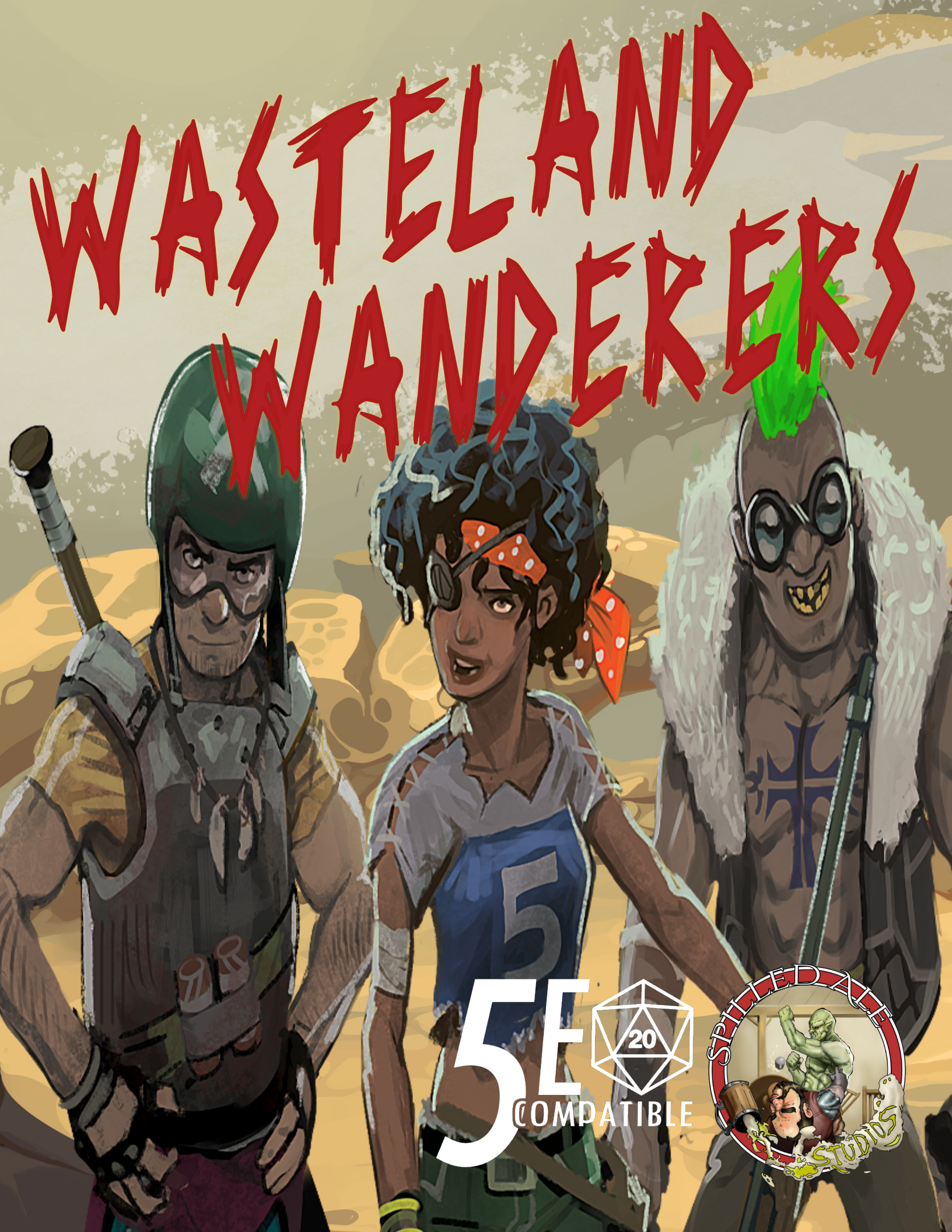
WASTELAND WANDERERS



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INTRODUCTION

All kinds of people make their home in the post-apocalyptic wastes, but they all have one thing in common: they're survivors. Nevertheless, some individuals are particularly prone to risk dangerous situations, leaving the relative safety of settlements to instead live a life of hair-raising adventure out in the wastes. In the wilderness and within the ruins of the pre-apocalyptic world that preceded their own time, these wasteland wanderers encounter all manner of dangers but potentially also a great deal of profit. They rely on a combination of bravery, skill, tenacity, and luck pull them through.

This supplement is compatible with the Fifth Edition of the world's most well-known tabletop roleplaying game. Within its pages you'll find a plethora of new content designed to help you create a character ready to venture out into a post-apocalyptic wasteland. Game content in this book includes:

- New skill and tool proficiencies.
- 10 species, with 16 subspecies options.
- 6 classes, with 25 archetypes.
  - Some of these classes are re-imagined versions of core classes, adjusted and with new archetypes suitable for a post-apocalyptic game. Of these, the Scout and Shepherd have been reworked from the ground up, removing all traces of magic and introducing alternative features.
  - The Scientist class is a new addition to the game!
- 15 backgrounds.
- 41 feats.
- An optional Luck trait.
- Supplemental rules for radiation, starvation, and dehydration.

You'll find that a lot of the content in *Wasteland Wanderers* works just as well for other games set in modern or futuristic settings. With small adjustments you can also use many of the feats, supplemental rules, and some classes and archetypes in your fantasy campaigns.

WASTELAND WARES

Wasteland Wanderers is compatible with *Wasteland Wares*, a catalogue of equipment suitable for use in post-apocalyptic game settings. You don't need that book to use this one, but a small amount of content presupposes that you own it and are using its rules: class equipment packages, for instance.

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PROFICIENCIES

Species, classes, and backgrounds in this book grant proficiency in skills and tools that aren't available in the core rules but are assumed to exist in a post-apocalyptic setting. If any such skill or tool doesn't exist in your setting, swap it with an equivalent that does or allocate an alternative.

SKILLS

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

WASTELAND SKILLS

SKILL	TYPICALLY PAIRED WITH
Acrobatics	Dexterity
Animal Handling	Wisdom
Athletics	Strength **or** Constitution
Deception	Charisma
Engineering	Intelligence
Hacking	Intelligence
History	Intelligence
Insight	Wisdom
Intimidation	Charisma
Investigation	Intelligence
Medicine	Wisdom
Nature	Intelligence
Perception	Wisdom
Performance	Charisma
Persuasion	Charisma
Science	Intelligence
Survival	Wisdom

The skills summarised below are new additions.

ENGINEERING

Use this skill to solve complex mechanical problems:

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

HACKING

Use this skill to 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.

SCIENCE

Use this skill to solve problems related to obscure and forgotten advances in scientific achievement:

- Conduct experiments related to a variety of specialised fields near-forgotten to wastelanders.
- 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.

SPECIALIST'S TOOLS

Specialised tools require additional explanation and are described below.

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 proficiency 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.

WASTELAND TOOLS

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	

Your Computers Proficiency grants you familiarity both with desktop computers, known as DeskComps, and the portable wrist-mounted devices known as WristComps. Your Proficiency in Computers also applies to other tasks relating to the WristComp's functions, such as navigating using its map or isolating a radio signal.

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 proficiency 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 proficiency 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 proficiency 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 proficiency 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 proficiency 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 proficiency 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 proficiency 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 proficiency 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.

SPECIES

In addition to humanity, the wasteland is full of strange mutants and machines that make for intriguing player characters.

One option available to you is to use the races presented in the core 5e rules, treating them as mutant or alien creatures. Even limiting options to those without magic, you can still create a varied and interesting world. You might also choose to allow magic in your wasteland world, or possibly limit magic to spells and abilities that could reasonably be the result of psychic power.

Alternatively—or additionally—you can allow some or all of the species in this chapter.

HUMAN

Although their society is a pale shadow of its prewar peak, humans remain the most prevalent race in the wasteland. They are far from a dominant species, however, and must fight hard to survive in their dangerous world. The settlements in which humans live are constantly under siege by the myriad threats of the wastes.

HUMAN TRAITS

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

Size. Medium.

Type. Humanoid.

Speed. 30 ft. (6 squares)

Diverse Origin. Some humans are descended from wasteland survivors, while others emerge into the wasteland from their Bunkers, descendants of the prewar Bunker Buddy program. You possess the traits of your origin in addition to your Human traits.

BUNKER BUDDY

In the years preceding the apocalypse, governments hired corporations to build self-sustainable bunkers throughout their respective nation. Not everyone was lucky enough to be assigned a place in the bunkers. These limited spaces were primarily assigned according to a citizen's perceived value to future society, and then remaining places were allocated via lottery. The citizens who were chosen became known as bunker buddies, a moniker which has passed on to their descendants. Humans born into the bunkers typically live a life of relative comfort and ease, albeit one of dull routines. Bunker buddies sometimes emerge from their safe and peaceful homes excited and enthusiastic to help reclaim the world, and ill prepared for the horrors of the wasteland.

Not all bunkers proved so benign. In some cases, the bunkers were seen as an invaluable opportunity to conduct experiments on a captive population that might provide data useful to the leaders of the future. Such experiments ranged from largely harmless to utterly inhumane. Since the protocols would only begin after the collapse of society, they weren't shackled by the ethical standards of a world that no longer existed. Some bunker buddies have no choice but to emerge into the wasteland after narrowly surviving the sudden initiation of a twisted experiment planned many years ago.

BUNKER BUDDY TRAITS

If your bunker was benign (or if you left before its experimental protocol was initiated, you possess the following trait in addition to the human species traits:

Bunker Born. You have proficiency expertise in two skills or tools from the following list, doubling your Proficiency bonus when you use them: Chem Cook's Supplies, Hacking, History, Investigation, Mechanic's Tools, Medicine, Nature, Persuasion, and Science. If feats are allowed, you can choose a feat for which you qualify instead of gaining two areas of expertise.

BUNKER SURVIVOR TRAITS

If you survived an unethical experiment, you possess the following traits in addition to the human species traits:

Bunker Born. You have proficiency and expertise in two skills or tools from the following list, doubling your Proficiency bonus when you use them: Chem Cook's Supplies, Computers, Hacking, History, Investigation, Mechanic's Tools, Medicine, Nature, Persuasion, and Science. If feats are allowed, you can choose a feat for which you qualify instead of gaining two areas of expertise.

Bunker Trauma. You'll never be quite the same after the horrors you've seen, but your experience taught you more than a little about surviving. You have a permanent -2 penalty to Wisdom saving throws. However, you become proficient in a skill or tool which you choose from the following list: Deception, Insight, Intimidation, Perception, Stealth, and Thieves' Tools.

WASTELANDER

You're descended from humans who somehow survived the apocalypse. Perhaps your ancestors did live in a Bunker but emerged onto the surface generations ago, or maybe they were mercifully distant when the bombs fell in their region. Your family has somehow thrived against the odds, and you're mercifully free from any major or visible mutation.

WASTELANDER TRAITS

In addition to the species traits of a human, you possess the following trait in addition to the human species traits:

School of Survival. You have proficiency and expertise in two skills or tools from the following list, doubling your Proficiency bonus when you use them: Animal Handling, Athletics, Deception, Intimidation, Mechanic's Tools, Persuasion, Stealth, Survival, and Thieves' Tools. If feats are allowed, you can choose a feat for which you qualify instead of gaining two areas of expertise.

BANTAMITE

Bantamites are the result of generational mutations among certain human communities which has led to permanent changes in their descendants. Bantamites are decisively shorter than the average human while not lacking for any of a human's typical musculature. As a result, bantamites are a stocky figured, sturdy people.

BANTAMITE TRAITS

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

Size. Medium.

Type. Humanoid.

Speed. 25 ft. (5 squares)

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

Sturdy Build. You have advantage on Strength saving throws against being knocked prone or moved against your will.

BIOSYNTH

Created by a mysterious hidden faction, biosynths are the latest technological breakthrough in artificial humanoid beings.

Biosynths are indistinguishable from humans aside from a small inorganic component buried in their brain. This makes them adroit infiltrators, since most wastelanders lack the technology to detect a biosynth chip without first killing the suspect.

Since the discovery of biosynths only a few years ago, they have become a bogeyman of the wastes. Wastelanders live in fear that someone they know will be replaced, or that they themselves will be replaced without their loved ones even realising.

Worse still, 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 proficiency 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 retire this character and let them become an NPC.

CAT

Wasteland cats are tougher and often bigger owing to mutation and cross-breeding, but can still make for lovable if mercenary companions.

CAT TRAITS

Ability Scores. +2 to one ability score of your choice, and +1 to a different ability score of your choice. Your Intelligence can be no higher than 10 unless you choose the Experimental Cat breed.

Size. Small.

Type. Beast.

Speed. 40 ft. (8 squares). You also have a climb speed of 30 ft. (6 squares).

Feline Facilities. You're proficient in Acrobatics, Perception, and Stealth.

A Cat's Life. Your understanding of the world is that of a cat, with every limitation that entails. You can't speak, but you comprehend expressions, tone of voice, and physical motions, and can thus understand the emotions of allied creatures as well as simple ideas they communicate. Similarly, you can communicate emotion and simple ideas to your allies with a combination of expressions, sounds, and physical motion. Additionally, you can comprehend and verbally communicate with other felines. The knowledge and awareness of your fellow felines is limited by their intelligence, but at minimum, they can give you information about nearby locations and creatures, including whatever they can perceive or have perceived within the past day.

You don't choose a background and you're limited to choosing between the following classes: Savage, Scoundrel, Shepherd, and Soldier. When you select your archetypes and feats, you must choose options that offer features a cat could use. You can only learn the following skills, which replace the normal list of available skill and tool proficiencies for your class: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Nature, Perception, Performance, Persuasion, Stealth, and Survival.

You can't wield weapons and items, though you can carry an object in your mouth and you may wear clothes and armour if they're designed for your quadruped form. You can't don or doff clothing and armour yourself. Instead, an allied creature must do it for you.

Blur of Fur. You can Dash or Disengage as a bonus action. If you also have the Cunning Action class feature, you gain the benefits of the Disengage action for free when you Dash. In addition, you can move through the space of any creature that is two or more sizes larger than you.

Lithe Defense. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your agile defense to determine your AC if the armor you wear would leave you with a lower AC, but any penalties to your maximum Dexterity bonus still apply.

Claws. Your claws are a natural melee weapon, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Radiation Resistance. The cats of the wasteland have long since developed a tolerance for ambient radiation. You have resistance to radiation damage.

Breed. There are many types of cat in the wasteland, though purebred varieties are rare outside of bunkers where some were kept as pets. You possess the traits of your breed in addition to your Cat traits.

WASTELAND CAT TRAITS

If you're a regular cat, whether a thoroughbred or moggy, you possess the following trait in addition to your Cat traits:

Self-Interest. You have advantage on Wisdom saving throws against abilities and effects that would cause you to be charmed or otherwise limit or control your actions.

EXPERIMENTAL CAT TRAITS

If you were created in a bizarre science experiment, you possess the following traits in addition to the cat species traits:

Type. Your type changes to Mutant Beast.

Experimental Subject. Your Intelligence score can be higher than 10, and you're able to learn, understand, and speak languages. You can still communicate with other felines. You can choose any class, archetype, feat, and skill, though your ability to use features is still limited by your physical capabilities.

DEARG DUBH

The dearg dubh (pronounced JER-igg DOO) resemble the vampires of legend, and in some wasteland worlds are simply known as "vamps". Though they can derive sustenance from blood, they can live quite comfortably by consuming food. Many dearg dubh just want to live peacefully. Some have never even tried blood (or at least, not human blood). In other communities humans donate blood for dearg dubh consumption, which in turn leaves more food for the humans.

It is true, however, that a dearg dubh with a taste for blood can be a danger to others. The untainted blood of non-mutant humans is the most delicious, and once a dearg dubh is used to the taste, all but the most potently seasoned foods begin to taste bland by comparison. And once a dearg dubh gives in to their cravings and begins treating people as prey, the erosion of their empathy can be a gateway for darker, more sadistic cravings to emerge. Several of the wasteland's most notorious serial killers were dearg dubh, and bands of dearg dubh raiders known as blood hounds are among the most brutal and terrifying monsters in all the wastes.

DEARG DUBH 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)

Bite. You have a bite attack that deals 1d4 piercing damage. Once per short or long rest when you deal damage to a humanoid or beast with your bite, you can deal an additional 2d4 piercing damage. When you do, you regain hit points equal to the damage from this feature. The target must make a Constitution saving throw with a DC equal to 8 + your Constitution bonus + your Proficiency modifier. On a failed save they suffer a level of exhaustion, and you may either recover one level of exhaustion or be treated as though you consumed one meal and one drink.

Bloody Revival. When you're reduced to 0 hit points but not killed outright, you unconsciously react to the presence of nearby blood. You can use your bite attack against an adjacent humanoid or beast as a reaction, despite being unconscious. An allied creature may voluntarily allow your attack to succeed. On a success, you gain hit points equal to twice the amount of damage you dealt to the target. Whether your attack succeeds or fails, you can't use this feature again until you finish a long rest.

Radsick Resistance. You have advantage on saving throws against **radsick**.

DOG

Even or perhaps especially in the wasteland, dogs make loyal and capable companions.

DOG TRAITS

Ability Scores. +2 to one ability score of your choice, and +1 to a different ability score of your choice. Your Intelligence can be no higher than 10 unless you choose the Experimental Hound pedigree.

Speed. 40 ft. (8 squares)

Type. Beast.

Canine Capabilities. You're proficient in Athletics, Intimidation, and Perception.

A Dog's Life. Your understanding of the world is that of a dog, with every limitation that entails. You can't speak, but you comprehend expressions, tone of voice, and physical motions, and can thus understand the emotions of allied creatures as well as simple ideas they communicate. Similarly, you can communicate emotion and simple ideas to your allies with a combination of expressions, sounds, and physical motion. Additionally, you can comprehend and verbally communicate with other canines. The knowledge and awareness of your fellow canines is limited by their intelligence, but at minimum, they can give you information about nearby locations and creatures, including whatever they can perceive or have perceived within the past day.

You don't choose a background and you're limited to choosing between the following classes: Savage, Scoundrel, Shepherd, and Soldier. When you select your archetypes and feats, you must choose options that offer features a dog could use. You can only learn the following skills, which replace the normal list of available skill and tool proficiencies for your class: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Nature, Perception, Performance, Persuasion, Stealth, and Survival.

You can't wield weapons and items, though you can carry an object in your mouth and you may wear clothes and armour if they're designed for your quadruped form. You can't don or doff clothing and armour yourself. Instead, an allied creature must do it for you.

Good Dog. You can Help as a bonus action.

Loyalty. When an allied creature you can see, hear, or smell loses hit points, you can spend your reaction to move half your speed towards them. If your movement ends adjacent to the hostile creature which just damaged your ally, you can immediately make a bite attack against them.

Agile Defense. When you aren't wearing armor, your AC is 12 + your Dexterity modifier. You can use your agile defense to determine your AC if the armor you wear would leave you with a lower AC, but any penalties to your maximum Dexterity bonus still apply.

Bite. Your bite is a natural melee weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Quadruped. Any climb that requires hands and feet is especially difficult for you. When you make such a climb, each foot of movement costs you 3 extra feet, instead of the normal 1 extra foot.

Pedigree. There are many different types of dog in the wasteland, though at this point almost none of them are thoroughbreds. Hounds make the best companions to wasteland wanderer. You possess the traits of your pedigree in addition to your Dog traits.

HOUND TRAITS

If you're a regular dog, whether a thoroughbred or mutt, you possess the following traits in addition to your Dog traits:

Size. Small.

Best Friend. When an allied creature is within 15 feet of you, they have advantage on saving throws they make against the frightened condition.

Radiation Resistance. The dogs of the wasteland have long since developed a tolerance for ambient radiation. You have resistance to radiation damage.

OGRE HOUND TRAITS

If you're a mutant hound bred by the ogres, you possess the following traits in addition to the dog species traits:

Size. Medium.

Mutant Physiology. You're immune to radiation damage, **radsick**, and disease. You do not age physically.

EXPERIMENTAL HOUND TRAITS

If you were created in a bizarre science experiment, you possess the following traits in addition to the dog species traits:

Size. Small.

Type. Your type changes to Mutant Beast.

Experimental Subject. Your Intelligence score can be higher than 10, and you're able to learn, understand, and speak languages. You can still communicate with other canines. You can choose any class, archetype, feat, and skill, though your ability to use features is still limited by your physical capabilities.

Radiation Resistance. The dogs of the wasteland have long since developed a tolerance for ambient radiation. You have resistance to radiation damage.

MORLOCK

Morlocks are the descendants of humans who sealed themselves underground without a proper bunker. They were protected from the worst of the radiation, but not all of it. Morlocks are mutated by radiation and generations of underground living. Completely accustomed to life below ground, their eyes are very sensitive to light. Morlocks suffer from acute agoraphobia. Even those morlocks who overcome the worst of their fear and venture outside never completely shake the phobia, reverting to old panic behaviours in times of stress.

MORLOCK TRAITS

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

Size. Medium.

Type. Humanoid.

Speed. 30 ft. (6 squares)

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

School of Survival. You have expertise in two skills or tools from the following list, doubling your Proficiency bonus when you use them: Animal Handling, Athletics, Deception, Intimidation, Mechanic's Tools, Persuasion, Stealth, Survival, and Thieves' Tools. If feats are allowed, you can choose a feat for which you qualify instead of gaining two areas of expertise.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Radsick Resistance. You have advantage on saving throws against **radsick**.

Agoraphobia. When you fail a Wisdom saving throw against the frightened condition, are reduced to less than 25% of your total hit points for the first time during any encounter, or your GM deems you to be otherwise under extreme stress, you must succeed at a DC 15 Wisdom saving throw or panic. While panicked:

- You have disadvantage on all ability checks and attack rolls.
- On your turn you must move and Dash toward the nearest shelter from the light that you can see, stopping only when you're entirely in dim light or darkness. If there is no such shelter, move towards the largest object you can see to take cover as best you can within its shadow.

You may repeat your saving throw at the end of each of your turns, ending your panic on a success. The save DC is reduced to 10 if you're in dim light, and you automatically succeed if you're in darkness.

If you succeed at your saving throw, your agoraphobia can't affect you again until after your next short rest.

OGRE

The mutants known as ogres were created in a lab, the result of prewar experiments on unwilling subjects intended to create a new kind of super soldier. In the aftermath of the apocalypse, the test subjects escaped into the wasteland. They have since spread, expanding in numbers by kidnapping humans and returning to the labs in which they were born to recreate the process of forced evolution.

Ogres are big, green, and often mean. Wasteland wanderers dread the sight of an ogre patrol or encampment past the next rise. Many ogres have limited intelligence, but some are exceptionally bright. There are also those among their number who seek peace with other species. These ogres struggle against a monstrous reputation thanks to other representatives of their species ogres who capture humans to eat or mutate into more of their kind.

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're immune to radiation damage, **radsick**, and disease. You do not age physically.

Relentless Endurance. When you are 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

Before the bombs fell, the robotics industry was in full boom, creating innumerable machines for use in almost every industry, military applications, as well as for home convenience. Robotics had advanced to the point that many robots possessed 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, **radsick**, 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. 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.

You 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 repair kits.

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 Helper. Butlerbots found 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 skill, doubling your proficiency 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 wartime propaganda and crisis alerts. Commbots were also popular with the police, who used them to aid with crowd control and to provide an aerial view of many 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.

FURSON TRAITS

You were designed to entertain children, although some find you terrifying. Wastelanders might actually mistake you for a mutant, since your robotic skeleton is concealed by an animal chassis and artificial fur. You possess the following traits in addition to the robot species traits:

Ability Scores. +1 Charisma.

Size. Medium.

Harmless Appearance. You're so cute you're routinely dismissed as a threat. You have advantage on Charisma checks you make to improve an NPC's attitude. In addition, hostile creatures have disadvantage on attack rolls against you until they see you deal damage to another creature or themselves.

Hidden Horror. Whenever you're reduced to less than 25% of your hit points, your ghastly metal skeleton is exposed. The tattered remains of your fur suit somehow only increase the horror you project. You have advantage on Charisma (Intimidation) checks, and other creatures have disadvantage on saving throws they make against any of your features that cause the frightened condition. However, you have disadvantage on Charisma (Persuasion) checks and no longer benefit from your Harmless Appearance. You or an ally can take an hour to repair your fur suit during a short or long rest provided you have more than 25% of your hit points.

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.

MISTER/MISS HELPER TRAITS

Before the war, robots of your model were sold as household helpers. Two equivalent models were made, Mister and Miss Helper. 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 proficiency 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. Your unarmed attacks deal 1d4 points of slashing or fire damage (your choice at the time of the attack).

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. The plasma gun deals 1d4 points of laser damage and has a range of 60/180 ft. The 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.

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 Weapons. 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.

SECURIBOT TRAITS

Popular among policing and private security forces, securibots are humanoid in shape albeit clearly mechanical. You possess the following traits in addition to the robot species traits:

Ability Scores. +1 Wisdom.

Size. Medium.

Handcuffs. You carry a pair of handcuffs, which are treated as a weapon that deals no damage and has the finesse property. You can use them to make a melee attack against a grappled, incapacitated, prone, or restrained creature that is Small or Medium. On a hit you bind its arms or two equivalent limbs. Attempts to grapple a bound creature are made with advantage. To escape the handcuffs, the target must succeed at a DC 20 Dexterity check, or break the handcuffs with a DC 20 Strength check.

Your handcuffs also open with a five digit pass code, which you know and can reprogram over the course of a minute while the cuffs aren't in use. Without the pass code, a creature proficient in the Hacking skill can spend half an hour to bypass the electronic lock using a connected computer with a successful DC 15 Intelligence (Hacking) check.

Your handcuffs have 15 hit points and a damage threshold of 5. The damage of any attack against them while they are in use is divided between the cuffs and your prisoner. When you finish a long rest your handcuffs regain all lost hit points, or you fabricate new handcuffs if they were destroyed.

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

GEN 5 SYNTHBOT TRAITS

You were designed after the apocalypse by the same mysterious organisation who created the biosynths. You're a slightly earlier model, the most advanced of the mechanical synths. You have full independence, and true artificial intelligence. You may have a personality imprint copied from a human brain, or you may have been allowed to develop your own consciousness in a gradual manner. You possess the following traits in addition to the robot species traits:

Ability Scores. +1 Charisma.

Size. Medium.

Hacker. You're proficient in the Hacking skill.

Run Simulations. You're adept at seeing patterns. You have advantage when attempting to predict an outcome with an Intelligence-based ability check.

ROTTER

Sometimes exposure to high levels of radiation causes a human's flesh to deteriorate and their skin to begin to slough off. While the effects of such severe radiation poisoning should kill a person, sometimes they survive. For better or worse, rotters live on while stuck in bodies that resemble something out of a prewar horror flick. A fact that some rotters are well aware of, having survived since the before the apocalypse thanks to a strange quirk of their condition: apparent agelessness.

The radiation poisoning that causes the rotter's mutation affects their brain as well and can be exacerbated by further exposure. Sooner or later a rotter's brain deteriorates 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)

Radiation Immunity. You are immune to radiation damage and the **radsick** condition.

Long-Lived. Your greatly extended lifespan is one of the few advantages to your condition. Rotters have generally lived for a long time as a humans before they change, and some have even been alive since before the bombs fell. 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. You run the risk of going feral. When you would otherwise die you can choose to become a feral instead, regaining consciousness in 2d4 hours. You may also choose to become feral if you retire the character. Either way, the rotter becomes an NPC and is no longer under your control.

CLASSES

The six classes in the following chapters make great fits for a game set in the wasteland. Some are reinvented core classes. They've been re-imagined and retooled to belong in a world without magical powers. The scientist class is entirely new.

You may find that these classes can fit just as well in games other genres (as can other supplementary content in this book like Luck and many of the new feats). They could easily find a place in 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 six classes are presented compared to the classes in the core game.

HIT DICE

Due to a lack of magical healing, 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 summarises 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.

WASTELAND HIT DICE

CLASS	WASTELAND HIT DIE	CORE HIT DIE
Savage	1d8 + 4	1d12
Scientist	1d4 + 4	1d8
Scoundrel	1d4 + 4	1d8
Scout	1d6 + 4	1d10
Shepherd	1d4 + 4	1d8
Soldier	1d6 + 4	1d10

If you introduce magic or other forms of common healing to your wasteland, or if you decide to use one or more of these classes in another setting which uses core Hit Dice, convert each class's Hit Die from the the wasteland formula to its core equivalent.

PROFICIENCIES

Classes may grant access to proficiencies that aren't part of the core rules. See the Proficiencies chapter for further details on wasteland proficiencies. If any such skill or tool proficiency granted by a class doesn't exist in your setting, swap it with an equivalent that does or allocate an alternative.

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 you're using *Wasteland Wares* you shouldn't need to buy any items from the fantasy-themed core rules. But if you ever do, 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 a weight 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.

Equipment Packs

The starting equipment packs listed for each class assume that you're using Wasteland Wares to provide inventory for your game. If not, or if your game is set in a significantly different type of world, you'll either have to create your own substitute equipment packs or players will need to purchase their starting gear.

SAVAGE

A savage is someone who gives in to the primal animal within, a strategy that helps them survive among the wasteland's other beasts and monsters. A savage can come from anywhere: they might be an ogre, or live among raiders, but they might just as easily be the citizen of a wasteland settlement or bunker. Where a savage lives isn't material, what matters is the animal fury inside. While it would be unusual for a robot to be a savage, it isn't impossible. This class could be the perfect fit for a military robot with a particularly relentless approach to combat.

WHY BE A SAVAGE?

PICK THE SAVAGE IF YOU WANT TO:

- Release your inner beast.
- Become attuned to the threats of the wasteland.
- Be the toughest person, mutant, or robot around.
- Fearlessly wade into melee combat.

CLASS FEATURES

As a savage, 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 SAVAGE LEVEL AFTER 1ST.

HIT DICE:

1D8 + 4 + YOUR CONSTITUTION MODIFIER PER SAVAGE LEVEL.

SAVAGE CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES	# OF RAGES	RAGE DAMAGE
1	+2	Rage, Unarmoured Defense	2	+2
2	+2	Reckless Attack, Danger Sense	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	Feral 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 Rage	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 Rage	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

PROFICIENCIES

ARMOUR:
LIGHT, MEDIUM, AND SHIELDS.

WEAPONS:
SIMPLE AND MARTIAL.

TOOLS:
NONE.

SAVING THROWS:
STRENGTH AND CONSTITUTION.

SKILLS:
CHOOSE ANY ONE OF ANIMAL HANDLING, ATHLETICS, INTIMIDATION, NATURE, PERCEPTION, OR SURVIVAL.

CHOOSE ANY ONE OTHER SKILL.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either buy your equipment using the starting currency for this class, or build a starting equipment pack (in which case you don't receive the starting currency, nor do you receive any of the 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

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 sledgehammer **or** (b) martial melee weapon worth 40 currency or less
- 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 Savage you gain the following proficiencies: Shields, Martial Weapons, and one skill chosen from the Savage's shortlist. You receive no equipment.

RAGE

SAVAGE LEVEL 1

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armour:

- 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 savage, as shown in the Rage Damage column of the Savage ***Class Features*** table.
- You have resistance to bludgeoning, piercing, and slashing damage.

Your rage lasts for 1 minute. It ends early if you're knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your class level in the Rages column of the ***Savage Class Features*** table, you must finish a long rest before you can rage again.

UNARMOURED DEFENSE

SAVAGE LEVEL 1

While you're not wearing any armour and no helmet, your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier.

DANGER SENSE

SAVAGE 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

SAVAGE LEVEL 2

You can throw aside all concern for defense 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

SAVAGE LEVELS 3, 6, 10, AND 14.

You define your particular brand of savagery. Available archetypes include the Berserker, the Bulletstormer, the Implacable Hunter, and the Survivor.

The available archetypes and descriptions of their features appear after the core features for this class. The choice you make now is permanent—look them all over and make this decision with care!

ABILITY SCORE IMPROVEMENT

SAVAGE 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

SAVAGE LEVEL 5

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

FAST MOVEMENT

SAVAGE LEVEL 5

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

FERAL INSTINCT

SAVAGE LEVEL 7

Your instincts are so honed that 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 enter your rage before doing anything else on that turn.

BRUTAL CRITICAL

SAVAGE LEVEL 9

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.

RELENTLESS RAGE

SAVAGE LEVEL 11

Your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

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 RAGE

SAVAGE LEVEL 15

Your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

INDOMITABLE MIGHT

SAVAGE LEVEL 18

If your total for a Strength check is less than your Strength score, you can use that score in place of the total.

PRIMAL CHAMPION

SAVAGE LEVEL 20

You embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

ARCHETYPES

The following archetypes are available for the Savage class. Some Barbarian archetypes might also be compatible with the Savage—for instance, some tribefolk warriors might follow the Path of the Totem Warrior! Any Barbarian archetypes available are subject to your group's preferences and the specifics of your wasteland.

BERSERKER

Pick this archetype if you want to double down on the savage's animal fury.

FRENZY

SAVAGE LEVEL 3

You can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. During your frenzy you can spend a Hit Die after hitting with a melee or thrown weapon attack, adding the result to your weapon's damage.

MINDLESS RAGE

SAVAGE LEVEL 6

You can't be **charmed** or **frightened** while raging. If you're **charmed** or **frightened** when you enter your rage, the effect is suspended for the duration of the rage.

INTIMIDATING PRESENCE

SAVAGE LEVEL 10

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

SAVAGE 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 channel your savagery while using ranged weapons. This archetype assumes you have access to the weapons rules in *Wasteland Wares*.

RANGED RAGE

SAVAGE LEVEL 3 AND 9

You gain the ability to use some firearms while raging, gaining the following features:

- You can add your rage damage bonus to attacks made with a shotgun or any firearm with the burst fire or full auto property.
- If you use a weapon with the burst fire property while raging, you must always use it in burst fire mode, treating it as though it were a full auto weapon until there is no ammunition left to do so. When you have too little ammunition remaining to keep using burst fire you can fire at single targets as normal.
- While you're raging, the maximum short and long range for a ranged weapon you wield is 30/90 ft. If your weapon normally has a longer range, it uses these ranges instead during the rage.

Additionally, you can use your Reckless Attack feature with a ranged weapon attack you make with a weapon that qualifies for ranged rage. You use Reckless Attack when you use a weapon's burst fire action, in which case its targets have disadvantage on their saving throws.

Furthermore, when you gain the Brutal Critical feature at 9th level, you apply its benefits to any ranged weapon that qualifies for ranged rage.

GUN CLUB

SAVAGE LEVEL 6

You can use firearms you wield as melee weapons. You add your proficiency bonus to any melee attacks you make with your firearms. On a successful hit, the target takes damage according to the weapon's size.

- A handheld firearm deals 1d4 + your Strength modifier bludgeoning damage.
- A rifle (or a handheld firearm modified with a stock) deals 1d6 + your Strength modifier bludgeoning damage.
- A heavy ranged weapon deals 1d8 + your Strength modifier bludgeoning damage.

BOOMSTICK

SAVAGE LEVEL 10

You designate a firearm you own and that qualifies for ranged rage as your boomstick. You receive a +1 bonus to all attack rolls made with this weapon. In addition, any time you're present when a member of your party find ammunition compatible with your boomstick, roll 2d4. The ammunition stash discovered increases by that amount of shots.

BULLET MAGNET

SAVAGE LEVEL 14

When you rage 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 raging).

When your turn begins you receive temporary hit points and a bonus to your next attack roll if multiple creatures have damaged you since the end of your last turn. For each creature to damage you beyond the first, you gain 5 temporary hit points and increase the bonus to your next attack roll by +1.

IMPLACABLE HUNTER

Pick this archetype if you want to bring your wrath upon your chosen prey, tracking them down no matter where they flee.

PACK LEADER

SAVAGE LEVEL 3

You gain the following additional features while raging:

- Allied creatures have advantage on melee attack rolls they make against any creature which is both hostile to you and adjacent to you.
- Any time you have no allies at all during an encounter, or all your allies are unconscious or dead, you gain advantage on your all of your own attack rolls with melee and thrown weapons.

STALKING GROUNDS

SAVAGE LEVEL 6

Choose either wilderness or ruins. Within your chosen environment, you ignore the effects of permanent areas of difficult terrain.

SIGN SAVANT

SAVAGE LEVEL 10

You learn how to read your surroundings and quickly get a feel for the territory. You can spend 1 uninterrupted minute to learn up to three facts about the terrain around your position.

You can ask questions related to any of the following:

- Terrain and bodies of water.
- Prevalent plants, minerals, animals, or peoples.
- Powerful mutants, robots, or horrors in the area.
- Buildings in the area.

While you and the target of your enquiry are outdoors and in the wilderness, you may learn about something that is within 3 miles of your position.

While you or the target of your enquiry are in an urban area or underground, you may learn about it only if the target is within 300 feet of your position.

Your questions must be specific; for instance, if you ask if there is an Old World post office in the area you confirm it's presence, you won't know where it is unless you ask a second question to establish that fact.

BRUTAL TAKEDOWN

SAVAGE LEVEL 14

While raging you can spend a bonus action to knock a creature prone as long as you have hit it with a melee weapon attack on the same turn, and it is no more than one size category larger than you.

SURVIVOR

Pick this archetype if you want to endure and keep standing, no matter what the wasteland throws at you.

BRUTISH RESILIENCE

SAVAGE LEVEL 3

While you rage you have resistance to all damage types except for psychic damage.

HARD-BOILED

SAVAGE LEVEL 6

You have advantage on Constitution ability checks even when not raging.

In addition, every time you take a level of **exhaustion** you gain temporary hit points equal to 5 times your current level of the condition.

SIGN SAVANT

SAVAGE LEVEL 10

You learn how to read your surroundings and quickly get a feel for the territory. You can spend 1 uninterrupted minute to learn up to three facts about the terrain around your position.

You can ask questions related to any of the following:

- Terrain and bodies of water.
- Prevalent plants, minerals, animals, or peoples.
- Powerful mutants, robots, or horrors (aberrations and oozes) in the area.
- Buildings in the area.

While you and the target of your enquiry are outdoors and in the wilderness, you may learn about something that is within 3 miles of your position. While you or the target of your enquiry are in an urban area or underground, you may learn about it only if the target is within 300 feet of your position.

Your questions must be specific, and you only learn one fact per question. For instance, if you ask if there is an old world post office in the area then you only confirm its presence or lack thereof. To learn the building's location you must ask a second question to establish that fact.

FAVOURABLE FOOTING

SAVAGE LEVEL 14

You gain the following additional benefits while you're raging:

- On your turn, you can spend a bonus action to move up to half your speed.
- Unless you're incapacitated a hostile creature can't force you to move by any physical means unless you're incapacitated.
- You can choose to allow a hostile creature to move you by force. If you do, you can immediately move up to half your speed after the forced movement ends.

SCIENTIST

While it might seem that science-minded individuals should be a dying breed in the wasteland, there are many wastelanders who still aspire to intellectual improvement. Much knowledge from before the apocalypse remained: some was passed down from survivors to their descendants; more still remains safe in dusty records and abandoned servers, just waiting for someone to find them and reclaim the secrets within.

A scientist is a rare individual with an agile brain and the willpower to pursue an intellectual path in the face of a world that largely embraces violence and is often mistrustful of the advances that once led to so much destruction.

WHY BE A SCIENTIST?

PICK THE SCIENTIST IF YOU WANT TO:

- Be the smartest person in the room.
- Master the secrets of old world technologies, and take post-apocalyptic science to previously forgotten heights.
- Create cool gadgets or chemical brews to help your friends and yourself.
- Seek solutions to the wasteland's problems and build a better world of tomorrow!

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.

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

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, SLEIGHT OF HAND, OR NATURE.

CHOOSE ANY ONE OTHER SKILL.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either buy your equipment using the starting currency for this class, or build a starting equipment pack (in which case you don't receive the starting currency, nor do you receive any of the 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. 101

- (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 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
- a full waterskin (2 "bottles" of irradiated water) and 2 irradiated meals

MULTICLASSING

If you multiclass into Scientist you gain the following proficiencies: Engineering and Science. If you already have proficiency 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

When you first gain this feature, choose two of your skill proficiencies, or one of your skill 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.

At 6th level, you can choose two more of your skill or tool proficiencies to gain this benefit.

SIGNATURE DEVICE

SCIENTIST LEVEL 1

Also at 1st level, you create a gadget to help you survive the challenges of the wasteland. 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. The exact benefits depend on whether the game has an existing system for making equipment modifications. Either way, you gain the benefits of any armour

modifications only when your full set of signature armour is fully donned.

If your game has no existing armour modification rules, choose a single modification from the following list:

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

If your game is using rules for armour modifications (such as those included in *Wasteland Wares*), 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 it's 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 has the following game statistics:

SIZE AND MOVEMENT

- You choose whether your bot is a small or medium 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.
  - If the bot is medium you can increase two abilities from the following list to 12: Intelligence, Wisdom, Strength, or Constitution.
  - If the bot is Small, you can increase two abilities from the following list to 12: Intelligence, Wisdom, Dexterity, or Constitution.
- Whenever you gain the Ability Score Improvement class feature, your bot also gain 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

- 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.

PROFICIENCIES

- Your bot uses your level in the scientist class to determine its proficiency bonus.
- 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 your 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 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 after the first long rest you take after attaining each new level in the scientist class.
- 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, lightning, poison, and radiation.
- 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. The exact benefits depend on whether the game has an existing system for making equipment modifications.

If your game has no existing weapon modification rules, choose a single modification from the following list:

- Your weapon deals 1d10 + your Tech Value of fire, cold, lightning, poison, or radiation 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 is using rules for weapon modifications (such as those included in *Wasteland Wares*), your signature weapon can instead be equipped with any modification compatible with one-handed melee weapons.You can choose any combination of modifications 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 types of tool. Your multitool counts as though it were all three tools. You're proficient in the use of all the tools incorporated into your multitool even if you normally lack that proficiency, but only when using the multitool.

In addition, after failing an ability check involving your multitool proficiency 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 piercing, energy, fire, cold, lightning, 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. All other types require 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 a member of your party find ammunition compatible with your signature ranged weapon, roll 2d4. The ammunition stash discovered increases by that amount of shots.

RANGED WEAPON MODIFICATIONS

You can apply modifications to your signature ranged weapon. The exact benefits depend on whether the game has an existing system for making equipment modifications.

If your game has no existing weapon modification rules, you 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 includes rules for weapon modifications (such as those included in *Wasteland Wares*), 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 can be equipped with any modification suitable for pistols.
- If your weapon deals energy, fire, cold, lightning, or sonic damage, it weapon can be equipped with any modification suitable for energy weapons.

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 an incoming energy source, including kinetic energy from 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 (page 37), 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 a difficult situation through 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 show in the **Solutions** column of the ***Scientist Class Features*** table. 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, the Engineer, and the Programmer.

The available archetypes and descriptions of their features appear after the core features for this class. The choice you make now is permanent—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 analysis damage equal to your level in this class, as shown in the **Analysis** Column of the ***Scientist Class Features*** table (page 37). Because your analysis damage is a unique type, it ignores a creature's resistances and immunities.

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. If the object normally grants a higher degree of cover, that still applies to attacks and effects for which the object is a true obstacle.

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

SCIENTIST LEVEL 14

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). 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 to be able to research around it, 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 source, but it lacks corroboration.
- ***THEORETICAL.*** The data is presented as likely by one or more sources, but they 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. Redirect your research to exploring that event in more detail might reveal the identity of other NPCs involved in the event.

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

TACTICAL POSITIONING

SCIENTIST LEVEL 15

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

SCIENTIST LEVEL 15

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

The following archetypes are available for the Scientist class.

BOTANIST

Pick this archetype if you want to be an expert on wasteland plants and the ways in which they can be used.

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

WASTELAND PROVENDER

SCIENTIST LEVEL 3

You're proficient in Nature and Survival. If you're proficient in either skill, you instead become proficient in another skill of your choice. You're also proficient in Chem Cook's Tools and Cook's Utensils.

While travelling you forage for vegetables, fruits, and other edible plants to use as ingredients or seasoning. Each day, you gather enough food to provide one meal for up to six people provided you spend at least an hour in the a region of wilderness with low background radiation, and provided you prepare and serve the meal during a short rest. In addition to helping fend off starvation, the meals you prepare using this feature are more nutritious than the average wasteland fare. Each creature that eats the meal gains temporary hit points equal to your Tech Value. These temporary hit points last until your next short rest if not lost beforehand.

If your game is set in a post-nuclear wasteland, the plants you gather using this feature are irradiated, creating irradiated meals. See the **radsick** condition in Appendix B: Supplemental Rules for more information on irradiated meals.

PLANT SAVANT

SCIENTIST LEVEL 9

You have advantage on Intelligence (Nature) and Wisdom (Survival) ability checks that have to do with finding, identifying, and understanding the properties of plants.

PLANT-GRO FORMULA

SCIENTIST LEVEL 13

You invent a chemical formula that promotes extreme, instantaneous plant growth. Unfortunately, they die almost as quickly. Still, you've found the formula has its uses. You can have a number of plant-gro dispersal 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 Chem Cook's Tools. Each plant-gro dispersal device you craft consumes a small number of materials: 5 salvage, 1 liquid snack, and 1 bottle of water.

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

You can make any combination of the plant-gro dispersal 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.

PLANT-GRO INJECTOR

As an action, you make a Strength or Dexterity-based melee attack roll against a creature. On a hit, that creature takes poison damage equal to 5d6 + your Tech Value and is **poisoned** for a minute. The target makes a Constitution saving throw at the end of each of its turns, ending the **poisoned** condition on a success. You can't score a critical hit with this device.

If the target is a plant or plant-type creature it briefly becomes more powerful before suffering severe deterioration.

- It doubles in size in all dimensions, and its weight is multiplied by eight. Its size category increases by one - from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available.
- It has advantage on Strength checks and Strength saving throws.
- Its natural weapon also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage. as though takes double damage.

This growth lasts for three rounds, after which the plant shrivels back to its normal size. It takes poison damage equal to 10d6 + double your Tech Value and is **poisoned** for a minute. Your plant-gro ignores any resistances or immunities the plant normally has to poison damage and the **poisoned** condition.

At your option, you can spend an additional 10 salvage when crafting this dispersal device to craft a syringe compatible with a syringer rifle. Such a syringe can still be used by hand if required.

PLANT-GRO MIST GRENADE

This grenade can be thrown at a point up to 60 feet away as an action. Upon impact it sprays a fine mist of your plant-gro formula in all directions. Grasping weeds and vines sprout from the ground within 10 feet of the target point, turning that area into difficult terrain. Each creature in the affected area must make a Dexterity saving throw. On a failed save, a target is restrained. A creature restrained by the plants can use its action to make a Strength check against your Botanist feature save DC. On a success, it frees itself.

Each 5-foot square of plant growth has an AC of 10 and 15 hit points. Reducing the hit points of a 5-foot square section of plant growth to 0 destroys it, and that space is no longer difficult terrain.

The mutated plants wilt after three rounds, dying as rapidly as they grew.

PLANT-GRO SPRAY BOTTLE

As an action, you can spray up to 16 5-foot squares you choose that are adjacent to you at any point during your turn. Tangled vines and thorny growths erupt from the ground, forming a 10-foot high, solid wall in each space. Any creature occupying an affected space is pushed to the nearest free space and must make a Dexterity saving throw. On a failed save it takes piercing damage equal to 1d4 + your Tech Value and is restrained. A

creature restrained by the plants can use its action to make a Strength check against your Botanist feature save DC. On a success, it frees itself.

The plant walls created by your spray bottle break line of sight, are impassable, and can be used as cover by you and other creatures. They have an AC of 10 and 25 hit points. Reducing the hit points of a section of plant wall to 0 destroys it.

The mutated plants wilt after three rounds, dying as rapidly as they grew.

PERFECTED PLANT-GRO

SCIENTIST LEVEL 17

You finally perfect your miracle formula. When you create a plant-gro dispersal device you can choose to use your perfected formula. Doing so has the following effects.

- Plants that grow as a result of a perfected plant-gro mist grenade or spray bottle are permanent until destroyed.
- Plants and plant creature that are injected with a perfected plant-gro injector benefit permanently from the effects of their enlargement, and suffer no poisonous effects. The effects of a perfected plant-gro injector on other types of creature remain the same.

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 and disadvantage on social ability checks for 30 seconds (5 rounds). At the end of each of the target's turns, they may make a Constitution saving throw to end the effect early.

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

RAD RESTORE
When consumed or injected, this quickbrew chem removes one level of the **radsick** 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.

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.

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.

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.

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.

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.

ROBOT REPAIR KIT

This makeshift device can quickly repair minor damage to a robot or turret. The robot repair kit is used as an action, and its user or target regains hit points equal to 3d6 + your Tech Value.

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.

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 old world technologies. When a robot, turret, or other machine 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 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)

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 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.

PROGRAMMER

Pick this archetype if you want to be an elite hacker.

EXPERT HACKER

SCIENTIST LEVEL 3

You master the ability to quickly and efficiently bypass electronic security systems. You're proficient in Hacking. you instead become proficient in one other tool or Intelligence-based skill of your choice.

You also gain access to the following hacks. You can use these hacks while connected to a robot, turret, computer, or other machine via a direct interface such as its control terminal. If you have a WristComp, you can use it to hack via a cable as though it were a control terminal, or wirelessly while within 30 feet. A machine doesn't know it's been hacked if you succeed, but does know an attempt was made when you fail.

When you use a hack you make an Intelligence (Hacking) check, resolved in one of the following ways:

- If the target is a computer or other machine which lacks intelligence, it has a Hacking DC set by your Guide. You succeed if your Intelligence (Hacking) roll beats the DC.
- If a rival hacker is trying to keep you out of a system, you must beat both the machine's Hacking DC and the opposed Intelligence (Hacking) roll of your antagonist.
- A robot or other intelligent machine makes a Wisdom saving throw, using

your Intelligence (Hacking) roll as the saving throw DC.

BYPASS

You can use this hack against any machine, taking one minute to do so. On a success, you bypass the hacked machine's surface programming and access the core functions of its operating system as though you were an administrator. The hacked machine answers questions truthfully and does so without any kind of obfuscation or colour (for instance, a robot that has been reprogrammed to speak like a cowboy reverts to its factory dialogue settings during your bypass).

You can ask one question, plus an additional question per interval of 5 by which your Intelligence (Hacking) roll beat the target DC. The bypass ends after you finish asking questions or if the hacked machine takes damage.

INCITE

You can use this hack against a robot or turret as an action. On a success, you override the machine's friend-foe recognition, causing it to recognise allies as hostiles and hostiles as allies.

This hack lasts one turn, plus one additional round per interval of 5 by which your Intelligence (Hacking) roll beat the target DC.

On its turn, the hacked machine must make an attack against one of its allies if it's possible for it to do so.

- It attacks the nearest of its allies. When the hacked machine deals damage to one of its allies, the target takes additional damage equal to your Tech Value.
- If it can move, it moves closer to its target if it needs to do so either to make its attack or improve its chances of hitting (such as moving within short range or bypassing cover).
- It never moves further away from a creature unless reduced to less than half its hit points. If that condition is met it prefers to find cover, even if that takes it into long range or otherwise reduces its ability to attack.

EXCEED LIMITS

You can use this hack on an allied robot or turret as an action. On its turn, the machine can take an additional action. The machine can't use this feature on the same turn it gains an additional action from another source, such as another instance of Exceed Limits or the Soldier's Action Surge feature.

REWRITE

Over the course of at least 24 hours, you can code a set of operational instructions for a robot or machine from scratch. You must have a storage medium for the code and a means of transferring it to the intended target. Often these are one and the same (eg. a memory disc).

The instructions you write may include basic retail, maintenance, or household tasks as well as patrol and defensive parameters. With additional time (at the Guide's discretion) you can write control programs with more complex instructions, as well as delete or rewrite significant sections of memory and personality.

Player character robots are immune to this hack unless willing.

SELF-DESTRUCT

You can use this hack against a robot or turret as an action. The hack fails automatically unless the target's current hit points are equal to or less than your Scientist Level + the difference between your Intelligence (Hacking) check and the target's Wisdom save or Hacking DC.

On a success, you trigger the target's self-destruct mechanism if it has one, or else overload it in a manner that emulates self-destruction.

The hacked machine explodes at the end of its next turn, or when it is reduced to 0 hit points, whichever comes sooner. The explosion deals fire damage equal to 3d6 + your Tech Value to every creature within 10 feet of it.

Player character robots are immune to this hack unless willing.

COMPETITIVE CODE

SCIENTIST LEVEL 3

You can breach any firewall and fear no other hacker. You can use this feature in either of the following ways:

- To halve the time required to hack into a machine (to a minimum of 3 seconds, eg. an action).
- To force an opposed hacker to roll with disadvantage, or reduce a target's Hacking DC by 5.

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

ELITE HACKER

SCIENTIST LEVEL 9

You have advantage on Intelligence (Hacking) ability checks.

OPPORTUNISTIC HACK

SCIENTIST LEVEL 13

You're adept at hacking robots and turrets even in the midst of frenzied combat.

You can't have disadvantage on an Intelligence (Hacking) check unless a fellow programmer inflicts you with it using their competitive code.

Additionally, You can start an Incite or Self-Destruct hack as a bonus action, then complete it as a bonus action on the following round.

EFFICIENCY TWEAKS

SCIENTIST LEVEL 17

During a short rest you can adjust the programming of a willing robotic ally to make targeted improvements.

Choose one of the following benefits:

- +1 to the robot's attack rolls.
- +1 to the robot's AC and +2 to their Dexterity saving throw bonus.
- +2 to all ability checks the robot makes using one ability score of your choice.

The benefit you choose applies until your next short or long rest.

SCOUNDREL

Sometimes it takes more than a big gun and an intimidating demeanour to survive in the wasteland, and scoundrels know that lesson well. Cat-like reflexes, deft hands, or even a glib tongue can open as many or more doors as the threat of violence.

Though a scoundrel wields many tools other than violence, they're nonetheless dangerous with a weapon in hand. The concept of honour means nothing to a scoundrel in battle: they take every opportunity to arrange affairs in their favour, and target their foes where they're most vulnerable.

WHY BE A SCOUNDREL?

PICK THE SCOUNDREL IF YOU WANT TO:

- Skirt the bounds of morality.
- Manipulate the naive.
- Enter places you shouldn't be and take things you have no claim to.
- Strike your enemies where they are most vulnerable.

CLASS FEATURES

As a scoundrel, you gain the following class features.

HIT POINTS

HIT POINTS AT 1ST LEVEL:

8 + YOUR CONSTITUTION MODIFIER.

HIT POINTS AT HIGHER LEVELS:

4 (1d8) + YOUR CONSTITUTION MODIFIER PER SCOUNDREL LEVEL AFTER 1ST.

HIT DICE:

1D4 + 4 + YOUR CONSTITUTION MODIFIER PER SCOUNDREL LEVEL.

SCOUNDREL CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES	SNEAK ATTACK
1	+2	Expertise, Sneak Attack, Criminal Code	1d6
2	+2	Cunning Action	1d6
3	+2	Archetype Feature	2d6
4	+2	Ability Score Improvement	2d6
5	+3	Uncanny Dodge	3d6
6	+3	Expertise	3d6
7	+3	Evasion	4d6
8	+3	Ability Score Improvement	4d6
9	+4	Archetype Feature	5d6
10	+4	Ability Score Improvement	5d6
11	+4	Reliable Talent	6d6
12	+4	Ability Score Improvement	6d6
13	+5	Archetype Feature	7d6
14	+5	Blindsense	7d6
15	+5	Slippery Mind	8d6
16	+5	Ability Score Improvement	8d6
17	+6	Archetype Feature	9d6
18	+6	Elusive	9d6
19	+6	Ability Score Improvement	10d6
20	+6	Stroke of Luck	10d6

PROFICIENCIES

ARMOUR:

LIGHT.

WEAPONS:

SIMPLE, RIFLES, AND ENERGY WEAPONS.

TOOLS:

THIEVES' TOOLS AND BOBBY PINS.

SAVING THROWS:

DEXTERITY AND CHARISMA.

SKILLS:

CHOOSE ANY THREE OF ACROBATICS, ATHLETICS, DECEPTION, INSIGHT, INTIMIDATION, INVESTIGATION, PERCEPTION, PERFORMANCE, PERSUASION, SLEIGHT OF HAND, OR STEALTH.

CHOOSE ANY ONE OTHER SKILL.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either buy your equipment using the starting currency for this class, or build a starting equipment pack (in which case you don't receive the starting currency, nor do you receive any of the 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.

- (a) a hammer **or** (b) a switchblade
- (a) a basic pipe gun and 3d4 .38 bullets **or** (b) a pipe revolver and 3d4 .45 bullets **or** (c) a crossbow and 3d4 crossbow bolts
- a light armour chest piece and a helmet
- 2d4 bobby pins
- a backpack and a blanket
- a full waterskin (2 "bottles" of irradiated water) and 2 irradiated meals

Multiclassing

If you multiclass into Scoundrel you gain the following proficiencies: Crossbows, Pipe Guns, Pistols, Rifles, Energy Weapons, Thieves' Tools, and one skill chosen from the Scoundrel's shortlist. You receive no equipment.

Expertise

Scoundrel Levels 1 and 6

When you first gain this feature, choose two of your skill proficiencies, or one of your skill proficiencies and Thieves' Tools. Your proficiency bonus is doubled for any ability check you make that uses any of the selected proficiencies.

At 6th level, you can choose two more of your skill proficiencies or Thieves' Tools to gain this benefit.

Sneak Attack

Scoundrel Level 1

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the **Sneak Attack** column of the ***Scoundrel Class Features*** table (page 59).

Criminal Code

Scoundrel Level 1

You're aware of the secret mix of dialect, jargon, and code used by the criminal element. Using it, you can hide messages in

seemingly normal conversation. Only another creature that knows these codes understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a particular gang or syndicate, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action

Scoundrel Level 2

Your quick thinking and agility allow you to move and act swiftly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Archetype

Scoundrel Levels 3, 9, 13, and 17

You define the type of underhanded activity in which you specialise. Available archetypes include the Con Artist, the Killer, the Rooftop Runner, and the Thief.

The available archetypes and descriptions of their features appear after the core features for this class. The choice you make now is permanent—look them all over and make this decision with care!

Ability Score Improvement

Scoundrel 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.

Uncanny Dodge

Scoundrel Level 5

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.

Evasion

Scoundrel Level 7

You can nimbly dodge out of the way of certain area effects, such as a grenade or the burst from a flamethrower. 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.

RELIABLE TALENT

SCOUNDREL 11

You've refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

BLINDSENSE

SCOUNDREL LEVEL 14

If you're able to hear, you're aware of the location of any hidden or invisible creature within 10 feet of you.

SLIPPERY MIND

SCOUNDREL LEVEL 15

You've acquired greater mental strength. You gain proficiency in Wisdom saving throws. If you already had proficiency in Wisdom saving throws, you also gain proficiency in Constitution saving throws.

ELUSIVE

SCOUNDREL LEVEL 18

You're so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

STROKE OF LUCK

SCOUNDREL LEVEL

You have an uncanny knack for succeeding when you need to. If your attack misses a target within rang can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this feature for either benefit, you can't use it again until you finish a short or long rest.

ARCHETYPES

The following archetypes are available for the Scoundrel class. Some Rogue archetypes might also be compatible with the Scoundrel—for instance, the Inquisitive and Mastermind might both be a good fit! Any Rogue archetypes available are subject to your group's preferences and the specifics of your wasteland.

CON ARTIST

Pick this archetype if you want to be a cool manipulator who can sell any fiction.

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

SELL ANY STORY

SCOUNDREL LEVEL 3

You can use your proficiency in Deception whenever you would otherwise have to roll Persuasion. If you're also proficient with Persuasion before you gain this feature, you gain expertise in Deception.

In addition, you gain proficiency with the disguise kit.

BARBED TONGUE

SCOUNDREL LEVEL 3

You can use words and gestures to distract, rattle, and incite your foes into making deadly mistakes. You can add your Charisma bonus, rather than your Strength or Dexterity bonus, to any melee attack roll you make against a creature that can hear or see you. You can add your Charisma bonus, rather than your Dexterity bonus, to any ranged attack roll against a creature within 30 feet that can hear or see you.

FALSIFY IDENTITY

SCOUNDREL LEVEL 9

You gain the ability to create extremely convincing false identities. You must spend a week and a sum of 25 currency to establish your identity's history, profession, and affiliations. For example, you might purchase appropriate clothing, falsify a letter introducing you as someone's relative, or find a suitable unoccupied location for your false identity to supposedly live or operate from.

Once your false identity is established, you can always adopt the disguise provided you have any necessary props it may require.

While you're adopting your false identity, other creature believe you to be that person unless given an obvious reason to doubt it.

EVERY CON HAS ITS MARK

SCOUNDREL LEVEL 13

When you succeed at a Charisma (Deception) check against an intelligent creature that can understand you, or when you hit it

with an attack that benefits from your Barbed Tongue feature, you can declare that creature to be your mark.

While a creature is marked by you, you have advantage on Charisma ability checks and Charisma-based attack rolls against them until your next short rest. You can't mark a creature that can't be **charmed**.

Once you've marked a creature with this feature, you can't use it again until you finish a short or long rest.

DISSUADE HOSTILITY

SCOUNDREL LEVEL 17

You can confound a creature and make them unsure about assaulting you. When you're hit, but before damage is rolled, you can spend your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the hit becomes a miss and the target has disadvantage on any further attack rolls it makes against you before the end of its turn.

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

KILLER

Pick this archetype if you want to polish your killing skills and hunt contract targets through the wastes.

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

ASSASSIN'S STRIKE

SCOUNDREL LEVEL 3

Starting when you choose this archetype at 3rd level, you're a deadly killer. When a creature hasn't taken a turn in combat, you have advantage on your attack rolls against them.

Additionally, when you have advantage against a creature that is surprised and you hit them, you deal the maximum possible damage instead of rolling your damage dice.

TOOLS OF DEATH

SCOUNDREL LEVEL 3

You gain proficiency with the disguise kit and poisoner's kit.

CONTRACT KILLER

SCOUNDREL LEVEL 9

At the end of a short or long rest you can declare that a creature you know of is your contracted quarry. When you do so,

you gain three contract points. When the success of an ability check would help you track, locate, or position yourself to assassinate your quarry, you can spend one or more contract points to add a bonus of +5 to the check per contract point spent. You may spend your contract points one at a time, learning whether your modified result is a success before deciding whether to spend another. reroll the check if you fail. Any contract points not spent before your next short or long rest are lost.

AGONISING CUT

SCOUNDREL LEVEL 13

When you fail to kill a foe outright you can wound them in such a way that death may still find them.

After you deal damage to a creature using your sneak attack, you can use your bonus action to cause additional ongoing damage. The creature takes 2d6 damage at the beginning of each of its turns. At the end of the creature's turn it may make a Constitution saving throw, ending this effect on a success.

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

ASSASSIN'S ESCAPE

SCOUNDREL LEVEL 17

You can move up to half your movement speed as part of your Hide action.

ROOFTOP RUNNER

You have a head and a love for heights, which serves you well when exploring wilds and ruins alike. In combats you make your affinity for elevation work for you, always seeking the high ground and the advantages it affords you over your foes.

DEATH FROM ABOVE

SCOUNDREL LEVEL 3

You're most dangerous when above your foe. If you make an attack while you're elevated above your target, then you deal 1d6 additional damage. When you're at least 30 feet higher than your target you also deal half your sneak attack damage even when your sneak attack feature wouldn't normally apply.

If you intentionally drop down on the target before making a melee attack, either by jumping, swinging on a line, or similar, you deal your sneak attack damage to the target. If you already get to apply your sneak attack already, add half your sneak attack damage dice (rounding down) again on top.

PARKOUR

SCOUNDREL LEVEL 3

You gain proficiency in Acrobatics and Athletics if you don't already have them. If you're proficient in either skill, you instead become proficient in another skill of your choice.

Additionally, you gain the following benefits:

- When you use your Cunning Action to Dash, climbing or moving across difficult terrain reduces your speed during the Dash by 10 feet rather than halving it.
- You halve any damage you take from falling.

SUPERIOR MOBILITY

SCOUNDREL LEVEL 9

Your walking speed increases by 10 feet. If you have a climbing or swimming speed, this increase applies to that speed as well.

CROW'S NEST

SCOUNDREL LEVEL 13

When you spend at least a minute in an elevated position where you have stable footing, you double your proficiency bonus to attack rolls you make against creatures that are below you. You lose this benefit the moment you move from your position.

CAT'S CARE

SCOUNDREL LEVEL 17

You have advantage on any Dexterity (Acrobatics), Strength (Athletics), and Wisdom (Perception) check you make as long as you move no more than half your speed on the same turn.

THIEF

Pick this archetype if you want to easily slip into places you shouldn't be and take possession of what's not yours.

FAST HANDS

SCOUNDREL LEVEL 3

You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

SECOND-STORY WORK

SCOUNDREL LEVEL 3

You gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

SUPREME SNEAK

SCOUNDREL LEVEL 9

You have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

TRICK UP YOUR SLEEVE

SCOUNDREL LEVEL 13

You make a habit of pocketing items that might come in handy later. Whenever you need an item that is tiny sized (such as a bottle, lock, or even a Molotov cocktail) that isn't in your inventory, you can roll a Charisma (Deception) check. The DC of the check is 5 + the currency cost of the desired item (refer to *Wasteland Wanderers* or an alternative source of inventory, or check with your Guide). On a success, you have one of the item in question concealed somewhere on your person.

If you've had your possessions taken away, the DC of your check to increase by 5. If extra precautions were taken to find and remove your concealed items (such as removing your clothes), the DC of your check instead increases by 10.

You can use this feature more than once, but can only use it once per desired item regardless of your success or failure. If you fail to acquire the desired item, you simply don't have it. Your ability to use this feature for a particular item is reset on a long rest, but only if your circumstances have changed in some way. For instance, if you use this feature in the hopes of finding a bobby pin to escape a jail cell but fail the check, you can't make the same attempt again while you still remain in the cell.

THIEF'S REFLEXES

SCOUNDREL LEVEL 17

You have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

SCOUT

Most people don't want to spend more time away from settlements than they have to. You're not one of them. You live and work out in the wasteland, making sport out of dodging marauding raiders and mutated fauna.

Scouts are couriers, wandering traders, bounty hunters, and scavengers of old world resources. Some do it for the challenge, others to pursue profit. For some, the skills of a scout are simply necessary for their preferred way of life: more than a few wastelanders prefer their solitude to the company of other people, even if it means a dangerous existence out in the wastes.

WHY BE A SCOUT?

PICK THE SCOUT IF YOU WANT TO:

- be a self-sufficient survivalist.
- Outwit the many dangers of the wild.
- Track down creatures wherever in the wastes they roam.
- Hone your instincts to the level of a predator.

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.

SCOUT CLASS FEATURES

CLASS LEVEL	PROFICIENCY BONUS	FEATURES	SCOUT'S INSTINCT
1	+2	Old Reliable	–
2	+2	Scout's Instinct, 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

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 buy your equipment using the starting currency for this class, or build a starting equipment pack (in which case you don't receive the starting currency, nor do you receive any of the 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.

- (a) a combat knife **or** (b) a pole hook
- 6d4 ammunition of an appropriate type for your Old Reliable
- 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
- a full waterskin (2 "bottles" of irradiated water) and 2 irradiated 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 as you traverse the wastes.

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 modification rules from *Wasteland Wares* (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. The exact benefits depend on whether the game has an existing system for making equipment modifications.

If your game has no existing weapon modification rules, you you 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 damage to 2d6 to qualify for this feature. 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.

If your game includes rules for weapon modifications (such as those included in *Wasteland Wares*), your Old Reliable can instead be equipped with any modification that is compatible with it.

You can choose any combination of modifications worth 40 currency or less and apply them to your Old Reliable weapon for free.

You may choose a 2d8 damage weapon that qualifies for the Caliber Downgrade modification and select that modification as part of this budget. Doing so reduces the weapon's damage to 2d6, making it qualify as an Old Reliable. If you do so the Caliber Downgrade modification can't ever be removed from your Old Reliable.

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.

SCOUT'S INSTINCT

SCOUT LEVEL 2

You gain access to a pool of Scout's Instinct points. You have a number of points equal to your level in this class. You can spend one point of Scout's Instinct in any of the following circumstances to roll one or more Instinct Dice, which are d6s, and add the roll to the result of another die roll you already made. Each point of Scout's Instinct you spend creates one of the effects described in the list below. You can spend more than one point of Scout's 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 Scout's 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 Scout's Instinct 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.

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 your Scout's 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 Scout's 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 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.

ARCHETYPE

scout levels 3, 6, 10, and 14

You define the reasons you wander the wastes alone. Available archetypes include the Avenger, the Beast Hunter, the Bounty Hunter, and the Guerrilla.

The available archetypes and descriptions of their features appear after the core features for this class. The choice you make now is permanent—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

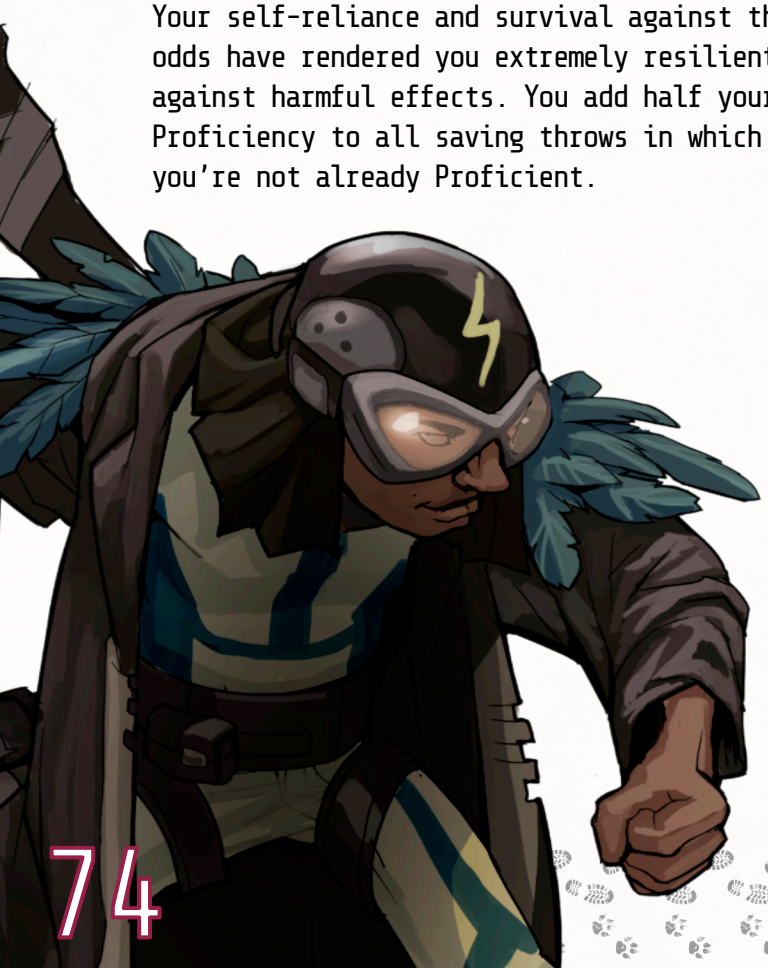
You gain an instinctive awareness of your immediate surroundings that helps you handle invisible enemies or foes blocked from view.

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 against harmful effects. You add half your Proficiency to all saving throws in which you're not already Proficient.



ARCHETYPES

The following archetypes are available for the Scout class. Some Ranger archetypes might also be compatible with the Scout—for instance, the Beast Master might be a good fit! Any Ranger archetypes available are subject to your group's preferences and the specifics of your wasteland.

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 (see the Wasteland Creatures sidebar for a list of types). Before choosing, confirm with your Guide which types are likely to exist in your wasteland.

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

WASTELAND CREATURES

Wasteland creatures might belong to a number of creature types. To help your 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. When re-skinning other monsters for use in a post-apocalyptic world, this is a likely type for converted aberrations, celestials, dragons, elementals, fiends, fey, and some monstrosities and oozes.

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. Beasts are mostly unintelligent, lacking any form of society or language.

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. Re-skinned monstrosities, oozes, and some aberrations might belong in this category.

HUMANOIDS are the bipedal, sentient species that form the societies of the wasteland. Typically, humanoid races in a wasteland setting were originally human before long-term mutation or scientific alteration caused their evolution to diverge from the human norm. Certain Large-sized giants may be reclassified as humanoids under this system.

MACHINES are constructed devices which are able to act with autonomy, if not complete freedom of intelligence. Re-skinned constructs belong in this category.

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 previous 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.

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.

The creature type to which your targets for vengeance belong becomes your favoured enemy type: humans, beasts, mutants, monstrosities, or aliens. If you

chose a faction, you gain these benefits exclusively against all members of that faction, regardless of their creature type. You have advantages when it comes to all creatures of that 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 target of your vengeance after the hunt for your former targets ends, the benefits you receive from Favoured Enemy immediately change to apply to the creature type of your new target or 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 a grenade or 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.

BOUNTY HUNTER

Pick this archetype if you fancy testing yourself against the dregs of human morality in order to bring them in to justice.

HUNTER'S QUARRY

SCOUT LEVEL 3

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.

MANHUNTER

SCOUT LEVEL 7

You have an uncanny knack for forcing your targets out of hiding, then bringing them down. You gain the following benefits:

- When opposing a creature's Dexterity (Stealth) check to hide, if your Wisdom (Perception) roll is lower than your passive Wisdom (Perception) you use your passive score instead.
- Each time you fail to find a hidden creature with Wisdom (Perception), you gain a +5 bonus to your next check to find that creature. This bonus increases by another +5 every turn you fail to find the creature, but applies only if the it doesn't move from its position. If the creature moves, the bonus resets to zero.
- When you reduce a hostile creature to 10 or fewer hit points with an attack, you can spend a bonus action to deal 1d12 additional subdual damage. Subdual damage has no type, and is always treated as nonlethal if it reduces the target's hit points to zero.

TENACIOUS PURSUIT

SCOUT LEVEL 11

A creature you've marked as your quarry has no escape from you. Even if they take the Disengage action, they still provoke opportunity attacks from you.

Additionally, you can spend a bonus action on your turn to Dash.

BOUNTY 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 a grenade or 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.

GUERRILLA

Pick this archetype if you want to take advantage of superior speed and wits to overcome stronger foes.

HIT AND RUN

SCOUT LEVEL 3

You survive the dangers of the wastes using guerrilla tactics. Your movement speed increases by 10 feet. Additionally, you can take a bonus action on each of your turns in combat to Disengage.

SWIFT REACTIONS

SCOUT LEVEL 7

Your finely honed reflexes react swiftly to danger, sometimes before your conscious thoughts have caught up. You gain the following benefits:

- You have advantage on initiative rolls.
- Your passive Perception is considered 5 higher for the purposes of determining whether or not you're surprised.
- If you're surprised at the beginning of combat and aren't incapacitated, you can still take an action on your first turn as long as it is to Dash, Disengage, or Hide.

FLIGHT AND FIGHT

SCOUT LEVEL 11

You seize opportunities to strike even as you withdraw from among the enemy.

Once per turn, you can make a melee attack as part of a Disengage action you take.

SHIELD OF SEPARATION

SCOUT LEVEL 15

You're used to fighting with no allies by your side.

Whenever you're at least 20 feet from your nearest ally, you gain the following benefits:

- Your AC increases by +1.
- You have advantage on Dexterity saving throws against area affects, such as grenades or burst fire.

SHEPHERD

The world has been in chaos for centuries, and the people flock desperately to individuals who offer a vision of order.

A shepherd has the disposition of a leader, along with the charisma and the cunning to unite wastelanders toward a common goal under their banner.

Shepherds include religious figures and cult leaders, raider bosses, mercenary officers, town mayors, and anyone else who can inspire loyalty and give people the direction they crave.

WHY BE A SHEPHERD?

PICK THE SHEPHERD IF YOU WANT TO:

- Use your charm as a weapon as potent as any gun.
- Sway others to embrace or accept your point of view.
- Inspire loyalty in those who share your ideals.
- Bring your personal brand of order to the wastes when no one else will!

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.

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

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 buy your equipment using the starting currency for this class, or build a starting equipment pack (in which case you don't receive the starting currency, nor do you

receive any of the 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. 30

- (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
- a full waterskin (2 "bottles" of irradiated water) and 2 irradiated meals

MULTICLASSING

If you multiclass into Shepherd you gain the following proficiencies: one tool of your choice, Persuasion. If you already have proficiency in Persuasion, choose one other skill from the class's shortlist. 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 command points you can spend at once on any single action. Both are shown in the **Command** column of the *Shepherd Class Features* table (page 83).

You can spend your Command point 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 points 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 1d4 hit points 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 **charmed** creature sees or hears you give support to other creatures which it considers hostile.

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 (page 83).

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 proficiency 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 (page 83).

Archetype

Shepherd levels 3, 6, and 14.

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

The available archetypes and descriptions of their features appear after the core features for this class. The choice you make now is permanent—look them all over and make this decision with care!

Expertise

Shepherd Level 3

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

At 10th level, you can choose two more of your skill proficiencies to gain this benefit.

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 of 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 points 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

The following archetypes are available for the Shepherd class. Some Bard archetypes might also be compatible with the Shepherd, and available for use depending depending on your group's preferences and the specifics of your wasteland.

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 the Dodge, Disengage, or Hide action, you use the breathing room to recollect applicable stories. 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 proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency 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 other wastelanders into battle, whether for glory, greed, or the greater good.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with martial weapons, medium armor, 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 points during your action, you can spend a bonus action to make a weapon attack.

REGENT

Pick this archetype if you want your friends and loyal followers to hang upon your every word.

BRING OUT THE BEST

SHEPHERD LEVEL 3

You draw forth the potential of others, and you yourself draw strength from the people who believe in you. You gain the following benefits:

- When you use the Help action to grant advantage to an allied creature, you may give them one of your Motivation dice as part of the same action. The creature which receives the Motivation die doesn't have to spend it on the action to which your Help applies if they would rather keep it.
- Whenever an allied creature uses the Help action to grant you advantage, you roll three d20s instead of two and take the best result. If you also have disadvantage on the roll, your advantage is still cancelled out as normal.

COORDINATE DEFENSE

SHEPHERD LEVEL 6

You help your allies see opportunities, and they watch over you in turn. You gain the following benefits:

- Whenever you see a hostile creature move out of the reach of an allied creature within 60 feet of yourself who can hear you, you can spend your reaction to allow that ally to make an opportunity attack. The hostile creature's movement can only provoke one opportunity attack: if your ally takes one using this feature they can't make another with their own reaction. However, they're free to spend a reaction to make an opportunity attack in the same round the next time a creature leaves their reach, even if it's the same creature.
- When you have half your maximum hit points or less and are hit by an attack, one allied creature within 60 feet of you who can see you may spend their reaction to move their speed either toward you or toward the creature that attacked you. Their movement must take them by the most direct available route. Only one ally can move toward you this way per turn.

INSPIRE WRATH

SHEPHERD LEVEL 14

If you spend one or more Command points on your turn, any allied creature can spend a bonus action on their turn to make an attack. Once one of your allies has taken advantage of this feature, no one can do so again until after your next turn. If no one takes advantage of this feature before the beginning of your next turn, its benefit is lost.

TYRANT

Pick this archetype if you prefer to guide your followers with a closed fist rather than a gentle hand.

RULE BY FEAR

SHEPHERD LEVEL 3

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

Additionally, when you use the Help action to grant advantage to an allied creature, you may give them one of your Motivation dice as part of the same action. The creature which receives the Motivation die doesn't have to spend it on the action to which your Help applies if they would rather keep it.

THREAT OF FAILURE

SHEPHERD LEVEL 6

You find that fear can inspire effort as readily as encouragement. As a bonus action, you can threaten a single allied creature within 60 feet that can see or hear you. The target gains a number of points of Threat equal to your Charisma bonus. Threat can be spent in any of the ways listed below, and must be spent before the end of your target's next turn. Any Threat not spent by then is lost.

- ***MOVEMENT.*** On its turn, a creature may spend any amount of its Threat to add +5 feet to its movement for each point of Threat spent.
- ***ABILITY CHECKS.*** When it fails an ability check, the creature may spend any amount of its Threat to add +2 to its check result for each point of Threat spent. Any Threat spent must be spent in one go, and if the ability check is still failed any spent Threat is lost.
- ***ATTACKS.*** When it makes an attack roll and misses, the creature may spend any amount of its Threat to add +1 to the result of the roll for each point of Threat spent. Any Threat spent must be spent in one go, and if the attack still misses any spent Threat is lost.
- ***DAMAGE.*** After making a damage roll, the creature may spend any amount of its Threat to add +2 to its damage total for each point of Threat spent.

You may use this feature a number of times equal to your Proficiency bonus. You regain spent uses of the feature when you finish a short or long rest.

INSPIRE WRATH

SHEPHERD LEVEL 14

If you spend one or more Command points on your turn, any allied creature can spend a bonus action on their turn to make an attack. Once one of your allies has taken advantage of this feature, no one can do so again until after your next turn. If no one takes advantage of this feature before the beginning of your next turn, its benefit is lost.

SOLDIER

The post-apocalyptic wastes may be in a state of anarchy, but there are always those who seek to impose order upon it. In a world where reason and neighbourliness are each in scarce supply, every cause needs its army. Most soldiers are trained to fight in support of such a cause, whether it be as lowly as guarding a settlement or caravan or as grand as protecting the interests of a nascent attempt at government. Many soldiers work for private organisations or serve as part of a mercenary army that sells its skills to the highest bidder.

WHY BE A SOLDIER?

PICK THE SOLDIER IF YOU WANT TO:

- Be a well-rounded professional combatant.
- Master all kinds of weapons and armour.
- Have lots of potential for self-improvement with feats.

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)

CLASS FEATURES

As a soldier, 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 SOLDIER LEVEL AFTER 1ST.

HIT DICE:

1D6 + 4 + YOUR CONSTITUTION MODIFIER PER SOLDIER LEVEL.

PROFICIENCIES

ARMOUR:

LIGHT, MEDIUM, HEAVY, AND SHIELDS.

WEAPONS:

SIMPLE AND MARTIAL.

TOOLS:

NONE.

SAVING THROWS:

STRENGTH AND CONSTITUTION.

SKILLS:

CHOOSE ANY ONE OF ANIMAL HANDLING, ATHLETICS, HISTORY, INSIGHT, INTIMIDATION, PERCEPTION, OR SURVIVAL.

CHOOSE ANY ONE OTHER SKILL.

EQUIPMENT

If you choose this class at first level you gain starting equipment. You may either buy your equipment using the starting currency for this class, or build a starting equipment pack (in which case you don't receive the starting currency, nor do you receive any of the 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 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** (b) 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
- a full waterskin (2 "bottles" of irradiated water) and 2 irradiated 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.

GUARDIAN

You gain the following benefits:

- While you're wearing armour, you gain a +1 bonus to AC.
  If using the piecemeal armour from *Wasteland Wanderers*, 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.

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.

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 weapons. On a successful hit with such an attack, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

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 you define the reason that you polish your battle skills. Available archetypes include the Brawler, the

Champion, the Heavy, the Pit Fighter, and the Sharpshooter.

The available archetypes and descriptions of their features appear after the core features for this class. The choice you make now is permanent—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

The following archetypes are available for the Soldier class. Some Fighter archetypes might also be compatible with the Scoundrel—for instance, the Inquisitive and Martial Adept might both be a good fit! Any Fighter archetypes available are subject to your group's preferences and the specifics of your wasteland.

BRAWLER

Pick this archetype if you intend to face the threats of the wasteland with only your fists, your wits, and whatever lies closest to hand!

Some of your features require their targets to make a saving throw. The saving throw DC of your Brawler features equals 8 + your Proficiency bonus + your Strength or Dexterity modifier (whichever is higher).

NEVER HARMLESS

SOLDIER LEVELS 3, 5, 11, AND 17

You're deadly even when you have no weapon. You gain the following benefits:

- You add your proficiency bonus to weapon attacks with improvised melee weapons.
- Your unarmed attacks deal 1d4 damage.
- The damage of your unarmed attacks and improvised weapons you wield increases as you gain levels in the Soldier class:
  - ***5TH LEVEL:*** 1d6
  - ***11TH LEVEL:*** 1d8
  - ***17TH LEVEL:*** 1d10

IRON BODY

SOLDIER LEVEL 7

Your long experience of brutal brawls against tough and often armed opponents dramatically increases your endurance. You gain the following benefits:

- You can now use your Second Wind twice between rests.
- You have advantage on saving throws against **exhaustion**.

TECHNICAL FIGHTING

SOLDIER LEVEL 10

Once per turn when you hit a target with an unarmed strike, you can choose to force the target to make a Strength or Dexterity saving throw or else suffer one of the following effects (your choice):

- You move the target to any free space within 10 feet of both the target and yourself.
- You and the target switch places.
- The target becomes prone.

SIGNATURE MOVE

SOLDIER LEVEL 15

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

CROSS-COUNTER

When an attacker that you can see and within your reach hits you with a melee attack, you can use your reaction to make an unarmed strike against them.

RABBIT PUNCH

You can forfeit your extra attacks during an Attack action you make while unarmed, making only a single attack instead. Your rabbit punch has the following special characteristics:

- You score a critical hit on a roll of 18, 19, or 20.
- On a hit your target is also **stunned** until the beginning of your next turn.

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.

TASTE OF VICTORY

SOLDIER LEVEL 18

Every hit you lands adds fuel to your inner fire.

You regain 3 hit points each time you successfully hit a hostile creature with an unarmed attack or improvised weapon, as well as each time you successfully grapple a hostile creature.

CHAMPION

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

BETTER CRITICALS

SOLDIER LEVELS 3 AND 15

Your keen eye and powerful blows make your attacks all the more dangerous. Depending on your level in the Soldier class, you gain the benefits of either Improved Critical or Superior Critical.

IMPROVED CRITICAL

SOLDIER LEVELS 3

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

SUPERIOR CRITICAL

SOLDIER LEVELS 15

Your weapon attacks score a critical hit on a roll of 18, 19, or 20.

REMARKABLE ATHLETE

SOLDIER LEVEL 7

You're capable of extraordinary feats of athleticism. You gain the following benefits:

- You can add half your Proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your Proficiency bonus.

- When you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Additional Fighting Style

Soldier Level 10

You can choose a second option from the Soldier's Fighting Style class feature.

Survivor

Soldier Level 18

You attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Heavy

Pick this archetype if you want to specialise in heavy weaponry. Refer to *Wasteland Wares* for a list of heavy weapons compatible with this archetype's features, or confirm with your Guide which weapons from alternative sources qualify.

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.

PIT FIGHTER

Pick this archetype if you want to be a veteran of the wasteland's brutal fighting arenas.

Some of your features require their targets to make a saving throw. The saving throw DC of your Pit Fighter features equals 8 + your Proficiency bonus + your Strength, Charisma, or Dexterity modifier (whichever is higher).

PLEASE THE CROWD

SOLDIER LEVEL 3

You know exactly how to appeal to your audience. You gain the following benefits:

- You become proficient in Performance. If you're already proficient in Performance you gain expertise in it, doubling your Proficiency bonus to Performance skill checks.
- When you use Performance to please the audience of a fight you're part of, or when you use it as part of any of this archetype's features, you make your choice of ability check: Strength (Performance), Dexterity (Performance), or Charisma (Performance).

FLOURISH

SOLDIER LEVEL 3

You have a flashy combat style that distracts your opponents and exploits their vulnerabilities in embarrassing ways.

As a bonus action, you can make a Performance check and compare your result to the passive Wisdom (Insight) of a single creature within 30 feet that can see or hear you.

If your Performance check exceeds the target's passive Wisdom (Insight), all attacks you make against them before the beginning of your next turn deal bonus damage. The damage type is the same as the weapon's normal damage, and the amount of bonus damage depends on the difference between your Performance check and the target's passive Wisdom (Insight), as shown on the ***Pit Fighter Flourish Damage*** table.

PIT FIGHTER FLOURISH DAMAGE

INSIGHT BEATEN BY...	BONUS DAMAGE
1-4	2
5-9	3
10-14	4
15-19	5
20+	6

IRON BODY

SOLDIER LEVEL 7

Your long experience of brutal brawls against tough and often armed opponents dramatically increases your endurance. You gain the following benefits:

- You can now use your Second Wind twice between rests.
- You have advantage on saving throws against **exhaustion**.

THE SHAKEN CONDITION

While **shaken**, a creature suffers the following effect:

- If a creature moves 5 feet or more or takes the Dash or Disengage action on their turn while shaken, 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**.

SOW DREAD

SOLDIER LEVEL 10

You learn to push your enemies, slowly eroding their confidence until it turns to apprehension.

If you deal damage to a creature at least twice during a single one of your turns, it becomes **shaken** until the end of its next turn (see the Shaken Condition sidebar).

SHIELD OF GLORY

SOLDIER LEVEL 15

You can shrug off blows that would fell other folk, enduring pain all for the sake of a glorious performance.

When a creature that you can see hits you with an attack, you can use your reaction to reduce the damage by your passive Performance score.

FEARSOME REPUTATION

SOLDIER LEVEL 18

Your dangerous reputation precedes you. At your option when initiative is rolled, all hostile creatures within line of sight of you make a Wisdom saving throw. On a failed save, a creature is **frightened** of you for 1 minute. A creature **frightened** by this feature can repeat its saving throw at the end of each of its turns.

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.

PERFECT AIM

SOLDIER LEVEL 7

You don't suffer disadvantage at long range.

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.

FURTHER DETAIL

This chapter explores other aspects of your character, including their background and languages.

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.

THE CARAVANNER'S CODE

If your character's personal background involved a lot of travel between settlements they gain this feature in addition to the other features granted by your chosen background.

The caravanner's code is an etiquette with which fellow travellers are meant to treat each other. You know how to approach other traders out in the wastes to lessen the risk of hostility. You can almost always persuade other travellers to share their fires, their shelter, and sometimes their food with you and your comrades. Of course, you are expected to offer the same courtesies if approached in a like manner.

BUNKER-BORN

You emerged into the wasteland from one of the bunkers.

PROFICIENCIES

SKILLS

- History
- Choose one of Engineering, Hacking, Medicine, Nature, or Science

TOOLS

- WristComp

EQUIPMENT

- A bunker suit
- A WristComp

SECRETS OF THE BUNKER

You intuitively grasp the purpose of most pre-apocalyptic technologies and scientific experiments you encounter. You still need any appropriate proficiencies to make use of the things you identify.

Additionally, collaborate with your Guide to determine a secret you know about your bunker which could dramatically alter the local balance of power. For instance, your secret might be the location of the bunker itself, a key piece of knowledge you gained there, or intelligence about a technology that can be found within.

CARAVANNER

You belong, or used to belong, to one of the caravan companies that keep trade moving throughout the wasteland.

PROFICIENCIES

SKILLS

- Intimidation
- Persuasion

TOOLS

- One type of gaming set
- Vehicles (Land)

EQUIPMENT

- An iron pot
- A lighter
- A set of traveller's clothes
- A symbol of your affiliation to the caravan company
- A pouch containing 15 currency

CARAVANNER'S CONTACTS

You can expect to receive room and board at any of your company's way houses. You also establish relationships in major settlements, allowing you to find a place to stay at a 25% discount in such locations.

CON ARTIST

You've always had the knack for figuring folks out and exploiting that awareness through lies and subterfuge.

PROFICIENCIES

SKILLS

- Deception
- Sleight of Hand

TOOLS

- Disguise Kit
- Forgery Kit

EQUIPMENT

- A set of wastelander's clothes
- Tools appropriate to your favourite trick (examples include: ten bottles or needles containing colourful liquids that resemble chems, a deck of marked cards, or a set of weighted dice)
- A pouch containing 15 currency

CHARLATAN

You've created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

COURIER

You've worked as a courier, one of the brave few who make their living ensuring that the disparate communities of the wasteland remain in touch. The role of courier is a job that attracts the brave and the reckless, and in which only skilled survivors thrive.

PROFICIENCIES

SKILLS

- Perception
- Survival

TOOLS

- Two proficiencies chosen from the following: any gaming set, any handheld musical instrument, and Vehicles (Land)

EQUIPMENT

- An iron pot
- A lighter
- A set of traveller's clothes
- A package (worth 30 currency upon delivery in the next settlement you visit, either to the local delivery company or addressee)

COURIER'S CACHET

All civilised folk respect a courier and their key role in wasteland communications. You can generally find a place to stay at a 25% discount in any settlement, except among raiders or tribefolk.

CRIMINAL

Settlements in the wasteland are often plagued with gangs or even run by large and powerful criminal families. You belong to one of these organisations.

PROFICIENCIES

SKILLS

- Deception
- Stealth

TOOLS

- One type of gaming set
- Thieves' tools

EQUIPMENT

- A crowbar
- A set of wastelander's clothes
- A pouch containing 15 currency

FAMILY CONNECTIONS

Your position and influence within your crime family is recognised by other members, as well as among the family's rivals. Members of the organisation defer to you if they are of a lower position and you are able to requisition simple equipment for temporary use.

You can also get messages to and from other criminals you know, even over great distances, by exploiting vast networks of contacts including sympathetic or blackmailed couriers and caravan masters.

DOCTOR

You're one of a rare few individuals who see value in preserving, restoring, and ultimately surpassing the advances of prewar science.

PROFICIENCIES

SKILLS

- Medicine

TOOLS

- Doctor's Bag
- Surgeon's Tools

EQUIPMENT

- 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.

FOLLOWER

You are, or were, an acolyte belonging to a wasteland religion or cult.

PROFICIENCIES

SKILLS

- Insight
- Persuasion

TOOLS

- Calligrapher's Supplies
- One type of gaming set or musical instrument

EQUIPMENT

- An icon of your faith
- A book of doctrine
- A set of wastelander's clothes

FAITH'S BOND

You know the lore and practices of your faith or cult, and can perform any related ceremonies. Other followers accept you as a true believer, and willingly provide hospitality and succour to you and your companions within their means. If your faith is lapsed, you can still pass as faithful among followers who don't know you've abandoned your faith.

You may have ties to a specific church or mission and be considered a resident there. While near this place you can call upon other local followers for assistance, provided you remain in good standing and the work isn't costly to them in resources or personal safety.

ORPHAN

Your parent died when you were very young. The wasteland is a harsh place for any kid to grow up, but especially so for a small child who has no choice but to look out for themselves.

PROFICIENCIES

SKILLS

- Two skills chosen from the following list: Deception, Sleight of Hand, Stealth

TOOLS

- Disguise Kit
- Thieves' Tools

EQUIPMENT

- A set of wastelander's clothes
- A token to remember your parents by
- A small knife
- 3 bobby pins
- A pouch containing 10 currency

HIDDEN PATHS

You have a knack for finding shortcuts and slipping through throngs. While in a settlement, and while not in combat, you and any companions you lead can travel between two locations twice as fast as your speed would normally allow.

PERFORMER

You feel alive while entertaining an audience, and turned that passion into a career.

PROFICIENCIES

SKILLS

- Performance
- Your choice of either Acrobatics or Sleight of Hand

TOOLS

- Two proficiencies chosen from the following: any musical instrument, Disguise Kit

EQUIPMENT

- A set of wastelander's clothes
- Your choice of either (a) an old world costume **or** (b) a sexy old world costume **or** (c) an old world mascot costume **or** (d) a set of old world formal clothes, **or** (e) a musical instrument of your choice
- A pouch containing 5 currency

THE WORLD IS A STAGE

You can always find a place to perform. You receive free lodging and food of a standard suitable for the venue, as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognise you in a town where you've performed, they typically take a liking to you.

RAIDER

You are, or were, affiliated with one of the many raider gangs.

PROFICIENCIES

SKILLS

- Intimidation
- Survival

TOOLS

- Two proficiencies chosen from the following: any gaming set, any handheld musical instrument, and Vehicles (Land)

EQUIPMENT

- A visible gang tattoo (typically on your face, neck, or wrist)
- A set of traveller's clothes
- A trophy taken from a past victim
- A pouch containing 15 currency

PART OF THE GANG

You know how to behave among raiders to ensure they treat you with respect, or at least caution. You're usually able to gain access to camps belonging to your gang (or former gang), as long as you remain on friendly terms with them. Additionally, you can generally negotiate access to other raider camps for your comrades and yourself, provided the gang in question can be reasoned with. You can't use this feature to negotiate with members of a rival gang if they're aware of your own affiliation.

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

- 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.

SCHOLAR

You've always seen value in preserving, restoring, and ultimately surpassing the advances of prewar knowledge.

PROFICIENCIES

SKILLS

- Choose two of Engineering, Hacking, History, Medicine, Nature, or Science

TOOLS

- Choose one of Calligrapher's Supplies, Cartographer's Supplies, Chem Cook's Tools, Electrician's Tools, or Mechanic's Tools.

EQUIPMENT

- A case for charts and maps
- A set of traveller's clothes
- One set of tools for which this background grants you proficiency

SCIENTIFIC ENQUIRY

You intuitively grasp the purpose of most technologies and scientific experiments you encounter. Understanding doesn't equal proficiency: you must still have any appropriate skills to make use of the things you identify.

You're afforded respect and goodwill from the scientific community, provided you remain in good standing. Scientists you know generally agree to assist you with tasks that won't be costly to them in resources, time, or personal safety.

TRIBEFOLK

You've always had the knack for figuring folks out and exploiting that awareness through lies and subterfuge.

PROFICIENCIES

SKILLS

- Athletics
- Survival

LANGUAGES

- One additional language (often a creole or dialect spoken by your tribe)

TOOLS

- One type of musical instrument

EQUIPMENT

- Tribal tattoos
- A staff
- A bear trap
- A trophy from an animal you killed
- A set of wastelander's clothes
- A pouch containing 10 currency

TRIBAL AFFINITY

You're welcome among your tribe and can be certain of shelter and food for you and your allies, within the tribe's means. You also know how to behave among tribefolk to ensure they treat you with respect, or at least caution. You can generally secure entry to a tribe's settlement for you and your allies provided your tribe aren't considered their enemies.

UNDERGROUND AGENT

You're a full agent of a clandestine organisation which seeks to free biosynths from the control of their shadowy masters.

PROFICIENCIES

SKILLS

- Deception
- Stealth

TOOLS

- Disguise Kit

EQUIPMENT

- A set of traveller's clothes
- A disguise kit
- A pouch containing 5 currency

COVERT OPERATIVE

You know up-to-date countersigns used to identify other agents, and understand codes used to encrypt communications between cells. You're also fluent in Undersigns, symbols used to mark caches, dead drops locations, safe houses, and the presence of allies or danger.

Other agents or sympathisers you encounter are predisposed to assist you if it doesn't unduly endanger them and is within their means.

You also know the location of your local cell's current headquarters and are always welcome there as long as you don't compromise it to outsiders. In addition, you know the location of dead drops currently used by your cell.

VETERAN

You are, or were, an active member of a military force. Your affiliation might be to a a legitimate government's armed forces or to a mercenary company.

PROFICIENCIES

SKILLS

- Athletics
- Intimidation

TOOLS

- One type of gaming set
- Vehicles (Land)

EQUIPMENT

- A dog tag
- A trophy taken from a fallen enemy
- A set of wastelander's clothes
- An iron pot
- A lighter
- A pouch containing 15 currency

MILITARY RANK

You have a military rank from your career as a soldier. Soldiers loyal to the same military organisation recognise your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or mounts for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognised.

LANGUAGES

All player characters speak the language of their native region, whether that happens to be a real world location or a nation in a fictional world. All wasteland NPCs in the region speak the same language, albeit not always well!

Some backgrounds grant an additional language. If there's another reason you might know one or more other languages , you may add them to your character sheet. For instance, in a campaign set in post-apocalyptic America, a human or rotter descended from Palestinian immigrants might also speak Arabic if you think their family line has continued efforts to keep the language alive. A robot whose prewar function involved any form of communication or translation would logically know several languages.

There's no guarantee that knowing other languages will be particularly useful in the wasteland, as speakers or reading materials in that language could be rare. If you want the languages your character knows to be occasionally useful make sure to have a conversation with your Guide.

CUSTOMIZATION

This chapter explores how the new classes in this book interact with the optional multiclassing rules, and expands on the number of feats available when using the optional feat rules. As always, groups may allow or disallow anything they wish. Be sure an option is available at your own table before choosing it.

MULTICLASSING

If multiclassing is allowed in your campaign, then here are the things you need to be aware of in addition to anything specified in the core rules:

PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the ***Multiclass Prerequisites*** table. In practical terms, each class has capabilities tied to one or more ability scores and meeting these minimum scores ensures you gain some benefit from these features. The prerequisites can be waived with your Guide's agreement, but be sure you understand how you'll be effected if you don't have a bonus in the listed score.

MULTICLASS PREREQUISITES

CLASS	ABILITY SCORE MINIMUM
Savage	Strength 13
Scientist	Intelligence 13
Scoundrel	Dexterity 13
Scout	Dexterity 13 **and** Wisdom 13
Shepherd	Charisma 13
Soldier	Strength 13 **or** Dexterity 13

PROFICIENCIES

When you gain your first level in a class other than your initial class, you gain only some of the new class's starting proficiencies. The proficiencies you gain when joining a class after 1st level are specified in a class's Proficiencies entry.

FEATURES

When you gain a new level in a class you gain its features for that level. You don't receive the starting equipment for the class.

EXTRA ATTACK

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you can (as the Soldier's version of Extra Attack does).

FEATS

You may select any of the following feats from the core rules which are allowed by your group:

- Actor
- Alert
- Athlete
- Charger
- Defensive Duelist
- Dual Wielder
- Durable
- Grappler
- Great Weapon Master
- Healer ("First Aid Kit" replaces "Healer's Kit").
- Heavily Armored
- Heavy Armor Master
- Inspiring Leader
- Keen Mind
- Lightly Armored
- Lucky (but not if the optional Luck Ability is used)
- Martial Adept
- Mobile
- Moderately Armored
- Mounted Combatant (if mounts are available in your wasteland)
- Observant
- Polearm Master (applies to any two-handed weapon with a long haft)
- Resilient
- Savage Attacker
- Sentinel
- Sharpshooter
- Shield Master
- Skilled
- Skulker
- Tavern Brawler
- Tough
- Weapon Master

Some feats from other books may also be good fits.

NEW FEATS

In addition to any feats approved from other sources, your group can approve any of the following feats for use. Some of these feats make reference to equipment and rules described in *Wasteland Wares*.

ADRENALINE RUSH

You crave the feeling of being on the knife's edge between victory and defeat, life and death. You're at your best and most dangerous during these moments.

- When your hit points are reduced to half your maximum or less, you enter an Adrenaline Rush that lasts for one minute or until you're reduced to 0 hit points or knocked unconscious. While you're in your Adrenaline Rush you gain the following benefits:
- You have a +1 bonus to attack and damage rolls, as well as Strength-, Dexterity-, and Constitution-based ability checks and saving throws.
- You gain temporary hit points equal to your character level.
- Once your Adrenaline Rush has ended, you can't enter it again until you complete a long rest.

ANIMAL FRIEND

You have a way of pacifying even the most vicious beasts.

- Increase you Wisdom score by 1, to a maximum of 20.
- You're proficient in Animal Handling.
- As an Action, you can attempt to convince a beast within 30 that

you're a friend. If the beast's Intelligence is 4 or higher, you fail. Otherwise, the beast must make a saving throw equal to 8 + your proficiency bonus + your Wisdom bonus. It has advantage on its saving throw if you or one of your companions has cause harm to the beast or any of its allies. On a failed save, the beast is charmed by you until your next short rest, at which time it takes its leave, or until you or one of your companions harm the beast. On a successful save, the beast is immune to further attempts to charm it using this feature until 24 hours have passed. Once you've successfully charmed a beast, you can't use this ability again until you complete a short or long rest.

BLOODY MESS

You excel at targeting vulnerable points, causing deadly and messy damage. When one of this feat's features requires a saving throw, the DC is equal to 8 + your weapon's attack bonus.

- When you score a critical hit, double your ability bonus to the damage roll.
- Whenever you attack a living creature and roll the maximum possible result on at least one of your weapon's damage dice, the target takes another 1d4 damage at the beginning of each of its subsequent turns. It may make a Constitution saving throw at the end of each of its turns to end this effect. A creature can't be affected by this ability again while still taking ongoing damage from it.
- Whenever you reduce a creature to 0 hit points and the damage is lethal, you can choose to dismember them in gory fashion. All hostile creatures within line of sight of both you and the target must succeed at a Wisdom saving throw or become frightened of you. An affected creature can repeat its saving throw at the end of each of its turns. A creature which succeeds at its saving throw is immune to this effect for the next 24 hours.

CHEM RESISTANT

Your constitution is naturally strong against the dangerous side-effects of chem abuse.

- Increase you Constitution score by 1, to a maximum of 20.
- When you make a saving throw against addiction, reduce the DC by 5.
- If the optional Recovering Addict condition is in play, you're immune to the condition. You never need to make rolls against temptation to take or use a substance to which you were once addicted.

CREATURE OF ACTION

You know that there's no time to waste, and you're quick to turn thought into action.

- Increase you Dexterity score by 1, to a maximum of 20.
- You're proficient in your choice of Acrobatics or Athletics.
- You gain one use of the Soldier's Action Surge feature, which can be spent on your turn to give you one additional action. If you have multiple uses of Action Surge, you

can only use it once on the same turn. You regain your Action Surge from this feature when you finish a long rest.

CULT OF PERSONALITY

People can't help but be swayed by your charms.

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks made to persuade an indifferent or friendly creature to answer a question or perform a simple task on your behalf that takes no more than an hour. Example tasks include delivering a message, temporarily holding onto an item for you, or keeping watch on a location. If the creature is friendly, they may accept a small amount of personal risk.
- You can always attempt to improve the attitude of a hostile creature, even when it would normally be considered so hostile it rejects your attempts.

DEMOLITIONS EXPERT

You're adept at handling and disarming explosives.

- Increase your Dexterity score by 1, to a maximum of 20.
- You can place (but not conceal) a mine as a bonus action.
- You have advantage on Intelligence (Stealth) checks you make to conceal a mine.
- You have advantage on Intelligence (Sleight of Hand) checks you make to disarm an explosive.

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.

DODGER

You have a talent for avoiding harm.

- Increase your Luck score by 1, to a maximum of 20. If the optional Luck ability score isn't being used, increase your Charisma score by 1 instead.
- When you take the Dodge action you also gain the benefits normally associated with the Disengage action, and during the Dodge attackers always

have disadvantage even when they would normally cancel it out.

EDUCATED

You've received an education that most wastelanders would envy.

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain two proficiencies which must be chosen from the following list of skills and tools: Hacking, History, Medicine, Nature, Science, Surgeon's Tools, and WristComp.

EMPATHY

You've a knack for sensing the emotional turmoil in those around you.

- Increase your Wisdom score by 1, to a maximum of 20.
- You add +5 to your Wisdom (Insight) and passive Wisdom (Insight) for the purposes of determining a creature's emotional state.

ENIGMATIC ACCOMPLICES

When your need is great, you're sometimes aided by strangers who appear as if from nowhere and disappear as quickly, stopping only to provide a momentary intervention.

- Increase your Luck score by 1, to a maximum of 20. If the Luck ability score isn't being used, increase your Charisma score by 1 instead.
- When you have fewer than half of your hit points and there are hostile creatures remaining, there is a 30% chance that an Enigmatic Accomplice appears at the end of of your turn. If no Accomplice shows up, keep rolling at the end of your subsequent turns, increasing the chances of an appearance by a cumulative 10% each time.

When they appear, the Enigmatic Accomplice deals 1d4 piercing damage for every character level you posses to the creature you most recently damaged. If that creature is already unconscious or dead, the Enigmatic Accomplice damages the hostile creature which currently has the most hit points.

Once an Enigmatic Accomplice appears, you can't benefit from this feature again until after your next long rest.

FASTER HEALING

PREREQUISITE: ***YOU MUST HAVE ACCUMULATED 3 OR MORE LEVELS OF RADSICK AT LEAST ONCE BEFORE YOU CAN SELECT THIS FEAT.***

You've mutated, developing an accelerated capacity for recovery.

- Increase your Constitution score by 1, to a maximum of 20.
- Once per hour, you can spend a Hit Die to recover hit points without needing to rest.
- When you spend a Hit Die to recover hit points, a result of less than 3 is treated as though you rolled a 3.
- Add half your Proficiency bonus to the number of Hit Dice you recover over a long rest.

FIX FINDER

You intuitively understand mechanical problems and how to efficiently fix them.

- Increase your Intelligence score by 1, to a maximum of 20.
- You have advantage on Intelligence (Mechanics) checks to identify faults in machines and Dexterity (Mechanics) checks to repair mechanical damage.
- You reduce the currency and/or salvage costs of mechanical repairs by 25%.

GAMBLER

You love to take chances, and you're pretty good at it, winning more often than you lose.

- Increase your Luck score by 1, to a maximum of 20. If the Luck ability score isn't being used, increase your Charisma score by 1 instead.
- You add +5 to any ability check you make while playing a game of chance.
- After rolling an attack roll, ability check, or saving throw you can roll two d20s, replacing your result with the highest of the two rolls. Take note of the lowest d20 value and whether you replaced an attack roll, ability check, or saving throw.
  - If you replaced an attack roll, the lower d20 value is used on the next attack roll instead of rolling.
  - If you replaced an ability check, the lower d20 value is used on the next ability check instead of rolling.
  - If you replaced a saving throw, the lower d20 value is used on the next saving throw instead of rolling.

  Once you've used this feature, you must complete a short or long rest before you can use it again.

GHOULISH

You've become partially mutated in a similar fashion to a ghoul, and are resistant to radiation.

- Increase your Constitution score by 1, to a maximum of 20.
- You have advantage on saving throws against radiation poisoning.
- You reduce radiation damage that you take by 3.

GUN FU

In your hands guns are an extension of the body, and you wield them with the grace of a martial artist.

- When you miss a creature with a ranged weapon attack roll but the difference between your attack roll and their AC is 5 or less, you may move that creature to a free space within 5 feet of their current location.
- Whenever you make ranged weapon attack rolls against two or more targets during the same turn and at least two of those attacks hit, all targets you hit take an additional d4 damage of your weapon's primary damage type.

HARMLESS
You appear nonthreatening, causing others to underestimate you.

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception) checks to appear weaker or more useless than you are.
- When you roll initiative and aren't surprised, you can make a Charisma (Deception) check against the passive Wisdom (Insight) of all hostile creatures that can see you. If you beat a creature's Wisdom (Insight), it can't attack you or choose to target you with a harmful effect until it sees you take a harmful action against one of its allies or itself. The creature may still include you within an area effect for which it doesn't declare targets.

HEAVE HO!
When you hurl things, you hurl them hard.

- Increase your Strength score by 1, to a maximum of 20.
- When wielded by you, the short and long ranges of thrown weapons are one and a half times their normal distances.
- When you deal damage with a thrown weapon, roll an additional die of damage.

INSPIRATIONAL PRESENCE
You comfort and instil confidence in those around you.

- Increase your Charisma score by 1, to a maximum of 20.
- You may spend your reaction to grant an ally within 30 feet of your location advantage on an attack roll or saving throw.

LEAD BELLY
Your digestive tract has adjusted to the radiation present in the wasteland's food and water.

- Increase your Constitution score by 1, to a maximum of 20.
- You don't suffer radiation poisoning from consumption of food and drink.

LIGHT STEP
You tread softly and with care.

- Increase your Dexterity score by 1, to a maximum of 20.
- Your movement speed increases by 5 ft.
- When you trip a mine or a trap triggered by your feet (such as a pressure plate, pit trap, or floor-level trip wire), roll a d6. On a result of 4-6, you don't trip it but become immediately aware of it and move to the nearest safe space. On any other result, you trip it as normal.

LONE WANDERER
You're cunning or tough enough to survive the wastes, even when you can't rely on comrades to watch your back.

- You gain temporary hit points equal to your Constitution or Intelligence bonus (whichever is highest) at the beginning of any turn in which you have no allied creatures within 30 feet of your location.

MASTER TRADER

You always come out ahead in a trade.

- Increase your Charisma score by 1, to a maximum of 20.
- You automatically negotiate the cost of goods and services down by 25%. This discount applies only to you, or you can waive your own discount with the merchant to negotiate the discount on behalf of one other creature.
- You may choose to attempt to negotiate a better discount through roleplaying and rolls. Should you attempt to do so negotiations begin from the standard cost of the goods or service and your automatic discount doesn't apply.

MOVING TARGET

You're always on the move, making it hard to target you.

- Increase your Dexterity score by 1, to a maximum of 20.
- When you take the Dodge action and move on the same turn, you're treated as though you have half cover until the beginning of your next turn. If you move behind actual cover, the degree of cover it provides is increased by one step.

MUTATION

PREREQUISITE: *YOU MUST HAVE ACCUMULATED 3 OR MORE LEVELS OF RADSICK AT LEAST ONCE BEFORE YOU CAN SELECT THIS FEAT.*

Your exposure to radiation has permanently changed you.

- Reduce one of your ability scores by 3.
- Choose one of your Strength, Dexterity, or Constitution. It is increased by 4. Alternatively, you may increase two abilities from the same list by 2. You can't increase an ability score above 20, and you can't increase the same ability score that you reduced by 3.
- You gain one special feature chosen from the list below, which must be associated with an ability score you've increased using this feat:
  - ***STRENGTH:*** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
  - ***DEXTERITY:*** Your walking speed increases by 5 ft.
  - ***CONSTITUTION:*** You gain bonus hit points equal to your Constitution bonus plus half your character level (minimum 1). The amount of bonus hit points granted by this feat increases as you gain additional character levels.
  - ***CONSTITUTION:*** Your Rad Resist increases by 5.

NIGHT VISION

You have an exceptional ability to see in the dark.

- You have darkvision out to a range of 120 ft.

PACK ALPHA

You take advantage of the distractions caused by your allies, striking when your enemies are most vulnerable.

- Increase your Charisma score by 1, to a maximum of 20.
- For every one of your allies that has already damaged a target since the end of your last turn, your own attacks against that target deal an additional point of damage.

PATHFINDER

You have a knack for finding better routes through the wasteland.

- Increase your Wisdom score by 1, to a maximum of 20.
- When you and your companions are travelling over long distances, your ability to find the best paths lets you travel further as shown in the *Pathfinder Overland Travel* table.

PATHFINDER OVERLAND TRAVEL

TRAVEL PACE	DISTANCE PER HOUR	DISTANCE PER HOUR
Fast	4.5 miles	35 miles
Normal	3.5 miles	28 miles
Slow	2.5 miles	21 miles

- When you and your companions encounter difficult terrain while travelling over long distances, your guidance allows the group to move at three quarters the usual pace rather than half.

PICKPOCKET

You have a talent for relieving folks of their possessions or slipping them something unseen.

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in Sleight of Hand.
- As long as a creature isn't paying attention to your hands, you have advantage on Dexterity (Sleight of Hand) checks you make to either remove an item no larger than a knife from their person or slip a similarly sized item onto their person.

PYROMANIAC

You love fire, especially when you're the one lighting it.

- You're proficient with any weapon that deals fire damage.
- Whenever you deal fire damage to a creature, you deal 3 additional fire damage. This bonus damage ignores fire resistance, but not immunity.

QUICK POCKETS

You're adept at secreting items about your person and recovering them quickly.

- Increase your Dexterity score by 1, to a maximum of 20.
- You can open or close a container on your person, remove an item from a container on your person, or place an item into a container on your person as a bonus action.
- As long as a creature isn't paying attention to your hands, you have advantage on Dexterity (Sleight of Hand) checks you make to either conceal an item no larger than a

knife somewhere on your person or remove such an item unnoticed from its hiding place on your person.

SALES SUPERSTAR

You have the knack of convincing others to part with their hard earned currency.

- Increase your Charisma score by 1, to a maximum of 20.
- When you sell items or offer your services, the customer is automatically willing to accept a price 25% higher than they would normally agree to. This bonus applies only to you, or you can waive your own bonus to negotiate the bonus on behalf of one other creature. If you sell the services of a group, the bonus does not apply.
- You may choose to attempt to negotiate a higher price through roleplaying and rolls. Should you attempt to do so negotiations begin with you setting a price for the goods or service and your automatic bonus doesn't apply.

SCROUNGER

Through a combination of observation, experience, and sheer luck, you are adept at finding hidden stashes that others might miss.

- Increase your Luck score by 1, to a maximum of 20. If the Luck ability score isn't being used, increase your Wisdom score by 1 instead.
- Whenever you're present when your party discovers a supply of ammunition for any weapon type except for heavy weapons, you might find additional secret stashes. Roll 1d4-1 for every type of ammunition found for which you carry a compatible weapon. You gain that much ammo.
- Whenever you're present when your party finds one or more meals, drinks, and snacks, you might find additional sustenance. Roll 1d12:

  1-6: you find no additional food or drink.

  7-8: you find an additional solid snack.

  9-10: you find an additional liquid snack.

  11: you find an additional meal.

  12: you find an additional drink.

SILENT RUNNING

You can move quietly without sacrificing speed.

- Increase your Dexterity score by 1, to a maximum of 20.
- You can make a Dexterity (Stealth) check even when you're not moving slowly.
- You have advantage on Dexterity (Stealth) checks when you are moving slowly.

SLAYER

You're capable of brutal blows.

- Increase your Strength score by 1, to a maximum of 20.
- When you make a melee weapon attack, you score a critical hit on a roll of 19 or 20. If you already have an increased critical threat range, the range increases by 1 instead.
- When you score a critical hit with a melee weapon, you can roll one of the weapon's damage dice one additional time and add it to the extra damage.

SMOOTH TALKER
You always know the right words to say.

- Increase your Intelligence score by 1, to a maximum of 20.
- You can always use Intelligence in place of Charisma when making Deception or Persuasion checks.

SNAKE EATER
Needs must, and you've grown accustomed to eating poisonous flora and fauna that most people wouldn't touch. You've survived these dangerous meals, and picked up a tolerance for them.

- Increase your Constitution score by 1, to a maximum of 20.
- You have resistance to poison damage, and advantage on saving throws against the poisoned condition.

SNIPER
You're an incredible marksman, even at a distance.

- Increase your Dexterity score by 1, to a maximum of 20.
- When you attack with a ranged weapon that has a stock and either has or is capable of possessing a scope modification, you score a critical hit on a roll of 19 or 20. If you already have an increased critical threat range, the range increases by 1 instead.
- In your hands, the short range of a ranged or thrown weapon is 30 ft. higher than usual (up to the weapon's maximum range).

STONEWALL
You're steady on your feet, only moving when you want to.

- Increase your Strength score by 1, to a maximum of 20.
- You have advantage on saving throws to resist being pushed, pulled, or knocked prone.

STRONG BACK
Like Atlas, you've grown accustomed to carrying more than your fair share.

- Increase your Constitution score by 1, to a maximum of 20.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- You ignore the Strength requirement of heavy armour pieces.

APPENDIX A: LUCK

Your group may decide you'd like to use an optional trait, Luck, to account for the role chance plays in the wasteland.

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, might suffer conditions to reflect broken bones, and if you land in water it's likely irradiated and could inflict levels of **radsick**.

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 change its effect to increase the character's Luck score by 3 (to a maximum of 8).

APPENDIX B: SUPPLEMENTAL RULES

Your group may be using any or all of the optional rules described in this appendix to reflect the harsh realities of the wasteland your characters live in.

DAMAGE TYPES

Robots, Weapons created by Scientists, and equipment from *Wasteland Wares* can deal or resist damage of new types. Additionally, not all of the damage types used by the 5e core game are necessarily appropriate for your setting. The following damage types are recommended for most wastelands.

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.

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.

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.

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.

RARE DAMAGE TYPES

The following additional damage types may be dealt by weapons and other attacks in your wasteland. They are less likely to be appropriate in all wasteland worlds, and your Guide may not include some or any of them. Note that some options presented in this book make reference to rare damage types, such as robot models and Scientist features that deal laser damage. You can't usually select an option that deals a damage type that isn't approved, but discuss the possibility with your Guide. Perhaps your your character's weapon is a prototype, the first of its kind.

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.

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.

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.

TYPE EQUIVALENCE

These damage types are mostly identical to the types in the core game, though some have been renamed to reflect the less fantastical nature of the intended setting: Chemical is equivalent to Acid, Electrical is equivalent to Lightning, and Sonic is equivalent to Thunder. Although the parallels aren't exact, you can also consider Radiation to be largely equivalent to Necrotic. Likewise, Laser is similar to Radiant.

RADIATION AS POISON

Even if nuclear bombs and radioactive fallout weren't the cause of your world's apocalypse, sources of radiation are probably still present in your setting. Thus, the radiation damage type is recommended for all wastelands.

However, if radiation exposure will be very rare in your game your Guide may choose to treat any reference to radiation damage as though it were poison damage instead.

RADIATION

When radiation is a key feature of your wasteland, it's more than just a damage type. Exposure to radiation results in harmful long-term effects.

DAMAGE

Radiation is a damage type dealt both by creatures and environmental hazards. All radiation damage has a secondary effect: creatures who take radiation damage may fall victim to the **radsick** condition.

RESISTANCE & IMMUNITY

Creatures that have mutated or are inorganic can have resistance or immunity to 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 radiation damage, they are also immune to the **radsick** condition.

VULNERABILITY

A vulnerability to radiation damage is possible, though unlikely. A creature with such a vulnerability couldn't survive long in an irradiated wasteland! However, characters might encounter a delicate creature sealed in a bunker's lab, or perhaps even an alien crashed in the wasteland with nothing to protect it from the radiation than its flight suit.

RAD TOLERANCE

Even creatures which lack resistance or immunity to radiation damage have developed a tolerance to it thanks to generations of exposure.

All creatures have a Rad Tolerance score unless they have radiation immunity, in which case they don't need one. A creature's Rad Tolerance is used to help determine the severity of a radiation exposure, and thus the DC of the creature's saving throw. Rad Tolerance interacts with the Geiger Counter and Rad Boxes options described later in this section. They're two alternative methods for accomplishing the same thing, but their implementations have different effects on your game. You don't need to know which rule your group is using before play if you don't want to, but you might like to read about how either option will change your play experience.

CHARACTER TOLERANCE

Player characters, along with other creatures with levels in heroic classes, calculate their Rad Tolerance as follows:

5 + CONSTITUTION SAVING THROW MODIFIER + (CHARACTER LEVEL -1)

CREATURE TOLERANCE

Creatures with no heroic class level, calculate their Rad Tolerance as follows:

5 + CONSTITUTION SAVING THROW MODIFIER + (CHALLENGE RATING -1)

RADSICK

Radsick is a new condition. Falling victim to it is a constant danger in any post-nuclear world. What begins with symptoms of nausea leads into headaches, fever, dizziness, and weakness. Ultimately a **radsick** person experiences hair loss, high infection risk, poor natural healing, and other more serious symptoms.

Many effects can cause a creature yo become **radsick** instantly. Others, such as consuming irradiated food and drink, have a delayed impact but can still become immediately serious after a single failed saving throw.

RADSICK SOURCES

Whenever a creature is exposed to a source of radiation, they may gain one or more levels of **radsick**. Some of the ways in which that might happen are as follows:

BACKGROUND RADIATION

- When a creature is exposed to high levels of background radiation or a highly radioactive source such as spilled waste. In such instances the **radsick** condition can come on rapidly, and the Guide may call for a Constitution saving throw almost immediately.
- When a creature has been exposed to lower levels of radiation exposure consistently over a long period the Guide can call for a Constitution saving throw.

IRRADIATED MEALS

- When a creature imbibes irradiated food or drink, they must make a

Constitution saving throw at the beginning of their next long rest. See the rules for sustenance.

Radiation Damage

When a creature takes any amount of radiation damage they must make a Constitution saving throw at the beginning of their next short or long rest.

RADSICK LEVELS

LEVEL	EFFECT
1	You're **poisoned**.
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.

RADSICK LEVELS

Like exhaustion, the **radsick** condition has six levels of increasing severity, as shown in the ***Radsick 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**, the next time they fall victim to a source of the **radsick** condition they gain the next level (or levels, if the source applies multiple levels at once). Thus, their conditions worsens as they fall victim to multiple exposures.

A creature suffers all the effects of its current level of **radsick** as well as the effects of lower levels. **Radsick** levels tend to apply other conditions and all the effects that go with them, making continued exposure extremely dangerous.

CUMULATIVE RADS

Creatures can be exposed to small amounts of radiation which have no immediate effect but do cumulative damage over time. Two options are provided for tracking cumulative radiation: Geiger Counters and Rad Boxes. Each has a slightly different effect on your game, and your group will need to decide which of the two methods it prefers.

GEIGER COUNTERS

In this approach to cumulative radiation, each time a creature suffers one or more points of radiation damage, they take a physical token known as a Geiger counter. If the damage the creature takes exceeds their Rad Tolerance, they instead take two Geiger counters.

Any kind of token can be used to represent Geiger counters, including poker chips, cards, and bottle caps. If you prefer not to use counters at all, players can simply keep tallies.

CUMULATIVE RAD SAVING THROWS

When you take a short or long rest and you have one or more Geiger counters, make a Constitution saving throw. The saving throw's DC is 8 + the number of Geiger counters you've collected since your last rest. On a failed saving throw, you gain a level of **radsick**.

CUMULATIVE RAD SAVE DC = 8 + GEIGER COUNTER

RAD BOXES

In this approach to cumulative radiation, every creature has two Rad Boxes, as shown in the example below.

EXAMPLE RAD BOXES

BOX	1	2
DAMAGE	1-6 ☐	7+ BOTH ☐
SAVE DC	10	15	13

The first of a creature's Rad Boxes is for damage which deals less than their Rad Tolerance. The second box is for damage equal to or exceeding their tolerance. In the example given, the creature's Rad Tolerance score is 7.

When a creature takes damage less than their Rad Tolerance for the first time, they check the first box.

When a creature takes damage equal or higher than their Rad Tolerance for the first time, they check the second box.

CUMULATIVE RAD SAVING THROWS

When you take a short or long rest and one or both of your Rad Boxes has been checked, make a Constitution saving throw. The saving throw's DC depends on which Rad Boxes are checked. On a failed saving throw, you gain a level of **radsick**. Either way, your Rad Boxes are cleared.

FIRST BOX CHECKED DC = 10

SECOND BOX CHECKED DC = 13

BOTH BOXES CHECKED DC = 15

FOR PCS

GEIGER COUNTERS

The difficulty of cumulative rad saving throws increases only gradually with each instance of damage. Thus, this approach is often more forgiving. However, continued exposure to radiation can result in the DC climbing higher than the maximum possible DC of Rad Boxes so it can end up more dangerous over the course of a particularly unforgiving adventure.

In most situations, Geiger counters should be slightly slightly safer for player characters than rad boxes.

RAD BOXES

Rad Boxes cause the saving DC to jump with each box checked, but the approach also caps the maximum DC. Because you only check a box the first time damage meets its threshold, a lucky creature can endure many attacks without their saving throw DC climbing. On the other hand, a more likely outcome is that the DC will jump to the maximum possible with only a few instances of radiation damage.

This option is generally a bit more dangerous, so is most suitable for NPCs but can also be applied to player

characters in games where groups seek either a little more danger or simply less resource tracking.

FOR NPCS

Your Guide will decide whether to track Geiger counters or rad boxes for NPCs and creatures you meet. In many situations it isn't that important to know the long-term effects of the **radsick** condition on an NPC. 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 radiation could ever be an issue. As a general rule, the Guide should only concern themselves with cumulative radiation for an NPC if there is a good chance of a long-term relationship with player characters, such as when they are allies or live in a settlement which might be revisited.

The Guide may prefer to use Rad Boxes for NPCs, even when players are using Geiger Counters. It's a simpler system and much easier to keep track of when you're concerned with multiple creatures. If Geiger counters are used, the Guide should keep tallies rather than using physical tokens, regardless of the approach used by players.

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.

SUSTENANCE SAVE DC =
8 + STARVATION + DEHYDRATION

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 quite 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, but 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.

IRRADIATED SUSTENANCE

Most sources of food and drink in the wasteland are irradiated. If you eat irradiated meals or solid snacks, or drink irradiated 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. On a failed saving throw you gain a level of **radsick**.

SUSTENANCE RAD SAVE DC =
10 + 1 PER ADDITIONAL
SUSTENANCE AFTER FIRST

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:

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.

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