than half of its hit points remaining(rounded down), it deals an additional 4 (d8) damage of its weapon's damage type against that creature.

Marksman. If the veteran hunter remains still and takes no action for at least two rounds, the first ranged attack it makes following that period has advantage, scores a critical hit on 16-20, and deals maximum damage on a hit.

Multiattack (action). The veteran hunter makes three attacks.

Scoped Long-Barrelled Recoil Compensating Hunting Rifle (action). *Ranged Weapon Attack:* +9 to hit, range 200/260 ft., one target. *Hit:* 10 (2d6 + 4) piercing damage.

Double-Barrelled Shotgun (action). *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 14 (4d4 + 4) piercing damage.

Combat Knife (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

ROTTER FERAL

ROTTER FERAL

RADIOACTIVE WARPED

Size and Type
small or medium mutant humanoid

Senses darkvision 60 ft.,
passive Perception 8

STR	DEX	CON	INT	WIS	CHA
+2 (14)	+2 (14)	+0 (10)	−4 (3)	−2 (7)	−7 (6)

Proficiency Bonus +2

Languages none

Armor Class 12

Damage Immunities radiation or warp

Condition Immunities radsick or warpsick

Hit Points 18 (4d8)

Mutant Physiology. The rotter feral doesn't age and is immune to disease.

Unfeeling. The rotter feral has advantage on Strength and Dexterity saving throws, as well as saving throws against being charmed or frightened.

Speed 30 ft.

Aggressive (bonus action). The rotter feral can move up to its speed toward a hostile creature that it can see.

1/4

50 XP

Bite (action, which the rotter feral takes only against a creature grappled by an ally or itself). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Scratch (action). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) slashing damage.

Contaminated. A creature takes 3 (1d4) radiation (RADIOACTIVE) or warp (WARPED) damage when it moves within 5 feet of the rotter feral for the first time on its turn or starts its turn there.

Pile On. The rotter feral has advantage on attack rolls against a creature within 5 feet of one of the rotter feral's allies as long as the ally isn't incapacitated. The rotter feral also has advantage on Strength (Athletics) checks made to grapple a creature when one of its allies is already grappling that creature.

ROTTER FERAL BRUTE

RADIOACTIVE WARPED

1/2
50 xp

Size and Type small or medium mutant humanoid

Senses darkvision 60 ft., passive Perception 8

STR	DEX	CON	INT	WIS	CHA
+3	+3	+0	−4	−2	−7
(16)	(16)	(11)	(3)	(7)	(6)

Proficiency Bonus +2

Languages none

Armor Class 13

Damage Immunities radiation or warp

Condition Immunities radsick or warpsick

Hit Points 36 (8d8)

Mutant Physiology. The rotter feral brute doesn't age and is immune to disease.

Unfeeling. The rotter feral brute has advantage on Strength and Dexterity saving throws, as well as saving throws against being charmed or frightened.

Speed 30 ft.

Aggressive (bonus action). The rotter feral brute can move up to its speed toward a hostile creature that it can see.

Bite (action, which the rotter feral brute takes only against a creature grappled by an ally or itself). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Scratch (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

Contaminated. A creature takes 3 (1d4) radiation (RADIOACTIVE) or warp (WARPED) damage when it moves within 5 feet of the rotter feral for the first time on its turn or starts its turn there.

Pile On. The rotter feral brute has advantage on attack rolls against a creature within 5 feet of one of the rotter feral brute's allies as long as the ally isn't incapacitated. The rotter feral brute also has advantage on Strength (Athletics) checks made to grapple a creature when one of its allies is already grappling that creature.

WHAT A BLOODY MESS!

At the Guide's option, rotter ferals can be bloodily dismembered during battle—but keep going! Give each rotter the following bullseyes:

⊙ BULLSEYE: ARM

Armor Class rotter's AC + 2

Hit Points special

Damage Immunities as rotter, psychic

Special (any damage type). Damage taken by the rotter's arm is applied to the rotter's own hit points.

Destruction (piercing, ruin, slashing). If the rotter feral takes enough piercing, ruin, or slashing damage from a single attack against its arm then it loses the arm. With only one arm the rotter has disadvantage on grapple checks, and with no arms it can no longer make grapple checks or use its scratch. It can now attempt to bite creatures that aren't grappled by an ally or itself, but does so with disadvantage. The amount of damage required to destroy a rotter's arm depends on the damage type:

Piercing Damage: half of the rotter's hit points (rounded down)

Slashing Damage: one third of the rotter's hit points (rounded down)

Ruin Damage: one quarter of the rotter's hit points (rounded down)

⊙ BULLSEYE: LEG

Armor Class rotter's AC + 2

Hit Points special

Damage Immunities as rotter, psychic

Special (any damage type). Damage taken by the rotter's arm is applied to the rotter's own hit points.

Destruction (piercing, ruin, slashing). If the rotter feral takes enough piercing, ruin, or slashing damage from a single attack against its leg then it loses the leg. When it loses a leg a rotter falls prone and cannot get up from prone without supporting itself against an object or creature. It can crawl or hop at half its movement speed. With both legs gone the rotter cannot get up from prone, but can still crawl at half its movement speed. The amount of damage required to destroy a rotter's arm depends on the damage type:

Piercing Damage: half of the rotter's hit points (rounded down)

Slashing Damage: one third of the rotter's hit points (rounded down)

Ruin Damage: one quarter of the rotter's hit points (rounded down)

303

ROTTER FERAL STALKER

RADIOACTIVE WARPED

Size and Type
small or medium mutant humanoid

Senses darkvision 60 ft., passive Perception 10

STR	DEX	CON	INT	WIS	CHA
+3 (16)	+3 (16)	+0 (11)	–4 (3)	–2 (7)	–7 (6)

Proficiency Bonus +2

Skills Deception +3, Perception +0, Stealth +5

Languages none

Play Dead. The rotter feral stalker has advantage on Deception checks it makes to appear dead.

Armor Class 13

Damage Immunities radiation or warp

Condition Immunities radsick or warpsick

Hit Points 45 (10d8)

Mutant Physiology. The rotter feral stalker doesn't age and is immune to disease.

Unfeeling. The rotter feral stalker has advantage on Strength and Dexterity saving throws, as well as saving throws against being charmed or frightened.

Speed 30 ft.

Aggressive (bonus action). The rotter feral brute can move up to its speed toward a hostile creature that it can see.

Bite (action, which the rotter feral stalker takes only against a creature grappled by an ally or itself). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Scratch (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

Contaminated. A creature takes 2 (1d4) radiation or warp damage when it moves within 5 feet of the rotter feral stalker for the first time on its turn or starts its turn there.

Jump Scare. The first time the rotter feral stalker hits a creature surprised by it, the attack's damage is doubled. The attack's target must also make a DC 11 Wisdom saving throw or be frightened until the beginning of the rotter feral stalker's next turn.

Pile On. The rotter feral stalker has advantage on attack rolls against a creature within 5 feet of one of the rotter feral brute's allies as long as the ally isn't incapacitated. The rotter feral brute also has advantage on Strength (Athletics) checks made to grapple a creature when one of its allies is already grappling that creature.

ROTTER FERAL PREDATOR

RADIOACTIVE WARPED

Size and Type
small or medium mutant humanoid

Senses
darkvision 60 ft., passive Perception 8

STR	DEX	CON	INT	WIS	CHA
+3	+3	+0	-4	-2	-7
(16)	(16)	(11)	(3)	(7)	(6)

Proficiency Bonus +2

Skills Perception +0, Stealth +5

Languages none

Armor Class 13

Damage Immunities radiation or warp

Condition Immunities radsick or warpsick

Hit Points 54 (12d8)

Mutant Physiology. The rotter feral predator doesn't age and is immune to disease.

Unfeeling. The rotter feral predator has advantage on Strength and Dexterity saving throws, as well as saving throws against being charmed or frightened.

Speed 40 ft.

Aggressive (bonus action). The rotter feral predator can move up to its speed toward a hostile creature that it can see.

Multiattack. The rotter feral predator makes two scratch attacks. It can make a grapple attempt in place of a scratch attack, and once per turn it can use its bite against a qualifying creature in place of a scratch attack.

Bite (action, which the rotter feral predator takes only against a creature grappled by an ally or itself or a creature it has pounced). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) piercing damage.

Scratch (action). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) slashing damage.

Contaminated. A creature takes 3 (1d6) radiation or warp damage when it moves within 5 feet of the rotter feral predator for the first time on its turn or starts its turn there.

Pile On. The rotter feral predator has advantage on attack rolls against a creature within 5 feet of one of the rotter feral predator's allies as long as the ally isn't incapacitated. The rotter feral predator also has advantage on Strength (Athletics) checks made to grapple a creature when one of its allies is already grappling that creature.

Pounce. If the rotter feral predator moves at least 20 feet straight toward a creature and then hits it with a scratch attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the rotter feral predator can take a bonus action to either attempt to grapple it or make one bite attack against it.

ROTTER FERAL SHINER

10
5,900 XP

Size and Type
small or medium mutant humanoid

Senses darkvision 60 ft., passive Perception 12

STR	DEX	CON	INT	WIS	CHA
+4	+4	+4	-4	-2	-7
(18)	(18)	(18)	(3)	(7)	(6)

Proficiency Bonus +4

Skills Perception +2

Languages none

Luminous. The rotter feral shiner is so irradiated or warped that it sheds bright green or purple-tinted light in a 20-foot radius and dim light for an additional 20 feet.

Armor Class 14

Damage Immunities radiation or warp

Condition Immunities radsick or warpsick

Hit Points 144 (17d8 + 68)

Mutant Physiology. The rotter feral shiner doesn't age and is immune to disease.

Unfeeling. The rotter feral predator has advantage on Strength and Dexterity saving throws, as well as saving throws against being charmed or frightened.

Speed 30 ft.

Aggressive (bonus action). The rotter feral shiner can move up to its speed toward a hostile creature that it can see.

Multiattack. The rotter feral shiner makes four scratch attacks. It can make up two grapple attempt in place of scratch attacks, and once per turn it can use its bite against a qualifying creature in place of a scratch attack.

Bite (action, which the rotter feral shiner takes only against a creature grappled by an ally or itself). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Scratch (action). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Energy Burst (action, recharge 5-6). All creatures within 30 feet of the rotter feral shiner must make a DC 16 Constitution saving throw, taking 32 (5d12) radiation or warp damage on a failed save, or half as much on a success. Rotter ferals other than the rotter feral shiner within the same area itself each recover 32 (5d12) hit points. A rotter feral that was reduced to 0 hit points within the last round is restored to life by the energy burst, but the amount of hit points it gains is halved.

Contaminated. A creature takes 7 (2d6) radiation or warp damage when it moves within 10 feet of the rotter feral shiner for the first time on its turn or starts its turn there.

Pile On. The rotter feral shiner has advantage on attack rolls against a creature within 5 feet of one of the rotter feral shiner's allies as long as the ally isn't incapacitated. The rotter feral shiner also has advantage on Strength (Athletics) checks made to grapple a creature when one of its allies is already grappling that creature.

SOLDIER

RECRUIT

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

1/4
25 xp

Size and Type medium humanoid

Senses passive Perception 13

STR	DEX	CON	INT	WIS	CHA
+0	+0	+1	+0	+0	+0
(11)	(11)	(12)	(10)	(11)	(10)

Proficiency Bonus +3

Skills Athletics +3, Perception +3

Languages One language

Armor Class 13
(light chest, arms, and legs; helmet)

Rad/Blight/Spore/Warp Tolerance 6

Hit Points 11 (2d8 + 2)

Speed 30 ft.

10mm Pistol (action). *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. *Hit:* 7 (2d6) piercing damage.

Combat Knife (action). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Smoke Grenade (bonus action, recharge 6). The recruit throws a grenade at a point up to 60 feet away. At the beginning of their next turn the smoke grenade releases a cloud of smoke that creates a heavily obscured area in a 20-foot radius around the target point. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds or a strong wind (20 or more miles per hour) disperses it in 1 round. Otherwise, the smoke disperses after 10 rounds.

PRIVATE

Size and Type medium humanoid

Senses passive Perception 13

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

Proficiency Bonus +3

Skills Athletics +4, Perception +3

Languages One language

Armor Class 16
(medium chest, arms, and legs; helmet)

Rad/Blight/Spore/Warp Tolerance 7

Hit Points 26 (4d8 + 8)

Speed 30 ft.

Assault Rifle (action). *Ranged Weapon Attack:* +5 to hit, range 70/210 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

10mm Pistol (action). *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Combat Knife (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Fragmentation Grenade (action, recharge 6). The private throws a grenade at a point up to 60 feet away. Each creature within 20 feet of the target point must make a DC 15 Dexterity saving throw, taking 7 (2d6) piercing damage and 10 (3d6) fire damage on a failed save, or half as much of each damage type if successful.

Smoke Grenade (action, recharge 6). The private throws a grenade at a point up to 60 feet away. At the beginning of their next turn the smoke grenade releases a cloud of smoke that creates a heavily obscured area in a 20-foot radius around the target point. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds or a strong wind (20 or more miles per hour) disperses it in 1 round. Otherwise, the smoke disperses after 10 rounds.

🎖 SPECIALIST VARIANTS

Use the following variants of the private stat block to represent a soldier filling one of three specialist roles.

DIVER FLOODED

The diver private only uses their **10mm Pistol** or **Grenades** when not underwater.

Replace the **Assault Rifle** action with the following:

Speargun (action when underwater). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage.

MILITARY POLICE

Replace **all** of the private's actions with the following:

Multiattack (action). The MP private makes two attacks with its electrified baton.

Electrified Baton (action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and 2 (1d4) electrical damage.

RECON

A recon private has additional **Skills**: Stealth +5 and Survival +3.

They also have the following additional general trait:

Keen Hearing and Sight. The recon private has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Replace the **Assault Rifle** action with the following:

Scoped Hunting Rifle (action). *Ranged Weapon Attack:* +5 to hit, range 160/240 ft., one target. *Hit:* 10 (2d6 + 2) piercing damage. *Critical Hit:* 19 (5d6 + 2).

CORPORAL

Size and Type medium humanoid

Senses passive Perception 14

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

Proficiency Bonus +3

Skills Athletics +4, Perception +4

Languages One language

Armor Class 16
(medium chest, arms, and legs; helmet)

Rad/Blight/Spore/Warp Tolerance 8

Hit Points 39 (6d8 + 12)

Speed 30 ft.

Multiattack (action). The corporal makes two melee or ranged weapon attacks.

Automatic Assault Rifle (action). *Ranged Weapon Attack:* +6 to hit, range 70/210 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. **Burst Fire (recharge 5-6):** All creatures in a 10-foot cube area within range must succeed on a DC 14 Dexterity saving throw (with advantage if they are more than 60 feet from the corporal), taking 12 (2d8 + 3) piercing damage on a failed saving throw or half that on a success.

10mm Pistol (action). *Ranged Weapon Attack:* +6 to hit, range 50/150 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Combat Knife (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Fragmentation Grenade (action, recharge 6). The corporal throws a grenade at a point up to 60 feet away. Each creature within 20 feet of the target point must make a DC 15 Dexterity saving throw, taking 7 (2d6) piercing damage and 10 (3d6) fire damage on a failed save, or half as much of each damage type if successful.

Smoke Grenade (action, recharge 6). The corporal throws a grenade at a point up to 60 feet away. At the beginning of their next turn the smoke grenade releases a cloud of smoke that creates a heavily obscured area in a 20-foot radius around the target point. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds or a strong wind (20 or more miles per hour) disperses it in 1 round. Otherwise, the smoke disperses after 10 rounds.

🎖 SPECIALIST VARIANTS

Use the following variants of the corporal stat block to represent a soldier filling one of three specialist roles.

DIVER FLOODED

The diver corporal only uses their **10mm Pistol** or **Grenades** when not underwater.

Replace the **Assault Rifle** action with the following:

Speargun (action when underwater). *Ranged Weapon Attack:* +6 to hit, range 20/60 ft, one target. *Hit:* 13 (3d6 + 3) piercing damage.

MILITARY POLICE

Replace **all** of the corporal's actions with the following:

Multiattack (action). The MP corporal makes three attacks with its electrified baton.

Electrified Baton (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and 2 (1d4) electrical damage.

RECON

A recon corporal has additional **Skills**: Stealth +6 and Survival +4.

They also have the following additional general trait:

Keen Hearing and Sight. The recon corporal has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Replace the **Assault Rifle** action with the following:

Scoped Hardened Hunting Rifle (action). *Ranged Weapon Attack:* +6 to hit, range 160/240 ft., one target. *Hit:* 13 (2d6 + 5) piercing damage. *Critical Hit:* 25 (5d6 + 8).

2
450 XP

SERGEANT

3

700 XP

Size and Type medium humanoid

Senses passive Perception 14

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

Proficiency Bonus +3

Skills Athletics +4, Perception +4

Languages One language

Armor Class 16
(medium chest, arms, and legs; helmet)

Rad/Blight/Spore/Warp Tolerance 9

Hit Points 52 (8d8 + 16)

Speed 30 ft.

Multiattack (action). The sergeant makes three melee or ranged weapon attacks.

Automatic Assault Rifle (action). *Ranged Weapon Attack:* +6 to hit, range 70/210 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. **Burst Fire (recharge 5-6):** All creatures in a 10-foot cube area within range must succeed on a DC 14 Dexterity saving throw (with advantage if they are more than 60 feet from the corporal), taking 12 (2d8 + 3) piercing damage on a failed saving throw or half that on a success.

10mm Pistol (action). *Ranged Weapon Attack:* +6 to hit, range 50/150 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Combat Knife (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Fragmentation Grenade (action, recharge 6). The sergeant throws a grenade at a point up to 60 feet away. Each creature within 20 feet of the target point must make a DC 15 Dexterity saving throw, taking 7 (2d6) piercing damage and 10 (3d6) fire damage on a failed save, or half as much of each damage type if successful.

Smoke Grenade (action, recharge 6). The sergeant throws a grenade at a point up to 60 feet away. At the beginning of their next turn smoke grenade releases a cloud of smoke that creates a heavily obscured area in a 20-foot radius around the target point. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds or a strong wind (20 or more miles per hour) disperses it in 1 round. Otherwise, the smoke disperses after 10 rounds.

🎖 SPECIALIST VARIANTS

Use the following variants of the sergeant stat block to represent a soldier filling one of three specialist roles.

DIVER FLOODED

The diver sergeant only uses their **10mm Pistol** or **Grenades** when not underwater.

Replace the **Assault Rifle** action with the following:

Speargun (action when underwater). *Ranged Weapon Attack:* +6 to hit, range 20/60 ft, one target. *Hit:* 13 (3d6 + 3) piercing damage.

MILITARY POLICE

Replace **all** of the sergeant's actions with the following:

Multiattack (action). The MP lieutenant makes three attacks with its electrified baton.

Electrified Baton (action). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and 2 (1d4) electrical damage.

RECON

A recon sergeant has additional **Skills**: Stealth +6 and Survival +4.

They also have the following additional general trait:

Keen Hearing and Sight. The recon sergeant has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Replace the **Assault Rifle** action with the following:

Scoped Hardened Hunting Rifle (action). *Ranged Weapon Attack:* +6 to hit, range 160/240 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. *Critical Hit:* 25 (5d6 + 8).

LIEUTENANT

Size and Type medium humanoid

Senses passive Perception 16

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

Proficiency Bonus +4

Skills Athletics +6, Perception +6

Languages One language

Armor Class 19 (heavy chest, arms, and legs; helmet)

Rad/Blight/Spore/Warp Tolerance 10

Hit Points 75 (10d8 + 30)

Speed 30 ft.

Lead By Example (action). The lieutenant may make a single attack. An ally of the lieutenant with a lower CR that can hear it may immediately take an Action or move up to its speed.

Multiattack (action). The lieutenant makes three melee or ranged weapon attacks.

Automatic Recoil-Compensating Assault Rifle (action). *Ranged Weapon Attack:* +8 to hit, range 70/210 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. **Burst Fire (recharge 5-6):** All creatures in a 10-foot cube area within range must succeed on a DC 16 Dexterity saving throw (with advantage if they are more than 60 feet from the corporal), taking 12 (2d8 + 3) piercing damage on a failed saving throw or half that on a success.

Comfort Gripped 10mm Pistol (action). *Ranged Weapon Attack:* +8 to hit, range 50/150 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Combat Knife (action). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Fragmentation Grenade (action, recharge 6). The lieutenant throws a grenade at a point up to 60 feet away. Each creature within 20 feet of the target point must make a DC 15 Dexterity saving throw, taking 7 (2d6) piercing damage and 10 (3d6) fire damage on a failed save, or half as much of each damage type if successful.

Smoke Grenade (action, recharge 6). The lieutenant throws a grenade at a point up to 60 feet away. At the beginning of their next turn the smoke grenade releases a cloud of smoke that creates a heavily obscured area in a 20-foot radius around the target point. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds or a strong wind (20 or more miles per hour) disperses it in 1 round. Otherwise, the smoke disperses after 10 rounds.

5 1,800 XP

SPECIALIST VARIANTS

Use the following variants of the lieutenant stat block to represent a soldier filling one of three specialist roles.

DIVER FLOODED

The diver lieutenant only uses their **10mm Pistol** or **Grenades** when not underwater.

Replace the **Assault Rifle** action with the following:

Speargun (action when underwater). *Ranged Weapon Attack:* +7 to hit, range 20/60 ft, one target. *Hit:* 13 (3d6 + 3) piercing damage.

MILITARY POLICE

Replace **all** of the lieutenant's actions except its **10mm Pistol** with the following:

Multiattack (action). The MP lieutenant makes four attacks with its electrified baton or three attacks with other melee or ranged weapons.

Electrified Baton (action). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and 2 (1d4) electrical damage.

RECON

A recon lieutenant wears medium armour and has an **Armour Class** of 15.

They have additional **Skills**: Stealth +7 and Survival +5.

They also have the following additional general trait:

Keen Hearing and Sight. The recon sergeant has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Replace the **Assault Rifle** action with the following:

Scoped Hardened Recoil-Compensating Hunting Rifle (action). *Ranged Weapon Attack:* +8 to hit, range 160/240 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. *Critical Hit:* 25 (5d6 + 8).

4 1,100 XP

311

CAPTAIN

Size and Type medium humanoid

Senses passive Perception 18

STR	DEX	CON	INT	WIS	CHA
+2 (14)	+4 (18)	+3 (16)	+2 (14)	+3 (16)	+3 (16)

Proficiency Bonus +5

Skills Athletics +7, Perception +8

Languages One language

Armour Class 19
(heavy chest, arms, and legs; helmet)

Rad/Blight/Spore/Warp Tolerance ??

Hit Points 105 (14d8 + 42)

Speed 30 ft.

Lead By Example (action). The captain may make a single attack. An ally of the captain with a lower CR that can hear it may immediately take an Action or move up to its speed.

Multiattack (action). The captain makes four melee or ranged weapon attacks.

Automatic Recoil-Compensating Assault Rifle (action). *Ranged Weapon Attack:* +10 to hit, range 70/210 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. **Burst Fire (recharge 5-6):** All creatures in a 10-foot cube area within range must succeed on a DC 18 Dexterity saving throw (with advantage if they are more than 60 feet from the corporal), taking 13 (2d8 + 4) piercing damage on a failed saving throw or half that on a success.

Comfort Gripped 10mm Pistol (action). *Ranged Weapon Attack:* +10 to hit, range 50/150 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Combat Knife (action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Fragmentation Grenade (action, recharge 6). The captain throws a grenade at a point up to 60 feet away. Each creature within 20 feet of the target point must make a DC 15 Dexterity saving throw, taking 7 (2d6) piercing damage and 10 (3d6) fire damage on a failed save, or half as much of each damage type if successful.

Smoke Grenade (action, recharge 6). The captain throws a grenade at a point up to 60 feet away. At the beginning of their next turn the smoke grenade releases a cloud of smoke that create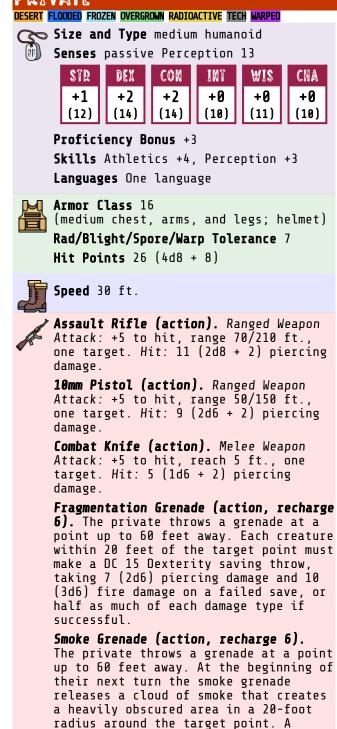s a heavily obscured area in a 20-foot radius around the target point. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds or a strong wind (20 or more miles per hour) disperses it in 1 round. Otherwise, the smoke disperses after 10 rounds.

SPECIALIST VARIANTS

Use the following variants of the captain stat block to represent a soldier filling one of three specialist roles.

DIVER FLOODED

The diver captain only uses their **10mm Pistol** or **Grenades** when not underwater.

Replace the **Assault Rifle** action with the following:

Speargun (action when underwater). *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

MILITARY POLICE

Replace **all** of the captain's actions except its **10mm Pistol** with the following:

Multiattack (action). The MP captain makes five attacks with its stunning baton or four attacks with other melee or ranged weapons.

Stunning Baton (action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 2 (1d4) electrical damage, and the target must make a DC 12 Constitution saving or be restrained until the end of their next turn.

RECON

A recon captain wears medium armour and has an **Armour Class** of 15.

They have additional **Skills**: Stealth +9 and Survival +8.

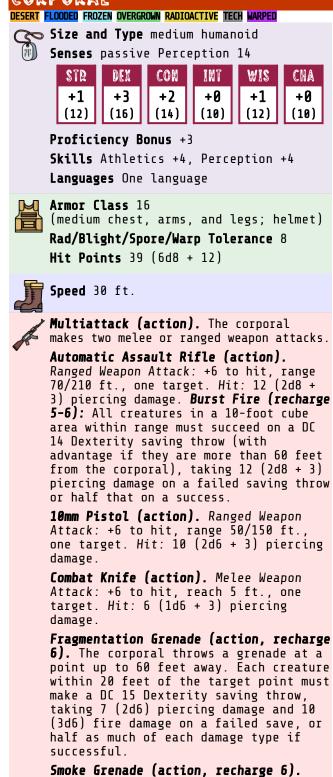They also have the following additional general trait:

Keen Hearing and Sight. The recon captain has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Replace the **Assault Rifle** action with the following:

Scoped Hardened Recoil-Compensating Hunting Rifle (action). *Ranged Weapon Attack:* +10 to hit, range 160/240 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage. *Critical Hit:* 26 (5d6 + 9).

8
3,900 XP

7
2,900 XP

POWER-ARMOURED OFFICERS

Elite soldiers are sometimes equipped with power armour. Given its rarity and value, it is usually only trusted to officers of lieutenant rank or higher.

The variants presented here provide the lieutenant and captain with power frames and a complete set of Mk. 2 power armour pieces (see pg. 161).

LIEUTENANT

A power-armoured lieutenant replaces their defensive traits with the following:

Armour Class 14 (medium chest, arms, and legs)

Rad/Blight/Spore/Warp Tolerance 16

Power Armour 25/25/25/25/25/75 (Mk. 2)

Hit Points 75 (10d8 + 30)

Impact Absorption. While wearing their power armour frame the lieutenant has resistance against bludgeoning damage caused by falls and collisions.

They also have the following general and offensive traits in addition to those they already possess.

Augmented Strength. While wearing their power armour frame the lieutenant has a Strength of +4 (18). Their maximum carrying capacity and their lift and drag limits are doubled.

Restricted Agility. While wearing their power armour frame the lieutenant can't add their Dexterity bonus to ability checks.

Unarmed Strike (action, only while in power frame). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

CAPTAIN

A power-armoured captain replaces their defensive traits with the following:

Armour Class 14 (medium chest, arms, and legs)

Rad/Blight/Spore/Warp Tolerance 19

Power Armour 25/25/25/25/25/75 (Mk. 2)

Hit Points 105 (14d8 + 42)

Impact Absorption. While wearing their power armour frame the captain has resistance against bludgeoning damage caused by falls and collisions.

They also have the following general and offensive traits in addition to those they already possess.

Augmented Strength. While wearing their power armour frame the captain has a Strength of +4 (18). Their maximum carrying capacity and their lift and drag limits are doubled.

Restricted Agility. While wearing their power armour frame the captain can't add their Dexterity bonus to ability checks.

Unarmed Strike (action, only while in power frame). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage.

ZOMBIE

Not even death is always a reprieve from the horrors of a post-apocalyptic world. In some wastelands the dead may be afflicted with a final indignity, reanimated as a creature known as a zombie.

VARIOUS ORIGINS. The reason zombies exist differs from wasteland to wasteland. For instance, some zombies are the result of a virus, while others have their bodies taken over by alien, fungal, microbial, or plant parasites. In weirder wastelands their origins might be caused by magical forces or be a form of alien invasion in which hostile aliens overwrite the mental engrams of native creatures to turn them into drones. Machine zombies even exist, their previous programming overwritten by hostile code.

SHAMBLING HORROR. Though a zombie's body is animate, the creature that existed before the zombie is most certainly dead. All that guides the body now is either a primal instinct to feed or else a mindless service to whatever entity created the zombie. Zombies no longer move as they did in life, partly owing to lack of intellect and partly due to their deteriorating bodies. A zombie moves jerkily and unevenly, lurching around and dragging its feet. If a zombie falls it may continue to crawl until its path is interrupted by an object it can use to pull itself back up.

ZOMBIE VARIANTS. Just as there are many possible origins for zombies, their capabilities may not always be the same. In your wasteland zombies may move much faster, for instance, or have the ability to spread zombification to new victims through their bite.

ZOMBIE

DESERT FLOODED FROZEN OVERGROWN RADIOACTIVE TECH WARPED

1/4
50 XP

Size and Type
small or medium zombie beast, zombie humanoid, or zombie machine

Senses passive Perception 8

STR	DEX	CON	INT	WIS	CHA
+1	−2	+3	−4	−2	−3
(13)	(6)	(16)	(3)	(6)	(5)

Proficiency Bonus +2

Languages doesn't speak or understand languages or understands but can't speak the language of its creator (your choice)

Zombie Type. Zombies have their own unique creature type which supersedes their previous type: a beast becomes a zombie beast, a humanoid becomes a zombie humanoid, and a machine becomes a zombie machine. A zombie's original type is incorporated into the text of its new type only to indicate the physical appearance of that zombie. The zombie doesn't belong to its original type. Features that work on creatures who belong to a zombie's original type don't work on the zombie.

Armour Class 8

Saving Throws WIS +0

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, sporesick, radsick, warpsick; charmed, exhaustion, frightened, petrified, poisoned

Hit Points 22 (3d8 + 9)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is of the ruin type or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Speed 20 ft.

Slam (action). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

FAST ZOMBIE

SIZE AND TYPE
small or medium zombie beast, zombie humanoid, or zombie machine

SENSES passive Perception 8

STR	DEX	CON	INT	WIS	CHA
+1	+0	+2	-4	-2	-3
(13)	(10)	(14)	(3)	(6)	(5)

PROFICIENCY BONUS +2

LANGUAGES doesn't speak or understand languages or understands but can't speak the language of its creator (your choice)

ZOMBIE TYPE. Zombies have their own unique creature type which supersedes their previous type: a beast becomes a zombie beast, a humanoid becomes a zombie humanoid, and a machine becomes a zombie machine. A zombie's original type is incorporated into the text of its new type only to indicate the physical appearance of that zombie. The zombie doesn't belong to its original type. Features that work on creatures who belong to a zombie's original type don't work on the zombie.

ARMOUR CLASS 10

SAVING THROWS WIS +0

DAMAGE IMMUNITIES blight, poison, psychic, radiation

CONDITION IMMUNITIES blightsick, sporesick, radsick, warpsick; charmed, exhaustion, frightened, petrified, poisoned

HIT POINTS 17 (3d8 + 4)

UNDEAD FORTITUDE. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is of the ruin type or from a critical hit. On a success, the zombie drops to 1 hit point instead.

SPEED 30 ft.

AGGRESSIVE (BONUS ACTION). The fast zombie moves up to its speed toward a hostile creature it can see.

SLAM (ACTION). *MELEE WEAPON ATTACK:* +3 to hit, reach 5 ft., one target. *HIT:* 4 (1d6 + 1) bludgeoning damage.

ZOMBIE INFECTION

Some types of zombie spread their condition through infected bites. Such a zombie or fast zombie has the following additional attack action.

INFECTIOUS BITE (ACTION). *MELEE WEAPON ATTACK:* +3 to hit, reach 5 ft., one target. *HIT:* 4 (1d4 + 1) piercing damage, and the target must make a Constitution saving throw at the end of its next turn. On a failed save it must continue making saving throws until it has either failed a total of three saving throws or it succeeds at one. A creature immediately fails all three saving throws if it is unconscious or has been dead for less than a minute when it is bitten, or if the zombie's bite reduces the creature to 0 hit points and causes them to fall unconscious. A creature that fails all three saving throws against the infectious bite gains the **zombification** condition. *CRITICAL HIT:* the zombie bites its target's neck (or equivalent). If the target fails its saving throws against **zombification**, the condition can't be cured by amputation.

THE ZOMBIFICATION CONDITION

A creature with this condition suffers the following effects:

☢ It gains a level of exhaustion whenever an interval of time passes. This interval is equal to 1 hour + 30 minutes for every point in their Constitution bonus (if any), or 1 hour - 10 minutes for every point in their Constitution penalty (if any).

☢ When a creature with this condition dies, it gains the game statistics of any kind of zombie (chosen by the Guide) and regains consciousness in 1d4 rounds.

AMPUTATION

A zombie's infectious bite always hits a limb that can be amputated except on a critical hit. **Zombification** can be cured if the infected limb is amputated within 10 minutes of the bite, which requires Surgeon's Tools or a heavy sharp blade. The wastelander performing the operation must succeed on a DC 15 Wisdom (Medicine) check. On a failure the limb is amputated but too late: the infection has spread to the rest of the victim's body.

1/4
50 XP

VEHICLE RULES

The rules in this chapter apply to vehicle encounters.

VEHICLE EXCEPTIONS

All rules that apply to creatures also apply to vehicles, unless they're overruled by a specific exception called out either in this chapter or in the vehicle's stat block.

INITIATIVE

During an encounter involving vehicles, creatures roll initiative individually as normal. However, the Guide may choose to group creatures for efficiency: just as they might group statistically identical creatures and roll only once for all of them, they have a new option: rolling once for each non-player controlled vehicle. Every non-player creature in the vehicle uses the driver or pilot's Dexterity ability check as though it were their own.

MOVEMENT

A vehicle is given two types of speed:

ENCOUNTER SPEED. A vehicle's encounter speed is used during combats and other turn-based encounters. It is the maximum distance a vehicle can travel during a single move on its turn.

REVERSING SPEED. Some vehicle stat blocks provide a second encounter speed, given in brackets. This is as far as they can travel during their move while reversing.

MACRO SPEED. A vehicle's macro speed is the number of squares they can move during their turn when running the encounter on a macro scale grid (see the **grid rules** chapter). Macro speeds are variable and depend on the speed of the fastest vehicle in the encounter, so they don't appear on a vehicle's stat block.

MAX SPEED. A vehicle's max speed is is the theoretical maximum speed of the vehicle in miles per hour, and is typically only used to determine how far the vehicle can travel overland in a given window of time. In practice, land vehicles can rarely reach their max speed in the wasteland, so instead use their wasteland speed.

WASTELAND SPEED. This speed abstracts difficult terrain and other obstacles likely to be encountered in wasteland travel, which is almost always off-road. The wasteland speed also assumes that the vehicle is suitable for off-road travel either by design or conversion (off-road tires, improved suspension, and so on). When a vehicle is unsuited to wasteland travel, ignore the wasteland speed on its stat block. Instead, halve its max speed instead (as though it were constantly in difficulty terrain).

SPEED LIMITERS

Vehicles that aren't designed or extensively modified to function in off-road environments have a tough time attaining anywhere near their top speeds in most wasteland environments, and other factors such as obstacles and extreme terrain can slow down any vehicle.

DURING ENCOUNTERS

During an encounter, speed limiters can typically be treated as difficult terrain. Difficult terrain affects a vehicle's encounter speed the same way it affects a creature's movement speed. Depending on the

environment in which an encounter takes place, the Guide may rule that some difficult terrain only affects specific vehicles, or that special rules apply in addition to or instead of the rules for difficult terrain.

OVERLAND

Use the vehicle's wasteland speed, or if it is particularly unsuited to wasteland travel halve its max speed instead.

ATTACKING FROM A FAST VEHICLE

When a vehicle moves more than 120 feet on its driver's or pilot's turn, all attacks made from that vehicle against targets outside the vehicle are made at disadvantage until the beginning of the controlling creature's next turn.

OPPORTUNITY ATTACKS

The following rules govern when and how vehicle's crew can make opportunity attacks, and when a vehicle provokes opportunity attacks.

OPPORTUNITY ATTACKS WHILE DRIVING

A creature crewing a vehicle's Controls Station can use their reaction to make an opportunity attack when a creature or vehicles moves using the vehicle itself, provided the vehicle has the Run Over trait. The driver has a bonus to their attack roll equal to their Dexterity modifier + their Proficiency bonus. On a hit, both the target and the vehicle take damage equal to the damage dealt by the Run Over trait.

VEHICLE REACH

A vehicle's effective reach for the purposes of the driver's opportunity attacks is dependent on its size, as shown in the *Vehicle Reach* table.

VEHICLE REACH

VEHICLE SIZE	REACH
Large	5 ft.
Huge	10 ft.
Gargantuan	15 ft.

OPPORTUNITY ATTACKS FROM MELEE TURRETS

A creature crewing a vehicle's Melee Turret station can use their reaction to make an opportunity attack using the turret when a creature or vehicle leaves the turret's reach.

OPPORTUNITY ATTACKS WHILE A PASSENGER

When a creature or vehicle leaves your reach, you can make an opportunity attack as normal provided you can attack from your position inside or on the vehicle. Attacks with melee weapons that are swung (such as most bludgeoning and slashing weapons) are made at disadvantage.

OPPORTUNITY ATTACKS AGAINST VEHICLES

When a vehicle provokes an opportunity attack, the attacker can:

- ☢ Target the vehicle itself.
- ☢ Target a creature riding on or inside the vehicle providing that creature doesn't have total cover and is within the attacker's reach.

CREW STATIONS

Each vehicle has one or more crew stations. At minimum, a vehicle has a Controls station for the crew member in charge of its movement. For instance, this station might represent the driver's seat of a car, or the pilot's seat of a plane or boat. Other crew stations most often represent weapon systems, though some vehicles may have other types of station.

STATION ACTIONS

On its turn a creature occupying a crew station can use one of the station's available actions, as well as one of the station's bonus actions if any are available. on its turn.

ENTERING & EXITING

A creature can move on its turn to enter or exit the vehicle station, but can't do and use a one of the station's actions on the same turn.

OBJECT INTERACTIONS

A creature at a crew station may use the free object interaction that is normally allowed as part of their movement, but doing so distracts them. If they use one of the station's actions on the same turn, they have disadvantage on an any ability check or attack roll made as part of that action.

CONTROLS STATION

A creature must occupy the Controls station before a vehicle can move. A vehicle with no one at Controls automatically fails Dexterity saving throws.

The creature at Controls makes ability checks and saving throws on behalf of the vehicle, using the vehicle's own ability score modifiers. If the creature at Controls is proficient in the vehicle's use, they can add their Proficiency bonus to the vehicle's ability checks and saving throws.

CONTROLS ACTIONS

The following actions and bonus actions are typically available at all Controls stations.

DRIVE (ACTION)

When the vehicle's engine is running (see Switch On/Off), you can use this action to move the vehicle up to its encounter speed or to bring it to a stop.

Once you move the vehicle with the Drive action, it continues to move in the same direction and the same distance you previously moved it until one of the following occurs:

- ☢ A creature at the Controls station turns the vehicle, which it can do once during the vehicle's movement each turn.
- ☢ A creature at the Controls station takes the Drive action again to either adjust the vehicle's movement or bring its motion to a stop.
- ☢ A creature at the Controls station switches off the engine, in which case the vehicle's encounter speed is halved (rounding) down at the beginning of each of its turns, and it moves that distance in the same direction it was already travelling. It continues to do so until it hits an obstacle, or until its speed becomes 0 ft., when it stops
- ☢ The vehicle hits an obstacle big enough to stop it.

DEFENSIVE DRIVING (BONUS ACTION)

You can take this bonus action only if you also take the Drive action. The vehicle doesn't provoke opportunity attacks with its movement this turn.

FLOOR IT (BONUS ACTION)

You can take this bonus action only if you also take the Drive action. The vehicle gains extra movement for the current turn. The increase equals the vehicle's encounter speed after applying any modifiers. With an encounter speed of 100 ft., for instance, the vehicle can move up to 200 ft. when you floor it.

Any increase or decrease to the vehicle's speed changes this additional movement by the same amount. For example, if your vehicle's speed is halved to 50 ft. because it's very unsuited to the encounter's terrain, then the vehicle can move up to 100 ft. when you floor it.

SWITCH ON/OFF (BONUS ACTION)

You start the vehicle's engine or shut it off.

WEAPON STATIONS

Each weapon installed on a vehicle has its own crew station. The weapon can't be used except by a creature occupying its station.

Weapons installed on vehicles are considered martial weapons. The weapon's statistics are given in the vehicle's stat block under Crew Actions, but the attack bonuses and saving throw DCs given in these entries are for a typical NPC crew. When your player wastelander is at the weapon's station you should ignore those numbers and calculate your own.

MELEE VEHICLE WEAPONS add the vehicle's Strength bonus to attack and damage rolls associated with the weapon. If you're proficient in martial weapons, add your own Proficiency bonus to the weapon's attack rolls.

RANGED VEHICLE WEAPONS are treated similarly to other ranged weapon attacks. Add your own Dexterity modifier to attack and damage rolls associated with the weapon. If you're proficient in martial weapons, you also add your Proficiency bonus to the vehicle weapon's attacks rolls.

SPECIAL VEHICLE WEAPONS sometimes produce unusual effects, such as a burst of electrical energy. The potency of special weapons usually relies on an internal power source. Add the vehicle's Constitution bonus to attack and damage rolls. If you're proficient in martial weapons, add your own Proficiency bonus to the weapon's attack rolls.

WEAPON ACTIONS

The crew member controlling a weapon station can use that weapon as an action. The vehicle's stat block provides a specific action for each weapon.

PASSENGER STATIONS

Passenger stations are positions on the vehicle's interior that a creature can occupy, without forming part of the vehicle's crew. Passenger stations have no actions associated with them, but passengers can still take their own actions, such as making a ranged attack through a rolled down window.

COVER

Occupying a crew or passenger station often grants half, three-quarters, or full cover depending on where the station is within the vehicle.

EXPOSED CREW & PASSENGERS

Some vehicles may have exposed crew or passenger stations. But even when a creature isn't occupying a crew passenger station it's still possible for them creature to ride along with a vehicle.

Such a creature must cling to the outside of the vehicle. It can take actions as normal but may have disadvantage on some. It might also be required to make saving throws when it's at risk of being

thrown off due to the vehicle's movement!

POWER SUPPLY

For the purposes of *Wasteland Wheels*, vehicles require one or more of an item known as a Power Core. The Power Core is a generic energy source used to represent whatever you need it to. Depending on the technological level available in your wasteland a Power Core might be equivalent to an electrical battery, a fusion battery, or something else entirely.

Vehicles also need fuel to power their engine and provide motion. The specific nature of that fuel likewise depends on your wasteland.

SLI CORE

A Starting, Lighting, and Ignition (SLI) core provides power to the vehicle's starting motor as well as its electrical systems such as the lights, stereo system, and so on.

The *Power and Fuel* table gives the cost of a vehicle's SLI Core.

FUEL

A vehicle's engine requires fuel in order to generate mechanical energy which powers its motion. Some vehicles have a second Power Core and a motor instead of an engine (see Traction Core, below).

FUEL/CHARGE CAPACITY. A vehicle's Fuel/Charge Capacity is given as a numerical value. When a vehicle is powered by fuel, this number represents the capacity in gallons (imperial) of the vehicle's fuel tank. When a vehicle is powered by an alternative source of energy, the number represents an abstract charge capacity known as charge points. Each charge point provides the vehicle an equivalent amount of power to a gallon's worth of fuel.

MILEAGE. A vehicle's mileage is the amount of miles it can travel per gallon (imperial) or point of charge. Each time it travels that distance, its current fuel is reduced by 1 gallon, or its current charge points are reduced by 1.

The *Power and Fuel* table gives the cost to fuel a vehicle by 1 gallon or charge it by 1 charge point.

TRACTION CORE

In some cases, a vehicle might even utilise a second type of Power Core called a Traction Core to power its motors. This is a standard configuration in electric vehicles, where the Traction Core may also be known as a Traction Battery. Similar setups are used in other vehicles with alternative power sources to fossil fuels. powered by other alternatives to fossil fuels.

The cost on a vehicle stat block assumes it has a functioning engine or Traction Core. The cost given on the *Power and Fuel* table is for a replacement.

Recharging an energy-based Traction Core in the wasteland isn't any easier than finding fuel. The cost for fuel or charge is the same, as shown on the *Power and Fuel* table.

READING VEHICLE STAT BLOCKS

Vehicle stat blocks are like creature stat blocks, but the game statistics possessed by vehicles differ from those possessed by creatures.

The stat blocks in this book use a new format which organises the various traits and special features of a vehicle into five sections, each representing a different category of traits. Every section is assigned its own icon and colour, helping draw the eye to the right section for whatever trait or feature you're looking for.

VEHICLE SIZE & TYPE

The vehicle's size and type is given where a creature's size and type would be on a

creature stat block. A vehicle of a given size occupies and threatens the same space as a creature of that same size category. As with creatures, vehicles in the gargantuan category can differ from each other considerably.

A vehicle's type tells you what kind of vehicle proficiency a creature needs to be safely control it: land, air, water, or underwater.

ABILITY SCORES

A vehicle is given only three ability scores and the corresponding modifiers.

STRENGTH is indicative of a vehicle's bulk and weight. Larger vehicles have higher Strength scores.

DEXTERITY represents a vehicle's handling and manoeuvrability. The tighter a vehicle's controls and the more agilely it can move, the higher its Dexterity score.

CONSTITUTION represents a vehicle's durability and the overall quality of its construction. Vehicles have higher Constitution scores when they're constructed from better materials and according to higher safety and quality assurance standards.

A vehicle is treated as though it has a score of 0 in each of Intelligence, Wisdom, and Charisma. It automatically fails any ability check or saving throw using one of these three ability scores, or any other ability score that is reduced to 0.

CAPACITIES

A vehicle's capacities indicate how much of something the vehicle can carry.

- ☢ The vehicle's **CREW** capacity is the number of Medium or Small creatures that can fit within its various crew stations.

- ☢ The vehicle's **PASSENGERS** capacity is the number of additional Medium or Small creatures that that occupy its passenger stations. With the exception of its Controls station, each of a

vehicle's crew or passenger stations can carry an additional 300 lb. worth of items instead of a creature. However, a creature can't enter a station used to carry additional cargo until those items are removed.

- ☢ The vehicle's **CARGO** capacity is the maximum weight of items that can occupy a vehicle's additional storage, such as in a car's trunk. Creatures in and on the vehicle aren't counted as cargo, and neither is the equipment those creatures carry on their person.

POWER AND FUEL

DEVICE	COST	WEIGHT
SLI CORES (LAND)		
Large	750 c	10 lb.
Huge	2,000 c	40 lb.
Gargantuan	5,000 c	50 lb.
SLI CORES (AIR)		
Huge	4,000 c	30 lb.
Gargantuan	10,000 c	60 lb.
SLI CORES (WATER/UNDERWATER)		
Large	1,250 c	15 lb.
Huge	3,500 c	45 lb.
Gargantuan	8,000 c	70 lb.
ENGINES/TRACTION CORES (LAND)		
Large	3,000 c	100 lb.
Huge	8,000 c	350 lb.
Gargantuan	20,000 c	800 lb.
ENGINES/TRACTION CORES (AIR)		
Huge	16,000 c	150 lb.
Gargantuan	40,000 c	2,000 lb.
ENGINES/TRACTION CORES (WATER/UNDERWATER)		
Large	5,000 c	150 lb.
Huge	14,000 c	350 lb.
Gargantuan	32,000 c	3,500 lb.
FUEL/CHARGE(LAND)		
Per Gallon or Charge	20 c	10 lb.⊗
FUEL/CHARGE, 1 UNIT (AIR)		
Per Gallon or Charge	107 c	10 lb.⊗
FUEL/CHARGE, 1 UNIT (WATER/UNDERWATER)		
Per Gallon or Charge	33 c	10 lb.⊗

⊗Given weight is for fossil fuels, charge weighs nothing.

The vehicle's *FUEL/ENERGY* capacity is the maximum number of gallons of fuel the vehicle's tank can contain, or an equivalent amount of motive power measured in abstract energy points. The vehicle's *MILEAGE* is given in brackets, measuring the number of miles it can travel per gallon of fuel or point of energy.

MOD ZONES

A vehicle's mod zones are the parts of the vehicle onto or into which a mod could be built.

Vehicles designed for traversing a particular environment (eg. land, air, water, and underwater) tend to have mod zones in common, but each vehicle is different. The mod zones available for any given vehicle are listed on its stat block.

Typical mod zones for vehicles of different types are listed below.

LAND VEHICLES

Land vehicles such as cars, trucks, and motorcycles generally have some or all of the following mod zones:

- *ENGINE*
- *HOOD*
- *ROOF*
- *TRUNK* or *BED*
- *WHEELS* or *TREADS*

AIR VEHICLES

Air vehicles such as planes and helicopters generally have some or all of the following mod zones:

- *ENGINE*
- *NOSE CONE*
- *WINGS*
- *DOOR GUN*

WATER/UNDERWATER

Water vehicles such as boats and underwater vehicles such as submarines generally have some or all of the following mod zones:

- *ENGINE*
- *BOW*
- *PORT*
- *STARBOARD*
- *STERN*

ARMOUR CLASS

Vehicles are made out metal and their Armour Class typically factors in a certain amount of natural armour. A vehicle's Armour Class includes their Dexterity modifier (if any) while the vehicle is in motion. When the vehicle isn't in motion, attack rolls made against it have advantage.

HIT POINTS

Vehicle hit points can't be restored by any feature or item intended to restore hit points to a creature. They can only be restored through repairs to the vehicle (see "Repairs").

DAMAGE THRESHOLD

Vehicles are bulky objects which prove difficult to damage.

A vehicle has a damage threshold. If it takes damage less than its damage threshold value, then it has immunity to that damage and ignores it all. It might still receive some superficial damage, such as scratches or minor dents, but it loses no hit points.

If a vehicle takes damage equal to or exceeding its damage threshold value, then it takes the damage as normal.

FAULT THRESHOLD

Vehicles are also given a Fault Threshold. When a vehicle takes damage equal to or

GENERAL TRAITS

This section is colour coded purple. Its icon is a car license plate (on a creature stat block, this icon would be a set of dog tags). It includes the following traits (in order): the vehicle's size and type, its capacities, its mod zones, and its cost. After these entries appear any special features the vehicle has that don't belong in any other section, though this is far less likely for a vehicle compared to a creature. Such features typically relate to the vehicle's structure and design, provided the benefit or drawback isn't one that relates to its defensive, movement, or offensive capabilities.

The **general traits** section appears first in the stat block because it contains information you're likely to need earliest: for instance, a vehicle's size, physical ability scores, its crew and passenger stations, and the relative rarity implied by its cost are valuable information when describing the vehicle.

DEFENSIVE TRAITS

This section is colour coded green. Its icon is wrench atop a cog(on a creature stat block, this icon would be a bullet proof vest). It includes the following traits (in order): the creature's armour class, damage immunities (if any), damage resistances (if any), hit points, and condition immunities (if any). After these entries appear any special features that improve or limit the creature's defensive capabilities.

MOVEMENT TRAITS

This section is colour coded blue. Its icon is a wheel (on a creature stat block, this icon would be a pair of boots). It includes the vehicle's speeds, its fuel/charge capacity and mileage, and any special features that improve or limit the vehicle's mobility.

CR & EXPERIENCE

A vehicle's challenge rating appears within the hazard symbol to the right of its name. The vehicle's experience point value appears directly below.

SAMPLE STAT BLOCK: COUPE

COUPE

1 OR 4

200 OR 1,100 XP

SIZE AND TYPE huge land vehicle

STR	DEX	CON
+3	+2	+2
(17)	(14)	(14)

CREW 1; **PASSENGERS** 4; **CARGO** 275 lb.

MOD ZONES engine, hood, trunk, undercarriage

COST 28,000 c

ARMOUR CLASS 19 (17 while motionless)

DAMAGE IMMUNITIES blight, poison, psychic, radiation

CONDITION IMMUNITIES blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

HIT POINTS 50; **THRESHOLDS** DAMAGE 10; FAULT 15

ENCOUNTER SPEED 120 ft.; **REVERSING SPEED** 20 ft.

STANDARD MACRO SPEED 2 sq.; **JET MACRO SPEED** 1 sq.

MAX SPEED 150 mph; **WASTELAND SPEED** 120 mph

FUEL/CHARGE 12 units (**MILEAGE** 40 miles per unit)

PRONE DEFICIENCY. If the coupe rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

🛞 CREW & PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (4 AVAILABLE, GRANTS ¾ COVER).

Torpedo Launch (action).

Ranged Weapon Attack:
+5 to hit, one target.

Range (creature/vehicle scale):
10,500/31,500 ft.

Range (macro scales):
175/525 sq. (standard); 44/131 sq.
(jet)

Hit: 80 (12d12 + 2) fire damage.

Ammunition: 10 torpedoes,
1 consumed per action

OFFENSIVE TRAITS

This section is colour coded red. Its icon is a tank (on a creature stat block, this icon would be an assault rifle). It includes the vehicle's attack actions and any other special features the creature can use to damage an enemy, inflict a condition, or otherwise cause harm.

CREW & PASSENGER STATIONS

This section gets its own subheading and is colour coded brown. Its icon is a steering wheel. Creatures who occupy a vehicle's crew stations can control its movement or actions. Other creatures can ride in passenger stations.

greater than its Fault Threshold value, then it experiences some kind of major breakage. Roll on the *Motor Vehicle Faults* table (pg. 329), the *Air Vehicle Faults* table (pg. 330) or the *Water/Underwater Vehicle Faults* table (pg. 331) to see what kind of breakage occurs.

SPEED

A number of different speeds are given on a vehicle's stat blocks.

Its encounter speed is the distance it can move during the driver or pilot's turn, while a vehicle capable of reverse gear also has a slower reversing speed. Its max speed is the top theoretical speed of the vehicle outside of encounters, but that top speed assumes optimal driving conditions. In the wasteland things are seldom optimal, so motor vehicles are also given a wasteland speed which factors in the difficulty of the terrain.

In the wasteland vehicles often move slower than the speeds listed in their stat blocks. Refer to "Speed Limiters" under the "Movement" heading (pg. 316).

ACTIONS AND OTHER FEATURES

Some actions are available to the crew of all vehicles, such as Drive and others which appear earlier in this chapter, (starting on pg. 318). Other actions are specific to a vehicle and are defined on its stat block. Vehicles may have other unique features defined on their stat block as well.

AMMUNITION

A vehicle's ranged weapon attack specify what type of ammunition. The number given is the vehicle's maximum capacity for ammunition assigned to the weapon, though a vehicle may not be carrying its maximum complement when discovered. Once the weapon runs out of ammunition, it can no longer be fired until restocked.

CREW & PASSENGER STATIONS

A vehicle doesn't have actions or movement of its own. For a vehicle to function, crew must occupy stations in the vehicle and use their actions and sometimes their bonus actions to operate it.

All a vehicle's crew stations are indicated on its stat block. Along with the special features of the crew station, each station's entry lists the number of creatures required to operate the station and the type of cover those creatures gain from occupying the station (if any).

CHALLENGE RATING

Each vehicle is assigned one or two challenge ratings (or CRs). A vehicle's CR is calculated in the same way as a creature's would be. Consequently, you can use it to help determine if your player's wastelanders can handle an encounter against vehicles and their crews. You can also use CRs as a method of comparison between multiple vehicles.

If the vehicle has two challenge ratings, the higher CR should be used when it is two or more sizes larger than every other creature and vehicle in the encounter, and its ability to crash into smaller creatures and vehicles without significant damage to itself is a serious threat. The lower CR value doesn't consider crash damage because the vehicle's size means crashing would be as dangerous for it and its crew as it would be the victims. Therefore, use the lower CR when the vehicle's crew have no tactical incentive to crash it.

Remember that CR are a rough indicator at best, so don't put too much faith in them. It's necessary to consider the actual features of vehicles and creatures in an encounter and how they might interact. Some vehicles are naturally ill-suited to defend against other types of vehicles: air

vehicles have a clear advantage against land vehicles, for instance. Vehicle mods can also have a significant impact on the outcome of vehicle encounters, as can various features of player wastelanders as well as some non-player crews.

When you make adjustments to a vehicle stat block, or when the vehicle is crewed by players or powerful non-player wastelanders, you may wish to recalculate the vehicle's CR. Guidance for doing so is found in the DMG, and some specific advice for calculating a rough challenge rating for a vehicle follows.

CREW ABILITY & PROFICIENCY

The stat blocks in *Wasteland Wheels* assume a moderately skilled crew, each with a Proficiency bonus of +2 and a +2 bonus in the appropriate ability score to make use of their crew station (for a total bonus of +4).

When a creature with a different Proficiency bonus occupies a vehicle's weapon station, the vehicle can become more or less dangerous. You may therefore wish to recalculate its challenge rating depending on its current crew.

Or you can use the following rough rule of thumb: every +3 to the vehicle's attack bonus equals a +1 to its CR, and likewise every -3 to the vehicle's attack bonus equals a -1 to its CR.

VEHICLE ABILITY

If you increase a vehicle's Strength, Dexterity, or Constitution scores, then you will need to recalculate its CR to account for the effects of those bonuses on its attacks, damage, armour class, and hit points.

DAMAGE THRESHOLD

Refer to the *Effective HP by Damage Threshold* table below and adjust the vehicle stat block's effective hit point value by the

amount given. For a vehicle with a damage threshold that differs from any amount on the table, you can instead use the following formula.

EFFECTIVE HIT POINTS FROM DAMAGE THRESHOLD = (DAMAGE THRESHOLD ÷ 5) ✕ DAMAGE THRESHOLD, TO A MINIMUM OF 10

EFFECTIVE HP BY DAMAGE THRESHOLD

DAMAGE THRESHOLD	EFFECTIVE HP
5	10
10	20
15	45
20	80
25	125
30	180

CRASH DAMAGE

In most encounters involving multiple vehicles crash damage has little bearing on challenge rating. Vehicles and their crew

SINKING

When a vehicle sinks, it takes on water over a period of time determined by the damage to its hull when it gains the *Flooding* fault (refer to the *Water/Underwater Vehicle Faults* table). Different conditions apply to and within the vehicle at different points in the timeline, however quick or slow that might be:

ONE-QUARTER FLOODED
The vehicle has sunk by approximately a quarter of its own height.
- ☢ Creatures inside the vehicle have disadvantage on Strength and Dexterity ability checks and Dexterity saving throws, and their movement speed is halved.

HALF FLOODED
The vehicle has sunk by approximately half of its own height.
- ☢ Creatures inside the vehicle have disadvantage on all ability checks and Dexterity saving throws, and must swim while moving inside the vehicle.

THREE-QUARTERS FLOODED
The vehicle has sunk by approximately three-quarters of its own height.
- ☢ Creatures inside the vehicle have disadvantage on all ability checks and all saving throws, and must swim while moving inside the vehicle.
- ☢ At the end of every five minute inside the vehicle, a creature must make a DC 10 Constitution saving throw or gain a level of exhaustion.

FULLY FLOODED
The vehicle has sunk by an amount equal to its own height, and is entirely submerged if it wasn't already.
- ☢ Creatures inside the vehicle must hold their breath. Once they run out of breath they begin to suffocate.
- ☢ Creatures inside the vehicle have disadvantage on all ability checks and all saving throws, and must swim while moving inside the vehicle.
- ☢ The vehicle descends 10 feet every round if it is Large, 20 feet every round if it is Huge, and 40 feet every round if it is Gargantuan.

VEHICLE EXPLOSIONS

When a vehicle explodes the area and damage of the explosion is determined by its size. Half of the explosion's damage is fire damage, and the remaining half is a damage type appropriate to the power source used in the vehicle's power supply.

VEHICLE EXPLOSIONS BY SIZE

VEHICLE SIZE	DAMAGE	EXPLOSION AREA
Large	3d6 fire, 3d6 by power type	10 ft. from vehicle
Huge	5d6 fire, 5d6 by power type	15 ft. from vehicle
Gargantuan	7d6 fire, 7d6 by power type	20 ft. from vehicle

DAMAGE TYPE BY POWER SOURCE:
Additional damage caused by the explosion of a vehicle depends on its power source.

ADDITIONAL EXPLOSION DAMAGE BY POWER SOURCE

POWER SOURCE	DAMAGE
Fossil Fuels	fire
Fusion	radiation
Matter-Antimatter	annihilation
Quantum Energy	quantum
Warp	warp
Magic	force

take damage when they cause a crash, even if that damage is lessened due to being a larger size, so ramming full tilt into another vehicle isn't a safe strategy. However, there are tactical advantages to crashing as long as the average damage of the crash is about the same as the vehicle's Damage Threshold, especially when the creature or vehicle crashed into is two sizes smaller and the damage to the crashing vehicle is halved.

Most Huge and Gargantuan vehicle are therefore given two challenge ratings: the first should be used in most encounters. When the vehicle is at least two sizes larger than all hostile creatures or vehicles in the planned encounter (such as when you use a vehicle as a "boss fight" for your player wastelanders on foot), use the second challenge rating instead. When a Huge or Gargantuan vehicle lacks a second challenge rating, it either lacks incentive to deal crash damage, or the challenge rating calculations both result in the same CR.

When calculating a Huge or Gargantuan vehicle's challenge yourself, you can do the same: give it one challenge rating which doesn't incorporate crash damage, and

a second for when it is two sizes larger than all other creatures and vehicles. To calculate this challenge rating, increase the vehicle's damage output per round by the highest average crash damage the vehicle can achieve with its encounter speed, capped at the maximum average damage for which the vehicle itself would suffer no damage based on its damage threshold (refer to the *Crash Damage Output by Damage Threshold* table).

FAULTS

A vehicle can develop a serious fault in either of the following circumstances:

- ☢ The vehicle takes damage from a single source equal to or greater than its fault threshold
- ☢ The vehicle fails an ability check by more than 5, or the creature at its Controls Stations fails an ability check using the vehicle's ability by more than 5.

When a fault occurs, roll a d20 and consult either the *Motor Vehicle Faults* table, the *Air Vehicle Faults* table, or the *Water/Underwater Vehicle Faults* table, whichever is most appropriate for the vehicle in question.

VEHICULAR EXHAUSTION

Even when it hasn't developed a more serious fault, a vehicle can stop functioning properly owing to the harsh conditions of the wasteland coupled with a lack of resources for regular maintenance. This kind of wear and tear is handled as exhaustion, using the same six levels possessed by player wastelanders. The following adjustments to the exhaustion rules apply to vehicles:

- ☢ A vehicle that reaches exhaustion level 6 drops to 0 hit points and the vehicle suffers a breaks down. The DC for the vehicle's repair 20, and the cost of the repair is 10% of the vehicle's cost.

- ☢ A vehicle's exhaustion can only be removed through repairs. The DC of such repairs depends on the vehicle's current exhaustion level, as shown on the *Vehicular Exhaustion & Repairs* Table. The cost is always 2% of the vehicle's cost multiplied by the number of exhaustion levels to repair.

VEHICULAR EXHAUSTION & REPAIRS

EXHAUSTION LEVEL	REPAIR DC
1–3	12
4–5	16
6	20

REPAIRS

A creature can attempt to repair a vehicle which has taken hit point damage, developed a fault, or gained levels of exhaustion. Vehicle faults can also be temporarily fixed in a makeshift fashion, which is called jury-rigging.

Repairing a vehicle is considered a crafting activity, and is therefore governed by the rules in the *Crafting* chapter. Specific expansions, exceptions, and clarifications to the crafting rules as they apply to the various types of vehicle repair appear below.

JURY-RIGGING FAULTS

A jury-rig is a rushed repair which costs nothing but only temporarily fixes a fault. To attempt to jury-rig a fault, a creature must spend an action, which they can only do when they meet all of the criteria listed below:

- ☢ They must be within reach of the source of the fault.
- ☢ They must have the right tools to repair the fault.
- ☢ While performing the repair, they can't operate one of the vehicle's stations.

For some faults, a creature may need to perform acts of daring to meet the first criteria, such as climbing onto the roof or hanging onto the side.

ABILITY CHECKS
The appropriate ability check and necessary tools to perform a jury-rig are given in the **Jury-Rigs & Repairs** column of whichever *Vehicle Faults* table is most appropriate for the vehicle's type. The creature adds its proficiency bonus if proficient in the tools it's using to make the repairs, or if no tools are required, but has disadvantage if the vehicle is moving while the attempt is made.

DIFFICULTY
Unless otherwise stated the repair has a DC of 12 and requires a qualified or better craftsperson to make the attempt. Due to the speed and stress of the repair, an

MOTOR VEHICLE FAULTS

D20 ROLL	FAULT	JURY-RIGS & REPAIRS
1	**Engine Fire.** One of the vehicle's engines (determine randomly if there is more than one) bursts into flame. The vehicle takes 10 (3d6) fire damage each turn, ignoring its damage threshold, until the fault is fixed. When the vehicle has half its hit points or less remaining the fire spreads, and any creature that starts its turn on or inside the vehicle also takes 10 (3d6) fire damage for the duration of the fault. If the vehicle is reduced to 0 hit points by this fault, it explodes (see the **Vehicle Explosions** sidebar). A creature with access to the engine and an ABC powder, AFFF foam, or carbon dioxide fire extinguisher can spend an action to automatically put out the fire.	**Check.** Dex **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 10% of Vehicle Cost
2-3	**Locked Steering.** The vehicle can only move in a straight line until the fault is repaired. It also automatically fails its Dexterity checks and Dexterity saving throws for the duration.	**Check.** Str **Tools.** None **Repair Cost.** None
4-6	**Fuel Leak.** The vehicle's max, encounter, and wasteland speeds are each reduced by a third (its encounter and wasteland speeds are rounded to the nearest ten). At macro scale, the vehicle's macro speed should be recalculated accordingly. The vehicle loses one unit of fuel/charge every half hour until the fault is fixed.	**Check.** Dex **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 2% of Vehicle Cost
5-7	**Damaged Tire or Tread.** One of the vehicle's wheels or treads is damaged. The vehicle's max, encounter, and wasteland speeds are each reduced by a third (round its encounter and wasteland speeds to the nearest ten). At macro scale, the vehicle's macro speed should be recalculated accordingly. The vehicle also has disadvantage on all Dexterity checks until the fault is fixed. If this fault is rolled a second time before the first instance is fixed, a different wheel or tread is affected. The vehicle's speeds are reduced by two thirds, and it automatically fails its Dexterity checks and Dexterity saving throws for the duration. The fault takes twice as long to fix. If this fault is rolled a third time before the first instance is fixed, one of the vehicle's wheels or treads is in a state of complete disrepair. Its speeds all become 0 until the fault is fixed. The fault takes three times as long to fix. A damaged tire or tread can't be jury-rigged, only repaired.	**Check.** Str **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 5% of Vehicle Cost
8-10	**Weapon Malfunction.** One of the vehicle's weapons (either chosen by the Guide or determined randomly) no longer functions until the fault is fixed. If the vehicle has no functioning weapons to malfunction, no fault occurs on this occasion.	**Check.** Str **Tools.** Mechanic's/Power/Industrial, Electronics (energy weapons only) **Repair Cost.** 2% of Vehicle Cost
11-13	**Alarming Smoke.** One of the vehicle's crew stations (either chosen by the Guide or determined randomly) begins to fill with smoke and is heavily obscured until this fault is fixed. A creature in the station is **blinded** by the smoke. If this fault is rolled again while a station is still filled with smoke, the fault affects an additional crew station (if any). In addition, roll a second d20. On a 5 or less, the vehicle also develops the **engine fire** fault.	**Check.** Dex **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 2% of Vehicle Cost
14-16	**Shredded Armour.** The vehicle's damage threshold is reduced by 10 until the fault is fixed.	**Check.** Str **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 2% of Vehicle Cost
17-19	**Damaged Axle.** The vehicle judders uncontrollably. It has disadvantage on all Dexterity ability checks until the fault is fixed. In addition, all creatures inside and on the vehicle have disadvantage on all ability checks and attack rolls they make until the fault is fixed.	**Check.** Str **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 2% of Vehicle Cost
20	**Flipped.** The vehicle flips over, falling **prone** on its roof or side either where it is, or in the nearest unoccupied space if the fault occurs while it is in motion through occupied spaces. An unsecured creature holding on the vehicle's exterior may choose to release their grip willingly or must succeed on a DC 20 Strength saving to avoid being thrown off. A creature that relinquishes or loses its grip lands **prone** in a randomly determined unoccupied space within 20 feet of the flipped vehicle. Creatures still on or inside the vehicle when it flips fall **prone** and must succeed on a DC 15 Strength saving throw, taking 10 (3d6) bludgeoning damage on a failed save.	**Check.** None **Tools.** None **Repair Cost.** By damage

AIR VEHICLE FAULTS

D20 ROLL	FAULT	JURY-RIGS & REPAIRS
1	**Engine Fire.** One of the vehicle's engines (determine randomly if there is more than one) bursts into flame. The vehicle takes 10 (3d6) fire damage each turn, ignoring its damage threshold, until the fault is fixed. When the vehicle has half its hit points or less remaining the fire spreads, and any creature that starts its turn on or inside the vehicle also takes 10 (3d6) fire damage for the duration of the fault. If the vehicle is reduced to 0 hit points by this fault, it explodes (see the **Vehicle Explosions** sidebar). A creature with access to the engine and an ABC powder, AFFF foam, or carbon dioxide fire extinguisher can spend an action to automatically put out the fire.	**Check.** Dex **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 10% of Vehicle Cost
2-3	**Spin.** The vehicle spins out of control until the fault is fixed. At initiative count 20, the vehicle moves half its speed diagonally downward in a randomly determined direction. Each creature inside the vehicle must make a DC 15 Dexteriy or Strength saving throw (their choice) or fall **prone** at the beginning of each of their turns. An unsecured creature holding on the vehicle's exterior must succeed on a DC 20 Strength saving throw at the beginning of each turn to avoid being thrown off to a randomly determined space within 20 feet and immediately fall. This fault doesn't need to be repaired so much as corrected: a creature at the Controls Station must make a DC 15 Dexterity check, ending the fault on a success.	**Check.** Dex **Tools.** None **Repair Cost.** None
4-6	**Fuel Leak.** The vehicle's max and encounter speeds are each reduced by a third (round its encounter speed to the nearest ten). At macro scale, the vehicle's macro speed should be recalculated accordingly. The vehicle loses one unit of fuel/charge every half hour until the fault is fixed.	**Check.** Dex **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 2% of Vehicle Cost
7-9	**Damaged Wing or Rotor Blade.** One of the vehicle's wings or rotor blades is damaged, causing its flight to become erratic. The vehicle's max and encounter speeds are each reduced by a third (its encounter speed is rounded to the nearest ten). At macro scale, the vehicle's macro speed should be recalculated accordingly. The vehicle also has disadvantage on all Dexterity checks until the fault is fixed. If this fault is rolled a second time before the first instance is fixed, a different wing or rotor blade is affected. The vehicle's speeds are reduced by two thirds, and it automatically fails its Dexterity checks and Dexterity saving throws for the duration. The fault takes twice as long to fix. If this fault is rolled a third time before the first instance is fixed, the vehicle can no longer fly. If it is in the air, it immediately falls diagonally downward. If the vehicle is a plane it falls in its current direction of travel, while a helicopter it falls in a randomly determined direction. The vehicle and its occupants take falling damage appropriate for the distance of the fall. A damaged wing or rotor blade can't be jury-rigged, only repaired.	**Check.** Str **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 5% of Vehicle Cost per level of flooding
10-12	**Weapon Malfunction.** One of the vehicle's weapons (either chosen by the Guide or determined randomly) no longer functions until the fault is fixed. If the vehicle has no functioning weapons to malfunction, no fault occurs on this occasion.	**Check.** Str **Tools.** Mechanic's/Power/Industrial, Electronics (energy weapons only) **Repair Cost.** 2% of Vehicle Cost
13-15	**Alarming Smoke.** One of the vehicle's crew stations (either chosen by the Guide or determined randomly) begins to fill with smoke and is heavily obscured until this fault is fixed. A creature in the station is **blinded** by the smoke. If this fault is rolled again while a station is still filled with smoke, the fault affects an additional crew station (if any). In addition, roll a second d20. On a 5 or less, the vehicle also develops the **engine fire** fault.	**Check.** Dex **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 2% of Vehicle Cost
16-18	**Shredded Armour.** The vehicle's damage threshold is reduced by 10 until the fault is fixed.	**Check.** Str **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 2% of Vehicle Cost
19-20	**Damaged Wheel Well or Broken Landing Skid.** The vehicle takes damage to its undercarriage that prevents its landing gear from functioning or does serious damage to its landing skids. It can't land safely. A creature at the Controls Station who tries to land the vehicle must make a DC 15 Dexterity check, to which they add their proficiency bonus if proficient in air vehicles. The vehicle and all creatures inside take 35 (10d6) bludgeoning damage on a failed save, or half that on a success.	**Check.** Str **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 2% of Vehicle Cost per level of flooding

WATER/UNDERWATER VEHICLE FAULTS

D20 ROLL	FAULT	JURY-RIGS & REPAIRS
1	**Engine Fire.** One of the vehicle's engines (determine randomly if there is more than one) bursts into flame. The vehicle takes 10 (3d6) fire damage each turn, ignoring its damage threshold, until the fault is fixed. When the vehicle has half its hit points or less remaining the fire spreads, and any creature that starts its turn on or inside the vehicle also takes 10 (3d6) fire damage for the duration of the fault. If the vehicle is reduced to 0 hit points by this fault, it explodes (see the **Vehicle Explosions** sidebar). A creature with access to the engine and an ABC powder, AFFF foam, or carbon dioxide fire extinguisher can spend an action to automatically put out the fire.	**Check.** Dex **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 10% of Vehicle Cost
2-3	**Flooding.** The vehicle begins to take on water. Roll another d20. ☢ **On a 1,** the damage is extensive. The repair requires a DC 20 ability check by a master mechanic, and the vessel fills with water (see the sinking sidebar) after d100 seconds. ☢ **On a 2-7,** the repair requires a DC 16 ability check by an experienced or better mechanic, and the vessel fills with water after d100 minutes. ☢ **On an 8-19,** the repair requires a DC 12 ability check by a qualified or better mechanic, and the vessel fills with water after d20 hours. ☢ **On a 20,** the repair requires a DC 8 ability check by a novice or better mechanic, and the vessel fills with water after d4 days.	**Check.** Str **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 3% of Vehicle Cost per level of flooding
4-7	**Fuel Leak.** The vehicle's max, encounter, and wasteland speeds are each reduced by a third (its encounter and wasteland speeds are rounded to the nearest ten). At macro scale, the vehicle's macro speed should be recalculated accordingly. The vehicle loses one unit of fuel/charge every half hour until the fault is fixed.	**Check.** Dex (qualified) **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 2% of Vehicle Cost
8-11	**Weapon Malfunction.** One of the vehicle's weapons (either chosen by the Guide or determined randomly) no longer functions until the fault is fixed. If the vehicle has no functioning weapons to malfunction, no fault occurs on this occasion.	**Check.** Str **Tools.** Mechanic's/Power/Industrial, Electronics (energy weapons only) **Repair Cost.** 2% of Vehicle Cost
12-15	**Alarming Smoke.** One of the vehicle's crew stations (either chosen by the Guide or determined randomly) begins to fill with smoke and is heavily obscured until this fault is fixed. A creature in the station is **blinded** by the smoke. If this fault is rolled again while a station is still filled with smoke, the fault affects an additional crew station (if any). In addition, roll a second d20. On a 5 or less, the vehicle also develops the **engine fire** fault.	**Check.** Dex **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 2% of Vehicle Cost
16-19	**Shredded Armour.** The vehicle's damage threshold is reduced by 10 until the fault is fixed.	**Check.** Str **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 2% of Vehicle Cost
20	**Capsizing.** A water vehicle turns on its side or upside down, with the same effects as flooding, except the fault cannot be repaired. If the vehicle is on its side, use its width as its height for determining how much of the vessel is submerged at any given time. A Huge or smaller vehicle can be righted as an action, requiring a DC 15 Strength check for a Large vehicle or a DC 20 Strength check for a Huge vehicle. Gargantuan vehicles can only be righted with the aid of machinery. If the vehicle is an underwater vehicle, treat this result as the flooding fault due to a leak. Don't roll the second d20: treat this result as though you'd rolled between 2 and 7.	**Check.** Str **Tools.** Mechanic's/Power/Industrial **Repair Cost.** 2% of Vehicle Cost per level of flooding

ability check is always required for a jury-rig regardless of the competence of the creature performing the repair.

NO REPAIR COSTS
Ignore the repair costs entry in the **Jury-Rigs & Repairs** column, which applies only to thorough repairs.

TEMPORARY FIXES
A jury-rigged repair breaks again out whenever one of the following occurs, whichever happens first:

- ☢ An hour has passed while the engine is on
- ☢ The engine is switched on any time after an hour has passed
- ☢ The same fault occurs again

THOROUGH REPAIRS

To perform more than a patch job, a creature must have time and adequate resources, and the vehicle must be switched off and not in motion.

PERFORMING THOROUGH REPAIRS

When a creature chooses to perform a thorough repair, they must decide whether they are trying to fix a fault, remove a level of exhaustion, or restore the vehicle's hit points.

Returning a very damaged vehicle to perfect condition, or as close as a wasteland vehicle can get, is therefore typically a series of checks.

DO-IT-YOURSELF REPAIRS
Player wastelanders can perform repairs themselves if they have the necessary tools, skills, and overall competence, as well as access to salvage equalling or exceeding the cost of the repair.

REPAIRS AS A SERVICE
Player wastelanders can hire a mechanic, in which case the cost must still be paid but can be offset by currency, salvage, or a combination of both. Non-player mechanics also charge a service fee based on the time it takes to perform the repair.

A non-player mechanic adds the cost of all necessary checks together for their fee minus service costs. This assumes they will succeed at each attempt, and as long as they are at least one competence level above the competence requirement of the repair their success is indeed automatic. Most mechanics who feel they have a chance of failure are honest about that (see **Commissions & Competence** in the *Crafting* the chapter).

REPAIR COST PERCENTAGES

Repair costs are often given as a percentage of the vehicle's full currency cost.

You can quickly calculate what the cost is for the vehicle in question by multiplying the vehicle's cost by the required percentage converted into the equivalent decimal.

For instance, 2% of 1,200 can be arrived at with the equation $12,000 \times 0.02 = 240$.

REPAIR TIMES

Each attempt at a thorough repair normally takes a variable amount of time, which is a number of days (or portions thereof) equal to **the repair's cost ÷ 1000**.

For instance, if the cost of a repair were 240 currency, then the required time would be $240 \div 1000 = 0.24$ **days**. Multiply 24 by the result of the previous equation to get a close estimate of work hours required. For instance, **24 hours × 0.24 = 5.76 hours**). If you really need to, you can then multiply that result by 60 to find out the time of the repair in minutes.

Salvage used in the repair attempt is spent at the beginning of the hour. At the

end of the hour, the creature performing the repair makes their ability check.

FIXING FAULTS

The appropriate ability check, necessary tools, and cost to fix a fault are given in the **Jury-Rigs & Repairs** column of whichever *VEHICLE FAULTS* table is most appropriate for the vehicle's type. The creature adds its proficiency bonus if proficient in the tools it's using to make the repairs, or if no tools are required.

DIFFICULTY

Unless otherwise stated the repair has a DC of 12 and requires a qualified or better craftsperson to make the attempt. A creature automatically succeeds at the repair if they have a competency level one higher than the check DC (which usually means **experienced** or better).

COST

The cost of a thorough repair of a fault is provided in the **Jury-Rigs & Repairs** column of the appropriate *VEHICLE FAULTS* table.

REMOVING EXHAUSTION

If a vehicle has one or more levels of exhaustion, a creature can attempt to remove one exhaustion level per period of repairs (see **Repair Times**).

DIFFICULTY

The DC of the craftsperson's check, and the required competence to even attempt it, depends on the vehicle's current exhaustion level.

DC AND COMPETENCE
BY EXHAUSTION LEVEL

EXHAUSTION LEVEL	DC AND COMPETENCE
1-2	12 (qualified)
3-4	16 (experienced)
5-6	20 (master)

COST

The cost to repair a single level of exhaustion is 2% of the vehicle's cost.

RESTORING HIT POINTS

If a vehicle has taken damage, a creature can attempt to restore up to 10 hit points per period of repairs (see **Repair Times**).

DIFFICULTY

The DC of the craftsperson's check is 12, and the minimum competence required to make the attempt is **qualified**.

COST

The cost to restore hit points to a vehicle depends on its size.

HIT POINT RESTORATION
COST BY VEHICLE SIZE

VEHICLE SIZE	COST
Large	5 ✕ hit points restored
Huge	10 ✕ hit points restored
Gargantuan	20 ✕ hit points restored

CRASHING

When a vehicle crashes into anything that could reasonably damage it or be damaged by it, its speed is immediately reduced to 0 for the remainder of the turn, causing it to come to a sudden stop. Roll for crash damage, which is 1d6 bludgeoning damage for every 10 feet the vehicle has moved since its last turn, to a maximum of 20d6. Depending on the nature of the crash, any of the following might suffer the crash damage:

- ☢ The vehicle itself
- ☢ The vehicle, object, or creature it crashed into
- ☢ All creatures in or on a vehicle involved in the crash (each creature may make a DC 15 Strength saving

throw, taking only half as much damage on a success)

The damage threshold of a vehicle or object involved in the crash applies: if the crash damage doesn't exceed the damage threshold, then the vehicle or object takes no damage. Creatures in or on a vehicle that avoids damage still receive crash damage as normal.

CRASHING INTO OBJECTS

The Guide determines whether an object is an obstacle that can cause a crash, or whether a vehicle can simply break through it or push it aside and continue its movement. An object is typically only able to cause a crash if it is no more than one size category smaller than the vehicle and provides solid resistance, such as a wall. There are exceptions: a smaller obstacle might cause a crash if it is particularly hard and unmoving. For instance, a bollard is smaller than a Medium creature but can still stop a Huge vehicle in its tracks.

CRASHING INTO OTHER VEHICLES

If a vehicle enters the space occupied by another vehicle, a creature at the Controls Station of the second vehicle may have a chance to make a Dexterity saving throw. Compare the speeds of the two vehicles to the *Vehicle Crash Saving Throws by Speed* table to determine whether a saving throw is possible, along with its DC.

VEHICLE CRASH SAVING THROWS BY SPEED

VEHICLE SPEED	SAVING THROW
Half or less that of crashing vehicle	No saving throw
Identical to crashing vehicle	DC 15
At least one and a half times that of crashing vehicle	DC 10

The vehicle's saving throw, if possible, adds together the vehicle's Dexterity bonus and the driver's or pilot's proficiency bonus if they're proficient in the vehicle's use. On a failed saving throw, or if no saving throw is allowed, a crash occurs. What happens next depends on the size of the two vehicles.

IDENTICAL OR ONE SIZE DIFFERENCE

When both vehicles are the same size, or only one step different to each other (such as Large and Huge, or Huge and Gargantuan), the crash damages both. The movement of the vehicle which caused the crash is stopped and their speed is reduced to 0 ft until the end of the turn. Creatures on or inside both vehicles take the crash damage as well, but may make a DC 15 Strength saving throw to take only half.

CRASHING VEHICLE IS TWO SIZES BIGGER

When a Gargantuan vehicle crashes into a Large vehicle, the smaller vehicle isn't a serious obstacle. The Gargantuan vehicle takes only half the usual crash damage, and creatures on or inside the vehicle take no damage. The Gargantuan vehicle's speed is unaffected and it can continue moving if it has any movement left.

CRASHING VEHICLE IS TWO SIZES SMALLER

When a Large vehicle crashes into a Gargantuan vehicle, its speed is reduced to 0 ft until the end of its turn and it comes to a complete stop. Both vehicles take crash damage, but the damage dealt to the

Gargantuan vehicle is halved. Furthermore, creatures on or inside the Gargantuan vehicle take no crash damage.

CRASHING INTO CREATURES

If a vehicle enters the space occupied by a creature, that creature can make a DC 10 Dexterity saving throw. On a success they get out of the way and take no damage. On a failure, the vehicle crashes into them. What happens next depends on the size of the creature compared to the size of the vehicle.

IDENTICAL OR ONE SIZE DIFFERENCE

When both vehicle and creature are the same size, or only one step different to each other (such as Large and Huge, or Huge and Gargantuan), the crash damages both.

The movement of the vehicle which caused the crash is stopped and their speed is reduced to 0 ft until the end of the turn. The vehicle and the creature both take crash damage. Other smaller creatures riding the creature which has been crashed into and creatures on or inside the vehicle take the crash damage as well, but may make a DC 15 Strength saving throw to take only half.

CRASHING VEHICLE IS TWO SIZES BIGGER

When a vehicle crashes into a creature two or more sizes smaller than it, such as when a Gargantuan vehicle crashes into a Large or smaller creature or a Huge vehicle crashes into a Medium or smaller creature, the creature isn't a serious obstacle. The vehicle takes only half the usual crash damage dealt, and creatures on or inside the vehicle take no damage. Other smaller creatures riding the creature which has been crashed into take the crash damage as well, but may make a DC 15 Strength saving throw to take only half. The vehicle's speed is unaffected and it can continue moving if it has any movement left.

CRASHING VEHICLE IS TWO SIZES SMALLER

When a Large vehicle crashes into a Gargantuan creature, its speed is reduced to 0 ft until the end of its turn and it comes to a complete stop. Both the vehicle and the creature take crash damage, but the damage dealt to the Gargantuan creature is halved. Furthermore, any smaller creatures riding the Gargantuan creature take no crash damage.

FALLING

When a vehicle goes over a cliff, plummets from the sky, or otherwise ends up falling from a height, the vehicle and all creatures on or inside it take falling damage as normal (1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6) and land prone. Creatures which are on the vehicle and not inside it must make a DC 20 Strength saving throw if they want to remain on it, otherwise they fall into a randomly determined unoccupied space within 20 feet of the vehicle's own landing point.

GRID RULES

When you run encounters on a grid, any encounters involving vehicles can occur at one of three scales: creature scale, vehicle scale, and macro scale. Creature scale is most appropriate when most participants are on foot, while vehicle scale is most appropriate when most if not all creatures occupy vehicles. Macro scale is best used for encounters using particularly large vehicle as well as vehicles with extraordinary speeds.

CREATURE SCALE

Creature scale is the typical scale used for encounters: each square is 5 foot-by-5 foot. Since vehicles are quick, hard to damage, and are able to do a lot of damage of their own, they can make for terrifying "boss" encounters for creatures on foot.

THE GRID

At creature scale, each square on the grid represents a 5 foot-by-5 foot space as usual.

VEHICLE SPACE

Each vehicle involved in the encounter occupies an area appropriate to its size, the same way a creature would. Just as with creatures, the vehicle doesn't literally fill its occupied space, but it does control it. Similar to how a creature controls its space through the threat of melee attack, a vehicle makes it too dangerous to move through its area through the threat of its weapons and its ability to sideswipe or ram.

VEHICLE SPEED

Many vehicles have an encounter speed so high that it becomes essentially irrelevant at creature scale. A map used for such an encounter is invariably small enough that they can pass from one side to the other in a single move. If a vehicle's encounter speed is at least 50% higher than the map's longest dimension in squares, you don't even have to count squares when it moves: assume that it can get anywhere on the map its driver wants, as long as there's an unblocked path to the destination that involves no more than one turn.

VEHICLE SCALE

Vehicle scale is most appropriate when all or at least most creatures involved begin the encounter as the crew or passengers of vehicles, especially when passengers aren't expected to leave those vehicles. Each square on the grid represents a larger distance, making it possible to represent a bigger encounter space without a ridiculously large map.

THE GRID

At vehicle scale, each square on the grid represents a 20 foot-by-20 foot space.

VEHICLE SPACE

A Gargantuan creature or vehicle occupies at least one square, with larger vehicles of that size class occupying multiple squares. Long vehicles like coaches and buses, for example, occupy two adjacent squares.

Creatures and vehicles which are Huge or

smaller don't occupy a full square and can therefore share their square with other creatures and vehicles. All creatures and vehicles currently in a grid square are said to be **proximate**.

PROXIMITY GRIDS

The possibility of multiple Huge or smaller creatures and vehicles sharing the same square on your grid has the potential for causing confusion, and it can also be difficult to represent using miniatures or virtual tabletop tokens.

Consider using proximity grids in addition to your vehicle scale map. A proximity grid is a separate 4 square-by-4 square grid that uses creature scale. In other words, every square on the proximity grid is a 5 foot-by-5 foot space, and the grid itself occupies the exact space of a single square at vehicle scale. Because of this, when multiple creatures and vehicles share a space and become proximate, you can move their tokens over to an available proximity grid.

MAGNIFYING ACTION

A proximity grid acts like a map at creature scale, allowing you to represent occupied space, movement, and position within the shared vehicle scale square. A creature or vehicles can can enter a proximity square as long as their route into the square isn't blocked by hostile creatures and vehicles, and as long as there enough space to accommodate them once they enter.

MARKING PROXIMITY GRIDS

So as to not lose track of which proximity grid represents which square on your primary map, place a marker on the square and an identical marker near the appropriate proximity grid. Your markers could be a colour, a symbol, or a pair of unique token.

LEAVING PROXIMITY

A creature or vehicle can leave the proximity grid by using 20 feet of their movement. Once a creature or vehicle does so it returns to the vehicle scale map, leaving their current space from the side that matches the one they exited the proximity grid from.

OPPORTUNITY ATTACKS

Leaving a proximity grid provokes opportunity attacks from adjacent creatures and vehicles, regardless of their reach. Moving within a proximity grid provokes opportunity attacks as normal.

VEHICLE SPEED

Vehicle encounter speeds are intentionally set at multiples of 20 feet so that their movement works as smoothly as possible at vehicle scale, allowing them to move an exact number of squares.

CREATURE SPEED

Many creatures have speeds that don't work perfectly for movement at vehicle scale. When a creature enters a square and they don't have 20 feet or more of movement remaining, their movement immediately ends.

MACRO SCALE

Macro scale is an approach to the grid that abstracts bigger distances, and is therefore particularly useful for handling encounters involving very large vehicles as well as very fast ones. You may not need to use it very often in a post-apocalyptic game, since most vehicles that match those descriptions are probably advanced pre-apocalyptic technologies and therefore difficult to find, maintain, and fuel. For instance, you might use macro scale for encounters involving aircraft, helicopters, battleships, and submarines.

Another use case for macro scale is for handling an encounter that occurs in three dimensions, such as when your wastelanders dive in water and find themselves facing off against aquatic mutants! The abstract

nature of distances in macro scale can make movement easier to handle in such encounters than worrying about specific measurements.

Before you can run a macro scale encounter you need to set a macro speed and range class (see **macro speeds** and **macro ranges**, later in this chapter). Macro scale therefore takes a little more work to prepare, but pays off in play.

THE GRID

At macro scale, each square on the grid represents an abstract, variable amount of space. In other words, it is big or small enough to accommodate the size and movement of the largest vehicles or creatures participating in the encounter. In most cases, a macro scale square is hundreds or even thousands of feet across.

VEHICLE SPACE

Because spaces in macro scale are so large, multiple vehicles and creatures can occupy a space at once. All creatures and vehicles currently in a grid square are said to be **proximate**.

MOVING THROUGH AN OCCUPIED SQUARE

It's possible to pass through a square occupied exclusively by allies, and doing so doesn't cost any additional movement.

A vehicle or creature can move through a space in which there is one or more hostile vehicle or creature, but doing so costs double the usual movement. In addition, a creature which does so provokes opportunity attack unless unless it takes the Disengage action, and a vehicle which does provokes opportunity attacks if it doesn't take the Defensive Driving bonus action.

HANDLING SHARED SQUARES

When multiple vehicles and creatures occupy the same macro square, it can be tricky to represent that with miniatures and other tokens. The following approaches might help you resolve this issue:

Since each square represents a much larger area, the amount of square you need is generally fewer. If you're drawing your own grid, you have the option of making the squares much larger than normal to accommodate any miniatures or tokens that need to be in any one square. If you're using a grid that is sized for creature scale, you can instead draw larger squares over the top of the printed squares for a similar result. You can ignore the smaller squares as well as a miniature or token's position in the larger square: consider everything inside it an entirely abstract space. Because of the abstract nature of macro scale, you can also save a lot of space and use smaller grids if you use smaller miniatures or tokens to represent every vehicle or creature involved in the encounter. No matter whether a vehicle is gargantuan, medium, or another size, give it a miniature or token of the same size as each other participant.

If you aren't able to make the squares physically larger, you can use a similar approach to vehicle scale's proximity grid.

When multiple creatures and vehicles occupy the same square, remove them from the map and place them elsewhere on your tabletop. Since macro squares are abstract you don't have to use a proximity grid (though you can), you just have to place them together in a clear grouping. You might for instance choose to draw a circle on a piece of paper and put all the miniatures or tokens inside it. Add some sort of marker on the appropriate square of the map, and place an identical marker with the grouped miniatures or tokens. That way you'll know where to return them to when they leave the square. The marker could be a colour, a symbol, or a pair of unique tokens.

MACRO SPEEDS

To determine how far a vehicle can travel on its turn at macro scale, its macro speed in squares must be calculated. Vehicles don't have a macro speed entry on their stat block because macro speeds are

relative and adjusted based on the fastest vehicle in the encounter.

The **Macro Distances** table presents two macro distance classes: Standard Macro Distance, and Jet Macro Distance. You can use Standard class for almost all encounters, since the vast majority of vehicles have encounter speeds that fall within a relatively small range. If the encounter involves fighter jets, on the other hand, you'll want to consider Jet class. If you don't, you'll need a pretty big map!

DECIMALS

When a vehicle has a macro speed of less than one, it's too slow to cross even one macro scale square on a single turn. The number of turns it takes to move from one square to another is equal to 10 - the number after the decimal point. For instance, an ATV has a Jet Macro Speed of 0.3, which means it takes 7 rounds (10 - 3)

to cross from one macro scale square into an adjacent square.

A creature at the Controls Station of such a vehicle must pick their direction of travel on the first turn. They can stop the movement on a later turn but if they do so the vehicle's progress out of its square is reset.

In practice, you won't want to use vehicles with decimal macro speeds very often in a macro scale encounter. Never put players in one: spending an age getting nowhere just isn't fun. Guide-controlled vehicles with decimal macro speeds are likely to have little impact on the encounter if they can be avoided. However, a well planned scenario can sometime find a use for them in the same way it might use fixed gun emplacements and lookouts: as obstacles that restrict safe routes, which can be complementary to more mobile threats.

MACRO DISTANCES

VEHICLE	STANDARD	JET
COUPES		
Coupe	2	1
Sports Coupe	3	1
SEDANS		
Sedan	2	1
Luxury Sedan	2	1
MOTORCYCLES AND ALL-TERRAIN VEHICLES		
Street Bike	2	1
Dirt Bike	1	0.3
Racing Bike	4	1
ATV	1	0.3
SPORTS UTILITY VEHICLES		
SUV	2	1
Large SUV	2	1
TRUCKS		
Lorry or Semi-Trailer Truck	1	0.3
AIR VEHICLES		
Civilian Light Aircraft	3	1
Civilian Helicopter	25	6
Large Civilian Helicopter	2	1
Sailplane	2	1
WATER VEHICLES		
Cabin Cruiser	0.7	0.2
Personal Watercraft	1	0.2
Runabout	1	0.2

CALCULATING MACRO SPEEDS

If additional vehicle stat blocks are introduced, you can calculate their macro speeds using the following methods:

A vehicle's **STANDARD MACRO SPEED** in squares is its encounter speed divided by 60, and rounded to the nearest whole number. If the vehicle's macro speed would be 0 as a result, round it to one decimal place instead.

A vehicle's **JET MACRO SPEED** in squares is its encounter speed divided by 240, and rounded to the nearest whole number. If the vehicle's macro speed would be 0 as a result, round it to one decimal place instead.

You might decide it's necessary to create a new macro speed class using a different formula. For instance, you could create a class for futuristic experimental jets or alien starships. Use the formulas above as your starting point, and keep adjusting the number by which a vehicle's encounter speed is divided until the results happy. Once the macro speed of the fastest vehicle of your newly created class is between 5 and 7 you're in the sweet spot.

MACRO RANGES

The weapons and features available to each participating vehicle and creature should be converted using the same formula used to determine a vehicle's speed. For instance, if the encounter uses Standard Macro Distance for vehicle speed, then it should use Standard Macro Distance for weapon and effect ranges as well.

CALCULATING MACRO RANGES

Thus, a **STANDARD MACRO RANGE** in squares is the weapon or effect's range in feet divided by 60, and rounded to the nearest whole number. If the weapon or effect's range is less than 1, it can only be used when its target is in the same square.

A **JET MACRO RANGE** in squares is the weapon or effect's range in feet divided by 240, and rounded to the nearest whole

number. If the vehicle's macro speed would be 0 as a result, round it to one decimal place instead. If the weapon or effect's range is less than 1, it can only be used when its target is in the same square.

AREA EFFECTS

Any effect that would normally be able to target multiple creatures or vehicles can affect only one target at macro scale, owing to the large distances between each combat participant even within a single square.

ELEVATION

As with other scales, macro scale has an invisible vertical axis: each square actually represents three-dimensional cube. Compared with other scales the abstract nature of a macro square's size make it much easier to handle vertical and diagonal movement. If the square represents a space hundreds of feet across then by extension it's representing hundreds of feet worth of verticality. When a vehicle or creature ends its turn in a macro square, it could be anywhere within the abstract confines of that space, whether on the ground, in the air, or underwater.

In many cases, one square's worth of height is enough to handle the three dimensional nature of a combat encounter. If you want participants to be able to move freely in any direction, however, you need to introducing additional squares worth of height on the vertical axis, possibly even as there are on the horizontal. This is achieved by introducing elevations.

Each elevation is a new layer of squares above or below the original, which should be represented by its own grid map. The original layer, which may represent ground level, is called elevation 0. The next elevation above it is elevation 1, the one above that is elevation 2, and so on. Likewise, all elevations below elevation are numbered in ascending negative values: -1, -2, and so on.

VERTICAL MOVEMENT

When a vehicle or creature moves, it can leave its current elevation if it has an appropriate movement speed to do so. For instance, an air vehicle can fly up or down into elevations that represent air, but can't descend into elevations that represent water. A vehicle may also move diagonally upward or downward, entering a new elevation while simultaneously moving one square adjacent to the square it occupied on the previous elevation.

COORDINATES

When running an encounter across multiple elevations it's highly recommended to assign coordinates to the grid. The same system should be used across all elevation maps. This makes it much easier to move a vehicle or token to the right square of a new elevation when it moves up or down.

CARS & SUVs

COUPE

`ABC - 123`

1 or 4
200 or 1,100 xp

Size and Type huge land vehicle

STR	DEX	CON
+3	+2	+3
(16)	(14)	(16)

Crew 1; **Passengers** 4; **Cargo** 275 lb.

Mod Zones engine, hood, trunk, undercarriage

Cost 28,000 c

Armour Class 19 (17 while motionless)

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

Hit Points 50; **Thresholds** Damage 10; Fault 15

Encounter Speed 120 ft.; **Reversing Speed** 20 ft.

Macro Speeds Standard 2 sq.; Jet 1 sq.

Max Speed 150 mph; **Wasteland Speed** 120 mph

Fuel/Charge 12 units (**Mileage** 40 miles per unit)

Prone Deficiency. If the coupe rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

CREW & PASSENGER STATIONS

Controls (requires 1 crew, grants ¾ cover). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

Passenger Seat (4 available, grants ¾ cover).

SPORTS COUPE

`ABC - 123`

1 or 4
200 or 1,100 xp

Size and Type huge land vehicle

STR	DEX	CON
+3	+2	+3
(16)	(14)	(16)

Crew 1; **Passengers** 1; **Cargo** 200 lb.

Mod Zones engine, hood, trunk, undercarriage

Cost 35,000 c

Armour Class 19 (17 while motionless)

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

Hit Points 50; **Thresholds** Damage 10; Fault 15

Encounter Speed 200 ft.; **Reversing Speed** 40 ft.

Macro Speeds Standard 3 sq.; Jet 1 sq.

Max Speed 270 mph; **Wasteland Speed** 215 mph

Fuel/Charge 12 units (**Mileage** 30 miles per unit)

Prone Deficiency. If the sports coupe rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

CREW & PASSENGER STATIONS

Controls (requires 1 crew, grants ¾ cover). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

Passenger Seat (1 available, grants ¾ cover).

SEDAN

`ABC - 123`

1 OR 4
200 OR 1,100 XP

SIZE AND TYPE huge land vehicle

STR	DEX	CON
+4	+2	+3
(18)	(14)	(16)

CREW 1; **PASSENGERS** 4; **CARGO** 350 lb.

MOD ZONES engine, hood, roof, trunk, undercarriage

COST 30,000 c

ARMOUR CLASS 19 (17 while motionless)

DAMAGE IMMUNITIES blight, poison, psychic, radiation

CONDITION IMMUNITIES blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

HIT POINTS 50; **THRESHOLDS** *DAMAGE* 10; *FAULT* 15

ENCOUNTER SPEED 120 ft.; **REVERSING SPEED** 20 ft.

MACRO SPEEDS *STANDARD* 2 sq.; *JET* 1 sq.

MAX SPEED 150 mph; **WASTELAND SPEED** 120 mph

FUEL/CHARGE 12 units (**MILEAGE** 60 miles per unit)

PRONE DEFICIENCY. If the sedan rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

🛞 CREW & PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (4 AVAILABLE, GRANTS ¾ COVER).

LUXURY SEDAN

`ABC - 123`

1 OR 4
200 OR 1,100 XP

SIZE AND TYPE huge land vehicle

STR	DEX	CON
+4	+2	+3
(18)	(14)	(16)

CREW 1; **PASSENGERS** 4; **CARGO** 300 lb.

MOD ZONES engine, hood, roof, trunk, undercarriage

COST 33,000 c

ARMOUR CLASS 19 (17 while motionless)

DAMAGE IMMUNITIES blight, poison, psychic, radiation

CONDITION IMMUNITIES blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

HIT POINTS 50; **THRESHOLDS** *DAMAGE* 10; *FAULT* 15

ENCOUNTER SPEED 140 ft.; **REVERSING SPEED** 40 ft.

MACRO SPEEDS *STANDARD* 2 sq.; *JET* 1 sq.

MAX SPEED 200 mph; **WASTELAND SPEED** 160 mph

FUEL/CHARGE 12 units (**MILEAGE** 40 miles per unit)

PRONE DEFICIENCY. If the luxury sedan rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

🛞 CREW & PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (4 AVAILABLE, GRANTS ¾ COVER).

SPORTS UTILITY VEHICLE

1 OR 5
200 OR 1,800 XP

ABC - 123

SIZE AND TYPE huge land vehicle

STR	DEX	CON
+4	+1	+4
(18)	(12)	(18)

CREW 1; **PASSENGERS** 4; **CARGO** 300 lb.

MOD ZONES engine, hood, roof, trunk, undercarriage

COST 39,000 c

ARMOUR CLASS 20 (19 while motionless)

DAMAGE IMMUNITIES blight, poison, psychic, radiation

CONDITION IMMUNITIES blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

HIT POINTS 50; **THRESHOLDS** *DAMAGE* 15; *FAULT* 20

ENCOUNTER SPEED 120 ft.; **REVERSING SPEED** 20 ft.

MACRO SPEEDS *STANDARD* 2 sq.; *JET* 1 sq.

MAX SPEED 150 mph; **WASTELAND SPEED** 120 mph

FUEL/CHARGE 18 units (**MILEAGE** 25 miles per unit)

PRONE DEFICIENCY. If the SUV rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

⊙ CREW & PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (4 AVAILABLE, GRANTS ¾ COVER).

LARGE SUV

2 OR 5
450 OR 1,800 XP

ABC - 123

SIZE AND TYPE huge land vehicle

STR	DEX	CON
+4	+1	+4
(18)	(12)	(18)

CREW 1; **PASSENGERS** 6; **CARGO** 500 lb.

MOD ZONES engine, hood, roof, trunk, undercarriage

COST 43,000 c

ARMOUR CLASS 20 (19 while motionless)

DAMAGE IMMUNITIES blight, poison, psychic, radiation

CONDITION IMMUNITIES blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

HIT POINTS 60; **THRESHOLDS** *DAMAGE* 15; *FAULT* 20

ENCOUNTER SPEED 120 ft.; **REVERSING SPEED** 20 ft.

MACRO SPEEDS *STANDARD* 2 sq.; *JET* 1 sq.

MAX SPEED 150 mph; **WASTELAND SPEED** 120 mph

FUEL/CHARGE 26 units (**MILEAGE** 15 miles per unit)

PRONE DEFICIENCY. If the large SUV rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

⊙ CREW & PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (6 AVAILABLE, GRANTS ¾ COVER).

BIKES & ATVs

STREET BIKE

ABC - 123

Size and Type large land vehicle

STR	DEX	CON
+2 (14)	+3 (16)	+1 (12)

Crew 1; **Passengers** 1; **Cargo** 0 lb.

Mod Zones engine, undercarriage

Cost 13,000 c

1/2
100 xp

Armour Class 20 (17 while motionless)

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

Hit Points 30; **Thresholds** *Damage* 5; *Fault* 10

Encounter Speed 140 ft.; **Reversing Speed** —

Macro Speeds *Standard* 2 sq.; *Jet* 1 sq.

Max Speed 200 mph; **Wasteland Speed** 160 mph

Fuel/Charge 4 units (**Mileage** 45 miles per unit)

Prone Deficiency. If the street bike rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

⊙ CREW & PASSENGER STATIONS

Controls (requires 1 crew). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

Passenger Seat (1 available).

DIRT BIKE

ABC - 123

Size and Type large land vehicle

STR	DEX	CON
+2 (14)	+3 (16)	+2 (14)

Crew 1; **Passengers** 1; **Cargo** 0 lb.

Mod Zones engine, undercarriage

Cost 18,000 c

1/2
100 xp

Armour Class 20 (17 while motionless)

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

Hit Points 30; **Thresholds** *Damage* 5; *Fault* 10

Encounter Speed 80 ft.; **Reversing Speed** —

Macro Speeds *Standard* 1 sq.; *Jet* 0.3 sq.

Max Speed 120 mph; **Wasteland Speed** 95 mph

Fuel/Charge 3 units (**Mileage** 50 miles per unit)

Prone Deficiency. If the dirt bike rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

⊙ CREW & PASSENGER STATIONS

Controls (requires 1 crew). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

Passenger Seat (1 available).

RACING BIKE

`ABC - 123`

1/2
100 xp

Size and Type huge land vehicle

STR	DEX	CON
+2	+4	+2
(14)	(18)	(14)

Crew 1; **Passengers** 0; **Cargo** 0 lb.
Mod Zones engine, undercarriage
Cost 20,000 c

Armour Class 20 (17 while motionless)

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

Hit Points 40; **Thresholds** *Damage* 5; *Fault* 10

Encounter Speed 220 ft.; **Reversing Speed** —

Macro Speeds *Standard* 4 sq.; *Jet* 1 sq.

Max Speed 300 mph; **Wasteland Speed** 240 mph

Fuel/Charge 5 units (**Mileage** 15 miles per unit)

Prone Deficiency. If the racing bike rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

🛞 CREW & PASSENGER STATIONS

Controls (requires 1 crew). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

ALL-TERRAIN VEHICLE

`ABC - 123`

1/2
100 xp

Size and Type large land vehicle

STR	DEX	CON
+2	+3	+2
(14)	(16)	(14)

Crew 1; **Passengers** 0; **Cargo** 675 lb.
Mod Zones engine, hood, undercarriage
Cost 13,000 c

Armour Class 19 (16 while motionless)

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

Hit Points 40; **Thresholds** *Damage* 5; *Fault* 10

Encounter Speed 60 ft.; **Reversing Speed** 10 ft.

Macro Speeds *Standard* 1 sq.; *Jet* 0.3 sq.

Max Speed 80 mph; **Wasteland Speed** 65 mph

Fuel/Charge 5 units (**Mileage** 30 miles per unit)

Prone Deficiency. If the dirt bike rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

🛞 CREW & PASSENGER STATIONS

Controls (requires 1 crew). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

LORRY OR SEMI-TRAILER

3 OR 6

700 OR 2,300 XP

ABC - 123

Size and Type gargantuan land vehicle

STR	DEX	CON
+7	−2	+5
(24)	(6)	(20)

Crew 1; **Passengers** 2; **Cargo** 53,000 lb.

Mod Zones engine, roof (×4), undercarriage

Cost 73,000 c

Armour Class 20

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

Hit Points 80; **Thresholds** *Damage* 20; *Fault* 25

Encounter Speed 60 ft.; **Reversing Speed** 20 ft.

Macro Speeds *Standard* 1 sq.; *Jet* 0.3 sq.

Max Speed 80 mph; **Wasteland Speed** 65 mph

Fuel/Charge 132 units (**Mileage** 8 miles per unit)

Prone Deficiency. If the lorry or semi-trailer rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

CREW & PASSENGER STATIONS

Controls (requires 1 crew, grants ¾ cover). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

Passenger Seat (2 available, grants ¾ cover).

SAILPLANE

SIZE AND TYPE huge air vehicle

STR	DEX	CON
+6	+0	+4
(22)	(10)	(18)

CREW 1; **PASSENGERS** 1; **CARGO** 0 lb.

MOD ZONES nose cone, wing (×2)

COST 57,000 c

ARMOUR CLASS 17

DAMAGE IMMUNITIES blight, poison, psychic, radiation

CONDITION IMMUNITIES blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

HIT POINTS 45; **THRESHOLDS** DAMAGE 10; FAULT 15

CRASH VULNERABILITY. If the sailplane crashes into the ground or collides with another vehicle or creature which is Medium or bigger, it is reduced to 0 hit points and falls from the sky if it hasn't already done so. The creature at its Controls Station may make a DC 15 Dexterity saving throw, ejecting and activating their parachute on a success. The parachute descends in a controlled glide at a rate of 150 feet per round (on initiative count 0). On a failed save of 10 or more the creature ejects but the parachute doesn't work. On any other roll the creature is still in the sailplane when it crashes and is also reduced to 0 hit points.

ENCOUNTER SPEED fly 120 ft.; **REVERSING SPEED** —

MACRO SPEEDS STANDARD fly 2 sq.; JET fly 1 sq.

MAX SPEED 170 mph; **WASTELAND SPEED** —

FUEL/CHARGE —

GLIDER. The sailplane's minimum speed is 50 miles per hour, which equates to 40 ft per round at creature or vehicle scale, 0.7 squares per round at standard macro speed, and 0.2 squares per round at jet macro speed. If it doesn't move at least that far on its turn it falls 500 feet at initiative count 0.

CREW & PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW, GRANTS ¾ COVER). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

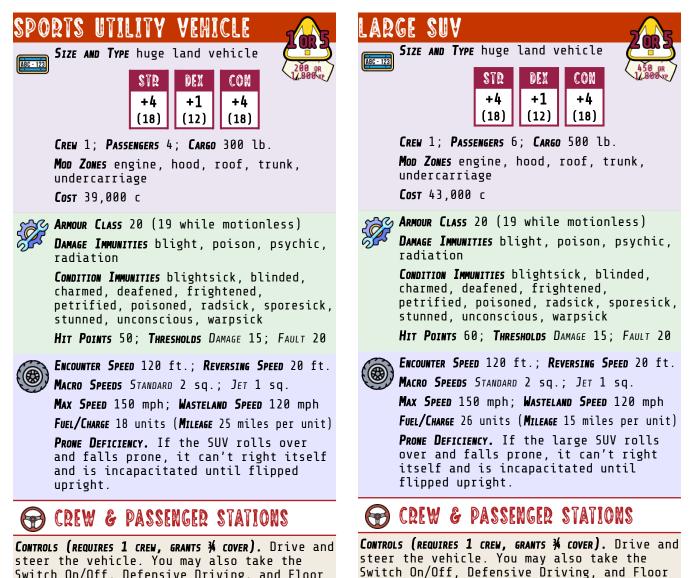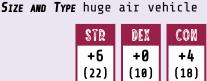**PASSENGER SEAT (1 AVAILABLE, GRANTS TOTAL COVER).**

CIVILIAN LIGHT AIRCRAFT

Size and Type gargantuan air vehicle

STR	DEX	CON
+3	+3	+3
(16)	(16)	(16)

Crew 1; **Passengers** 3; **Cargo** 120 lb.

Mod Zones engine, nose cone, wing (×2)

Cost 126,000 c

Armour Class 19

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

Hit Points 50; **Thresholds** *Damage* 15; *Fault* 20

Crash Vulnerability. If the civilian light aircraft crashes into the ground or collides with another vehicle or creature which is Large or bigger, it is reduced to 0 hit points and falls from the sky if it hasn't already done so. The creature at its Controls Station and any passengers may make each make a DC 15 Dexterity saving throw, ejecting and activating their parachute on a success. A parachute descends in a controlled glide at a rate of 150 feet per round (on initiative count 0). On a failed save of 10 or more the creature ejects but the parachute doesn't work. On any other roll the creature is still in the civilian light aircraft when it crashes and is also reduced to 0 hit points.

Encounter Speed fly 180 ft.; **Reversing Speed** —

Macro Speeds *Standard* fly 3 sq.; *Jet* fly 1 sq.

Max Speed 240 mph; **Wasteland Speed** —

Fuel/Charge 33 units (**Mileage** 51 miles per unit)

Flight. The civilian light aircraft's minimum speed is 70 miles per hour, which equates to 60 ft per round at creature or vehicle scale, 1 square per round at standard macro speed, and 0.3 squares per round at jet macro speed. If it doesn't move at least that far on its turn it falls 500 feet at initiative count 0.

CREW & PASSENGER STATIONS

Controls (requires 1 crew, grants ¾ cover). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

Passenger Seat (3 available, grants ¾ cover).

CIVILIAN HELICOPTER

Size and Type gargantuan air vehicle

STR	DEX	CON
+4	+2	+4
(18)	(14)	(18)

Crew 1; **Passengers** 6; **Cargo** 250 lb.

Mod Zones engine, door gun

Cost 145,000 c

Armour Class 21

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

Hit Points 50; **Thresholds** *Damage* 15; *Fault* 20

Crash Vulnerability. If the civilian helicopter crashes into the ground or collides with another vehicle or creature which is Large or bigger, it is reduced to 0 hit points and falls from the sky if it hasn't already done so. The creature at its Controls Station and any passengers may make each make a DC 15 Dexterity throw, ejecting and activating their parachute on a success. A parachute descends in a controlled glide at a rate of 150 feet per round (on initiative count 0). On a failed save of 10 or more the creature ejects but the parachute doesn't work. On any other roll the creature is still in the civilian helicopter when it crashes and is also reduced to 0 hit points.

Encounter Speed fly 140 ft.; **Reversing Speed** —

Macro Speeds *Standard* fly 2 sq.; *Jet* fly 1 sq.

Max Speed 200 mph; **Wasteland Speed** —

Fuel/Charge 620 units (**Mileage** 2 miles per unit)

Hover. The civilian helicopter can maintain its position mid-flight without falling.

🛞 CREW & PASSENGER STATIONS

Controls (*requires 1 crew, grants ¾ cover*). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

Passenger Seat (*6 available, grants ¾ cover*).

LARGE CIVILIAN HELICOPTER

Size and Type gargantuan air vehicle

STR	DEX	CON
+4	+2	+4
(18)	(14)	(18)

Crew 1; **Passengers** 15; **Cargo** 250 lb.

Mod Zones engine, door gun

Cost 218,000 c

Armour Class 19

Damage Immunities blight, poison, psychic, radiation

Condition Immunities blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

Hit Points 60; **Thresholds** *Damage* 20; *Fault* 25

Crash Vulnerability. If the large civilian helicopter crashes into the ground or collides with another vehicle or creature which is Large or bigger, it is reduced to 0 hit points and falls from the sky if it hasn't already done so. The creature at its Controls Station and any passengers may make each make a DC 15 Dexterity saving throw, ejecting and activating their parachute on a success. A parachute descends in a controlled glide at a rate of 150 feet per round (on initiative count 0). On a failed save of 10 or more the creature ejects but the parachute doesn't work. On any other roll the creature is still in the civilian light aircraft when it crashes and is also reduced to 0 hit points.

Encounter Speed fly 140 ft.; **Reversing Speed** —

Macro Speeds *Standard* fly 2 sq.; *Jet* fly 1 sq.

Max Speed 180 mph; **Wasteland Speed** —

Fuel/Charge 620 units (**Mileage** 2 miles per unit)

Hover. The large civilian helicopter can maintain its position mid-flight without falling.

🛞 CREW & PASSENGER STATIONS

Controls (*requires 1 crew 2 available, grants ¾ cover*). Drive the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions. Only one crew member can actively drive the vehicle each round, but the co-pilot may take the Help action to aid ability checks made as part of the vehicle's movement.

Passenger Seat (*15 available*).

CABIN CRUISER

3 OR 5
700 OR 1,800 XP

[ABC - 123]

SIZE AND TYPE gargantuan water vehicle

STR	DEX	CON
+6	−1	+6
(22)	(8)	(22)

CREW 1; **PASSENGERS** 3; **CARGO** 3,000 lb.

MOD ZONES bow, engine, stern

COST 73,000 c

ARMOUR CLASS 19

DAMAGE IMMUNITIES blight, poison, psychic, radiation

CONDITION IMMUNITIES blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

HIT POINTS 40; **THRESHOLDS** *DAMAGE* 10; *FAULT* 15

CAPSIZE VULNERABILITY. The cabin cruiser has advantage on saving throws against the prone condition, but if it fails its saving throw it flips and begins to capsize as though it had rolled a 20 on the *WATER/ UNDERWATER VEHICLE FAULTS* table (pg. 331).

ENCOUNTER SPEED 20 ft.; **REVERSING SPEED** —

MACRO SPEEDS *STANDARD* 0.3 sq.; *JET* 0.1 sq.

MAX SPEED 40 mph; **WASTELAND SPEED** —

FUEL/CHARGE 63 units (**MILEAGE** 2 miles per unit)

WATER VEHICLE. The cabin cruiser can move on the water's surface, but has a speed of 0 ft. on land.

CREW & PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW). Drive and steer the vehicle. You may also take the Switch On/ Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (3 AVAILABLE).

PERSONAL WATERCRAFT

1/2
100 XP

[ABC - 123]

SIZE AND TYPE large water vehicle

STR	DEX	CON
+2	+3	+2
(14)	(16)	(14)

CREW 1; **PASSENGERS** 1; **CARGO** 60 lb.

MOD ZONES engine

COST 15,000 c

ARMOUR CLASS 20 (17 while motionless)

DAMAGE IMMUNITIES blight, poison, psychic, radiation

CONDITION IMMUNITIES blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

HIT POINTS 40; **THRESHOLDS** *DAMAGE* 5; *FAULT* 10

ENCOUNTER SPEED 40 ft.; **REVERSING SPEED** —

MACRO SPEEDS *STANDARD* 1 sq.; *JET* 0.2 sq.

MAX SPEED 65 mph; **WASTELAND SPEED** —

FUEL/CHARGE 6 units (**MILEAGE** 7 miles per unit)

WATER VEHICLE. The personal watercraft can move on the water's surface, but has a speed of 0 ft. on land.

PRONE DEFICIENCY. If the personal watercraft rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

CREW & PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW). Drive and steer the vehicle. You may also take the Switch On/ Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (5 AVAILABLE).

RUNABOUT

SIZE AND TYPE large water vehicle

STR	DEX	CON
+3 (16)	+2 (14)	+3 (16)

CREW 1; **PASSENGERS** 5; **CARGO** 1,500 lb.

MOD ZONES bow, engine, stern

COST 57,000 c

ARMOUR CLASS 19 (17 while motionless)

DAMAGE IMMUNITIES blight, poison, psychic, radiation

CONDITION IMMUNITIES blightsick, blinded, charmed, deafened, frightened, petrified, poisoned, radsick, sporesick, stunned, unconscious, warpsick

HIT POINTS 40; **THRESHOLDS** *DAMAGE* 5; *FAULT* 10

CAPSIZE VULNERABILITY. The runabout has advantage on saving throws against the prone condition, but if it fails its saving throw it flips and begins to capsize as though it had rolled a 20 on the *WATER/UNDERWATER VEHICLE FAULTS* table (pg. 331).

ENCOUNTER SPEED 40 ft.; **REVERSING SPEED** —

MACRO SPEEDS *STANDARD* 1 sq.; *JET* 0.2 sq.

MAX SPEED 45 mph; **WASTELAND SPEED** —

FUEL/CHARGE 10 units (*MILEAGE* 4 miles per unit)

WATER VEHICLE. The runabout can move on the water's surface, but has a speed of 0 ft. on land.

CREW & PASSENGER STATIONS

CONTROLS (REQUIRES 1 CREW). Drive and steer the vehicle. You may also take the Switch On/Off, Defensive Driving, and Floor It bonus actions.

PASSENGER SEAT (1 AVAILABLE).