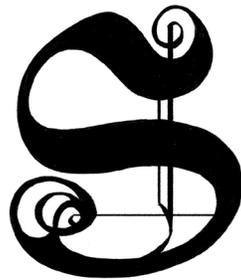


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HELLSCAPES

HELLSCAPES

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CHAPTER 1: SURVIVAL



HELLSCAPES is a rules and genre adaption of 5th edition Dungeons & Dragons that allows you and your friends to set out into the post-apocalyptic wastes. It's all about survival and horror stories inspired by franchises with an emphasis on teamwork and scavenging like *The Walking Dead*, *Water World*, *The Postman*, *Mad Max*, and the *Fallout* games. We've chosen this team-focused subgenre of science fiction because it's one that really works with the basics of *D&D*. It's built for survival horror that jumps into battle, glosses over the hard science, and pushes working together as a community.

This is not to say that **HELLSCAPES** is brainless or heartless. Your stories should be as inspiring, touching, and thought-provoking as ever, aided by a system that doesn't get in the way. We hope what you'll find here is exactly what you need to build your own wasteland or adapt one you know and love from popular media. If you enjoy *D&D* and survival stories the way we do, this will be just the book you're looking for.

HELLSCAPES is comprised of the following chapters:

Chapter 1: Survival. We take a look at what it takes to run **HELLSCAPES**. You are here.

Chapter 2: Origins. We delve into how to play tribal humans, mutants, and cyborgs.

Chapter 3: Class. We go into each of **HELLSCAPES'** six core classes and their archetypes.

Chapter 4: Options. We flesh out characters with the kinds of Backgrounds and Feats they'll need in the post-apocalypse.

Chapter 5: Equipment. We provide the armor, weapons, and gear the party will need to take on the galaxy, including personalized equipment equivalent to magic items.

Chapter 6: Vehicles. New rules for handling vehicle battles.

Chapter 7: Gambits. Our version of spells. We give you the rules for how they work and a complete set of them.

Chapter 8: Monsters. All the aliens, mutants, robots, and other threats you need to flesh out your hellscape.

Rules Conversion

We've done everything we can to make it simple to convert from fantasy to the modern world here. You might not even notice much of a difference. Many of our changes are merely to terminology and cosmetics. Some are just about adapting to the kinds of technologies available in sci-fi. In general, tech and science replace magic. It's that simple.

Gambits

One difference you'll notice is that the system for spells is replaced with 'gambits.' Gambits are maneuvers and stunts that highly skilled characters might have access to once in a while. They work almost exactly as spells do.

The terminology changes a little with this alteration. You don't 'cast' gambits, you 'pull' them. You don't get 'cantrips' at low levels, you get 'tricks.' It won't take long before you're pulling tricks and gambits just as easily as casting spells.

Damage Types

We change up damage types in **HELLSCAPES**, mostly to pull them out of their grounding in fantasy. Use the normal list of damage types from *D&D* with the following alterations:

Fire damage = Heat damage. You'll see that lasers, flamethrowers, and Molotov cocktails deal this kind of damage.

Lightning damage = Electricity damage. Many of the weaker robots are vulnerable to this kind of damage, so those who fight back against their robotic overlords will likely seek ways to dish it out.

Thunder damage = Concussion damage. As thunder represents both sound and the concussive force of explosions, we employ concussion damage as the damage type for certain explosives and grenades.

Radiant damage = Radiation damage. This is a bit of a change, but since most light-based technologies will be doing damage with heat anyway, the need for a light-specific damage

type is less useful. However in a post-nuclear apocalypse, radiation is very much something to worry about.

Ballistic damage is a new damage type we're introducing, used mostly for firearms. The decision to use a separate damage type different from, say, piercing or bludgeoning is one with implications for Marauders. When Marauders enter their rage they become resistant to bludgeoning, piercing, and slashing damage, which makes firearms their Achilles heel.

If you think your game would be better with Marauders that can tackle heavily armed shooters with ease, you might consider changing the damage type of firearms to piercing or extending the rage resistances to include ballistic damage.

Personalized Items

Personalized items are equipment that have been modified to enhance the abilities of their owner. They're our replacement for magic. Magical items become Personalized items, and any technology so heavily modified that a Tool Use roll is required to get a sense of how it works is probably Personalized.

It's worth noting that there will be Personalized items out there in the world that have not yet been modified. They're simply items of such quality that they're ripe for alteration. These are quite valuable and are likely the most important loot a potential wasteland scavenger or ruins delver is looking for.

Personalized items have modifiers similar to magical arms and armor, but variable based on the level of the character using it (and attuned to it). This means that items essentially level and grow with the character, becoming iconic emblems of their experience.

Skills

Characters no longer have access to the Arcane and Nature Intelligence skills. We've replaced them with the **Science** skill, which represents knowledge and practice with any number of scientific fields. If this sounds broad, it should. Survival horror is not about specialization to the point of obscurity. The Science skill can be used to comprehend, analyze, or recall scientific information, which likely makes them quite rare in the post-apocalypse.

We've also added an Intelligence skill called **Old Ways**. This skill represents knowledge of the ways things were done back before the fall. Slightly different from History, Old Ways is about how to live a civilized life filled with working electronics, polite society, and mainstream media. A character with Old Ways knows how things were done in the past, but they're probably spotty on the details. They might know what a high school was and how its buildings were organized, but not necessarily why everyone had lockers.

You'll find that tool skills are a bit changed. Piloting vehicles is generally subdivided into flying vehicles (planes, helicopters), sea vehicles (boats and ships), and land vehicles (cars, trucks, bikes, skateboards). When making repairs, skill in the appropriate set of tools is important and we've added which skills go with which tools to the tools list in Chapter 5.

Weapon proficiencies are fairly straight forward, though it's important to remember that all gunnery station weapons on vehicles fall under the broad 'vehicle weapons' weapon proficiency. This is a martial weapon, so several classes will begin proficient with them.



HELLSCAPES

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Designing an Apocalypse

The basic premise of **HELLSCAPES** is an adventuring game set within the post-apocalypse, after the fall of society to something terrible and world-changing. It's certainly possible to play the game during the events of the apocalypse itself, rather than after. This is a major decision when designing your game however. Characters that grew up before the end of the world as we know it have modern sensibilities. We're at once more civilized and more foolish. We think our world will last forever and make plans as though there are an infinite number of comfortable tomorrows to come. Post-apocalypse characters are grittier; more serious. Rougher around the edges. A pre-apocalypse character will have lost more. A post-apocalypse character will be born to a harsh world, accustomed to its hostility.

The cause of the apocalypse can be the most important choice you make in designing your game setting. Was it nuclear war? Pandemic? The rise of the machines? An alien invasion? A biblical judgment day? The return of elder gods? Did climate change cause the tides to rise up and swallow the land or did an asteroid hit the earth, with similar results?

Exactly where you place your game can determine a lot as well. Desert wastelands, mutated forests, and collapsed urban centers each provide their own interesting twists. You might have a particular real world place you'd like to set your game, but there's really no reason the players need to know this. Certainly the characters themselves may be ignorant of the nations and cities that once held sway over the places they now call home.

The following setting ideas and rules cover the major post-apocalyptic settings, but feel free to invent new ones or mix-and-match. For instance Nuclear World and Cold World go well together if you really want your players scared about nuclear holocaust.

Cold World

When looking at potential ends to the world, this is a common outcome to dramatic events. Nuclear war leads to nuclear winter, where particles in the air block out most light from the sun for decades. Climate change, mega-volcanoes, asteroid impacts, and numerous other calamities have the potential to lead to extreme cold weather as well.

Survivor bundle up, obviously, but they also stockpile food at a more extreme level. You can't just grow crops out in the sun if 90% of the sunlight is being blocked. The ecosystems fall apart in this situation, leading to fewer animals for hunting and fish for fishing. Food might take the form of mushrooms or other darkness-dwelling sources. Survivors might simply be those who have found large storehouses of preserved and packaged food.

The cold brings with it powerful winter storms and ambient conditions which require bulky clothes. DMs might consider a 1 cold damage per round rate of harm to characters who simply

go outside without winter gear. Certainly this makes those who venture out into the world both heroic and necessary as the food supplies dwindle.

Environmental Hazards deal cold damage in a Cold World.

Hot World

There are a few ways that the apocalypse might lead to a world, or at least a major region, that's become hotter than what we might call comfortable. Greenhouse effects and other changes to the atmosphere are the most likely culprits here. Characters will naturally adapt, wearing light clothing that shields them from the sun during the day. However, sandstorms and other harsh weather can come in, blasting away at communities and travelers alike.

Environmental Hazards generally deal heat damage in a Hot World, but sandstorms might deal concussion damage as they blast away flesh.

Nuclear World

Nuclear war has a number of effects, in addition to nuclear winter (see Cold World). Areas directly hit, such as major cities, will be impossible to enter for decades, if not centuries. Lands surrounding these areas will be irradiated at a level that destroys ecosystems and mutates life. Places far away from the nuclear strikes are also impacted, with fallout coming on the winds and poisoning the water. Many die from the initial effects. Only a small percentage of the human population survives. Those are your player characters, among others; people whose ancestors were in just the right areas to avoid the worst of it.

DMs should pepper the wastelands with locations that are radioactive, dealing radiation damage to those who get too close. If you're looking to simulate the effects of radiation beyond mere damage, give characters who take more than 10 points of radiation damage a Constitution check to avoid becoming poisoned until they finish a long rest. Characters who take more than half their total Hit Points in radiation damage in one encounter should take a level of exhaustion if you're taking this more realistic route.

Environmental Hazards deal radiation damage in a Nuclear World.

Occupied World

Robots, aliens, or Cthulhu monsters rule the world, hunting the few humans who survive. This makes getting attacked out in the open far more likely than in a raider-filled wasteland. The overlords make hunting people a major priority. On the positive side, the remaining people have a great reason to band together and form a resistance. While they may not be establishing new cities, they fight side-by-side and thereby find loyalty and friendship. Thanks aliens!

Environmental Hazards rolled are actually battles against the occupying forces in the Occupied World.

Pestilence World

Strangely a world devastated by plague is probably the easiest to put together. You might even consider it the default setting. If a global pandemic wipes out most of the world's population, most of the survivors will be those who have a natural immunity or who live in an extremely isolated area. A catastrophe of this kind is a great explanation for a simple, low population post-society world.

However, if you'd like for the disease to be ongoing, perhaps slowly killing those who survive, you can simply use the existing *D&D* rules for diseases. Choose one with an interesting set of symptoms and you're good to go.

This setting has few Environmental Hazards baked in unless it's coupled with another type of post-apocalypse.

Zombie World

Not your typical pestilence, the zombie plague turns victims into flesh eating mindless monsters. The main decision when designing this kind of setting is figuring out how the disease spreads. If you make the plague spread too easily, you'll have a party of PC zombies on your hands; which might be your kind of thing, but you mind want to plan ahead for it.

You might be tempted to make the disease spread any time someone takes damage from a zombie. That's not usually a good idea, even with a Constitution save. PCs take damage a lot.

We suggest only spreading the zombie plague to player characters that die having taken damage from zombie scratches or bites.



Essentially, the death saves simulate those dramatic moments when characters are struggling with that plague, huffing and puffing on the ground. The same rule could apply to NPCs as well, since non-adventurers often have pretty low hit points anyway. They'll get turned soon enough if the PCs don't keep them protected from the zombie hordes.

Similar to Occupied World, the Environmental Hazards rolled the Zombie World represent running into a large group or entire herd of zombies.

Environmental Hazards

Environmental hazards are encounters that take place due to the forces of nature conspiring to make the player characters' day a bad one. They're dangerous environmental conditions, putting the hell in hellscape. Simply surviving one of these encounters should be considered an accomplishment and should warrant a reward of XP.

Constructing a Hazard

Each environmental hazard has a CR, indicating the base XP it is worth to the party, as well as the severity of its conditions. The CR of a hazard is always a multiple of 3, going from 3 to 30.

Each hazard deals periodic damage to the area affected for every 10 minutes it is active. This damage is automatically doled out to any character out in the open. Characters in shelter usually become resistant to this damage, or in some cases immune. The amount of damage dealt each period is determined by the CR of the hazard. The type of damage is determined by the DM, but will generally relate to the setting. For ease of play, the DM may wish to simply roll once for each 10 minute period and inflict that same amount to all affected characters and items.

A hazard lasts for 1d4 hours before moving on or dissipating. In addition to their periodic damage, they each have a number of complicating factors, making their survival more difficult.

Environmental Hazards

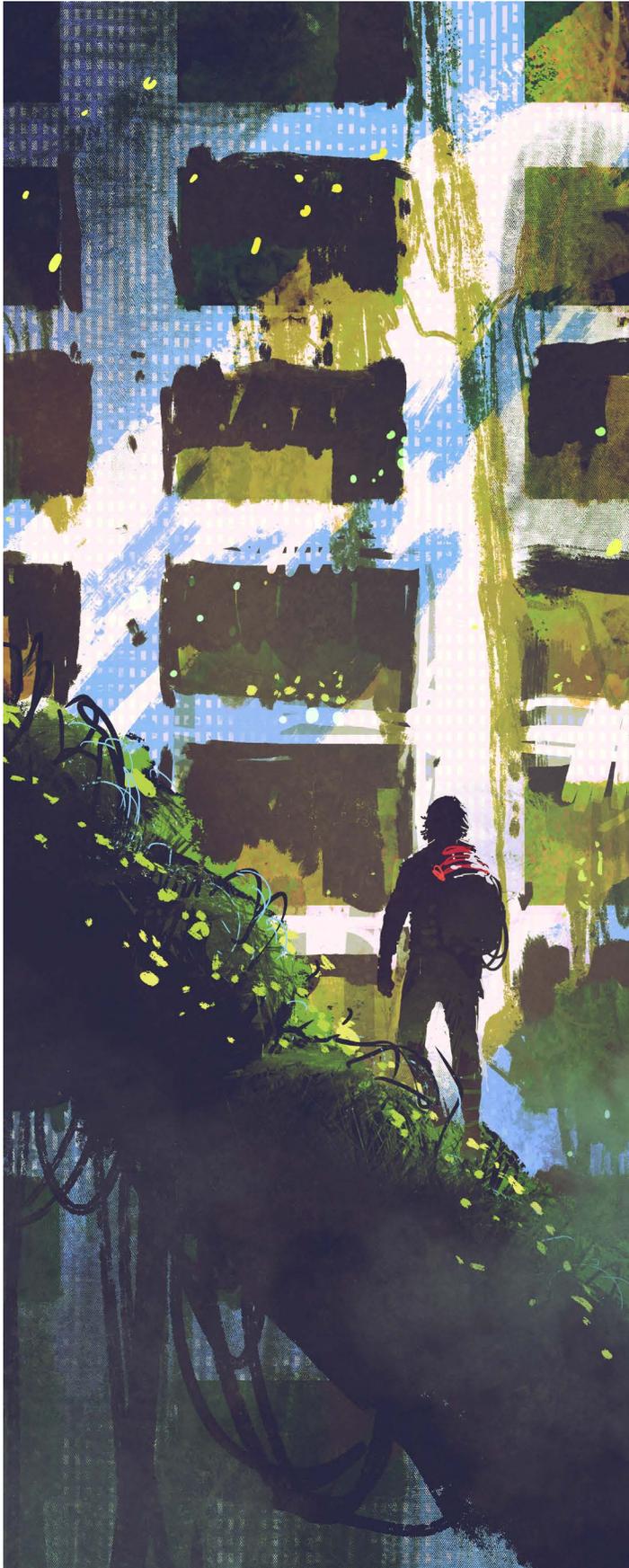
CR	XP value	# of Factors	Periodic Damage
3	700	1	1d4
6	2,300	1	1d6
9	5,000	2	1d8
12	8,400	2	1d10
15	13,000	3	1d12
18	20,000	3	2d8
21	33,000	4	2d10
24	62,000	4	2d12
27	105,000	5	2d20
30	155,000	5	3d20



Roll on the following table for each factor the hazard exhibits.

Environmental Hazard Factors

d10 roll	Factor	Effects
1	Altering	The hazard changes items in the area. Select one item condition from chapter 5. Any piece of gear or vehicle that is exposed to the hazard outside of a shelter gains that condition unless it is resistant to the damage type of the hazard's periodic damage.
2	Attractive	The hazard attracts monsters or raiders to the area, potentially triggering a combat encounter at the same time as the hazard.
3	Blinding	Reduces the visibility of the affected area such that it is heavily obscured, making seeing as bad as in darkness.
4	Deadly	The hazard deals its normal periodic damage, as well as an equal amount of a second damage type every 10 minutes.
5	Deep	When a character first takes damage from this hazard they must make a Dexterity save against a DC equal to the hazard's CR. On a failed save the character has their speed halved when moving in the hazard area outside of a shelter.
6	Destructive	Items, vehicles, and equipment out in the open take damage from the hazard's periodic damage. Shelters are assumed to have 50 hit points for these purposes, if fully repaired.
7	Focused	The hazard only affects a small location, such as a single building, room, or pond. Characters in the area suffer all of the usual effects of the hazard, but its periodic damage is dealt once every round. This factor is mutually exclusive with Wide.
8	Sickening	When a character first takes damage from this hazard they must make a Constitution save against a DC equal to the hazard's CR. On a failed save the character becomes poisoned until the hazard is over or they leave the affected area.
9	Wide	The hazard affects a large area. It is impossible to outrun or leave the hazard's effects through travel. This factor is mutually exclusive with Focused.
10	Worsening	Periodic damage for this hazard begins at 1d4 (as though it were CR 3) and goes up by 3 CR every 30 minutes.



Inflicting Hazards

How and when you choose to inflict these encounters is up to you as a DM. We suggest a base likelihood of 10% per day. However, players may tire of these impersonal attacks. It's often better to time them just as the plot requires a bit of suspense.

You may wish to design a standard hazard that recurs in your setting. A roaming wildfire, common blizzard, or intense radiation storm might fit your world and characters there will know what to expect most of the time. You can choose to up the ante on them as characters advance. If they explore new regions, greater dangers may be in store for them in the form of rare, but dangerous environmental problems.

Most of all, it's important to use environmental hazards as a tool for enforcing the themes of **HELLSCAPES**. It's humanity against nature most of the time, but desperate times lead to desperate measures. Ideally, hazards put people at risk, which forces difficult decisions about priorities. These critical decisions are what survival is all about.

Scouring the Wasteland

Acquiring stuff seems to be a major pastime for most adventurers in *D&D* settings. That's doubly true for characters in **HELLSCAPES**, since finding what you need means more than just getting rich and building a castle for your pet dragon. It's about basic survival and supporting your community. If you're not out there almost every day looking for the resources your people need, they're probably going to die. It's that simple. Plus, the ruins of the past hold intriguing secrets, powerful gear, and the chance to find someplace better and safer.

As such, there are several ways to find the things you need in **HELLSCAPES**.

Foraging

The most basic means of seeking what you need, foraging uses the Survival skill. A character may forage as they travel, though doing so causes them to move at half their normal speed. Once per hour of foraging the character makes a Survival roll against DC 15. If successful, they find 1d4 units of meat, plants, water, or simply food. Which of these materials is found is up to the DM, as it really depends on what's available in the area.

Scavenging

When you're in a ruin no one has pilfered yet, finding useful items and materials can be much easier. For each 10 minutes that a character spends in a previously inhabited area with this kind of potential, they may make a Perception roll against DC 15. If successful, roll on the following table to determine what they've found. After each PC has had a chance to scavenge a location, the



DM should probably cut them off from continuing to find useful items. Everything else they find is basically ruined. There's only so much that survived the apocalypse.

However some locations could be particularly well-stocked. Alternatively, you might just choose something that fits the location. A sporting goods store sounds like a great place to find improvised weapons in the form of hockey sticks and baseball bats. No need to roll, just tell them what they've found.

We've added random rolls to the equipment tables in Chapter 5, so for most of the following you'll be able to roll randomly to come up with what's been found.

Items and Materials Scavenged

d100	Loot scavenged
1-5	Money (1d6 units of whatever passes for currency in your hellscape)
6-10	Outfit (armor)
11-15	Light armor
16-18	Medium armor
19-20	Heavy armor
21-25	Miscellaneous armor item
26-30	Simple melee weapon
31-35	Simple ranged weapon
36-38	Martial melee weapon
39-40	Martial ranged weapon
41-50	Improvised weapon
51-65	Supplies
66-70	Tools
71-72	Motorized vehicle
73-75	Non-motorized vehicle
76-85	Trinket
86-95	Material (1d6 units)
96-100	Personalized item with 1d6 - 3 modifications (a negative number indicates zero mods)

Searching

Searching is keeping on the lookout for a particular kind of item or material. It's all about following clues and hunches. A character searching must do so in the same sort of bountiful location as scavenging could be done, spending 10 minutes looking around.

The searcher should choose one category from the Scavenging table to search for and make an Investigation roll against a DC based on how unusual or unlikely the item would be in the location. Looking for a melee weapon in a weapon store is probably DC 5, but trying to find one at a bus station is more like DC 15. Searching for Personalized items should usually be at least DC 20. If successful, the DM should choose or roll for an item of that category, that's found.

Salvaging

Sometimes you're not so much interested in an item for what it does, so much as what it's made of. Salvaging is the process of taking apart a piece of equipment or some other source of materials. A source might be something natural, like a forest that could be harvested for wood, or it could be the rusted husk of an old pickup truck that could be taken apart for metal. Materials are useful in the post-apocalypse for providing food, making repairs, fuelling gambits, and even for creating new gear.

An existing item can be salvaged for a number of units of its primary material equal to half its listed cost (round up). For instance, a fancy outfit could be salvaged for 5 units of cloth. Doing so takes the proper tools and a bit of time. It takes 1 minute to salvage 1 unit of materials, unless the source is particularly easy to deal with. Grabbing up water from a stream might be more like 1 unit per round, but most items are much harder to deplete.

A source of salvage out in the wild generally has 3d10 units of one material, though the DM may wish to alter this considerably depending on the needs of the story. These sources are essentially plot devices, forcing greedy characters to stay in a location long enough to either move the source or deplete it. A tank full of fuel or a pallet of food could be a find worth doing nearly anything to acquire. Once a piece of gear has been salvaged at all, it is no

longer functional. Once an item or wild source of salvage has been depleted of all units of materials, it's gone.

Characters can Search for a source of Salvage, but the DC should always be 20 or higher and the exact nature of the source is always subject to the needs of the story as determined by the DM.

Crafting

Making new from old is a common activity in the post-apocalypse. Salvaging materials from items acquired and sources of raw components is just the first step. Making new items is the next one. In general characters are limited by the resources available, tools at their disposal, and the ever dwindling knowledge of just how to put things together. A wastelander won't often be found constructing equipment that looks and behaves like manufactured goods. However, they might just be able to scrape together something useful.

A piece of equipment can be crafted so long as the creator has proficiency in the proper tools, has those tools, and has a number of units of the item's primary material equal to the listed cost of the item. Attempting to do so takes 1 hour of work time for each unit expended creating the item, at the end of which time the player makes a Tool Use roll against a DC equal to 10 + the listed cost of the item, maximum 30.

On a failed roll the character is unsuccessful, but may continue to try to build the item by expending a number of units of the primary material equal to 25% of the listed cost and working for

a number of additional hours equal to the number of additional units expended in this way. At the end of this additional time the skill roll may be attempted again. This process may be repeated after successive failures. Sometimes rebuilding takes persistence.

Common sense should rule in crafting. The DM should rule out the crafting of items that simply cannot be built using post-apocalyptic technology, or when a player finds a way to game the system, making an infinite amount of some resource via gambits or class features.

In some cases crafting can require additional rare components, which can be the basis of entire adventures or campaigns.

Repairing

In the post-apocalypse things break down. Characters are assumed to make basic repairs during their downtime and rests, as per usual in D&D. However wastelands can be particularly punishing to gear and some foes go out of their way to break your possessions.

When in doubt, assign an item a number of hit points equal to its listed cost. If you'd like your game to have a more realistic depiction of wear and tear, DMs should cause key gear to take 1 point of damage at the end of each month.

A character with the appropriate tools may expend one unit of the primary material used in an object to repair that item for 1 hit point. Doing so requires no skill roll, but takes 30 minutes of work.





Communities

Throughout this book you'll find reference to communities and settlements. The post-apocalypse is more than just a time when the world is a terrible place. It's a genre in which people struggle to survive against impossible odds. They're pitted against each other, forced to work together, and terrified of similar horrors.

Characters who are Tribal will work with their DM to construct the kinds of people they come from and they'll get benefits when they're at the settlements of their people. Knowing just where these communities are on your map is important. Just as important will be the political situations of each place, and how those small societies relate to one another.

Building a post-apocalyptic wasteland is about more than just deciding where the old military complex was. It's about spinning a web of interconnected rivals and allies in the desperate struggle to exist. Make sure to invent charismatic, but flawed leaders, ill-fated scouts, and all other manner of dirt-covered survivors.

In the end the PCs need to be motivated by more than just the quest for cool gear. Finding a safe source of water or a secure home for these people is a much more gratifying climax to an adventure or campaign. Each community needs to come to life if it's going to inspire such dedication.

Basic Survival

Securing food and shelter is where survival starts. Characters in **HELLSCAPES** see the acquisition of food and water as a major issue, to be dealt with daily. The concept of a good night's sleep in a comfy bed with no threats to wake you is foreign to the majority of survivors.

In **HELLSCAPES** character still must consume about a pound of food and one gallon of water per day or risk exhaustion, just as characters do in standard *D&D*. However we subdivide food into a few different categories, detailed in Chapter 5. Basically, consuming sub-par food (usually that from the pre-apocalypse) risks becoming poisoned.

Consuming fresh food is a relative luxury for those who scavenge for food. People who grow or hunt their own food have it a bit better. Since good food and deep sleep are so rare, we've added the following conditions, to represent just how refreshing it can be.

Well-Fed. Acquired by consuming fresh food. The character has advantage on Constitution rolls that involve endurance, including forced-march rolls for travel. Lasts 24 hours.

Well-Rested. Acquired by taking a long rest in a totally safe situation that is extremely comfortable in some way (has a soft bed, involves a bath first, etc.). The character's limit of Inspiration points is increased by 1, most likely to 2. Lasts 24 hours.



CHAPTER 2: ORIGINS



In **HELLSCAPES**, we move away from the races of *D&D* in favor of Origins. In short, they're where you come from. They influence your character's core concept and innate abilities. Earlier and more formative than Backgrounds, Origins provide the raw material for your heroism.

Some are physical in nature. Bestials and Mutants are all humanoid, but changed in body and spirit by the deadly wastes. By comparison, Tribals are essentially human, although they operate in ways we might not recognize today. As such, you might want to use standard Human stats from your *Player's Handbook*. There are exceptions, of course: a character might be too much of a loner to belong to a Tribe, or your game might take place during, rather than after, the apocalypse. But these finer points are left to you.

Remember that the mechanical separation of Mutants and Bestials from the other humanoids doesn't necessarily mean anything has to go a certain way in your campaign. They could be considered horrible outcasts, hunted and killed on sight, or revered as demigods by those same people. If it makes sense for your story, run with it. All it means is that the character's genetic traits are mechanically a bit more important than their tribal culture, and thus take center stage on their character sheet. Everything else, as always and with great respect, we leave up to you.

Bestial

Some creatures, for they are no longer people or animals as we think of them, found themselves changed by the same forces that ended our world. Nuclear radiation and its ensuing consequences remade their genetic structures, repopulating the wasteland in a new genesis. Most died from the horrific alterations wrought on their bodies. But a few strains rose up stronger: the children of this new and horrible age. They have many forms and many names, but they are most often known simply as "Bestials."

Bestials are essentially anthropomorphic, animal-human hybrids. To the layperson, they are essentially animals with the ability to move, speak, and use tools as humans do. But the truth, as always, is stranger. Bestials are the survivors of horrific

changes at the cellular level: creatures neither wholly animal nor human. In most cases they look like entirely new beings. But it's possible that a Bestial will look just as their origin animal once did. Anything is possible in the wasteland.

Natural weapons and defenses thrive among these beings, who often bear much worse epithets in the tongues of the humans who scorn them. Shunned and feared, Bestials sometimes find friendship among their fellow outcasts. In some cases, they may make settlements of their own. If a specific breed of Bestial flourishes in an area, they may even become quite formidable a political and military force.

In universe, humans have many terms for Bestials; rarely are these kind, often veering toward the derogatory. Little is more terrible than the strange and unknown, especially when safety is a mere memory. In places where more than one species of Bestial can be found, and thus their presence more widely recognized, humans may have a special name for each. They might even treat them with a respectful distance. But most human tribes will still fear and ostracize these new breeds. That said, the strange can also be a source of hope, or even worship: some might see their gods born anew in the faces of Bestials. As always, their treatment in your game is up to you.

Bestials are not appropriate for all settings. We find they fit best when nuclear oblivion or scientific havoc run amok are central to the story.

Bestial Traits

All Bestials enjoy the following assortment of inborn abilities, by dint of their nature.

Ability Score Increase. Your Constitution score increases by 2. Bestials can often survive as well as animals do in the wild, and are tougher to take down.

Age. Bestials rarely live as long as humans, as their genetics are somewhat volatile. Even those that might survive many years in the violent wilds succumb to cancers and poisons in due time. Though they reach maturity as early as 10 years old, they rarely live more than 50 years.



Alignment. Most Bestials live outside of society and so eschew the Lawful alignment, though those who live in packs or communities may be loyal and in their own ways honorable.

Size. Even the smallest of Bestials are of Medium size, though they may be permanently hunched over depending on how they move.

Speed. Bestials begin with a speed of 30ft, but a few subraces move faster.

Languages. Bestials begin proficient in the Common language of your region, though you will not be able to write unless you possess proficiency in the Old Ways skill.

Animal Affinity. Each Bestial has a connection to the animal it resembles through its subrace. Animal Handling rolls are made with advantage against such beasts, and you are capable of crudely communicating with those specific creatures. For instance, an Insect Bestial could buzz to a swarm of bees, learning what they've recently seen with their many small eyes.

Creature Type. Bestials count as both humanoids and beasts. This means that certain gambits will work better against them, as those who understand animals may more easily understand a Bestial.

Animal Instincts. You have proficiency in two of the following skills: Acrobatics, Animal Handling, Insight, Perception, Stealth.

Natural Weapons. You are proficient in the use of any natural weapons you possess, such as claws, fangs, antlers, tusks, or horns.

Place in the Ecosystem. When outside of a settlement you may spend 1 hour hunting or gathering the kind of food your species enjoys most. Doing so brings you 1 unit of food, usually without the need for a skill roll of any kind unless there are dangers present. In most cases this food will not be suitable for humans or Bestials of other subraces, though it might be after some preparation. Beggars, even pureblooded human beggars, can't be choosers.

Subrace. While these core Bestial abilities represent the basic blend of animal and human genetics, each subrace represents the type of animal you look like. Choose one of the following subraces and gain its traits.

Ape (Hominid)

Ability Score Increase. Your Strength and Intelligence scores each increase by 1 (maximum 20).

Brachiating. You are proficient in the Athletics skill and may essentially fly at your normal (ground) speed so long as you are under the canopy of a forested area, or in an area similarly dense with stable handholds.

Bat (Chiropteran)

Ability Score Increase. Your Dexterity score increases by 1 (maximum 20).

Echolocation. You do not suffer the effects of blindness and can see in total darkness

Glide. You possess wings, allowing you to glide when falling. When utilizing your wings, you do not suffer falling damage, fall at half the speed you normally would, and may move horizontally at your normal speed while you fall.



Bear (Ursine)

Ability Score Increase. Your Strength score increases by 1 (maximum 20).

Claws and Teeth. You may attack with your claws or your teeth as natural weapons. These melee attacks deal 1d8 + Strength modifier damage (slashing for claws, piercing for teeth).

Long Winters. You can go twice as long as normal without food or water before you suffer exhaustion. In addition, you take only half damage from cold as your layers of fat and fur insulate you.

Bird (Avian)

Ability Score Increase. Your Dexterity score increases by 1 (maximum 20).

Glide. You possess wings, allowing you to glide when falling. When utilizing your wings you do not suffer falling damage, fall at half the speed you normally would, and may move horizontally at your normal speed while you fall.

Talons. You possess powerful bird talons as natural weapons. This melee attack deals 1d8 + Strength modifier slashing damage. Your talons may be used as finesse weapons, using Dexterity instead of Strength to attack.

Cat (Feline)

Ability Score Increase. Your Dexterity score increases by 1 (maximum 20).

Claws and Teeth. You may attack with your claws or your teeth as natural weapons. These melee attacks deal 1d8 + Strength modifier damage (slashing for claws, piercing for teeth). Your claws may be used as finesse weapons, using Dexterity instead of Strength to attack.

Pounce. As a bonus action you may make a melee attack against a foe within range at the end of a Dash action, so long as you were hidden from the target at the beginning of the Dash movement.

Crab (Crustacean)

Ability Score Increase. Your Strength score increases by 1 (maximum 20).

Carapace. You possess a hard external shell, giving you a natural armor class of 13 + your Dexterity modifier. This shell is bulky, but if you manage to fit armor over it, your armor class is determined by the calculation for that armor instead.

Pincers. You have powerful claws that can grab onto a foe. This attack does 1d6 + Strength modifier piercing damage. You have advantage on all attempts to grapple an opponent using your claws.

Deer (Cervoid)

Ability Score Increase. Your Dexterity score increases by 1 (maximum 20).

Antlers. You have a set of antlers you can use to head-butt or even gore your foes. This melee attack does 1d6 + Strength modifier piercing damage. You have advantage on attempts to shove a foe, when using your antlers as part of the action.

Bounding and Leaping. Your speed is 35ft and you are proficient in the Athletics skill.

Dog (Canine)

Ability Score Increase. Your Strength score increases by 1 (maximum 20).

Teeth. You may attack with your teeth as natural weapons. This melee attack deals 1d8 + Strength modifier piercing damage.

Pack Tactics. You may take the Help action to assist in an attack as a bonus action.

Elephant (Proboscidean)

These rules could also be used for rhinos and other large animals with thick hides.

Ability Score Increase. Your Constitution and Intelligence scores each increase by 1 (maximum 20).

Tough Hide. You possess a naturally tough skin, which

serves as a kind of natural armor, granting you an armor class of 13 + your Dexterity modifier. If you wear armor on top of your hide, use the armor class calculation for that armor instead.

Fish (Piscean)

Ability Score Increase. Your Dexterity score increases by 1 (maximum 20).

Home in the Water. You have a swim speed equal to your normal speed. You do not suffer disadvantage when making attacks while underwater. You can breathe normally while submerged in water and cannot drown.

Scales. You possess scaly skin, providing you with a bit of protection from attacks. This natural armor has an armor class of 13 + your Dexterity modifier. If you wear armor on top of your scales, use the armor class calculation for that armor instead.

Frog (Anuran)

Ability Score Increase. Your Dexterity score increases by 1 (maximum 20).

Bounding and Leaping. Your speed is 35ft and you are proficient in the Athletics skill.

Poisonous. Your unarmed attacks deal 1d6 + Strength modifier poison damage. Living creatures that take 10 or more points of damage from you in this way during a single encounter must succeed in a DC 15 Constitution save or become paralyzed for 1 minute.



Insect (Arthropodan)

Ability Score Increase. Your Dexterity score increases by 1 (maximum 20).

Multiple Limbs. You possess extra limbs aiding you in certain tasks. You have advantage on attempts to grapple or push a foe.

Carapace. You possess a hard external shell, giving you a natural armor class of 13 + your Dexterity modifier. This shell is bulky, but if you manage to fit armor over it, your armor class is determined by the calculation for that armor instead.

Mole (Soricomorphan)

Ability Score Increase. Your Strength score increases by 1 (maximum 20).

Darkvision. You can see in dim light at up to 60 feet as though it were bright light, and darkness as though it were dim light.

Tunneling. You can move at half your normal speed as a form of underground tunneling through earth, so long as you hold nothing in your hands. You can breathe normally underground, even with very little oxygen.

Octopus (Neocoleoidean)

Ability Score Increase. Your Intelligence score increases by 1 (maximum 20).

Multiple Limbs. You possess extra limbs aiding you in certain tasks. You have advantage on attempts to grapple or push a foe.

Home in the Water. You have a swim speed equal to your normal speed. You do not suffer disadvantage when making attacks while underwater. You can breathe normally while submerged in water and cannot drown.

Pig (Porcine)

Ability Score Increase. Your Intelligence score increases by 1 (maximum 20).

Tusks. You possess a pair of tusks capable of serving as natural weapons. This melee attack deals 1d8 + Strength modifier piercing damage.

Foraging. Your capacity for eating nearly anything allows you to find 2 units of food, rather than just 1, when utilizing your Place in the Ecosystem trait to look for food for an hour.

Rabbit (Leporid)

Ability Score Increase. Your Dexterity score increases by 1 (maximum 20).

Alert to Danger. You have advantage when rolling for initiative.

Bounding and Leaping. Your speed is 35ft and you are proficient in the Athletics skill.

Reptile (Reptilian)

Ability Score Increase. Your Constitution score increases by 1 (maximum 20).

Limb Regeneration. If you lose a hand, arm, leg, foot, or tail you will grow it back completely over a number of days equal to 30 minus your Constitution score.

Scales. You possess scaly skin, providing you with a bit of protection from attacks. This natural armor has an armor class of 13 + your Dexterity modifier. If you wear armor on top of your scales, use the armor class calculation for that armor instead.

Rodent (Murine)

Ability Score Increase. Your Dexterity score increases by 1 (maximum 20).

Teeth. You may attack with your teeth as natural weapons. This melee attack deals 1d8 + Strength modifier piercing damage.

Disease Vector. Living creatures hit by your Teeth attack must succeed in a DC 15 Constitution save or take 1 additional point of necrotic damage and become incapacitated for 1 round. On a successful save, the creature is immune to this ability thereafter.

Shark (Elasmobranch)

Ability Score Increase. Your Strength score increases by 1 (maximum 20).

Teeth. You may attack with your teeth as natural weapons. This melee attack deals 1d8 + Strength modifier piercing damage.

Home in the Water. You have a swim speed equal to your normal speed. You do not suffer disadvantage when making attacks while underwater. You can breathe normally while submerged in water and cannot drown.

Turtle (Testudinatan)

Ability Score Increase. Your Constitution score increases by 1 (maximum 20).

Darkvision. You can see in dim light at up to 60 feet as though it were bright light, and darkness as though it were dim light.

Shell. You possess a hard shell, providing you with significant protection from attacks. This natural armor has an armor class of 15 + your Dexterity modifier. Your shell is so bulky you may not wear most armors, besides helmets and other small pieces.

Mutant

The Mutant origin represents a character that has been drastically altered by their hellish world. Genetically divergent from what we call human, they are often volatile and thus rightly seen as dangerous by the tribes. Their physical features have a chance to change over time, sometimes dramatically, as they become ever more adapted to their environment.

Mutants may not be appropriate for all settings. A game built around a simple, zombie post-apocalypse probably doesn't need any weird mutants wandering around. But who knows? As with mutants, these things are always changing.

A Mutant character has the following traits:

Age. Mutants reach adulthood quickly and may continue to age quite a bit faster than their human counterparts. In rare cases, they may reach a certain point of maturity and simply stop aging further.

Size. Mutants vary extremely in height and build, from 4 feet tall to well over 7 feet. Regardless of actual height, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write the Common language in the game's region and one extra language of your choice.

Ability Score Increase. Increase one of your ability scores by 3. For you this score has a maximum of 24, rather than the usual maximum of 20.

Freakish. All Mutants look strange, with vibrant skin colors,

weird growths, and other abnormalities. This has the effect of making them pariahs in most communities. Whenever you meet someone who would otherwise be friendly or neutral, there's a 10% chance that they are instead hostile to you once they get a good look. The DM can roll for this or adjudicate it through roleplay.

Mutations. Select 3 Mutations from those presented below. They represent major ways in which you differ from your lineage and all other humans. Whenever you gain a new level, you may swap out one of your existing Mutations for a different one.

Mutations

Animalistic. You gain one of the features of a Bestial animal subrace other than an Ability Score Increase. For instance, you might take the Limb Regeneration of a Reptile Bestial. You also look a bit like this animal, with fur, eyes, or other traits that match.

Bulletproof. You are resistant to ballistic damage. However, you are vulnerable to a different damage type that you must choose when you take this Mutation. If you later give up this Mutation, you also lose the vulnerability.

Electrical. Your touch is mildly electric, powering your equipment. Items in your possession do not require batteries. This cannot be used to power larger devices or vehicles, just the kind small enough for you to carry. It may not be used to substitute for materials expended in a gambit.

Hulking. Your size is Large, rather than Medium. You may wield melee weapons with the two-handed property in only one hand. You cannot take the Slight Mutation at the same time as Hulking.



Inherent Abilities. You are proficient in all skill rolls for the ability you chose for your Mutant Ability Score Increase. Your maximum in that ability is increased to 26.

Powerful Sense. Choose one sense, such as hearing, sight, smell, or taste. You have extra organs for this sense (eyes, ears, tongues) granting you advantage on all related Perception skill rolls, as well as other skill rolls that rely primarily on this sense. For instance, you might track by smell or negotiate by carefully watching your adversary.

Predatory. Beasts begin as neutral towards you, neither friendly nor hostile. They see you as a predator, making them wary of your presence but unwilling to challenge you unless forced. You may use any Charisma skill on beasts, even when they are not sentient. These effects apply to Bestial characters, as they too are beasts, making them neutral in disposition to you.

Pyrokinetic. You learn the *Fire Bolt* cantrip (see the *D&D Player's Handbook* for details). At 10th level you gain the ability to cast *Burning Hands* with your gambit slots of 1st level or higher. Neither spell requires verbal components for you. Alternatively, the spells this mutation grants could deal a different damage type than fire, such as cold damage for a “cryokinetic”, or electrical damage for an “electrokinetic” character, subject to DM approval.

Radiation Proof. You are resistant to radiation damage. You have advantage on rolls made to resist the effects of radiation. At level 10 you become immune to radiation damage.

Slight. Your size is Small, rather than Medium. You may move through the spaces of creatures of greater size than you. You cannot take the Hulking Mutation.

Telekinetic. As an action, you may move an unattended object that you can see with your mind. The object must be less than 10 pounds in weight. It floats through the air, moving no faster than your base walking speed each round. You may use the item as a weapon as though you had thrown it, with the usual damage for an item of its weight and design but using your chosen mutant Ability Score Increase attribute for attack rolls. Ranges for this attack are determined as though the item had been thrown from your location. At 10th level the weight maximum increases to 25 pounds.

Telepathic. You can communicate telepathically with sentient creatures you can see, speaking into their minds with a voice that sounds like your normal speaking voice. At level 10, you can sense the alignment of any creature with whom you communicate telepathically.

Weird Sense. Choose a substance such as water, silver, gasoline, or radioactive material. You automatically sense it when you are within 30 feet of a pound or more of this substance, and you have advantage on rolls made to search for it. If you come within 30 feet of more than a ton of this substance, you become overwhelmed. You must succeed in a DC 20 Constitution save or fall unconscious for 10 minutes.

Tribal

Most humans in **HELLSCAPES** belong to an Origin we call a tribe. Each tribe is an insular group, with its own way of doing things. These “Ways” help to bind the members of the tribe together, and are often tied intimately to their personal history and mythology. Even those who are outcasts and pariahs trace their culture to their tribe of origin, whether that be an origin by birth or by choice. Your tribe is a shorthand for who you are. It may not be the whole of you, but it’s often all someone new will care to see when first deciding whether to let you live.

A tribal character has the following traits:

Age. Humans reach adulthood in their late teens and rarely live to over a century, even when they aren’t cut down well before their natural death.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write the Common language in the game’s region and one extra language of your choice.

Ways. Each tribe is designed by choosing three of the following Ways. Ways are defined by a slogan, representing this fundamental ethos or custom. We’ve provided some examples, but feel free to change these names to better fit your setting. Likewise, it’s up to the DM whether tribes should be designed by the players or by the DM only.

Each tribal Way grants additional traits to its members, as well as describing the characteristics of the tribe’s home settlement.

Optional Rule: If all player characters in the party come from the same tribe, that tribe gets 4 Ways instead of just 3. This optional rule is great for games where the DM wants to focus on the events of a specific group of people and want to reward their players for essentially giving up the individuality of having their own special origin.

Changing Tribe

It is possible for a character to leave and join another tribe. However, such a dramatic change is no simple matter. The new tribe must first accept the applicant, so trust must be earned. Additionally, the old tribe is likely to become hostile to their former member. Such drama is the stuff of great stories, so DMs are encouraged to allow it if the right actions are taken to make the switch.

A character that changes tribe loses all benefits of the Ways they once had, removing ability scores, skill proficiencies, and other tribal features in place of those provided by their new tribe.

Ways

We Die Honorably

Your people are willing to die for what they believe in. As a hero or explorer, you are expected to sacrifice your own life if needed. Indeed, to do so may be the finest death possible.

Ability Score Increase. Your Constitution score increases by 1 (maximum 20).

Fearlessness. You have advantage on save rolls to resist fear and intimidation.

Sacrifice. As a bonus action you may make yourself the target of an attack directed at a creature within 5 feet of you, instead of that creature.

Settlement: Celebrated. Your tribe makes a great show of honoring their dead and still living heroes. You count as well-fed and well-rested after spending a long rest at one of your tribe's settlements. These conditions last for one day, as usual.

We Endure

Your people have learned to live with the dangers of the post-apocalypse in ways many have not. You adapt to radiation, predators, and other hostilities, rather than merely guarding against them. You live alongside these dangers. In some ways, they now must live alongside you.

Ability Score Increase. Your Constitution score increases by 1 (maximum 20).

Durability. When designing this tribe, select one damage type other than piercing, slashing, or bludgeoning (e.g. radiation,

electricity, or cold). You and other tribe members have resistance to this damage type. Make sure that the damage chosen makes sense for the kinds of dangers you're used to enduring.

Tough as Nails. You enjoy advantage on Constitution skill rolls related to enduring and withstanding hardships, such as resisting torture or trekking long distances.

Settlement: Dangerous Places. The settlements of your people are located in extremely dangerous territory. Select one type of environmental hazard encounter from Chapter 1. You have advantage on rolls made to avoid or otherwise deal with this type of hazard.

We Fight Back

Your people work to destroy those monsters that prowl the wastes, be they zombies, aliens, mutant creatures, or robotic overlords. You don't merely survive, you fight back.

Ability Score Increase. Your Strength score increases by 1 (maximum 20).

Danger Sense. You have a sense for when monsters are nearby. You cannot be surprised by any creature with a CR lower than your level.

Weapon Training. You are proficient in either a melee martial weapon of your choice or shields. You begin play with this item.

Settlement: Monster Hunting. Your people have worked hard to learn to defeat the kinds of threats that come near your homes. Select one threat, such as a specific monster type or raider tribe. You have advantage on attack rolls which target that type of creature.





We Fix Things

Your people gather objects from the old world and repair them. They most likely focus on a specific technology such as cars, weaponry, electronics, or dwellings.

Ability Score Increase. Your Intelligence score increases by 1 (maximum 20).

Beloved Item. Choose one weapon or piece of gear other than a set of armor. This item should fall within the types of items your people love to gather and fix. You begin play with this item and count as proficient on any skill or attack roll made using this kind of item.

Example: Rudolph's people Fix Things, particularly the cars and tools found in the junkyard they've built their settlement around. Rudolph has great love for his father's old welding torch. He counts as proficient whenever he uses a welding torch as part of a repair process, lights flammable items on fire with it, or wields it in combat as a weapon.

Fixer. You are proficient with one tool set of your choice. When using these tools to repair an item, the time it takes to do so is reduced by 25%.

Settlement: Abundance. Your people have a culture centered on a specific category of object, such as those mentioned earlier (e.g. cars, electronics, camping gear, etc.). Your cost for purchasing those kinds of items is halved when you are within your people's settlements. Additionally, your settlements generally have a large and imposing example of the thing they love to stockpile.

We Gather Supplies

Your people gather food, water, ammunition, gasoline, medicine and other items that have survived the near-apocalypse. You have storehouses bursting with one or more of these things. Although you are better fed and cared for than others, this often comes with great outside resentment. In the wasteland, the old saying holds true: "What's mine is mine. What's yours is mine."

Ability Score Increase. Your Strength score increases by 1 (maximum 20).

Gatherer. Your carrying capacity is increased by 25% due to your practice at hauling large quantities of gathered goods.

Watchful. Your people have trained you to keep an eye out for useful supplies. You are proficient in Perception. You may roll with Perception, rather than Investigation, to scavenge. Whenever you successfully scavenge carefully, you find 2 units of your target rather than just 1 unit.

Settlement: Stockpile. Your people keep a large hoard of supplies at their settlements. Select one material when designing this tribe. When you and your allies build or repair items, it costs you 1 less unit of this material while you're at your settlements.

For example, the Grounders tribe works hard to gather useful wood from the forests around the old campgrounds. Whenever a member of their tribe attempts to build or repair something, it costs 1 less unit of wood to do so while at one of the Grounder settlement sites.

We Hunt Prey

Your people have a tradition of hunting, making food a bit more available and making you a bit more capable in a fight. You are cautious in the wild, ever aware of potential threats and food sources.

Ability Score Increase. Your Dexterity score increases by 1 (maximum 20).

Hunting Weapons. You are proficient in one ranged weapon and one melee weapon of your choice. You begin play with one of those weapons. If it is a ranged weapon, you also begin with a magazine or quiver of ammunition.

Tracker. You are proficient in either the Survival or the Stealth skill.

Settlement: Road Food. Your people butcher the meat they hunt and preserve much of it for later use. When you leave one of your settlements for a journey of one week or more, you and your companions are each given 7 days of rations.

We Read Words

You and your people still read. You stockpile books, make note of road signs, and understand the nuances of old maps. If your setting is one in which most people are illiterate, you are the exception. If knowledge is kept largely intact in your world, you are learned beyond the pale.

Ability Score Increase. Your Intelligence score increases by 1 (maximum 20).

Educated. You are proficient in either 2 languages of your choice, or 1 Intelligence skill of your choosing.

Private Collection. You have a small bundle of books weighing 10 pounds. Select 3 specific topics of interest. You may take 1 hour to read through your books, at the end of which time you may make an Intelligence roll to dig up a piece of information related to 1 or more of those 3 topics. You count as proficient on the roll. Example topics include: appliance repair, wild birds of the northwest, and local businesses from before the fall of society.

Settlement: Literacy. Your community values knowledge, particularly old knowledge. Facts that might seem trivial or irrelevant are nonetheless well known to the elders of your tribe. You may spend 1 hour speaking with people at your settlement in search of an expert on nearly any topic that was ever written about, at the end of which time you make a Persuasion roll. The difficulty of the roll depends on how obscure the information is.

A common skill will have a DC of 15 (e.g. standard plumbing repair). A truly unheard of topic will have a DC of 25 or more (e.g. the theoretical differences between *Medeco* and *Assa Abloy* locks). Success indicates you have found a member of the tribe capable of speaking of the topic at length.

We Ride On

Your people are defined by their vehicles. You might ride motorcycles, chopped-up cars, or even boats. That mobility makes you versatile, but highly dependent on those things you love to ride. Your people take care of their vehicles and most likely hand them down from generation to generation.

Ability Score Increase. Your Dexterity score increases by 1 (maximum 20).



Traditional Vehicle. Choose one specific type of vehicle (e.g. cars, trucks, jet skis, bicycles, etc). You are proficient in all rolls related to that vehicle type, including both driving and repairing. At the DM's discretion, you begin play with that vehicle. The vehicle you begin with may be considered a possession of the tribe, rather than your personal possession, so you may not be able to sell or salvage it.

Road War. You're accustomed to engaging in combat while driving. You do not suffer the usual disadvantage on rolls when making attacks while piloting a vehicle.

Settlement. You need not pay to get your Traditional Vehicle repaired and refueled when at your settlements. Holding fuel hostage is a crime against the tribe. No civilized person would be so low.

We Seek Out

Your people send out scouts to catalogue and understand the wastes around them. They may seek resources, a new home, or a specific item of legend. You have a tradition of gathering as much knowledge about your surroundings as possible.

Ability Score Increase. Your Wisdom score increases by 1 (maximum 20).

Curiosity. Your people have instilled in you a need to see and understand. You are proficient in a skill of your choice from the following: Investigation, Perception, or Survival.

Navigation. You are adept at finding your way in unexplored areas. You enjoy advantage on all rolls related to navigation when in unfamiliar territory.

Settlement: Area Knowledge. Your people know much about the landscape, resources, and threats of the area within 20 miles of your settlements. You are never lost within this area and have advantage on Survival skill rolls made there. You begin play with a set of crude maps or tattoos of the area.

We Talk It Out

The tribe takes negotiation and diplomacy seriously. Your people settle things as amicably as possible and always hold out hope for peace. Your tribe's leadership is most likely elected, favoring compelling oratory over brute force or tradition alone.

Ability Score Increase. Your Charisma score increases by 1 (maximum 20).

Talkative. You are proficient in either 2 languages of your choice, or 1 Charisma skill of your choosing.

Rumor Mill. Word travels fast in your tribe. By spending 10 minutes chatting with the locals at one of your settlements, you learn a number of rumors equal to 1d6 + your Charisma modifier. If there's major news going around, you hear about it first. By spending an hour gabbing you can start your own rumor there as well.

Settlement: Peace Treaties. Your community is protected by a number of agreements with other nearby survivor groups within 50 miles of your settlements. Members of non-raider groups within those areas are generally not hostile to you and your people unless there has been recent trouble between your tribes.

We Wander

Your people are generally nomadic in culture. They move around, searching for salvage or avoiding predators. They might move with the seasons or follow a trade route. In any case, you've learned never to stay in one place too long.

Ability Score Increase. Your Wisdom score increases by 1 (maximum 20).

Mobility. Your base speed is increased by 5 feet.

Ready to Go. You're always ready to gear up and leave. Packing up your bedroll, tent, armor, and other common gear takes you 3 turns. Donning or doffing your armor takes you an action.

Settlement: Wanderlust. The settlements of your tribe are mobile caravans or whole vehicles capable of travel. You know their routes well, such that you generally know where they'll be, relative to known landmarks throughout the region. So long as you can navigate to those landmarks, you can find your people.

We Worship

Your people are spiritual; guided by your religious leaders. They hold themselves to the standards of whatever gods or spirits they've adopted. Their faith gives them purpose.

Ability Score Increase. Your Charisma score increases by 1 (maximum 20).

Divine Inspiration. Select one trick from the Daredevil, Instinct, or Slaying school. You learn this trick, but may only use it so long as you adhere to the tenets of your tribe's religion. Should your religious leaders (or your own conscience) cast doubt upon your devotion, you lose access to this trick until you atone for your lapsed piety.

Mysterious Ways. You are proficient in one of the following skills, due to your religious upbringing: Old Ways, Religion, Science.

Settlement: Sites of Worship. Your people have places of reverence or worship spread throughout the world. They take the form of lightly decorated objects, such as rock pilings, tree carvings, or painted cave entrances. These places, scattered throughout the wastes within 100 miles of your settlements, serve as places where you can pray in peace. At such a site, you gain all of the usual Settlement benefits of your other tribal Ways. Navigating to one of these sites is a DC 15 Survival task.



CHAPTER 3: CLASSES



HELLSCAPES is built on a foundation of six core classes, each of which branches off into iconic archetypes. All are based on the core *D&D* classes with their flavors modified to fit post-apocalyptic sci-fi. Players should be able to construct nearly any survivor character they could imagine.

The classes are as follows:

MARAUDER. Wild and ferocious, they are those who prefer life outside the walls and laws of civilization. Based on the Barbarian class; using Strength to pull gambits.

NOMAD. Travellers, traders, and hunters. They are the ultimate survivalists and guides to the post-apocalyptic hellscape. Based on the Ranger class; using Constitution to pull gambits.

OUTCAST. Those who reject social niceties in favor of their own way. Creative and insightful, they're always looking for a new and better path. Based on the Rogue class; using Dexterity to pull gambits.

SCAVENGER. Those who live to take old things apart and make them into something useful. They are brainy, idiosyncratic, and capable of saving lives when it counts. Based on the Sorcerer class; using Intelligence to pull gambits.

THROWBACK. Dedicated to the old ways from before the fall of civilization. Living up to a code and working to bring back what once was. Based on the Paladin class; using Charisma to pull gambits.

WARRIOR. Trained as a combatant in the worst (some would say best) possible conditions. Fighting to survive, to protect, and to gain glory. Based on the Fighter class; using Wisdom to pull gambits.

Multiclassing and Gambits

In order to multiclass, you must meet the multiclassing ability score requirements of the class you've chosen, as well as your other classes. The ability score requirement is simply the gambit pulling ability of that class at a score of 13 or higher. For instance, multiclassing Outcast into Marauder takes a Dexterity of 13 and a Strength of 13.

All classes presented here have gambit pulling abilities. You'll want to keep this in mind when multiclassing, as the "spell" progression of the class will matter when mixing and matching between classes, particularly when determining gambit slots. Similarly to in *D&D*, your total number of available gambit slots is determined by adding your levels in Scavenger to half your levels (rounded down) in Nomad and Throwback, and a third of your Marauder, Outcast, and Warrior levels. You then take this total and consult the following table:

Multiclass Gambits

Gambit Slots per Gambit Level

Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	-	-	-	-	-	-	-	-
2nd	3	-	-	-	-	-	-	-	-
3rd	4	2	-	-	-	-	-	-	-
4th	4	3	-	-	-	-	-	-	-
5th	4	3	2	-	-	-	-	-	-
6th	4	3	3	-	-	-	-	-	-
7th	4	3	3	1	-	-	-	-	-
8th	4	3	3	2	-	-	-	-	-
9th	4	3	3	3	1	-	-	-	-
10th	4	3	3	3	2	-	-	-	-
11th	4	3	3	3	2	1	-	-	-
12th	4	3	3	3	2	1	-	-	-
13th	4	3	3	3	2	1	1	-	-
14th	4	3	3	3	2	1	1	-	-
15th	4	3	3	3	2	1	1	1	-
16th	4	3	3	3	2	1	1	1	-
17th	4	3	3	3	2	1	1	1	1
18th	4	3	3	3	3	1	1	1	1
19th	4	3	3	3	3	2	1	1	1
20th	4	3	3	3	3	2	2	1	1

Marauder

Marauders are the untamed, often violent products of the post-apocalypse. Society has crumbled, and the world is in tatters. The marauder taps into a strength and fury earned in the most dangerous of wilds. They often hail from brutal tribes with little concern for law and order. Most of all, the marauder is an untamed combatant, unleashing chaos on the field of battle.

There are many kinds of marauder, each tempered by the dangers of the wastes. The class is based on the Barbarian in *D&D*, but the marauder has the ability to pull gambits, expanding their options both in and out of combat.

Class Features

As a marauder, you gain the following class features.

Hit Points

Hit Dice: 1d12 per marauder level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per marauder level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Intimidation, Perception, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

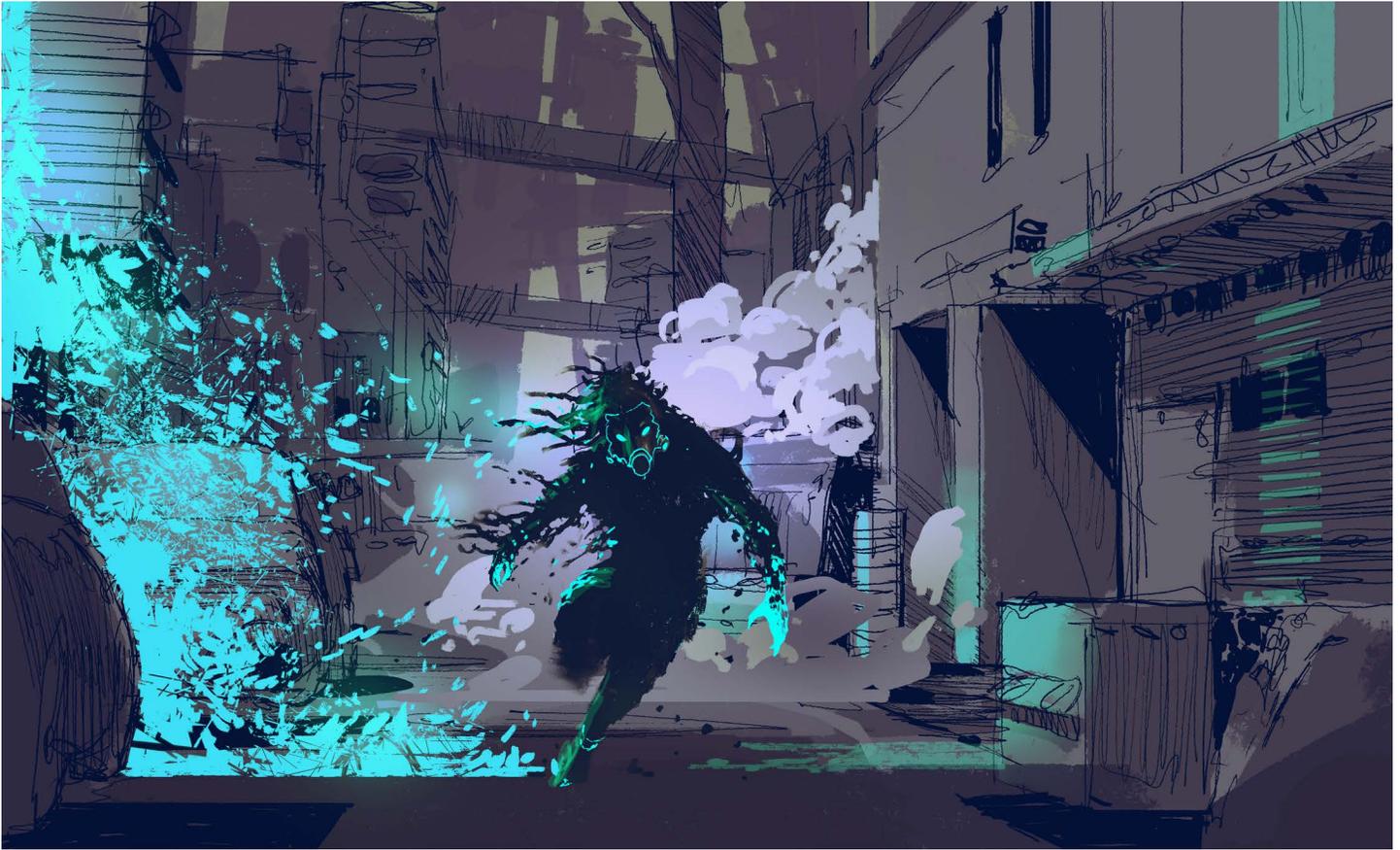
- A greataxe or (b) any martial melee weapon
- Two hatchets or (b) any simple weapon
- A raider's pack and four Molotov cocktails

The Marauder

-Gambit Slots per Gambit Level-

Level	Prof. Bonus	Features	Rages	Rage Damage	Tricks Known	Gambits Known	1st	2nd	3rd	4th
1st	+2	Rage, Unarmored Defense	2	+2	-	-	-	-	-	-
2nd	+2	Reckless Attack, Survival Instincts	2	+2	-	-	-	-	-	-
3rd	+2	Primal Archetype, Gambits	3	+2	2	3	2	-	-	-
4th	+2	Ability Score Improvement	3	+2	2	4	3	-	-	-
5th	+3	Extra Attack, Ferocious Movement	3	+2	2	4	3	-	-	-
6th	+3	Primal Archetype feature	4	+2	2	4	3	-	-	-
7th	+3	Primal Instincts	4	+2	2	5	4	2	-	-
8th	+3	Ability Score Improvement	4	+2	2	6	4	2	-	-
9th	+4	Brutal Critical (1 die)	4	+3	6	4	2	-	-	-
10th	+4	Primal Archetype feature	4	+3	3	7	4	3	-	-
11th	+4	Relentless Rage	4	+3	3	8	4	3	-	-
12th	+4	Ability Score Improvement	5	+3	3	8	4	3	-	-
13th	+5	Brutal Critical (2 dice)	5	+3	3	9	4	3	2	-
14th	+5	Primal Archetype feature	5	+3	3	10	4	3	2	-
15th	+5	Persistent Rage	5	+3	3	10	4	3	2	-
16th	+5	Ability Score Improvement	5	+4	3	11	4	3	3	-
17th	+6	Brutal Critical (3 dice)	6	+4	3	11	4	3	3	-
18th	+6	Indomitable Might	6	+4	3	11	4	3	3	-
19th	+6	Ability Score Improvement	6	+4	3	12	4	3	3	1
20th	+6	Wasteland Champion	Unlimited	+4	3	13	4	3	3	1





Rage

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 so long as you aren't wearing heavy armor:

- 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 marauder, as shown in the Rage Damage column of the Marauder table.
- You have resistance to bludgeoning, piercing, and slashing damage.

You can't pull gambits or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious, or if your turn ends without you having attacked a hostile creature or taken damage. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your marauder level in the Rages column of the Marauder table, you must finish a long rest before you can rage again.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Strength modifier. You can use a shield and still gain this benefit.

Reckless Attack

Starting at 2nd level, 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.

Survival Instincts

At 2nd level, 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 gambits. To do not gain this benefit if you are blinded, deafened, or incapacitated.

Primal Archetype

At 3rd level, you choose an archetype that shapes the nature of your rage. Choose the Feral, Holdout, or Raider. Each is detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Gambits

Upon reaching 3rd level you have become capable of pulling gambits. All marauders have access to gambits from schools as determined by your primal archetype: Feral (Instinct and Wilderness schools), Holdout (Old Ways and Slaying schools), or Raider (Daredevil and Scrounge schools).

Tricks

You know two tricks of your choice from the gambit schools you have access to. You learn additional tricks of your choice at higher levels, as shown in the Tricks Known column of the Marauder table.

Gambit Slots

The Marauder table shows how many gambit slots you have to pull your gambits of 1st level and higher. To pull one of these gambits, you must expend a slot of the gambit's level or higher. You regain all expended gambit slots when you finish a long rest.

For example, if you know the 1st-level gambit *Battle Cry* and have a 1st-level and a 2nd-level gambit slot available, you can pull *Battle Cry* using either slot.

Gambits Known of 1st Level and Higher

You know three 1st-level gambits of your choice from the gambit schools you have access to. The Gambits Known column of the Marauder table shows when you learn more Marauder gambits of your choice. Each of these gambits must be of a level for which you have gambit slots. For instance, when you reach 3rd level in this class, you can learn one new gambit of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Marauder gambits you know and replace it with another gambit from the gambit schools you have access to. This new gambit must be of a level for which you have gambit slots.

Gambit Pulling Ability

Strength is the gambit pulling ability for Marauder gambits. Your gambits come from your fury, instinct, and raw power. Some call it muscle memory; you call it might making right.

Gambit save DC = 8 + your proficiency bonus + your Strength modifier

Gambit attack modifier = your proficiency bonus + your Strength modifier

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.



Ferocious Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Primal Instincts

By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat but aren't incapacitated, you can act normally on your first turn, but only if you enter rage before doing anything else on that turn.

Brutal Critical

Beginning at 9th level, 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

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging

but don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead of dying. Each time you use this feature after the first use, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Persistent Rage

Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Indomitable Might

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

Wasteland Champion

At 20th level, you embody the untamed power of the wasteland. Your Strength and Constitution scores each increase by 4. Your maximum for each score is now 24.





Primal Archetypes

Feral

“AS FOR ME, I GREW TO MANHOOD, AND IN THE FULLNESS OF TIME, I BECAME THE LEADER... THE CHIEF OF THE GREAT NORTHERN TRIBE.”

**- The Feral Kid (as narrator),
The Road Warrior**

The Feral might be the closest thing to animal a person can become without losing their humanity. You are truly wild; you are primal. You are the pulsing beat of the war drums at night. You are the relentless thunder of a radioactive storm. The Feral marauder is in touch with their inner fury on a level few others can match, or even understand. Some think of them as beasts, but few get in their way.

Feral Gambits

Starting at 3rd level, when you select this archetype, you gain access to the Instinct and Wilderness gambit schools.

Unlike other marauders, you may still pull and concentrate on gambits while you rage, due to your more intuitive understanding of their use.

Predator's Aura

By 6th level, you seem to have an animal's spirit, specifically

that of a predator. Beasts that come within 10 feet of you must succeed in a Charisma save against your gambit save difficulty or become frightened by you for 1 hour. You have advantage on Intimidation skill rolls made against beasts within this aura.

At 10th level the radius of this aura increases to 30 feet.

Primal Movement

At 10th level, you are more beast than man in many ways. You may move on all fours if you have no items equipped in your hands, adding 10ft to your speed while you do so. This speed increase stacks with Ferocious Movement.

Additionally, whenever you take the Dash action while moving in this way, you may also take the Dodge action as a free action.

Fight or Flight

Upon reaching 14th level, you can tap into and control your animalistic fight or flight responses to enhance your rage. Whenever you rage, choose either fight or flight as its purpose.

While in a fight rage, you may select 1 creature you can see as your current prey. Whenever your prey moves on their turn, you may move your speed in their direction. You deal 1d6 additional damage on attacks made against your prey. If your prey is defeated or leaves the encounter while you are still raging, you may select new prey.

While in a flight rage, your speed bonus from your Ferocious Movement feature increases to 20ft. During this rage you enjoy a +2 bonus to AC.

Myth

"THE LADY OF THE LAKE, HER ARM CLAD IN THE PUREST SHIMMERING SAMITE, HELD ALOFT EXCALIBUR FROM THE BOSOM OF THE WATER, SIGNIFYING BY DIVINE PROVIDENCE THAT I, ARTHUR, WAS TO CARRY EXCALIBUR. THAT IS WHY I AM YOUR KING."

- King Arthur,

Monty Python and the Holy Grail

You have taken up the mantle of a character of legend or folklore and turned it into a persona you don while adventuring. Though you are not the character you claim to be, you hold to their qualities as best you can. You've found that people want to believe that heroes exist, and often give you the benefit of the doubt.

Your abilities draw from something deep inside of you that calls to the legend you have chosen. You have turned the rage of the untamed marauder into a moment of heroic power. You are less a mortal and more a god in these moments, tearing through foes that stand in the way of your story. Because the truth is that your adventures are yet one more chapter in the legend of the folk hero or creature you represent.

The legend you choose to emulate can come from history or even pop-culture, since the stories we tell through movies and TV might easily become oral history to a post-apocalyptic society. Examples include Alexander the Great, Mad Max, Wonder Woman, Harry Potter, Sherlock Holmes, Joan of Arc, and David Hasselhoff. They also include legendary monsters, such as the

Sasquatch, the Slenderman, or The Jersey Devil. The only limitation is your ability to bring to life this fiction of the past.

Folk Gambits

At 3rd level, upon taking up the name and persona of a legendary figure, you may select two gambit schools. These become the source of your gambits as a Marauder. Be sure to select schools which help reinforce your supposed abilities. Work with your GM on this as it will inform your character throughout.

Legendary Rage

By 6th level, when you rage you become an embodiment of myth upon the world, frightening foes and inspiring allies. Upon seeing you in a rage, hostile creatures must immediately succeed in a Charisma save against your gambit save DC or take 1d6 psychic damage. Friendly creatures who see you in a rage regain 1d6 hit points.

Campfire Stories

Starting at 10th level, knowledge of your deeds has spread to the communities around you. Whenever you enter an indifferent or friendly settlement you gain access to a Settlement benefit derived from the Ways of its Tribe. For settlements that do not have an associated Tribe, you should work with the DM to determine which Settlement benefit you should have access to here.

Mythical Strengths and Weaknesses

At 14th level, you have truly gained the qualities of a legendary figure or monster. The resistance to bludgeoning, piercing, and slashing damage you normally enjoy during a rage now applies to you at all times. However, you must select another damage type to which you are forever vulnerable.



Raider

"YOU WANTED TO KNOW WHAT THE BAD GUYS LOOKED LIKE. NOW YOU KNOW."

- Man, The Road

You are in many ways the stereotypical marauder, eschewing civilization for a dangerous lifestyle that pits you against most other survivors. You may no longer live as a looter or brigand of the wastes, but you still conform to the archetype of the untamed road warrior, taking what you can when you can. In many ways, you are a villain to even those who trust you.

Your talents, while feared and reviled by many, put you in a strong position for survival. You seek opportunity, fight with ferocity, and kill those who stand in your way. Your existence is about projecting and developing strength, and you take this task seriously. The good die young; you will live forever.

Raider Gambits

Starting at 3rd level, when you select this archetype, you gain access to the Daredevil and Scrounge gambit schools.

Whenever you roll a critical hit on an attack, you immediately regain an expended 1st level gambit slot as you bask in the glory of battle and the destruction of your enemies.

War Paint

By 6th level, you find strength in the symbols of raiding, fear, and war. As an action, you mark your face, weapon, or armor in some form of pigment (e.g. paint, juice, blood, grease, etc.). Until the end of this encounter, you may rage any number of times but only lose one rage from your maximum allotment. Once you have used this feature you may not do so again until you have finished a long rest.

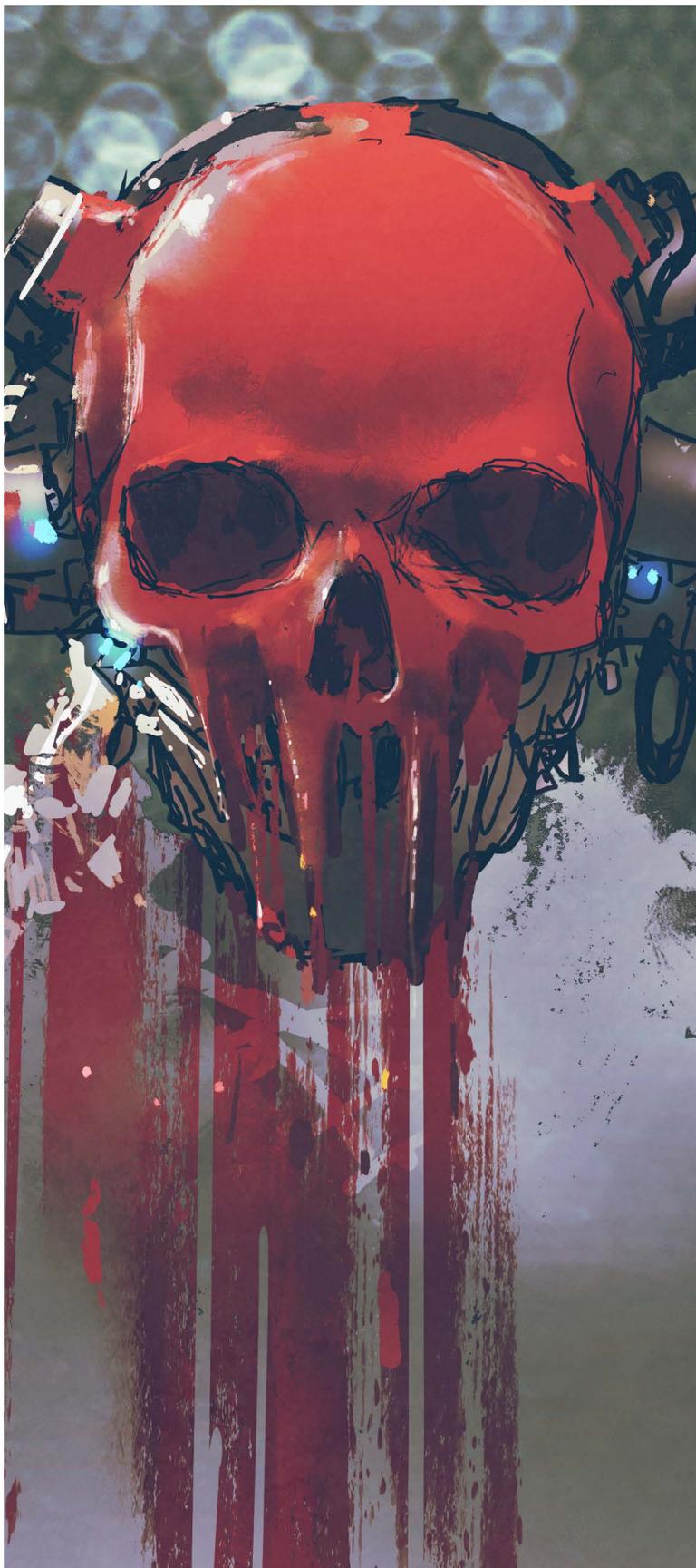
Once you reach 20th level, applying war paint in this way doubles your rage damage bonus on attacks for the encounter. This extends to creatures that benefit from your War Party archetype feature.

Raid

At 10th level, you are so adept at stealing that you may easily do so during combat. After a successful melee weapon attack that would deal damage against a creature, you may choose to take an item the target has equipped in one of their hands, instead of dealing damage.

War Party

Once you reach 14th level, friendly creatures within 30 feet benefit from your rage damage bonus on their melee weapon attacks that use Strength so long as you are raging.



Nomad

The nomad is the ultimate survivor. Traveler, scout, trader, and surveyor; whether a loner or part of a larger group, the nomad is whatever they need to be at any given time. They are masters of the wilds, with a profound knowledge of trade routes, trails, and the dangers of the wastelands. The world has become incredibly small for most survivors, but the Nomad sees the vastness of existence before them.

The nomad is based on the Ranger in *D&D*; however, they've been refocused on Constitution rather than Wisdom. Although it's still useful to be wise, the Nomad truly masters withstanding the elements.

Class Features

As a nomad, you gain the following class features.

Hit Points

Hit Dice: 1d10 per nomad level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per nomad level after 1st

The Nomad

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Saving Throws: Constitution, Wisdom

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Perception, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) animal hide armor or (b) soft leather armor
- (a) two machetes or (b) two simple melee weapons
- (a) a militia pack or (b) a raider's pack or (c) a vagabond's pack
- A traditional bow and a quiver of 20 arrows

Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even conversing with a certain type of enemy. Choose a favored enemy type: *aliens*, *beasts*, *oozes*, *plants*, *robots*, or *undead*. Note: more fantastic enemy types such as giants, fey, dragons, or fiends may be appropriate in certain

-Gambit Slots per Gambit Level-

Level	Prof. Bonus	Features	Gambits Known	1st	2nd	3rd	4th	5th
1st	+2	Favored Enemy, Hellscape Explorer	-	-	-	-	-	-
2nd	+2	Fighting Style, Gambits	2	2	-	-	-	-
3rd	+2	Nomad Archetype, Wanderer's Awareness	3	3	-	-	-	-
4th	+2	Ability Score Improvement	3	3	-	-	-	-
5th	+3	Extra Attack	4	4	2	-	-	-
6th	+3	Favored Enemy and Hellscape Explorer improvements	4	4	2	-	-	-
7th	+3	Nomad Archetype feature	5	4	3	-	-	-
8th	+3	Ability Score Improvement, Wasteland's Stride	5	4	3	-	-	-
9th	+4	-	6	4	3	2	-	-
10th	+4	Hellscape Explorer improvement, Camouflage	6	4	3	2	-	-
11th	+4	Nomad Archetype feature	7	4	3	3	-	-
12th	+4	Ability Score Improvement	7	4	3	3	-	-
13th	+5	-	8	4	3	3	1	-
14th	+5	Favored Enemy improvement, Vanish	8	4	3	3	1	-
15th	+5	Nomad Archetype feature	9	4	3	3	2	-
16th	+5	Ability Score Improvement	9	4	3	3	2	-
17th	+6	-	10	4	3	3	3	1
18th	+6	Situational Awareness	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Grizzled Hunter	11	4	3	3	3	2

post-apocalyptic settings. Alternatively, you can select two groups of humanoid (such as raiders, vault dwellers, cyborgs, or mutants) as favored enemies, subject to DM approval.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you may also choose to learn one language that is spoken by your favored type of enemy. You choose one additional favored enemy type, as well as an associated language, at 6th and 14th level. Your choices should reflect the types of creatures you have encountered in your travels.

Hellscape Explorer

You are particularly familiar with one type of apocalyptic environment, and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, cityscape, coast, desert, forest, grassland, mountain, suburbs, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by gambits or advanced technology.
- You remain alert to danger even when you are engaged in another activity (such as foraging, navigating, or tracking).
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Armored

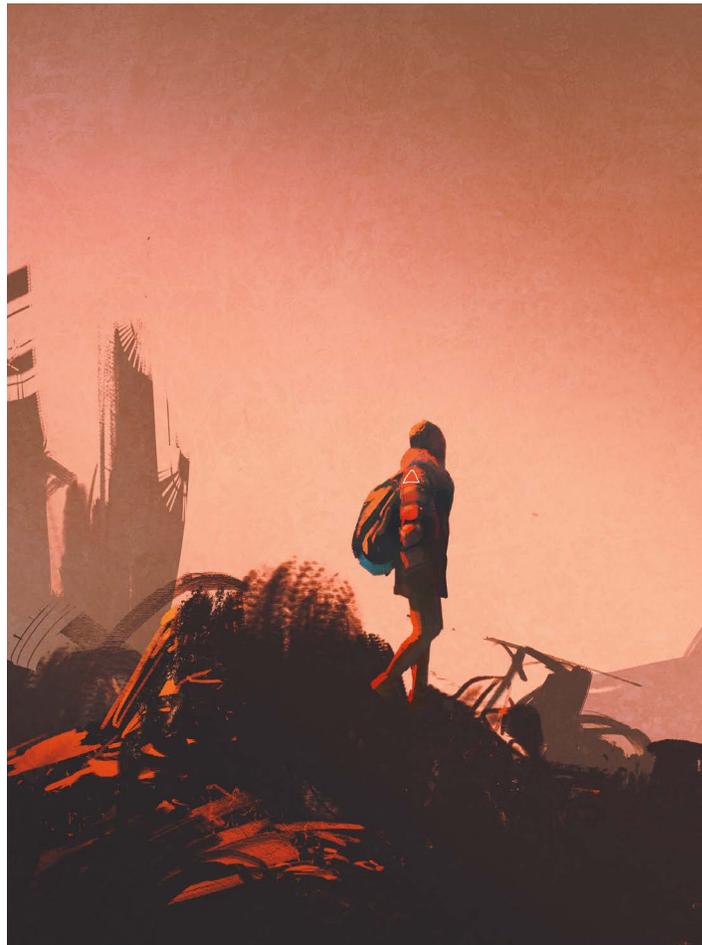
While you are wearing armor, you gain a +1 bonus to AC.

Improvisational

You are proficient with all improvised weapons.

Maneuverable

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



Marksman

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

Pinning

Whenever you make a critical hit on an attack with a bow or crossbow against a medium or smaller creature next to a wall or other structure, the target becomes restrained. The condition ends when the target (or another creature) takes an action to remove the projectile that pins them in place.

Showboat

When you engage in two-weapon fighting with ranged weapons, you can add your ability modifier to the damage of the second attack.

Slayer

When you engage in two-weapon fighting with melee weapons, you can add your ability modifier to the damage of the second attack.

Vault

While equipped with an item that works as a pole, such as a staff, spear, or reach weapon, your base speed increases by 5ft as you use it to enhance your mobility and balance.

Gambits

By the time you reach 2nd level, you have learned to use your will to survive to pull gambits.

Gambit Slots

The Nomad table shows how many gambit slots you have to pull your gambits of 1st level and higher. To pull one of these gambits, you must expend a slot of the gambit's level or higher. You regain all expended gambit slots when you finish a long rest.

For example, if you know the 1st-level gambit *Authority Figure* and have a 1st-level and a 2nd-level gambit slot available, you can pull *Authority Figure* using either slot.

Gambits Known of 1st Level and Higher

You know two 1st-level gambits of your choice from the Wilderness school. Once you get to 3rd level, you'll gain access to another school determined by your archetype (e.g. Daredevil school from Gearhead, Civilization school from Haggler, Foresight school from Survivalist).

The Gambits Known column of the Nomad table shows when you learn more nomad gambits of your choice. Each of these gambits must be of a level for which you have gambit slots. For instance, when you reach 5th level in this class, you can learn one new gambit of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the nomad gambits you know and replace it with another gambit from the schools you have access to. This replacement gambit must be of a level for which you have gambit slots.

Gambit Pulling Ability

Constitution is your gambit pulling ability for your nomad gambits, since your talents draw upon your survivalist nature. You use your Constitution whenever a gambit refers to your gambit pulling ability. In addition, you use your Constitution modifier when setting the saving throw DC for a nomad gambit you pull and when making an attack roll with one.

Gambit save DC = 8 + your proficiency bonus + your Constitution modifier

Gambit attack modifier = your proficiency bonus + your Constitution modifier

Nomad Archetype

At 3rd level, you choose an archetype that you strive to emulate: Gearhead, Haggler, or Survivalist. Each is detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Wanderer's Awareness

Beginning at 3rd level, you can use your action and expend one nomad gambit slot to focus your awareness on the region around you. For 1 minute per level of the gambit slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your

avored terrain): *aliens, beasts, oozes, plants, robots, or undead*. This feature doesn't reveal the creatures' location or number, just their presence.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Wasteland's Stride

Starting at 8th level, moving through difficult terrain costs you no extra movement. You can also pass through debris without being slowed by it and without taking damage from it.

In addition, you have advantage on saving throws against plants that are mutated or manipulated to impede movement.

Camouflage

Starting at 10th level, 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 if 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.

Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked without the use of a gambit, unless you choose to leave a trail.

Situational Awareness

At 18th level, you've sharpened your senses to help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls.

You are also aware of the location of any invisible creature within 30 feet of you, provided that you aren't blinded or deafened.

Grizzled Hunter

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Constitution modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Martial Archetypes

Gearhead

"DON'T TOUCH PLEASE, THAT'S A PRECISION INSTRUMENT."

- The Gyrocaptain, The Road Warrior

Rebuilding and riding vehicles is a powerful way to tame the wasteland. Although fuel may be difficult to find, the raw power of motor vehicles cannot be overstated. From motorcycles and cars, to massive semi-trucks, boats, and even planes and helicopters are up for grabs.

The Gearhead is the nomad most accustomed to the lifestyle of the machine-loving daredevil. They are riders, pilots, and boat captains. They use these vehicles to explore, trade, and deliver crucial supplies.

As working vehicles are essentially priceless, some Gearheads gain their training and beloved machines from the communities that put them back together and scavenge enough fuel to make them work. Being a Gearhead can be more than just sleeping in a cockpit, sometimes it's about being part of something bigger than yourself.

Grease Monkey

You have the skills to pay the bills. Well, if there were still bills. Starting when you pick up this archetype at 3rd level, you are proficient in Tool Use: Mechanical Tools and Vehicle Use in one kind on vehicle (land, water, or air vehicles). You also gain Vehicles as a nomad favored enemy.

At this point, you come into possession of a vehicle of the type you are proficient (e.g. land, water or air) as well as two days' worth of fuel. You either found this vehicle recently in the wastes (meaning it's going to start with at least 2 quirks) or it's actually owned by your community or master. Work with your DM to pick

out a vehicle from chapter 6 and determine together just where you got it.

Daredevil Gambits

When you attain 3rd level, you become able to learn gambits from the Daredevil school.

Hang Tight

By 7th level, you're quite used to hopping on and hanging onto fast moving vehicles. No matter how fast or dangerously a vehicle is moving, you can hold on without a problem; whether that's inside, outside, on the roof, or wherever. You only need to make saves to stay on when you are smashed into or otherwise damaged by a collision.

At 11th level, any friendly creature within 5 feet of you may benefit from this feature if you so choose.

Rev Your Engine

Starting at 11th level, you're able to get the most incredible speed out of the vehicles with which you are proficient. You may always travel "fast" when calculating journey progress in such a vehicle. You may also ignore difficult terrain for your vehicle in combat, as well as during travel. Note: these travel time bonuses only apply to your vehicle, not to those of your companions. It may be useful to drive something big, that can haul all your allies and equipment together.

When you drive a vehicle with the intent to cause a collision, the other vehicles involved take 2 additional dice of damage. At 15th level, this bonus collision damage increases to 4 additional dice.

Machine Mastery

At 15th level you have advantage on all attacks against vehicles when using weapons that you are proficient with. Your attacks ignore immunities and resistances that the vehicles possess. Using a vehicle as a weapon to cause a collision qualifies for this bonus when the target is another vehicle.



Haggler

"ANYTHING THAT CAN KILL A MAN, I SELL. EXCEPT SUICIDAL DEPRESSION. THAT IS UNFORTUNATELY NOT PACKAGEABLE."

- KL-E-O, *Fallout 4*

You are a master trader, establishing semi-secure routes between important settlements. You practically bargain in your sleep, preferring to work out a deal with nearly everyone you meet. There's no conflict that can't be turned into something mutually beneficial. If we're going to survive we're going to need to work together, trading what we each have so that we all get what we need. This is more than mere commerce; this is survival.

In a sense you're an explorer, seeking out safe ways of crossing the wasteland, discovering new settlements and unique merchandise.

Quite the Bargain, Don't You Think

At 3rd level, upon adopting the archetype of the Haggler, you become proficient in the Persuasion skill. If you already have it, you become proficient in another Charisma skill of your choice. Whenever you use a Charisma skill that you're proficient in to make a deal of some kind, you may double your proficiency bonus for the roll.

Unlike most characters, you're able to treat entire settlements as though they were a single NPC. Settlements have a disposition towards you (friendly, indifferent, or hostile) and may change this attitude

Civilization Gambits

When you attain 3rd level, you become able to learn gambits from the Civilization school.

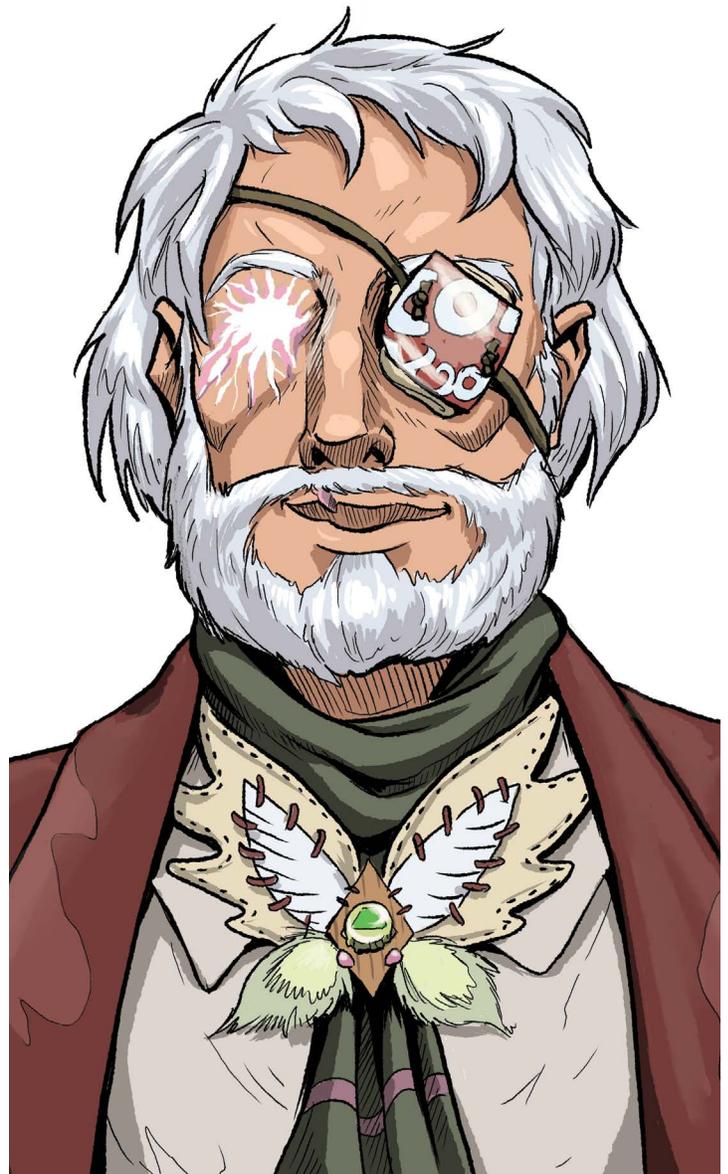
Trade Route

Upon reaching 7th level, you may establish a single trade route between two settlements you've visited that are friendly towards you, even if they are hostile towards each other. This reduces the daily likelihood of an encounter on the route by 25% (see the environmental hazard rules in chapter 1 for details), due to patrols and established shelters. When buying or trading, prices for you in these two settlements are reduced by 10% (on top of any other discounts you may get due to membership in the settlement's associated tribe or additional trade routes).

You gain an additional route that you may create at level 11, and again at level 15. All these routes are closely associated with your personality and reputation. You should work with your DM to come up with a name for each of them.

Entice

At level 11, you become able to talk nearly anyone into a temporary manic need for an object you possess. As an action, you may engage in a contested Persuasion roll against a sentient creature's

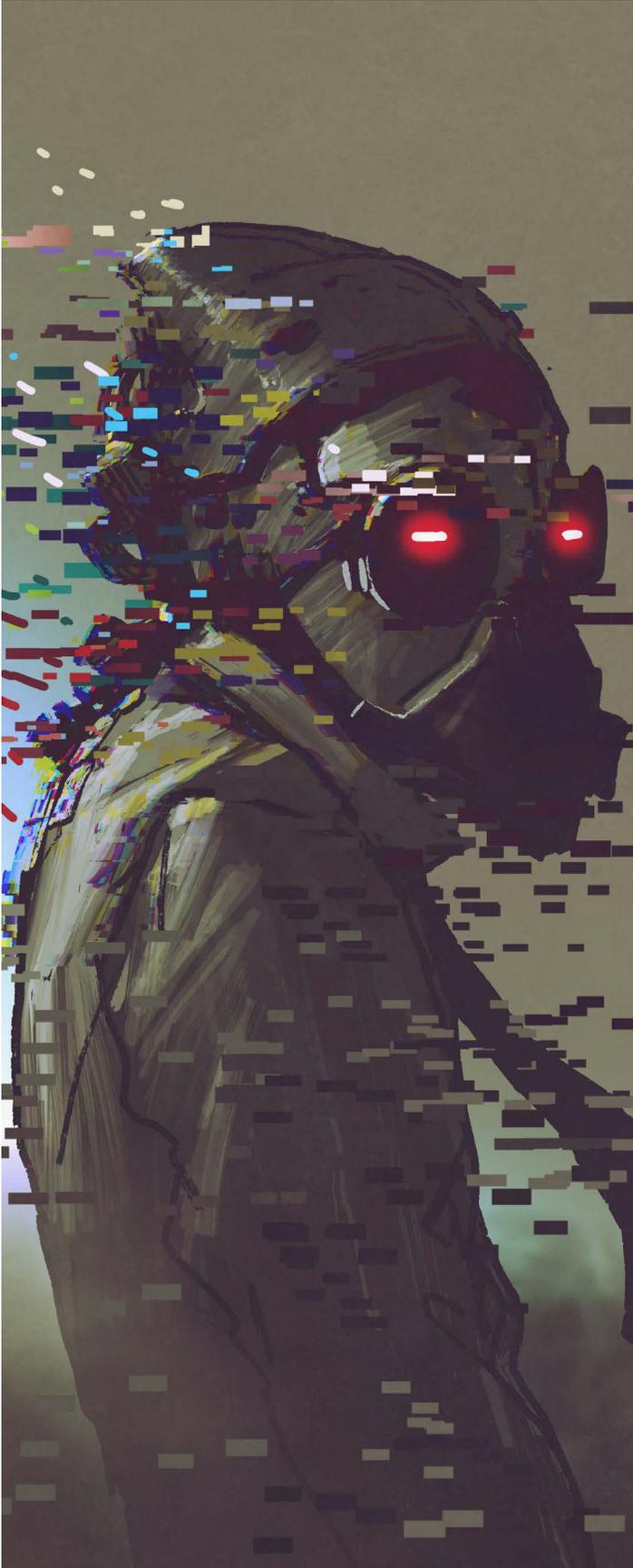


Charisma save so long as they can hear and see you. If the target fails, they gain a Vulnerability to all damage until they possess a specific item you currently hold. This Vulnerability lasts until the target succeeds in gaining the item, or 10 minutes, whichever comes first.

Once this feature has been used, you may not use it again until you take a long rest.

Battle Bribe

By 15th level, you are so smooth in your negotiations that you're even able to make deals in the heat of battle. As an action, you may hand an item worth 50 units of money or more to a sentient foe, who must then make a Charisma save. If they fail, the target takes the item and becomes indifferent to you and your companions, disinterested in fighting with you.



Survivalist

"THAT'S THE TRICK OF IT, I THINK. WE DO WHAT WE NEED TO DO AND THEN WE GET TO LIVE."

- Rick Grimes, *The Walking Dead*

Though everyone in the post-apocalypse is a survivor of some kind, few are truly prepared to face any disaster or threat that comes their way. The survivalist takes the outdoor skills of the nomad and doubles down.

Efficiency

At 3rd level, when you choose this archetype, you have come to master the art of readying for a journey. Your carrying weight limits are increased by 25%, due to your competency in organizing your pack. At 11th level, you may provide this limit increase to travel companions who are willing to take your advice on the topic.

Additionally, you're able to gain all the benefits of a tool kit with only 3 of the items normally found in it (as opposed to the usual 10). For example, you can still make due with a wrench, a can of oil, and a rag as though it were a full mechanical tool kit. This can greatly reduce the weight you carry if you're willing to pack light in this way.

Foresight Gambits

When you attain 3rd level, you become able to learn gambits from the Foresight school.

Hazard Circumnavigation

By 7th level, you're able to navigate around most potential problems in the wild. Upon encountering a wilderness hazard during a journey, you may expend a gambit slot of any level to navigate around it. This adds 3d6 hours to your journey, but you still count as having faced the danger (potentially earning XP for the encounter). The additional travel time reduces to 2d6 hours at 11th level, and at 15th level it's only 1d6 hours extra.

Sudden Shelter

At 11th level, you become able to erect a shelter or needed cover at a moment's notice. As a reaction, you may create a shelter for yourself, providing the resistance to all damage from an environmental hazard affecting you. The shelter also counts as 3/4 cover in combat.

This shelter and source of cover may not be moved and is only large enough for you and one other creature of your size or smaller. It lasts until the end of the encounter.

Thinking Ahead

Starting at 15th level, you may pull a Foresight school gambit you know with the [RETROACTIVE] tag without the need to expend a gambit slot. Once you've used this feature for any given gambit you may not do so again until you've taken a long rest, though you may still pull it using gambit slots.

The Outcast

-Gambit Slots per Gambit Level-

Level	Prof. Bonus	Creative Attack	Features	Tricks Known	Gambits Known	1st	2nd	3rd	4th
1st	+2	1d6	Surprisingly Skilled, Creative Attack, Brotherhood of Misfits	-	-	-	-	-	-
2nd	+2	1d6	Unplanned Action	-	-	-	-	-	-
3rd	+2	2d6	Outcast Archetype, Gambits	3	3	2	-	-	-
4th	+2	2d6	Ability Score Improvement	3	4	3	-	-	-
5th	+3	3d6	Fool's Luck	3	4	3	-	-	-
6th	+3	3d6	Surprisingly Skilled	3	4	3	-	-	-
7th	+3	4d6	Evasion	3	5	4	2	-	-
8th	+3	4d6	Ability Score Improvement	3	6	4	2	-	-
9th	+4	5d6	Outcast Archetype feature	3	6	4	2	-	-
10th	+4	5d6	Ability Score Improvement	4	7	4	3	-	-
11th	+4	6d6	Obsessiveness	4	8	4	3	-	-
12th	+4	6d6	Ability Score Improvement	4	8	4	3	-	-
13th	+5	7d6	Outcast Archetype feature	4	9	4	3	2	-
14th	+5	7d6	Raw Intuition	4	10	4	3	2	-
15th	+5	8d6	Unusual Thinking	4	10	4	3	2	-
16th	+5	8d6	Ability Score Improvement	4	11	4	3	3	-
17th	+6	9d6	Outcast Archetype feature	4	11	4	3	3	-
18th	+6	9d6	Unpredictable Movements	4	11	4	3	3	-
19th	+6	10d6	Ability Score Improvement	4	12	4	3	3	1
20th	+6	10d6	Impossible Luck	4	12	4	3	3	1

Outcast

Outcasts are those whose ways are so odd that even the relatively rule-free environment of the afterworld pushes back. They are the weirdoes and wise women, pushing the boundaries of what's right and proper. They must be true to themselves. They live on the outskirts of settlements, eschewed by the average as a threat to survival and common decency. But sometimes their unorthodox ways bring results.

The outcast is the cutting edge of culture, technology, and danger. They adventure because they are called to do and be something different than those who hide under the ruins of the past. They experiment with techniques that one day may save us all.

The outcast class is based on the Rogue in D&D, twisting the roguish need for lawlessness into a breaker of taboos and seeker of new ways. Although mechanically quite similar, the outcast is more of an experimental artist than a trained thief or explorer.

Class Features

As an outcast, you have the following class features.

Hit Points

Hit Dice: 1d8 per outcast level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per outcast level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, martial melee weapons

Tools: Lockpicks

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth



Creative Attack

Beginning at 1st level, you know how to get experimental with your attacks, taking advantage of opportunities in the flow of battle. 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 Creative Attack column of the Outcast table.

Brotherhood of Misfits

You have a special connection to the other weirdoes and outcasts of this desolate world. At 1st level and higher, whenever you encounter a particularly strange person who is not friendly, roll a 1d4 upon their seeing you. On a roll of '1' the weirdo decides you're a kindred spirit and becomes friendly to you.

Additionally, you have insight into communications with highly unusual loners and enjoy advantage on related Charisma skill rolls.

Unplanned Action

Starting at 2nd level, your intuitive style of fighting allows you to take a randomly determined action you see the opportunity for. You can take a bonus action on each of your turns in combat. At the start of your turn, roll 1d6 to determine which action this bonus action can be:

d6 roll	Action
1	Attack
2	Use or equip an item
3	Dash
4	Disengage
5	Dodge
6	Hide

Outcast Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your outcast abilities: Lone Wolf, Masked, and Packrat, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Gambits

Upon reaching 3rd level, you gain the ability to pull gambits due to your tendency to develop new and interesting ways of coping with the post-apocalypse. Each of the three archetypes have access to different schools of gambits: Lone Wolf (Patching, Slaying), Masked (Daredevil, Instinct), and Packrat (Foresight, Scavenge).

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- a machete or (b) nunchuks
- a crossbow and quiver of 20 bolts or (b) a machete
- a raider's pack, (b) a religious pack, or (c) a vagabond's pack
- Soft leather armor, two combat knives, and a lock pick set

Surprisingly Skilled

At 1st level, choose either two of your skill proficiencies or one of your skill proficiencies and your proficiency with lockpicks. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with lockpicks) to gain this benefit.



Tricks

You learn a total of three Tricks from the two schools associated with your archetype. You learn another Trick of your choice from any school at 10th level.

Gambit Slots

The Outcast table shows how many gambit slots you have with which to pull your gambits of 1st level and higher. To pull one of these gambits, you must expend a slot of its level or higher. You regain all expended gambit slots when you finish a long rest.

Gambits Known of 1st-Level or Higher

You know three 1st-level gambits of your choice, all of which must be from the two schools you access through your archetype. The Gambits Known column of the Outcast table shows when you learn more gambits. Each of these gambits must be from your archetype schools, and must be of a level for which you have Gambit slots.

The gambits you learn at 8th, 14th, and 20th level can come from any school.

Whenever you gain a level in this class, you can replace one of your known gambits with another gambit of your choice from any school, so long as it is of a level you have access to.

Gambit Pulling Ability

Dexterity is your gambit pulling ability, since you wield your abilities through raw intuition, quick insights, and honed reflexes.

Gambit save DC = 8 + your proficiency bonus + your Dexterity modifier.

Gambit attack modifier = your proficiency bonus + your Dexterity modifier.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Fool's Luck

Starting at 5th level, 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

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a frag grenade or a hidden booby trap. When you are 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.

Obsessiveness

By 11th level, you have 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.

Raw Intuition

Starting at 14th level, you are aware of the location of any hidden or invisible creature within 10 feet of you so long as you can hear.

Unusual Thinking

By 15th level, your ways of thinking are nearly indecipherable to others. You gain proficiency in Wisdom saving throws.

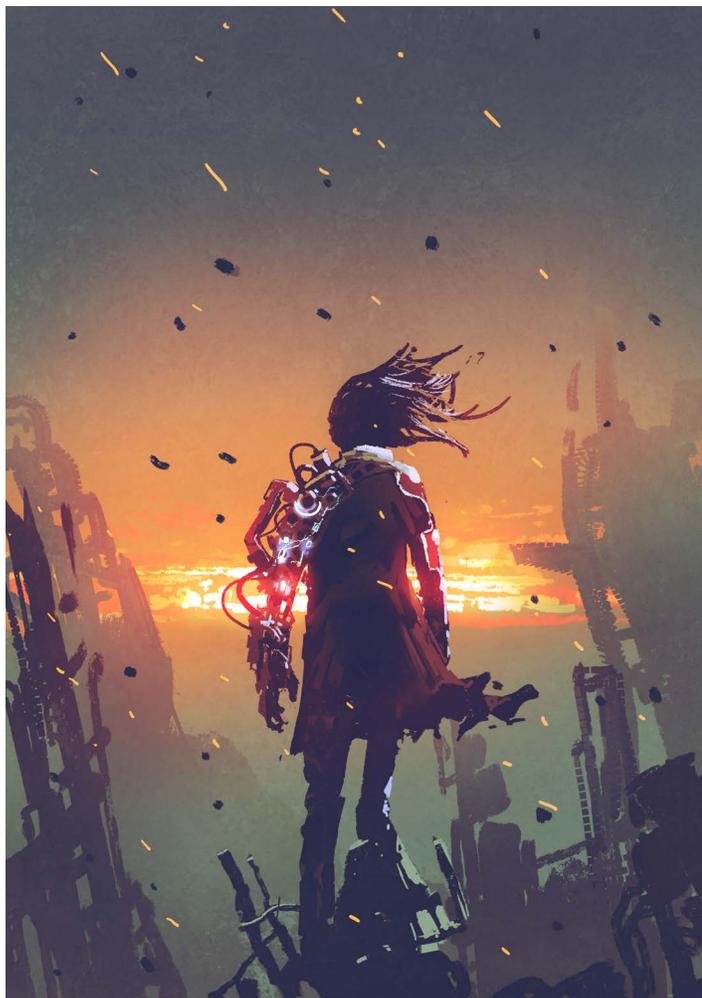
Unpredictable Movements

Beginning at 18th level, you behave so unpredictably that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Impossible Luck

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. You can even simply select what's available for your Unplanned Action, rather than rolling.

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



Outcast Archetypes

Lone Wolf

"HE DOESN'T HAVE A NAME, SO DEATH CAN'T FIND HIM. HE DOESN'T HAVE A HOME OR PEOPLE TO CARE FOR. HE'S NOT AFRAID OF ANYTHING, MEN LEAST OF ALL."

- *Enola, Waterworld (1995)*

One advantage of being an outcast is the solitude. You get to be yourself and really explore who you are. As more of a loner, you come to know yourself better. You are in touch with your own motivations and thought processes. You are less distracted by the constant chatter of friendship and group activities.

Working with others in a group is not your natural state, but sometimes the hellscape forces you to compromise. Still, you've got abilities which stem from taking a few steps off the beaten path on your own. You know your allies will have your back and maybe even accept your lonely ways.

Loner Gambits

At 3rd level, upon giving in to the loner inside you, you gain access to the Patching and Slaying schools of gambits. You can take care of yourself, thanks.

Going Solo

Also at 3rd level, you are accustomed to working without someone too close to you. You have advantage on attacks so long as you are no closer than 30 feet from a friendly creature. However, you are at disadvantage when you make an attack while a friendly creature is within 5 feet of you. Go away.

Get Away

At 9th level, you have become adept at getting out of crowded situations. You may always choose to take a Disengage action as a bonus action for your Unplanned Action. Additionally, you have advantage on rolls to escape from bindings or grapples.

Self-Knowledge

You have a measure of peace that comes with solitude. Starting at 13th level, you are proficient in Charisma saves. Whenever you benefit from your Going Solo feature, you have advantage on Charisma and Wisdom saves.

Hidden Attacker

By 17th level, you have come to know the power of going it alone, becoming one with your environment. When you make a weapon attack while hidden you remain hidden to all enemies except the target of your attack.



Obviously you should work with your DM to determine just what kind of mask you put on when you go out and face the world.

Masked Gambits

At 3rd level, upon first accepting the mask as your new identity, you gain access to the Daredevil and Instinct schools of gambits. These represent the freedom and emotional power that your mask grants you. Though you need not wear your mask to pull gambits, you feel better if you do.

Anonymity

Also at 3rd level, you've come to accept a particular item as your mask. This could easily be a hand-crafted item, a leaf with a couple holes in it, or something entirely belonging to the age before the world became hell. Your mask is not easily replaceable. Should you lose it, it will take you 1d6 days to find another one at which point your old mask holds no power for you.

While wearing your mask (or helmet, or whatever), you become socially insulated and more confident. You have advantage on all Charisma saves as well as rolls made to resist Charisma skills such as Intimidation and Persuasion.

Dramatis Persona

By 9th level, the role you take on when you wear your mask has a power all its own. Select a Trick from any school of gambits. While you have your mask donned, you gain access to that gambit, which does not count against your maximum number of Tricks known. This Trick should represent the essence of the character you become when you wear the mask, and the kinds of things you simply cannot do when showing your normal face.

Limelight

Upon reaching 13th level, the mere sight of your mask has an emotional effect on others. While you have your mask on you become able to easily target multiple characters with your Charisma skills, such as Deception, Intimidation, and Persuasion. Your DC on tasks to use those skills on crowds cannot exceed the number of targets times 3. So for example, intimidating a group of 5 onlookers into leaving the area would be an Intimidation roll with a DC that could be no higher than 15.

Powerful NPC's are the exception to this rule. Any creature with a CR higher than your level needs its own separate roll for you to cajole, fool, or otherwise manipulate them. This feature is more about handling small crowds than dealing with characters critical to the plot.

Legend

At 17th level, your mask has become more than just a part of you. It is a part of the local mythology. You may lend your mask to another character, granting them the benefits of your Dramatis Persona and Limelight features while they wear it. The Dramatis Persona feature grants the wearer the same Trick as you've chosen for yourself. These features last no longer than an hour, after which time only you benefit from your mask's power until you finish a long rest.

Masked

**"THOSE WHO WISH TO BE
MUST PUT ASIDE THE ALIENATION
GET ON WITH THE FASCINATION
THE REAL RELATION
THE UNDERLYING THEME"**

- Rush, Limelight

From bandits to superheroes to stage performers, there is power in the anonymity and role-acceptance involved in donning a mask or helmet. You are an outcast who takes on the mantle of a mask you've crafted, scavenged, or been given by your tribe. It's possible you were once an accepted or even celebrated member of your community, but you are now defined by your mask, taking on the role of powerful outsider, iconic hero, or perhaps demon of the night.

Packrat

"PEOPLE HAD MORE THAN THEY NEEDED. WE HAD NO IDEA WHAT WAS PRECIOUS AND WHAT WASN'T. WE THREW AWAY THINGS PEOPLE KILL EACH OTHER FOR NOW."

- *Eli, The Book of Eli (2010)*

Survival instincts turn some into hunters of useful goods who never know when to leave something behind. That's you. It's not that you need literally everything you see. It's more that you've become really good at taking a lot of stuff with you, so you might as well make the most of it. Also, you really want to take everything with you, no joke.

This archetype is half survival skill, half mania. While you might seem selfish or craven to most, those who travel with you know that you've got a crazy good ability to haul treasure, always seem to have what's needed, and have an eye out for useful objects. What better person to have along on an adventure?

Packing Gambits

At 3rd level, upon selecting this archetype, you grab up the Foresight and Scrounge gambit schools. These represent your incurable need for stuff, and constant ability to put that stuff to use.

Treasure Hauler

At 3rd level, you may now ignore the weight of any piece of gear or trinket that is less than 1 pound when calculating your total amount carried, so long as you have enough bags and packs to carry everything.

Over Prepared

By 9th level, you've come across so many common objects that chances are you've got one stowed away somewhere. As an action you may search your bags for a piece of gear (other than a weapon or armor) that you don't technically have on your character sheet right now, making an Investigation roll against a DC equal to the item's cost + 10. If successful you find the item and may keep it for 1 minute, after which point it crumbles to dust or gets lost again in your packs. It may not be sold or traded, as it is obviously about to fall apart.

Once you use this ability you may not do so again until you finish a short rest.

Eye for Treasure

At 13th level, you have become an expert at finding the most useful of items. You have advantage on all scavenging, salvaging, foraging, and searching rolls. See chapter 1 for details on these activities.

Walking Junkpile

You are so covered with treasure and odd items by the time you're level 17, logic ceases to apply to you. You may now carry any weight of gear, trinkets, and Personalized items, without regard for your Strength score.

You may also use your Over Prepared feature to search for an example of any piece of gear or trinket you have ever encountered in your journeys, even weapons and armor.

Finally, you automatically know when a Personalized Item is hidden or buried within 10 feet of you.



Scavenger

Scavengers are harvesters of the old; artists and craftsmen of scrap who forge anew from what remains. They see materials, fuel, and parts as the fodder for survival, and even the foundation for a better life. In this hellish world, it is this optimism that sets them apart. Most are content to kill for what they need, but scavengers are fixers and menders. Where others break, they build.

As adventurers, they are invaluable allies as sources of information, gear, and a sharp eye for detail. They are the intelligent, curious members of the tribe, constantly going back out into the wastes for the next big find. They are the goggle-eyed, grease-smearing heroes of ingenuity.

Based on the Sorcerer in *D&D*, the scavenger is all about taking known methods and finding ways to make them work given a tough situation. Creativity and cunning are critical.

Class Features

As a scavenger, you gain the following class features.

Hit Points

Hit Dice: 1d6 per scavenger level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per scavenger level after 1st

Proficiencies

Armor: None

Weapons: Simple weapons

Tools: One set of your choice

Saving Throws: Intelligence, Wisdom

Skills: Choose two from History, Investigation, Medicine, Old Ways, Perception, Religion, Science, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a crossbow and 20 bolts or (b) any simple weapon
- (a) two combat knives or (b) two tools that could be used as improvised weapons (hammers, kitchen knives, screwdrivers, etc.)
- (a) a crafter's pack, (b) a healer's pack, or (c) a scrounger's pack
- a tool set with which you are proficient

Gambits

You are a brilliant, insightful survivor. For you, living one more day means harnessing the best of your ideas to turn what was into what could be.

Tricks

At 1st level, you know four tricks of your choice from the gambit schools you have access to through your archetype. You learn additional scavenger tricks of your choice at higher levels, as shown in the Tricks Known column of the Scavenger table.

Gambit Slots

The Scavenger table shows how many gambit slots you have to pull your gambits of 1st level and higher. To pull one of these scavenger gambits, you must expend a slot of the gambit's level or higher. You regain all expended gambit slots when you finish a long rest.

For example, if you know the 1st-level gambit *Left Behind* and have a 1st-level and a 2nd-level gambit slot available, you can pull *Left Behind* using either slot.

Gambits Known of 1st Level and Higher

You know two 1st-level gambits of your choice from the gambit schools your archetype gives you access to: Fetishist (Instinct, Old Ways, Scrounge), Rigger (Patching, Old Ways, Scrounge), or Sawbones (Foresight, Patching, Old Ways).

The Gambits Known column of the Scavenger table shows when you learn more scavenger gambits of your choice. Each of these gambits must be of a level for which you have gambit slots. For instance, when you reach 3rd level in this class, you can learn one new gambit of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the scavenger gambits you know and replace it with another gambit from your gambit schools, which also must be of a level for which you have gambit slots.

Gambit Pulling Ability

Intelligence is your gambit pulling ability for your scavenger gambits, since the power of your gambits relies on your ability to harness your quick wit and raw brainpower. You use your Intelligence whenever a gambit refers to your gambit pulling ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a scavenger gambit you pull and when making an attack roll with one.

Gambit save DC = 8 + your proficiency bonus + your Intelligence modifier

Gambit attack modifier = your proficiency bonus + your Intelligence modifier

Scavenger Archetype

Choose a scavenger archetype, which describes the ways that you harvest and fix what comes in from the wastes: Fetishist, Rigger, or Sawbones. All three are detailed at the end of the class description.

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

The Scavenger

-Gambit Slots per Gambit Level-

Level	Prof. Bonus	Jury-rig Points	Features	Tricks Known	Gambits Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	-	Gambit Pulling, Scavenger Archetype	4	2	2	-	-	-	-	-	-	-	-
2nd	2	2	Font of Ingenuity	4	3	3	-	-	-	-	-	-	-	-
3rd	2	3	Hacks	4	4	4	2	-	-	-	-	-	-	-
4th	2	4	Ability Score Improvement	5	5	4	3	-	-	-	-	-	-	-
5th	3	5	-	5	6	4	3	2	-	-	-	-	-	-
6th	3	6	Scavenger Archetype feature	5	7	4	3	3	-	-	-	-	-	-
7th	3	7	-	5	8	4	3	3	1	-	-	-	-	-
8th	3	8	Ability Score Improvement	5	9	4	3	3	2	-	-	-	-	-
9th	4	9	-	5	10	4	3	3	3	1	-	-	-	-
10th	4	10	Metamagic	6	11	4	3	3	3	2	-	-	-	-
11th	4	11	-	6	12	4	3	3	3	2	1	-	-	-
12th	4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	-	-	-
13th	5	13	-	6	13	4	3	3	3	2	1	1	-	-
14th	5	14	Scavenger Archetype feature	6	13	4	3	3	3	2	1	1	-	-
15th	5	15	-	6	14	4	3	3	3	2	1	1	1	-
16th	5	16	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	-
17th	6	17	Metamagic	6	15	4	3	3	3	2	1	1	1	1
18th	6	18	Scavenger Archetype feature	6	15	4	3	3	3	3	1	1	1	1
19th	6	19	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	6	20	Restock and Retool	6	15	4	3	3	3	3	2	2	1	1

Font of Ingenuity

At 2nd level, you tap into a deep wellspring of inventiveness. This is represented by Jury-rig points, which allow you to create a variety of quick thinking effects.

Jury-rig Points

You have 2 Jury-rig points, and you gain more as you reach higher levels, as shown in the Jury-rig Points column of the Scavenger table. You can never have more Jury-rig points than shown on the table for your level. You regain all spent Jury-rig points when you finish a long rest.

Flexible Gambits

You can use your Jury-rig points to gain additional gambit slots, or sacrifice gambit slots to gain additional Jury-rig points. You learn other ways to use your Jury-rig points as you reach higher levels.

Creating Gambit Slots. You can transform unexpended Jury-rig points into one gambit slot as a bonus action on your turn. The Creating Gambit Slots table shows the cost of creating a gambit slot of a given level. You can create gambit slots no higher in level than 5th.

Any gambit slot you create with this feature vanishes when you finish a long rest.



Creating Gambit Slots

Gambit Slot Level	Jury-rig Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Converting a Gambit Slot to Jury-rig Points. As a bonus action on your turn, you can expend one gambit slot and gain a number of Jury-rig points equal to the slot's level.

Hacks

At 3rd level, you gain the ability to twist your gambits to suit your needs. You gain two of the following Hacks of your choice. You gain another one at 10th and 17th level. You can use only one Hack option on a gambit when you pull it, unless otherwise noted.

Careful Timing

When you pull a gambit that has a duration of 1 minute or longer, you can spend 1 Jury-rig point to double its duration.

Double Trouble

When you pull a gambit that forces a creature to make a saving throw to resist its effects, you can spend 2 Jury-rig points to give one target of the gambit disadvantage on its first saving throw made against the gambit. If the gambit consumes materials or ammunition, it consumes double the normal amount. If it would consume an entire clip of ammunition, it goes through two instead. This does not require any additional actions (e.g. reloading); you simply expend greater resources in the same time. If you currently lack the additional resources, you cannot use Double Trouble with your gambit.

Improvised Tools

When you pull a gambit, you can spend 1 Jury-rig point to pull it without the required components besides materials that must be expended.

Precise Aim

When you pull a gambit that forces other creatures to make a saving throw, you can protect some of those creatures from the gambit's full force. To do so, you spend 1 Jury-rig point and choose a number of those creatures up to your Intelligence modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the gambit.

Quick Wit

When you pull a gambit that has a pull time of 1 action, you can spend 2 Jury-rig points to change the pulling time to 1 bonus action.

Rangekeeping

When you pull a gambit that has a range of 5 feet or greater, you can spend 1 Jury-rig point to double the range of the gambit.

When you pull a gambit that has a range of touch, you can spend 1 Jury-rig point to make the range of the gambit 30 feet.

Ricochet

When you pull a gambit that targets only one creature and doesn't have a range of self, you can spend Jury-rig points equal to the gambit's level to target a second creature in range with the same gambit (1 Jury-rig point if the gambit is a trick). To be eligible, a gambit must be incapable of targeting more than one creature at the gambit's current level.

Strip

When you pull a gambit that requires expended materials, you may instead spend 1 Jury-rig point and use up those same materials from a source within 5 feet that you've discovered, but that has not yet been fully salvaged. Doing so depletes all units of material from that source.

Sweat and Tears

When you roll damage, repair, or healing for a gambit, you can spend 1 Jury-rig point to reroll a number of the damage, repair, or healing dice up to your Intelligence modifier (minimum of one). You must use the new rolls. You can use Sweat and Tears even if you have already used a different Hack option during the pulling of the gambit.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

As normal, you can't increase an ability score above 20 using this feature.

Restock and Retool

At 20th level, you regain 4 expended Jury-rig points whenever you finish a short rest.



Scavenger Archetypes

Fetishist

"RIGHT NEXT TO WHERE HE HAD SLEPT WAS A LONG-SLEEVED BLUE UNIFORM BLOUSE WITH POSTAL SERVICE PATCHES ON THE SHOULDERS. IT LOOKED ALMOST NEW, IN SPITE OF THE YEARS."

- The Postman by David Brin

You have found one item in the entire world that has meaning for you. One great and precious thing, found in a special place or given to you by an important person from your past. The item has come to mean everything to you. In a sense, your entire identity revolves around it.

You are the pseudo-religious byproduct of an existence reliant on old things that once meant something. You fetishize, worship, maintain, and utilize an item that has come to be more than it was. You invest everything you are into the thing, drawing power and confidence from its touch.

This archetype grants you access to the Instinct, Old Ways, and Scrounge gambit schools.

Fetishized Item

At first level, upon acquiring this archetype, you gain a single Personalized Item that has one modification of your choice. This item is your Fetishized Item. It's possible you already possessed this item and only now understand its full potential.

The item can be a simple or martial weapon, an outfit or set of light armor, or a piece of gear from the gear table. You are proficient in the item's use in nearly any situation.

Should you ever lose your Fetishized Item, or should it be destroyed, you gain a new one eventually at the discretion of the DM. This new item most likely comes to you around the time you gain a new level, or after you've completed a bit of a side quest to find some new item to center your identity around.

Empowerment

Beginning at 1st level, something powerful inside you awakens when your Fetishized Item is present. You gain proficiency in a skill of your choice whenever you have your Fetishized Item either equipped or in your hands. You must choose that skill now, though you may change it any time you gain a level.

Customization

At 6th level, the number of possible Modifications you may make to your Fetishized Item is double the number you'd normally get to have for a Personalized Item at your level (see the Personalized Items table in chapter 5). For instance, a 6th level Fetishist character would normally have a limit of 2 modifications on a Personalized Item, but because of this feature would be able to put a total of 4 modifications on their Fetishized Item.

Greater Empowerment

At 14th level, you may choose one additional skill that you gain from your Empowerment feature. You may similarly change this skill whenever you gain a level.

Invincibility

At 18th level the confidence the item grants you is almost unbelievable. You feel unstoppable, gaining a bonus to your AC equal to the item's Personalized Item bonus whenever the item is equipped or in your hands. This bonus is applied even if your Fetishized Item is a set of armor, effectively doubling the bonus you enjoy in that case.

Example: Sarah's Fetishized Item is a set of plastic sheeting armor made from the blue tarp her family used as a tent home when she was a child. At 18th level she would normally get a +3 bonus to her AC due to the item's Personalized Item bonus, but due to the Invincibility feature she gets that +3 bonus again for a total of +6 to her AC.





Any Tool for the Job

At 1st level, upon adopting this archetype, you gain weapon proficiency with any tool for which you have a skill proficiency. In other words, if an item is normally found in a tool kit you're proficient with, you can wield it as a weapon with your full proficiency bonus. This applies both when using the item as a melee weapon and when throwing it as a ranged weapon.

Conversely, when appropriate, you may use weapons you're proficient with as though they were tools. In your hands, knives become adequate screwdrivers and swords are basically shovels.

Simplification

When a task is tough, it's often best to break it down into smaller parts. Starting at 1st level, whenever the DC of a tool use skill task is 20 or higher, you may instead split it up into 1d4+1 tasks, each with a DC of 1d10+5. These smaller tasks may use the skill you're working with, but might also use other skills at the DM's discretion. Formulating this alternate plan takes 1 minute of pondering the problem.

For example, figuring out a way to haul a buried semi-truck out of a swamp might be a DC 20 mechanical tools task, but by using this feature it might become a series of much easier engineering problems, as well as an Investigation skill roll made by you and your companions to scavenge up the parts to make a pulley system.

Improvising War

Although it's quite normal to turn everyday objects into weapons in the post-apocalypse, you've got a special knack for it. Starting at 6th level, you may spend 1 minute modifying an improvised weapon with a set of appropriate tools, causing it to work as one weight category higher than it is. Additionally, you may add one weapon modification to the item, as though it were a Personalized Item.

These improvements to the improvised weapon last for 1 hour, at which point the object becomes broken. Once this feature has been used, you may not employ it again until you finish a short rest.

You may use this feature on tools for which you have combat proficiency, such as those covered by your Any Tool for the Job feature, but it may not be used on martial or simple weapons such as those listed on the Weapons table.

Easy Fix

Beginning at 14th level, you may expend a gambit slot of any level to automatically succeed on a tool use skill roll. You must expend the gambit slot before making the roll to use this feature.

Back from the Dead

By 18th level, you've found a way to bring back what was once lost. You gain an additional tool use proficiency in an advanced technology appropriate to your setting, such as robotics, alien hardware, aeronautics, or nuclear power. You're the spark that can reignite the light of humanity's past.

Rigger

**"THAT'S JUST TEEDO.
WANTS YOU FOR PARTS.
HE HAS NO RESPECT FOR ANYONE.**

YOUR ANTENNA'S BENT."

- Rey, Star Wars: The Force Awakens

The rigger is in some ways the archetypal scavenger. You take the scrap materials of the wastes and turn them into useable items. Sometimes this means going out into the wilds to identify useful sources of salvage. Sometimes your methods are less savory. Either way, you're useful in a pinch to repair broken gear and engineer solutions to technical problems that crop up. In a world that's quickly falling apart, little matters more than keeping it running for another day.

This archetype grants you access to the Old Ways, Patching, and Scrounge gambit schools.



Sawbones

"DR. ZIRA, I MUST CAUTION YOU. EXPERIMENTAL BRAIN SURGERY ON THESE CREATURES IS ONE THING, AND I'M ALL IN FAVOR OF IT. BUT YOUR BEHAVIOR STUDIES ARE ANOTHER MATTER."

- Dr. Zaius, Planet of the Apes (1968)

Physicians are a special breed in the post-apocalypse. Without modern drugs, training, or even clean facilities, medicine is troublesome at best. Learning to treat the wounded is a skill often drawn from horrific experiences in the heat of battle. You're someone with the brains and grit necessary to patch people back together and send them back out into hell. You're respected, if not revered, but at times also feared for your bloody knowledge of the body and the damage you can wreak.

This archetype grants you access to the Foresight, Old Ways, and Patching gambit schools.

Stop the Bleeding

Starting at 1st level, you may stabilize a dying creature you touch as an action, with no need for a Medicine skill roll. Doing so requires you to have medical tools or a first aid kit equipped. When you do, the target regains Hit Points equal to your Scavenger level.

This Will Hurt

At 1st level, you can help fix what's broken in a person, but it's not going to be pleasant. As an action, you may expend one unit of medicine materials to heal a willing or unconscious living

creature you touch for 1d6 Hit Points. However, that creature becomes overwhelmed by the pain of your procedure and must succeed in a DC 15 Constitution save to avoid falling unconscious for 10 minutes.

Get Going

With the right drugs, you can get just about anyone back on their feet for at least a moment. Beginning at 6th level, as an action, you're able to touch a willing living creature and inject them with medicines, providing them with 1d6 + your Intelligence modifier in temporary Hit Points. This effect also temporarily removes one negative condition the patient is suffering from.

The condition is removed for 1 hour, which is also the amount of time the temporarily Hit Points last unless they are damaged away. The injection requires medical tools or a first aid kit, as well as the expenditure of 1 unit of medicine materials.

Bedside Manner

At 14th level, you've finally started to get used to treating patients as people, rather than problems to solve. By spending 1 minute inspecting and treating the wounds of a living creature just before they begin a short rest, the target regains a number of Hit Points equal to your Scavenger level, so long as they expend at least one Hit Die for healing.

Spread the Love

At 18th level, sometimes you can take what's in excess and spread it around. Whenever you use a gambit to heal a living creature for an amount that goes beyond their Hit Point maximum, you may give those excess Hit Points to another living creature within 5 feet of you.

Throwback

Throwbacks are rare and eccentric heroes who cling to the old world as a source of inspiration and guidance. More than just reverent of old objects, they take the ideals of the prior civilizations and hold them up as models for living. The throwback says enough is enough. Let's build a new world out of what once was by taking the best of the past and making them new: their ideals, their open-mindedness, their willingness to care about each other and society as a whole.

The throwback is a class based on Paladin in *D&D*. Just like the paladin, each throwback eventually holds to an oath that provides them with calm surety in the face of catastrophic circumstances. Unlike the Paladin, the throwback is adept at integrating both ranged and melee weapons into their abilities. However, they are less trained in armor.

Class Features

As a throwback, you gain the following class features.

Hit Points

Hit Dice: 1d10 per throwback level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per throwback level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Saving Throws: Charisma, Intelligence

Skills: Old Ways. You may also choose two from Athletics, History, Insight, Intimidation, Medicine, Persuasion, Religion, and Science.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial melee weapon and a shield or (b) a martial ranged weapon and a clip of ammo
- two martial melee weapons
- (a) a religious pack or (b) a vagabond's pack
- (a) trash armor or (b) athletics pads armor

Danger Sense

The presence of threats to society, safety, and happiness hits you like a ton of bricks. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any monsters, raiders, or environmental hazards within 60 feet of you that are not behind total cover. You know the type (e.g. beast or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has become radioactive or polluted. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Old-Fashioned Remedies

Your knowledgeable touch can heal wounds. You have a pool of healing that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your throwback level \times 5.

As an action, you can touch a living creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Old-Fashioned Remedies, expending hit points separately for each one.



The Throwback

-Gambit Slots per Gambit Level-

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	Danger Sense, Old-Fashioned Remedies	-	-	-	-	-
2nd	+2	Fighting Style, Gambits, Self-righteous Smite	2	-	-	-	-
3rd	+2	Health of the Ancients, Solemn Oath	3	-	-	-	-
4th	+2	Ability Score Improvement	3	-	-	-	-
5th	+3	Extra Attack	4	2	-	-	-
6th	+3	Aura of Protection	4	2	-	-	-
7th	+3	Solemn Oath feature	4	3	-	-	-
8th	+3	Ability Score Improvement	4	3	-	-	-
9th	+4	-	4	3	2	-	-
10th	+4	Aura of Confidence	4	3	2	-	-
11th	+4	Improved Self-righteous Smite	4	3	3	-	-
12th	+4	Ability Score Improvement	4	3	3	-	-
13th	+5	-	4	3	3	1	-
14th	+5	Cleansing Touch	4	3	3	1	-
15th	+5	Solemn Oath feature	4	3	3	2	-
16th	+5	Ability Score Improvement	4	3	3	2	-
17th	+6	-	4	3	3	3	1
18th	+6	Aura improvements	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Solemn Oath feature	4	3	3	3	2

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Athleticism

You may ignore the speed penalty for difficult terrain when you take the Dash action.

Armored

While you are wearing armor, you gain a +1 bonus to AC.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Improvisational

You are proficient with all improvised weapons.

In Formation

You enjoy a +2 bonus to AC while you are within 5 feet of a conscious ally.

Maneuverable

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

Marksman

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

Shielding

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. You must be wielding a shield.



Gambits

By 2nd level, you have learned to draw on your knowledge of the ways things used to be done to pull gambits.

Preparing and Pulling Gambits

The Throwback table shows how many gambit slots you have to pull your gambits. To pull one of your throwback gambits of 1st level or higher, you must expend a slot of the gambit's level or higher. You regain all expended gambit slots when you finish a long rest.

You prepare the list of throwback gambits that are available for you to pull, choosing from the Old Ways and Slaying schools. When you do so, choose a number of gambits equal to your Charisma modifier + half your throwback level, rounded down (minimum of one gambit). The gambits must be of a level for which you have gambit slots.

For example, if you are a 5th-level throwback, you have four 1st-level and two 2nd-level gambit slots. With a Charisma of 14, your list of prepared gambits can include four gambits of 1st or 2nd level, in any combination. If you prepare the 1st-level Civilization gambit Coordinate, you can pull it using a 1st-level or a 2nd level slot. Pulling the gambit doesn't remove it from your list of prepared gambits.

You can change your list of prepared gambits whenever you finish a long rest. Preparing a new list of throwback gambits requires time spent in solemn contemplation: at least 1 minute per gambit level for each gambit on your list.

Gambit Pulling Ability

Charisma is your gambit pulling ability for your throwback gambits, since your power derives from the strength of your convictions and leadership in the face of danger. You use your Charisma whenever a gambit refers to your gambit pulling ability. In addition, you use your Charisma modifier when setting the saving throw DC for a throwback gambit you pull, and when making an attack roll with one.

Gambit save DC = 8 + your proficiency bonus + your Charisma modifier

Gambit attack modifier = your proficiency bonus + your Charisma modifier

Self-righteous Smite

Starting at 2nd level, when you hit a creature with a weapon attack, you can expend one gambit slot to deal psychic damage to the target in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level gambit slot, plus 1d8 for each gambit level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is of chaotic alignment.

Health of the Ancients

By 3rd level, the old-world chemicals and medicines flowing through your veins make you immune to disease.

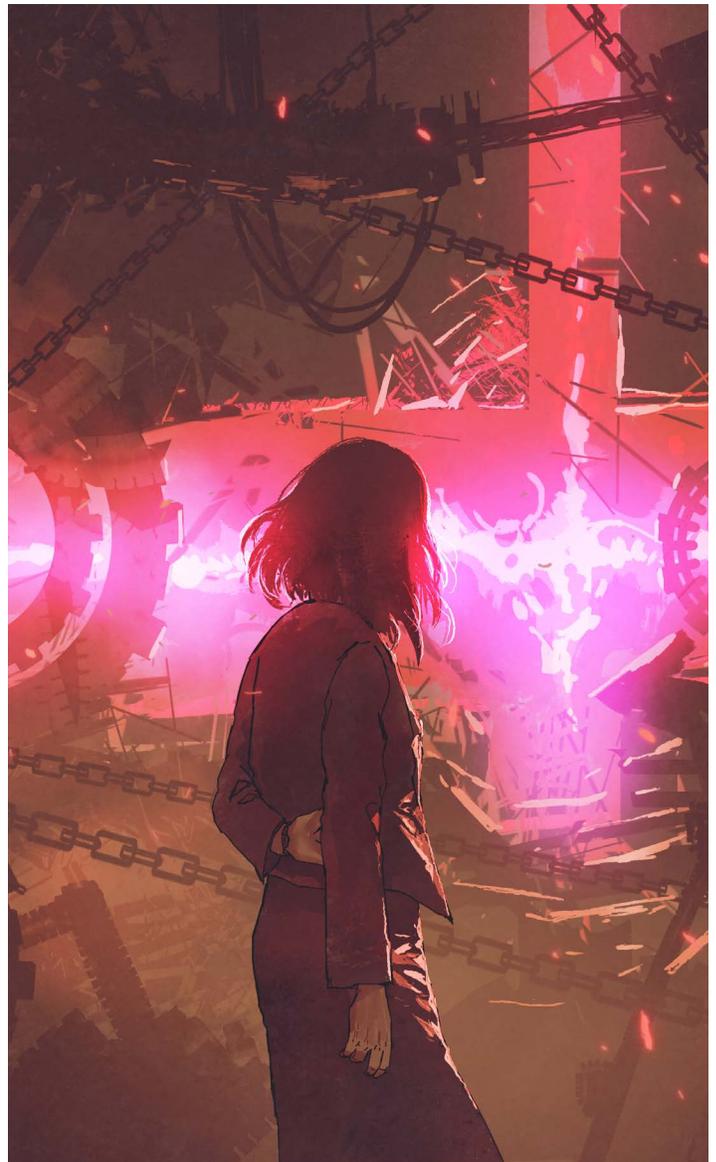
Solemn Oath

When you reach 3rd level, you swear the oath that binds you as a throwback forever. Up to this time, you have been in an exploratory stage, committed to the path but not yet sworn to it. Now you choose the Oath of Knowledge, the Oath of Office, or the Oath of Persistence, all detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath gambits and the Channel the Ancients feature.

Oath Gambits

Each oath has a list of associated gambits. You gain access to these gambits at the levels specified in the oath description. Once you gain access to an oath gambit, you always have it prepared. Oath gambits don't count against the number of gambits you can prepare each day.



Channel the Ancients

Your oath allows you to channel the ancient rulers of this world. Each Channel the Ancients option provided by your oath explains how to use it.

When you use Channel the Ancients, you choose which option to use. You must then finish a short or long rest to use Channel the Ancients again.

Some Channel the Ancients effects require saving throws. When you use such an effect from this class, the DC equals your throwback gambit save DC.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Aura of Protection

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

Aura of Confidence

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Improved Self-righteous Smite

By 11th level, you are so suffused with righteousness that all your weapon attacks carry added power with them. Whenever you hit a creature with a weapon attack, the creature takes an extra 1d8 psychic damage. If you also use your Self-righteous Smite with an attack, you add this damage to the extra damage of your Self-righteous Smite.

Cleansing Touch

Your understanding of the tactics and ways of the pre-apocalypse grants you incredible insights. Beginning at 14th level, you can use your action to end one gambit on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

Solemn Oaths

Oaths represent a literal oath that may be sworn in certain cases, as well as a dedication to a code of ethics that serves as a higher standard reserved for those who hold positions of authority and trust. It's of course possible for the throwback to betray this oath, and few in the post-apocalypse would know enough to call them on it, but the abilities a throwback is granted stem from their own integrity.

Violating the code means betraying that which gives them the resolve to perform these incredible deeds. For this reason, the throwback operates much as the paladin does, keeping to their code and working to atone for any transgressions, lest they lose their powers entirely. What's more, as the throwback is often quite concerned with the public trust, they likely feel great pressure from their community to live up to the oath they've sworn to.

Oath of Knowledge

"BUT LOOKING AT THE FOSSIL RECORD, KNOWING WHAT I KNOW ABOUT THIS INFECTION, YOU CANNOT SAY FOR CERTAIN IT ISN'T WHAT KILLED OFF THE DINOSAURS. NOW, DO I BELIEVE THAT'S WHAT HAPPENED? NO. BUT IT'S ENJOYABLE AS HELL TO THINK ABOUT AN UNDEAD ANKYLOSAUR GOING AFTER A DIPLODOCUS. THAT THERE IS A VIDEO GAME WORTH A PRE-ORDER."

-Dr. Eugene Porter, The Walking Dead

You are dedicated to the preservation and acquisition of knowledge, both old and new. You scour the wasteland for books and data files, hoping to recapture some small part of what was once known. You think as the scientists and doctors of the past would, researching phenomena with an eye towards solving each intellectual riddle. Most of all, you seek to pass on what you know to the next generation.

Tenets of Knowledge

Though the exact words and strictures of the Oath of Knowledge vary, throwbacks of this oath share these tenets.

Beneficence. Do no harm to those you aid and work with.

Curiosity. Find old secrets and discover new truths as well, in order to expand what is known.

Mentorship. Pass on what you know.

Objectivity. Do not let your feelings cloud your reason.

Protection. Guard storehouses of knowledge with your life. Defend experts too.



Oath Gambits

You gain oath gambits at the throwback levels listed.

Oath of Knowledge Gambits

Throwback Level	Gambits
3rd	Scout's Honor, Time Management
5th	Study Up, Thoughtfulness
9th	Backwards Planning, Tinker
13th	Death on the Line, Weak Link
17th	Diagram, Precision

Channel the Ancients

When you take this oath at 3rd level, you gain the following two Channel the Ancients options.

Defend Knowledge. You utilize Channel the Ancients as an action to become vigilant for 30 minutes, watching out for attacks against characters you know to be proficient in Wisdom and/or Intelligence skills. Immediately after a creature attacks such a character you can see, you may make a weapon attack against the attacker as a reaction if they are within range. You may add your Intelligence bonus to this attack roll.

Scientific Method. As an action, you expend Channel the Ancients to take on the mindset of the scientists of old. Your thoughts become more logical and you are better able to pierce through deception and your own biases to get closer to the truth.

For 30 minutes, you have advantage on any roll to discern truth from lies. Additionally, during this time you may choose to use your Intelligence modifier instead of the ability modifier used in any skill. For instance, you could use Intelligence rather than Wisdom when making an Insight skill roll.

Aura of Clarity

Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Voracious Reader

Beginning at 15th level, you read at quadruple the speed most people do, able to get the gist of a book during a short rest. So long as you have a relevant text or tome to draw upon, you may spend an action to temporarily gain proficiency in a related Wisdom or Intelligence skill. This proficiency lasts for 10 minutes.

Nimbus of Reason

At 20th level, as an action, you can emanate an aura of logical accuracy. For 1 minute, friendly creatures within 30 feet of you gain a bonus to their attack rolls equal to your Intelligence modifier (minimum 1).

In addition, for the duration, you have advantage on saving throws against gambits and may choose to roll using your Intelligence save for any saves you are subject to.

Once you use this feature, you can't use it again until you finish a long rest.

Oath of Office

"NEITHER SNOW NOR RAIN NOR HEAT NOR GLOOM OF NIGHT STAYS THESE COURIERS FROM THE SWIFT COMPLETION OF THEIR APPOINTED ROUNDS"

- Unofficial motto of the United States Postal Service

You have come to dedicate yourself to an honorable profession of the past. You have taken up the mantle of a public servant, such as a police officer, firefighter, community leader, military soldier, or postal carrier.

You should work with your DM to pick a public service job from our time that your character has come to study in the post-apocalyptic world. It's likely you've got a few misconceptions about just what your chosen vocation does, but that's part of the fun.

Tenets of the Official

Officials conform to the following tenets as they seek to uphold their oath of office.

Approachability. You are a public servant; you must listen to the concerns of the public.

Duty. Tend to the specific duties of your office (deliver mail, solve crimes, lead people, defend the community, put out fires, etc.).

Honor. Keep your word and deal fairly. Respect the chain of command.

Nostalgia. Foster the institutions of the old world. Bring back the glories of civilization.

Purity. Never abuse your power.

Oath Gambits

You gain oath gambits at the throwback levels listed.

Oath of Office Gambits

Throwback Level	Gambits
3rd	Authority Figure, Find Civilization
5th	Ring False, Tense Alliance
9th	Honor Bound, Officiate Duel
13th	Known Foe, Leadership
17th	Evacuation, Lay Down the Law

Channel the Ancients

When you take this oath at 3rd level, you gain the following two Channel the Ancients options.

Brandish. You display your badge of office as an action, expending Channel the Ancients. All characters who can see you and that are lawful or chaotic must make a Charisma save. If they fail, chaotic aligned characters become hostile to you and lawful characters become friendly to you.



Deputize. As an action you may expend your Channel the Ancients to grant a willing friendly character you can see the ability to pull a trick of your choice at will. The character has access to this trick for 10 minutes, but they lose this ability if they violate your oath of office.

Aura of Authority

Your authoritative presence is inspiring. At 7th level friendly creatures within 10 feet count as proficient in Charisma, Intelligence, and Wisdom saves.

At 18th level, the range of this aura increases to 30 feet.

Detain

Starting at 15th level, when you succeed in damaging a target with a Self-righteous Smite or a gambit with "Smite" in the name, that target must succeed in a Strength save or become immobilized for 10 minutes.

Beacon of Hope

At 20th level, you may hold your badge of office aloft as an action, allowing sentient friendly creatures that can see you to spend Hit Dice as though they had taken a short rest. They may also reroll their initiative, with the new initiative score affecting turn order on the next round.

Once this feature has been used, you may not use it again until after you have taken a short rest.

Oath of Persistence

"EVERYBODY! EVERY *SINGLE* PERSON THAT YOU OR I HAS EVER KNOWN IS DEAD! DEAD! THERE IS NO GOD!"

- Dr. Robert Neville, I am Legend

You've dedicated yourself to protecting the small but growing remnants of society that have reemerged in the post-apocalypse. You are willing to do nearly anything to keep humanity alive. Unlike others, this oath is less concerned with the past; instead, you seek to guard the future.

Tenets of Persistence

Those who vow to keep humanity alive do so by holding to the following tenets.

Community. The lives of your people are more important than those of outsiders.

Humanity. When in doubt, protect humans. Someone must survive, no matter what.



Priority. Cut losses when you must. Always go after the biggest threat.

Sacrifice. Protect others at any cost. Sacrifice yourself if there's no other option.

Security. What might seem paranoid to some is merely wise caution to you.

Oath Gambits

You gain oath gambits at the throwback levels listed.

Oath of Persistence Gambits

Throwback Level	Gambits
3rd	Hail Mary, Stalk
5th	Flight, Live Damn You Live!
9th	On the Wind, Impromptu Cover
13th	Avoidance, Emergency Defenses
17th	Antitoxin, Vigilant Travel

Channel the Ancients

When you take this oath at 3rd level, you gain the following two Channel the Ancients options.

Evasive Action. You may utilize Channel the Ancients as an action to keep everyone safe. For the next 10 minutes, whenever a friendly creature within 10 feet of you takes damage, they may use their reaction to take the Disengage action.

The Fittest. Using Channel the Ancients as an action, you ready yourself and your allies to survive the worst. You and any friendly creatures within 10 feet of you each gain 1d6 + your Charisma modifier temporary hit points. These temporary hit points last for 30 minutes.

Aura of Caution

Starting at 7th level, friendly creatures within 10 feet of you that make an Athletics or Acrobatics skill roll to climb, jump, swim or otherwise move to safety, have advantage on the roll as though you had used the Help action to assist them.

At 18th level, the range of this aura increases to 30 feet.

Tenacity

By 15th level, you have come to cling to life. You may now fail 5 death saves, rather than 3, before dying.

The Ultimate Sacrifice

At 20th level, you fully understand what it takes to ensure the safety of your people. Whenever 2 or more friendly creatures within 30 feet of you are simultaneously subject to the same save, you may choose to grant a number of creatures advantage on the roll and an equal number disadvantage on it. For example, if 5 allies are subject to a Dexterity save, you could grant advantage to 2 and impose disadvantage to 2 of the others, leaving 1 of your friends rolling normally.

Warrior

Warrior is a class based on the Fighter in *D&D*. They are trained combatants with a few tricks up their armored sleeves. Survivors who follow this path are hardened by the elements, driven to defend against outside threats, and at times honed by a military tradition. They watch the walls of their communities, ride alongside caravans, and patrol the wilds for apocalyptic monsters. They are hardened through constant exposure to the harsh afterworld, becoming wise in the ways of battle in the process.

They are the braves of the tribe, often a separate caste all to themselves. Warriors are celebrated defenders and combatants in the gladiatorial pits. They are often given a hero's welcome and the best spoils of the raids and scavenging trips, because everyone wants a strong warrior watching their back at the end of the day. They learn to use the best armors and weapons, maintaining those relics of the old world with pride.

Class Features

As a warrior, you gain the following class features.

Hit Points

Hit Dice: 1d10 per warrior level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per warrior level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Saving Throws: Strength, Wisdom

Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a tactical vest or (b) hard plastic armor, a traditional bow, and a quiver of 20 arrows
- (a) a martial melee weapon and a shield or (b) two martial melee weapons
- (a) a ranged weapon and a clip of ammo or (b) two hatchets
- (a) a militia pack or (b) a raider's pack

Fighting Style

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

Armored

While you are wearing armor, you gain a +1 bonus to AC.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die. You must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Improvisational

You are proficient with all improvised weapons.



The Warrior

-Gambit Slots per Gambit Level-

Level	Proficiency Bonus	Features	Tricks Known	Gambits Known	1st	2nd	3rd	4th
1st	+2	Fighting Style, Second Wind	-	-	-	-	-	-
2nd	+2	Action Surge (one use)	-	-	-	-	-	-
3rd	+2	Warrior Archetype	2	3	2	-	-	-
4th	+2	Ability Score Improvement	2	4	3	-	-	-
5th	+3	Extra Attack	2	4	3	-	-	-
6th	+3	Ability Score Improvement	2	4	3	-	-	-
7th	+3	Warrior Archetype feature	2	5	4	2	-	-
8th	+3	Ability Score Improvement	2	6	4	2	-	-
9th	+4	Shake It Off (one use)	2	6	4	2	-	-
10th	+4	Warrior Archetype feature	3	7	4	3	-	-
11th	+4	Extra Attack (2)	3	8	4	3	-	-
12th	+4	Ability Score Improvement	3	8	4	3	-	-
13th	+5	Shake It Off (two uses)	3	9	4	3	2	-
14th	+5	Ability Score Improvement	3	10	4	3	2	-
15th	+5	Warrior Archetype feature	3	10	4	3	2	-
16th	+5	Ability Score Improvement	3	11	4	3	3	-
17th	+6	Action Surge (two uses), Shake It Off (three uses)	3	11	4	3	3	-
18th	+6	Warrior Archetype feature	3	11	4	3	3	-
19th	+6	Ability Score Improvement	3	12	4	3	3	1
20th	+6	Extra Attack (3)	3	13	4	3	3	1

Maneuverable

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

Marksman

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

Shielding

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. You must be wielding a shield.

Showboat

When you engage in two-weapon fighting with ranged weapons, you can add your ability modifier to the damage of the second attack.

Slayer

When you engage in two-weapon fighting with melee weapons, you can add your ability modifier to the damage of the second attack.

Second Wind

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

Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

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 it twice before a rest, but only once on the same turn.

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Bane, Gladiator, or Warlord, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Gambits

Upon reaching 3rd level you have become capable of pulling gambits. All warriors have access to gambits from the Foresight school. You may also learn gambits from another school as determined by your martial archetype: Bane (Slaying school), Gladiator (Daredevil school), Warlord (Civilization school).

Tricks

You know two tricks of your choice from the gambit schools you have access to. You learn additional tricks of your choice at higher levels, as shown in the Tricks Known column of the Warrior table.



Gambit Slots

The Warrior table shows how many gambit slots you have to pull your gambits of 1st level and higher. To pull one of these gambits, you must expend a slot of the gambit's level or higher. You regain all expended gambit slots when you finish a long rest.

For example, if you know the 1st-level Daredevil gambit *Adrenaline Rush* and have a 1st-level and a 2nd-level gambit slot available, you can pull *Adrenaline Rush* using either slot.

Gambits Known of 1st Level and Higher

You know three 1st-level gambits of your choice from the gambit schools you have access to. The Gambits Known column of the Warrior table shows when you learn more Warrior gambits of your choice. Each of these gambits must be of a level for which you have gambit slots. For instance, when you reach 3rd level in this class, you can learn one new gambit of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Warrior gambits you know and replace it with another gambit from the gambit schools you have access to. This new gambit must be of a level for which you have gambit slots.

Gambit Pulling Ability

Wisdom is the gambit pulling ability for Warrior gambits, though warriors with the Warlord archetype may choose to use Charisma instead. Your gambits come from taking your experiences in the wastes and putting them to use, preparing for future battle with well-executed plans and stunts.

Gambit save DC = 8 + your proficiency bonus + your Wisdom (or possibly Charisma) modifier

Gambit attack modifier = your proficiency bonus + your Wisdom (or possibly Charisma) modifier

Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Shake It Off

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

Warrior Archetypes

Bane

"THREE BILLION HUMAN LIVES ENDED ON AUGUST 29TH, 1997. THE SURVIVORS OF THE NUCLEAR FIRE CALLED THE WAR JUDGMENT DAY. THEY LIVED ONLY TO FACE A NEW NIGHTMARE: THE WAR AGAINST THE MACHINES."

- Sarah Connor, Terminator 2

The archetypal Bane is focused on killing one particular threat. An important defender of communities and tribes where large numbers of creatures must be culled for everyone to be safe. Banes hone the methodical training that all warriors gain, with the specialized combat abilities of a dedicated monster killer.

Chosen Foe

Upon taking up this archetype at 3rd level, you must select a type of creature that hounds you and your people, such as zombies, robots, or aliens. You have advantage on all skill rolls related to tracking, knowing, and understanding this kind of creature.

A Bane may instead choose a specific tribe of raiders or another human group as a Chosen Foe. This represents an understanding of their savage or devious ways. Should this group be destroyed, you may choose a new enemy to specialize in.

Slaying Gambits

Beginning when you select this archetype at 3rd level, you gain the ability to pull gambits. You have access to the gambits in the Slaying school, as well as the Foresight school that all warriors learn at this level.

Bane's Attack

By 7th level, you have learned to turn your weapon into exactly what it needs to be to take down your sworn enemy. When attacking a creature that counts as your Chosen Foe, that enemy takes damage as though it were vulnerable to your attack. This might be due to a modification to the weapon itself, or because you hit just the right spot. You should figure out the nature of your attack with your DM.

Predict Foe

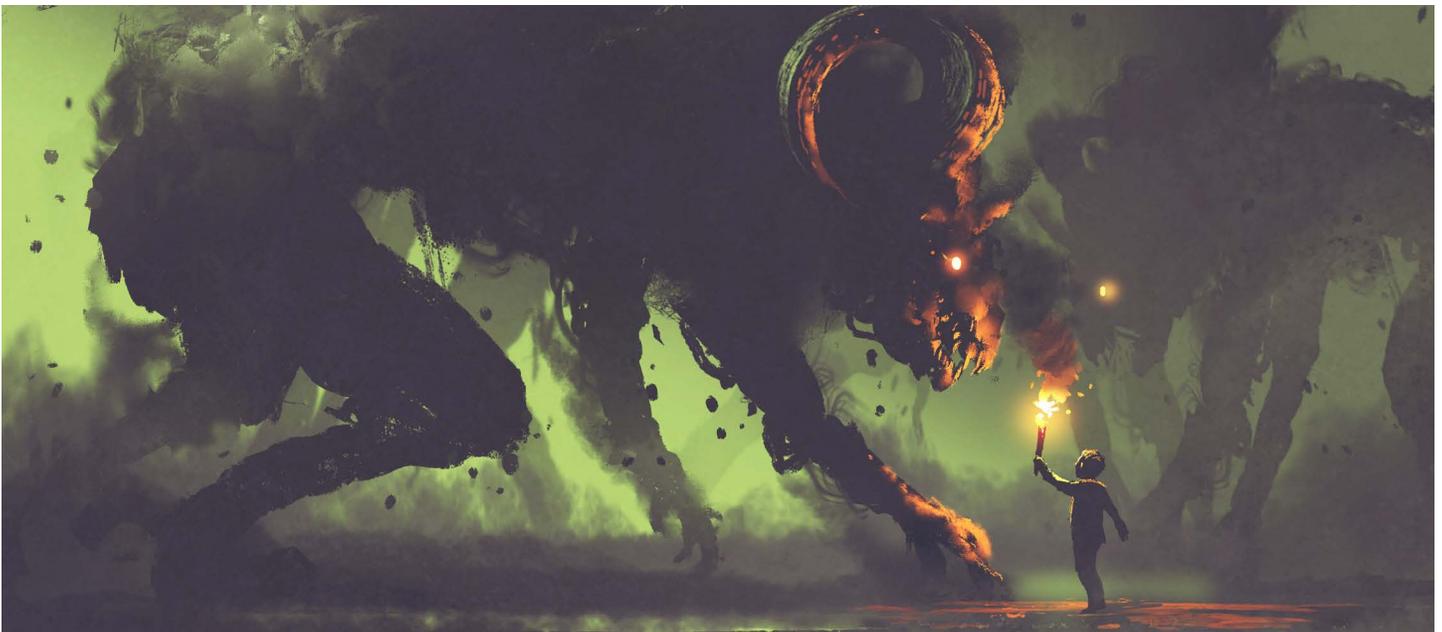
At 10th level, your ability to understand your enemy has reached such a honed level that you may anticipate their movements. If you can see a Chosen Foe, you can spend your bonus action to predict exactly where the creature is planning to move next round. It's possible that their strategy will go awry, leaving you in an imperfect position, but the DM must still tell you their intention.

Lie in Wait

Warriors are masters of planned attacks using carefully applied tactics. By 15th level, the Bane has come to excel at staging ambushes against their foes. You have advantage on initiative rolls when members of your Chosen Foe group are involved in the encounter. You also have advantage on Stealth skill rolls made when attempting to sneak or hide near those foes.

Scourge

By 18th level, your reputation as a bane to your Chosen Foe has spread throughout the ranks of your enemies. Whether they recognize you or are simply intimidated by your confidence, the first time a member of your Chosen Foe group sees you each encounter they must make a Wisdom save against your gambit save DC. If they fail, the creature becomes Frightened by you until the end of the encounter.





Gladiator

**"YOU KNOW THE LAW:
TWO MEN ENTER, ONE MAN LEAVES."**

- *Aunty Entity, Beyond Thunderdome*

You have come up fighting in the pits, arenas, and domes of the post-apocalyptic world, playing to the crowd and fighting with panache. Your fighting style is intentionally unique, evoking heroism or villainy with every move and strike.

Signature Weapon

Starting at 3rd level, when you take this archetype, you may pick an item that you possess that can be used as a weapon (either an actual weapon or an improvised one). This particular item is special to you. You count as proficient in all attacks made with this item, and you may add your Wisdom bonus to your damage when you hit with this item on attacks.

Should you lose or grow tired of your Signature Weapon, you may dub another weapon your signature by simply using it in a combat encounter when 10 or more people are watching or otherwise participating.

Daredevil Gambits

Beginning when you select this archetype at 3rd level, you gain the ability to pull gambits. You have access to the gambits in the Daredevil school, as well as the Foresight school that all warriors learn at this level.

Signature Fighting Style

By 7th level, you've come to fight in a conspicuous way that crowds love. You learn one new Fighting Style.

Signature Look

Select a set of armor you possess. Starting at 10th level, whenever you wear this armor you enjoy a +1 bonus to your AC when attacked by sentient creatures that can see you. Should you lose or grow tired of this suit of armor, you may dub another set your Signature Look by marking or otherwise altering it to fit your style.

Choreographed Moves

At 15th level, you have found a combination of moves that suit your gladiatorial persona. Select two gambits you know between 1st and 3rd level with a pull time of one action. Whenever you pull one of these gambits, you may pull the other as a bonus action in the same round.

Play to the Crowd

At 18th level, if you have a crowd of 5 or more non-combatants watching you fight, you can turn their adulation to your favor. Once per round, if you score a hit on an attack against a hostile enemy and deal 10 or more damage, you may regain 1d6 hit points if the crowd was able to see the hit.

Warlord

"PERSON WHO WILL ONE DAY BECOME WARLORD-RULER OF WHAT WAS ONCE NEBRASKA BORN IN OMAHA HOSPITAL"

-Headline on The Onion, 2/18/12

The Warlord has attained the pinnacle of planning, organizing, and commanding. They are the leaders who rise to true power, capable of spurring their fellow survivors and explorers to greater heights. Such power comes may come with a dose of hubris, but many chalk that up as part of their mystique.

People Skills

As of 3rd level, upon selecting this archetype, you are proficient in two Charisma skills of your choice.

At this level you must choose whether or not to use Charisma as your gambit pulling ability, instead of Wisdom. This choice is permanent.

Civilization Gambits

Beginning when you select this archetype at 3rd level, you gain the ability to pull gambits. You have access to the gambits in the Civilization school, as well as the Foresight school that all warriors learn at this level.

Unlike other warriors, Warlords may use Charisma as their gambit pulling attribute instead of Wisdom, if they so choose. This choice must be made now.

Hasty Coordination

Starting at 7th level, you gain the ability keep your team working together in even the worst circumstances. As your reaction at the start of the round, you may add 5 to the initiative total of an ally who can see or hear you, potentially moving them to a different position in the initiative order. This bonus is cumulative, allowing you to keep adding to the total of same ally if you choose.

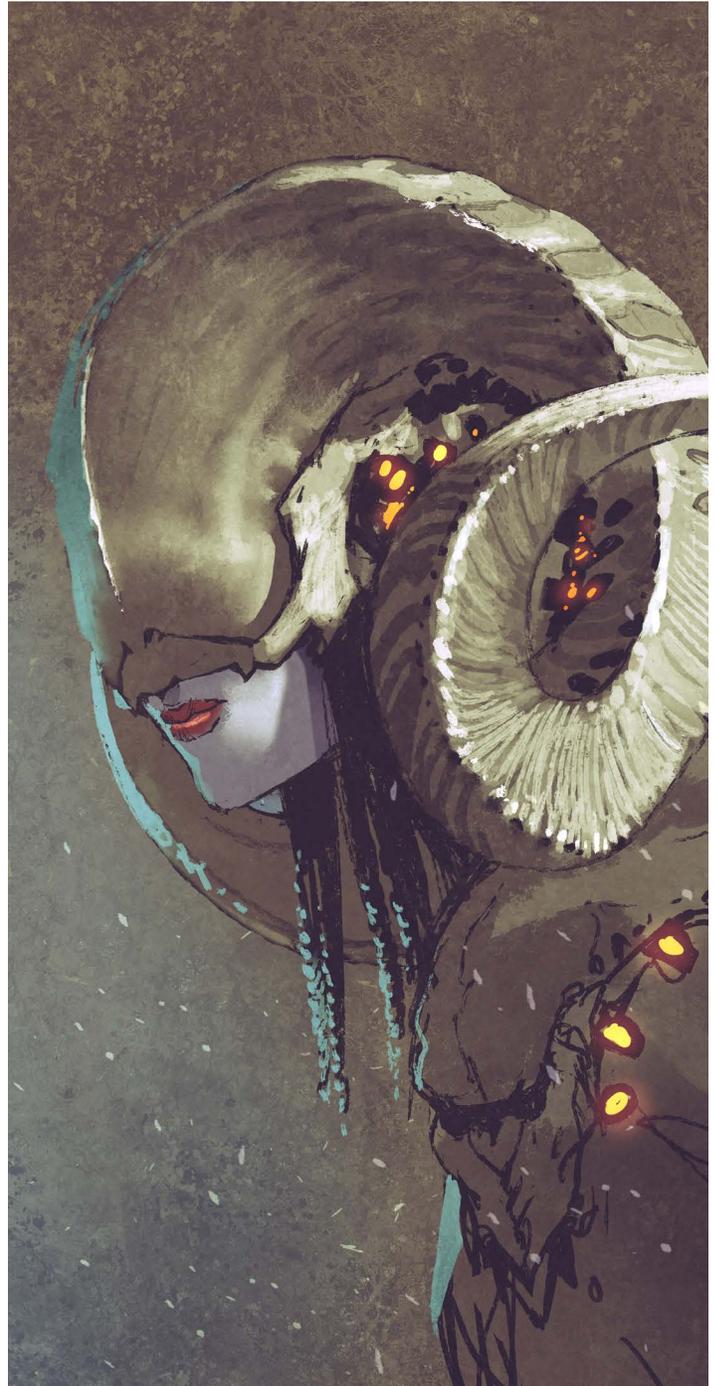
Lead the Charge

At 10th level, you've learned to lead by example. Whenever you move and then attack on your turn, all of your allies who can see you may immediately move their speed as a reaction.

Give Orders

Starting at 15th level, as an action you may speak to a friendly sentient creature who can understand you, imparting the ability to pull a gambit you know on your behalf. You must expend the gambit slot as though you were pulling the gambit.

The creature must spend the normal pull time for that gambit, and must possess and expend any material components required as normal. The gambit is pulled as though you were the one pulling it, using your casting attribute for gambit attacks and gambit resist DCs. The creature may hold this stored gambit in their mind for up to 4 hours, after which time they forget your instructions and lose the ability to pull the gambit.



A creature may only hold one of these orders at a time, but you may use this feature as many times as you have the gambit slots to pay for it. If you use it on a creature already possessing one of your orders, the new one replaces the old one.

Lord of War

By 18th level, you have become a pinnacle of the Warlord archetype. On your turn, you may give one or more of your extra attacks to willing allies who can hear you, handing them out on a 1-for-1 basis. An ally receiving an attack action in this way must immediately use it during your turn.



CHAPTER 4: OPTIONS



Alignment

Questions of morality and ethics can be a bit different in **HELLSCAPES** than what most are used to from *D&D*. Fantasy realms can be pernicious or even outright harmful for commoners and nobles alike. This is especially true in the darker interpretations of fantasy, but life can be a struggle even in epic fantasy. But post-apocalypse stories are another thing entirely. Survivors of the wasteland are forced to decide, repeatedly and at great emotional cost, who will live and who will die. This choice is rarely black and white, and almost never easy. You might try to play your character as “Good” overall, but when the chips are down and the lives of your friends and family are at stake, you might just decide to do the wrong thing. Even if it’s for the right reasons. That’s often the price of survival.

Law and Chaos are somewhat different, as well. Firstly, there is no established law. The strictures and governing bodies of humanity have long since failed. Lawfulness has become a relative idea. It might mean adhering to the tenets of your Tribe, but those bounds only stretch so far. It may mean upholding an internal moral code, like a fantasy Paladin, attempting to bring some decency to the wastes. But often this is something these forms of Law can only be upheld at great personal cost. You are as likely to be broken on the rack of your own convictions as see them spread to others. Likewise, Chaos can mean everything from rebellion to freedom to the simply, instinctive nature of a beast. Chaos will often need to be pursued for some later Law to take hold. The boundaries here are always shifting, and good actions often reap terrible rewards.

As such, the player characters in **HELLSCAPES** are endlessly confronted with ethical dilemmas that would make any band of fantasy adventurers go pale. The systems in this book are designed not to create hard delineations, but instead to give choice. These choices allow players to decide who will benefit and who gets left out in the cold, or worse. Some characters will be careful and cautious, while others gain the benefits of taking risks.

In dangerous conditions the differences between these styles can make a party balanced, or it can cause conflict. From a certain point of view being risky or overly cautious is an unforgivable, unethical failure. This will obviously differ from group to group, but players should never remain on the same page for long. Conflict within is as present as conflict without.

DMs may not want to get caught up in the idea that a character should stay within their written alignment. For more traditional DMs, this thinking can be a challenge. But think of your PCs as people, with all the complications that entails. Allow dalliances away from their core morality. Embrace the mess within us all. It’s far more interesting to see the fall of a good character than to simply see a good character being good forever. Remember that plot action isn’t all that an enjoyable story contains. It’s the deviation, the reversals of character, and the resolution of that internal conflict that ultimately make a story worth telling.

Let’s take a look at each of the alignment axes and see how they might be interpreted in **HELLSCAPES**.

Lawful

Lawful characters are more about enforcing and living up to the standards of their tribes and communities than actually having anything to do with laws themselves. A lawful character is bound by the fear that their ancestors, friends, family, and neighbors will scorn their actions. They propagate this attitude into the world, holding others to this same standard, even when others are not a member of their community. This often takes place as a form of culture shock, with lawful characters forced to expand their conceptions of civility as they learn about the traditions of others. Or buckle under this new information and impose their will upon others.

This is the natural story arc of the lawful: a constant search for ethical stability in a setting where traditions and rules are constantly changing. They may even move beyond the lawful alignment into something more flexible as they realize the futility and narrow scope of their tribe’s traditions.



Neutral

Neutrality is quite common in the post-apocalypse. The zealotry of chaos and law, good and evil are almost affectations here. What matters to many is survival, not doing what's right or helping people out. Although some might perceive this attitude as a kind of evil, and at times it certainly is, neutrality is an approach that proscribes a need for balance. A neutral character is fine with extremes, so long as they are not upheld for too long. Law is fine so long as you don't become preachy. Evil is fine, so long as you're not totally given over to being evil. Even Good, that old paragon of human values, can become a grave problem in excess.

The neutral story arc can be about discovering their true feelings. This is particularly true for characters that are neutral along the good-evil axis, finding that they actually want to be good, or they truly are evil after all. Something deep inside them finally is revealed.

Chaotic

Chaotic characters are quite common, as there's something about post-society that breeds wild characters. There is a need to buck systems, defy authority, and shrug off norms. Punk-looking wild men raid those who think to bring back community and trust. Chaos reigns in other words.

Chaotic characters are therefore a bit of the norm, at least outside of the settlements. They're tolerated here more than in fantasy, because everyone understands the feeling. This genre is all about the tension between the chaos of the atmosphere and the attempt to bring back some kind of civilization.

Chaotic characters are an important element in those kinds of stories, allowing us to make commentary on this tension. They'll say *"I can see that you're pulling things back together, but I think that's pretty foolish."* and that's valid here.

Good

Being good is a difficult thing in **HELLSCAPES**. This is hell. Life is hard. Working to help others means not working to help yourself at times. Being good is a decision to be more than what most people are. It's precious and should be celebrated, but the world is not going to see it that way. The social pressure to give up your good ways will be extreme.

It could be said that the fact that some of the player characters will likely be good is what makes them heroes in this setting. Good is heroic here and DMs should keep this in mind. It can feel punishing to play good, but there's a payoff. Building allies and trust has long term benefits. Indeed, being good might be the most self-serving option possible in the long run.

Evil

Look, you play *D&D*. You know that allowing evil characters is a big decision. You might be a little more tempted to allow it here in **HELLSCAPES**. Certainly, evil is going to be more prevalent in the setting itself, where difficult circumstances will have pushed people to their ethical limits. Evil can be a survival tactic. But player characters being evil is just as dangerous to your real life friendships here as in other settings.

That said, allowing players to dip into evil for a moment can be interesting. Some characters may break down emotionally and become self-serving monsters for a while. That's the kind of arc we often see for evil characters in this kind of setting.

Backgrounds

Backgrounds in **HELLSCAPES** represent your early life experience, your place within the tribe, and ultimately your motivations. They are powerful guides to behavior, including those tough decisions that challenge your alignment. In fact, you may find that alignment greatly informs your choice of background.

DM's may find that weaving together the backgrounds of the party does much of the work of creating goals for the campaign. Characters with a chip on their shoulder or a supposed destiny will seek out fulfillment. Others with a job to do will grow in their capacity to do so, ever expanding upon their duties.

HELLSCAPES is about survival, but survival isn't just about you. It's about the people you care about and your place within the web of their lives. Backgrounds get to the heart of why you're still alive and kicking in this hellish place.

Captive

You've spent years captured and held by another tribe or by a monster group (robots, aliens, mutants, etc.). Perhaps you were forced to live an unspeakable existence in slavery. Maybe you were a plaything, a menial worker, or a tool in the machinations of your capturers. Occasionally a captive is even treated with a degree of kindness, though never with any protections under whatever laws still exist.

No matter your circumstances, your life was not yours. In time, you somehow escaped; most likely through a combination of clandestine activity and manipulation. But your freedom does not undo the horrors of the past, and you still sharpen that axe to grind.

Skill Proficiencies: Athletics, Deception

Tool Proficiencies: One tool set or vehicle of your choice

Language Proficiencies: One of your choice (most likely that of your captors)

Equipment: A casual outfit with a hidden pocket containing 10 units of money, an improvised weapon of your choice made from a tool or kitchen implement, a map to a treasure hidden by your former captors, and a souvenir of your time in captivity (roll randomly on the Trinkets table in chapter 5).

Feature: Burning Hatred

You have an unending desire to take revenge upon your former captors. When you spend an Inspiration Point to gain advantage on a roll directly related to combating them, you keep the Inspiration Point if the roll is successful.

Once you've kept a point in this way you may not do so again until you've finished a long rest.

Suggested Characteristics

d6 Personality Trait

- 1 I constantly talk about my harrowing past.
- 2 I keep to myself, surviving through obscurity.
- 3 I revel in freedom, seeking new experiences at every turn.
- 4 I see myself as a hero, overcoming impossible odds.
- 5 I seek a new purpose. My role as a servant was well-defined and I need that comfort again.
- 6 I'm angry and resentful of those who attempt to coerce me in any way.

d6 Ideal

- 1 All systems of authority should be dismantled, so that none are enslaved by tyrants (Chaotic).
- 2 I must survive to tell my story (Any).
- 3 My former slave masters and their families must be eradicated from the earth (Evil).
- 4 The world is a cruel and terrible place. Shit rolls downhill (Neutral).
- 5 We must build a new world where captivity is not allowed (Lawful).
- 6 We must rescue those who are still enslaved (Good).

d6 Bond

- 1 I feel a kinship with domesticated animals and seek to treat them better.
- 2 I gave a scar to the leader of my enemies. I intend to finish the job of killing them.
- 3 I lost my old tribe and am driven to find them again.
- 4 I left a loved one back in captivity and must rescue and take care of them.
- 5 I must find a new people to call my own.
- 6 One of my fellow adventurers rescued me from servitude. I owe them my life.

d6 Flaw

- 1 I am paranoid about getting ambushed again.
- 2 I do not speak up for myself when I should.
- 3 I fear crowds.
- 4 I sometimes give up in the face of powerful enemies.
- 5 I rarely trust people.
- 6 No one is crueller to my foes than me.

Chosen One

You have been chosen by your people to fulfill a particular purpose. Your coming might have been prophesied, or your role chosen by a council of elders. Your destiny may be as grand as freeing your people or finding a new home. Alternatively, you may simply have a very specific ceremonial role, such as a keeper of secrets or a sacrificial offering to the gods.

You may believe in your supposed purpose, or you may reject it. Either way, it's an important part of who you are and where you come from.

Skill Proficiencies: Two of your choice

Weapon Proficiencies: Two melee weapons of your choice

Equipment: A fancy outfit, two sets of tools, a spear or staff, a pouch with 10 units of money.

Feature: Special Purpose

You have been chosen by your tribe or community to fulfill a particular destiny or role in society. You may spend an Inspiration Point to become temporarily proficient in any skill which directly relates to your supposed purpose.

The skill proficiency lasts for 10 minutes.



Suggested Characteristics

d6 Personality Trait

- 1 Those who get in the way of my fate are fools. I tell them this at every opportunity.
- 2 I cling to my special purpose like it is a lifeline. It's my only reason to survive.
- 3 I don't want to let down my community, so I've taken on this role. My tribe is what matters, not my supposed destiny.
- 4 I keep forgetting my prophesied destiny. It's hard to keep track of all this mystical stuff.
- 5 I reject my destiny outright. It's rubbish.
- 6 I seek with all my heart to fulfill my special purpose. I will stop at nothing.

d6 Ideal

- 1 Everyone has a purpose. Mine is simply better defined than most (Neutral).
- 2 I must uphold the traditions of my people (Lawful).
- 3 My fate is a great burden. In time, I will decide if I am worthy of it (Any).
- 4 My fate must be averted at any cost (Chaotic).
- 5 My purpose makes me more important than others (Evil).
- 6 My role must be used to help others (Good).

d6 Bond

- 1 I believe one of the others in the adventuring party is tied to my fate in some way.
- 2 I have a mentor who guides me in my path, for now.
- 3 I have a helper in my duties, whose fate is tied to mine.
- 4 I have already lost nearly everything in the name of this supposed destiny.
- 5 My community has cast me out to seek my fate.
- 6 Most of my people think I'm dead. I have one old friend who knows the truth.

d6 Flaw

- 1 I am fearful of my destiny and sometimes attempt to avert it.
- 2 I have powerful political enemies within my community, jealous of my status as the chosen one.
- 3 I speak as though everything is fated to occur, no matter how mundane or random.
- 4 I'm starting to suspect that I was not supposed to be chosen. Perhaps another would be better suited to this fate.
- 5 I'm very condescending to those who do not know their role.
- 6 My fate puts me at odds with my alignment, constantly testing my morality.



Fanatic

You take the beliefs of your people to heart, reveling in the surety of your deities and ways. You are a zealot of your people. Whether a shining example of their hopes or a reminder of their greatest fears, you serve as a lesson and an example to your community. You scream true faith where they only speak halfheartedly. Yet you are considered other for the strength of your convictions, and are often alone even when celebrated. Although your fanaticism can give you strength in dark times, it also makes you brittle. There is no bend to you, no flex in strong winds, no change in new conditions. In the wilds of the wasteland, your stalwart faith will be tested against life and death.

Skill Proficiencies: Intimidation, Religion

Weapon Proficiencies: A martial weapon of your choice

Language Proficiencies: One of your choice

Equipment: A martial weapon you are proficient with, a biker or military outfit, war paint, a religious amulet or other symbol, a pouch containing 10 units of money.

Feature: Zeal

Your fanaticism grants you strength in the darkest moments. Whenever you would make a death save, you may instead spend an Inspiration Point to stabilize. Once you have done so, you may not use this feature again until you've finished a long rest.

Suggested Characteristics

d6 Personality Trait

- 1 I am mistrustful of outsiders, bordering on outright hateful during disagreements.
- 2 I have a good sense of humor, just not about my beliefs.
- 3 I live piously and by example. Others must watch me and see how best to live.
- 4 I mentor those who do not yet know the truth of our ways.
- 5 I try to be accepting of the ways of others. Even when they're wrong.
- 6 I'm constantly on the lookout for new converts. Fresh blood means fresh faith.

d6 Ideal

- 1 I am willing to alter our ways if conditions change in this hellish world (Any).
- 2 No law or authority can make me bend in upholding our ways (Chaotic).
- 3 Our ways are the only way to live. Those who defy them threaten society (Lawful).
- 4 The ways of my people keep us all safe (Neutral).
- 5 Deviants should be forced to comply with tradition (Evil).
- 6 Zealots like me risk it all so that others may live (Good).

d6 Bond

- 1 I am constantly attempting to convert one of my fellow party members to my perspective or religion.
- 2 I hang on every word of one of our elders. Their wisdom guides me.
- 3 I have dreamt that I will die for my cause.
- 4 I pledged my life to someone as their protector, but adventure calls me away.
- 5 I saved the life of a community member. We have been friends ever since.
- 6 There are those who doubt the sincerity of my zealotry.

d6 Flaw

- 1 At times my faith takes a backseat to my curiosity.
- 2 I expect others to have the same religion or ways as my people and am shocked when wrong.
- 3 I have my doubts about our ways. Against the wishes of the elders, I seek to change them.
- 4 I hold myself to a strict and complicated code that I'm often heard quoting.
- 5 I'm easily riled up. Like "look at me wrong and I'll rip your lungs out through your chest" easy.
- 6 Once I get fired up about my cause I forget all about the details. I'm all about the big picture.



Healer

Every tribe trains their wisest and brightest to heal those in need. It is among the most important survival tactics for any community, and this goes doubly so in the wasteland. You are one such healer. Though a butcher in comparison to your forbearers, your skills are still the difference between life and death for many under your care.

You are knowledgeable in the remedies needed to keep your people alive; you are a caregiver, a mender of wounds. Whether you truly care for your patients is inconsequential; they know well enough that without you there may be no tomorrow.

Skill Proficiencies: Medicine, Survival

Language Proficiencies: Two of your choice

Equipment: Medical tools, a casual outfit, a bandana, plastic sheeting armor, and a pouch containing 10 units of money.

Feature: Triage

By spending an Inspiration point you learn the current and maximum Hit Points of any creatures you can see. This effect lasts for 10 minutes.

Suggested Characteristics

d6 Personality Trait

- 1 I am cool and dispassionate about life and death.
- 2 I fear disease and take great pains to keep myself clean and healthy.
- 3 I have a morbid obsession with anatomy. My allies rarely appreciate my experiments.
- 4 I see myself as wiser than others. Their failures are predictable and generally the result of foolishness.
- 5 I take care of everyone around me. I'm just a natural helper.
- 6 I'm extremely concerned with easing the pain and suffering of others.

d6 Ideal

- 1 Anyone in need deserves my help (Good).
- 2 Being a healer of the tribe is a sacred responsibility (Lawful).
- 3 Everything dies eventually (Neutral).
- 4 Healing someone is enjoyable, no matter whom they are (Any).
- 5 Life is more important than rules or rulers (Chaotic).
- 6 Only I should determine who lives and dies (Evil).

d6 Bond

- 1 I once brought one of the other PC's back from the brink of death. We've been close ever since.
- 2 I wish to learn the lost medicines of the old world. I have some ideas where to look.
- 3 I've given up on my role as healer of my people. Now I just heal my friends and myself.
- 4 Once I've treated someone, I feel the need to protect them forever.
- 5 One of my patients died recently. It haunts me.
- 6 The medical tools I use are my most valued objects. They save the same lives I do.

d6 Flaw

- 1 I adventure only reluctantly. My people need me back home.
- 2 I avoid violence. It only brings more wounds.
- 3 I carry a disease. I have no symptoms, but I am likely spreading it to my patients.
- 4 I enjoy war because it gives me a reason to exist. It makes me important.
- 5 I have a bit of a god complex, treating others' lives as my playthings.
- 6 The thought of losing a patient makes me nervous. Sometimes too nervous to operate.

Last Survivor

Prerequisite: *Tribal origin*

Your people are dead. Some tragedy befell them and only you walked away. You may be a tribal, but you have no tribe. The ways of your great people fall upon you alone to uphold.

You blame yourself for their fall, rightly or not. Their memory is your cross to bear.

Skill Proficiencies: Survival and one other skill of your choice

Tool Proficiencies: One vehicle of your choice

Language Proficiencies: One of your choice

Equipment: An item given to you by a parent or mentor (roll on the Trinkets table in chapter 5), a simple melee weapon (roll randomly for which one), a casual outfit, a set of light or medium armor (roll randomly for which kind), a pouch containing 5 units of money.

Feature: Tribeless

You do not benefit from the Settlement features of any of your tribal ways. Instead, you gain the non-Settlement features of another Way of your choice. This represents your own, new way of doing things. It's your adaptation to the world you've encountered since escaping the fate of your tribe.



Suggested Characteristics

d6 Personality Trait

- 1 I am often joking around, but my sense of humor is extremely grim.
- 2 I crave interaction now that my old community is gone. I just need to be around people.
- 3 I curse incessantly.
- 4 I keep busy with my hands, making things and maintaining my gear with care.
- 5 I tell gruesome stories whenever I get the chance. It's my only release.
- 6 I'm a bit of a loner, but I still lend a hand when needed.

d6 Ideal

- 1 Community is just another thing for you to lose. (Chaotic).
- 2 I will defeat all those who threaten my safety (Evil).
- 3 I wander the world aimlessly, taking whichever side is the underdog (Neutral).
- 4 Let's work to rebuild a new and safer world, so nobody must feel this way again (Lawful).
- 5 The next generation must have the lessons of my people passed on to them (Good).
- 6 We remember those we've lost, honoring them in all our works (Any).

d6 Bond

- 1 I am driven to survive at all cost. I help whoever happens to be near me, that's all.
- 2 I can never let myself get attached to a group of people again.
- 3 I must have survived for a reason. I will find my purpose.
- 4 I'll never let a loved one die again. I'll save them next time.
- 5 Someday I'll return to the place of my old community and see what it holds for me.
- 6 The thing that killed my people (pestilence, raiders, robots, etc.) must be stopped. I must protect others from this menace.

d6 Flaw

- 1 I am reckless, at times hoping to join my lost tribe in death.
- 2 I drown my sorrows in drink and other vices.
- 3 I hold on to the past, stubbornly dressing and behaving as my people once did.
- 4 I speak with authority on all matters of death and danger.
- 5 I'm secretly glad to be free of my old tribe, though you will never hear me admit it.
- 6 I'm quite cautious and protective, although at the cost of expediency.

Maker

You live to build and craft, leaving something of lasting value for generations to follow. You're the lifeblood of the reemergence of society on earth, but it can be hard. You need materials, new techniques, and assistants. You must find ways to sell or trade what you've made so you can survive this harsh reality. Luckily, most settlements respect someone of your skill, so you've no lack of allies. At least so long as you have something they want.

Skill Proficiencies: Investigation, Perception

Tool Proficiencies: Two of your choice

Equipment: A tool set of your choice, a set of tool-covered light armor with another set of tools in it, a casual outfit, an item I'm currently fascinated with (roll randomly on the Trinket table in chapter 5), a pouch containing 15 units of money.

Feature: Roadwork

You're able to get small amounts of crafting work done even while travelling and adventuring. You may count your short rests and up to 3 hours of each of your long rests as work time towards crafting projects.

Additionally, you can pull an all-nighter by spending an Inspiration Point, allowing you to work during an entire long rest with no consequences for lack of sleep.

Suggested Characteristics

d6 Personality Trait

- 1 I am very self-critical. If I don't work harder, who will?
- 2 I love new things, and I constantly update my adventuring gear.
- 3 I take every new item apart to see how it works. I usually get it back together again. Usually.
- 4 I talk about crafting techniques to anyone who will listen, and even some who won't.
- 5 I'm fascinated by materials and craftsmanship, often getting distracted at the wrong time.
- 6 When crafting, I talk to myself at length. Sometimes I talk to what I'm making. Don't worry, it doesn't talk back.

d6 Ideal

- 1 Everyone needs good gear. I make things for any side willing to pay (Neutral).
- 2 I build my own things so that I'm not dependent on others (Chaotic).
- 3 I only make things for those who serve my will (Evil).
- 4 I'm curious about the items of the old world (Any).
- 5 Let's rebuild the world, maybe even put it back together again like new (Lawful).
- 6 There are many people in need of well-crafted items. I aim to provide for them (Good).



d6 Bond

- 1 I found ancient plans for crafting something wonderful. I hope to one day construct it.
- 2 I have a particular tool that I cherish. I'll even use it in battle, should to opportunity arise.
- 3 I have an apprentice back in the settlement. They're not quite there yet, but they're learning.
- 4 I made the weapon or armor of one of my fellow adventurers.
- 5 I once made an item later used to assassinate someone. I regret my part in that event.
- 6 My parents were fine crafters. I fear I'll never live up to their legacy.

d6 Flaw

- 1 Everything I make has a particular flaw in it. I consider it my signature.
- 2 I'm a sloppy worker. My crafting tends to leave a trail of refuse behind.
- 3 I'm greedy when it comes to selling my crafted items. They're worth every red cent.
- 4 I'm quite superficial. I crave glittering, golden, or otherwise opulent objects.
- 5 Making things is all I really love. Everything else is just a means to that end.
- 6 The things I make are flashy and garish. If it doesn't have flair, what's the point?



Shaman

You're a spiritual leader for your people, trained in the traditions and practices of the most respected members of your tribe. It's your job to lead, advise, and perform ceremonial functions. Your tribe hopes you will provide insight and wisdom, while still continuing their traditional ways. It's up to you just how you'll lead your people, however.

Skill Proficiencies: Persuasion, Religion

Language Proficiencies: Two of your choice

Equipment: A fancy outfit (your ceremonial garb), a casual outfit, a staff, a pouch containing 10 units of money.

Feature: Authority

Members of your tribe tend to look up to you, or at least heed your words. You can spend an Inspiration Point to automatically succeed on any Charisma skill roll made against one or more members of your tribe.

This authoritative presence continues even when dealing with outsiders. When you spend an Inspiration Point to gain advantage on a Charisma skill roll, you regain the Inspiration Point if the roll is successful.

Suggested Characteristics

d6 Personality Trait

- 1 Half of the superstitious things I do are made up. It's hilarious, so long as you're in on the joke.
- 2 I fear the old world's ways, treating technology like magic. Nothing good will come of it.
- 3 I have a lucky coin, feather, or other small object I consult when making major decisions.
- 4 I speak in a sonorous voice, as though making proclamations and prophecies.
- 5 I take the burial of the dead extremely seriously. We should revere the past even if others do not.
- 6 I'm highly superstitious. You can never be too safe from the terrors of the dark.

d6 Ideal

- 1 Culture is what you make of it. Invent rituals to suit your needs (Chaotic).
- 2 I am a servant of the people (Good).
- 3 I must be an unbiased arbiter in all matters (Neutral).
- 4 Our culture must be preserved (Any).
- 5 The ways of other tribes are impure and should be condemned (Evil).
- 6 Traditional ways are best (Lawful).

d6 Bond

- 1 I always speak the truth to my allies. Even when it hurts.
- 2 I consider one of the other members of this adventuring party my apprentice or assistant.
- 3 I have had a vision or dream that I consider prophetic. I am following it as a guide.
- 4 I have learned of a fertile valley far away. I have vague directions to its location.
- 5 I made a judgment recently that my tribe has rejected. They did so wrongly.
- 6 I was raised by mutants, aliens, or some other monster group. I understand them somewhat and teach their ways to my tribe when I can.

d6 Flaw

- 1 Few really want to listen to me. I am considered a failed leader. But I won't be forever.
- 2 I abuse my power sometimes. Maybe a little more often than sometimes.
- 3 I assume leadership when I shouldn't. But how can I trust these oafs to lead?
- 4 I do not believe in these superstitions or ways. My heart is not in it, even if my words say otherwise.
- 5 I have connections to a rival tribe. My people cannot find out.
- 6 I take special hallucinogens to induce visions, with a few unfortunate side effects.

Storyteller

You are a spinner of tales. Part entertainer and part historian, you find pleasure or dutiful satisfaction in passing on important stories. In time, your own exploits or those of your allies may become the kind of legends you invoke. For now, you're content to be the center of attention around the fire.

Skill Proficiencies: History, Performance

Language Proficiencies: Two of your choice

Equipment: A fancy outfit (for costuming), a casual outfit, two storytelling props (roll on the Trinket table in chapter 5), a hat containing 10 units of money.

Feature: Moralizing

By spending an Inspiration Point and taking 10 minutes, you may tell or sing a story that alters the outlook of your listeners, temporarily redirecting their moral compass. Sentient creatures who hear and understand your tale must succeed in a DC 15 Wisdom save or have their alignment changed to one you choose to make your story about. This change lasts until the target finishes a long rest.

Suggested Characteristics

d6 Personality Trait

- 1 I am very dramatic, making molehills into mountains.
- 2 I carefully document all of my adventures for future retelling. Fiction is merely life writ large.
- 3 I just might be the one truly upbeat person in the post-apocalypse. What a pity.
- 4 I never stop talking. I mean, if I have to I can, but do I have to? Okay, I guess I have to. But...
- 5 I only tell my tales reluctantly. They are gems, gleaming and bright.
- 6 I'm always getting the details of my stories mixed up. Not that it matters. It's the feeling that counts.

d6 Ideal

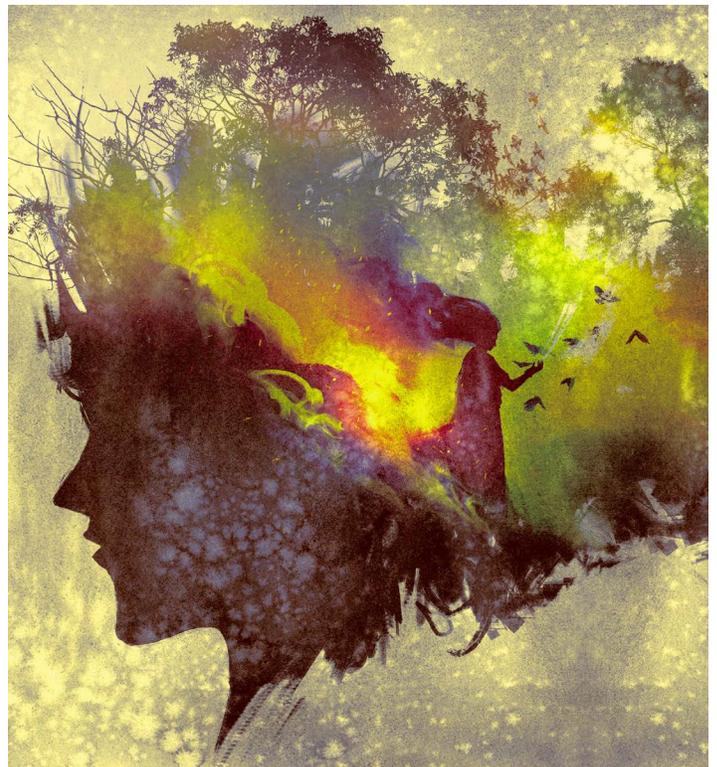
- 1 Entertainment is all we have in this terrible world (Any).
- 2 My stories represent an objective retelling of events (Neutral).
- 3 New stories will help us overturn the old ways of life (Chaotic).
- 4 Stories can be used to manipulate the hapless into doing my bidding (Evil).
- 5 Stories ensure the survival of our way of life (Lawful).
- 6 Stories provide moral lessons. We should learn from them (Good).

d6 Bond

- 1 I am well-known throughout this wasteland for my tales. But one settlement truly loves me.
- 2 I have heard that a major warlord or chieftain wants to hear my tales. I'm not sure that's a good thing.
- 3 I know a secret story I am not supposed to know. I never tell it, though I am dying to.
- 4 I know the location of a cache of old world stories. It's dangerous, but I'd like to go find it before someone else does.
- 5 I once met a legendary hero who told me one of my better stories. I'm working on making it better still.
- 6 One of the other PC's is the subject of many of my tales. How could I ever leave my muse?

d6 Flaw

- 1 I made up a horrific story recently that seems to be coming true.
- 2 I try to stay out of the action during adventures, hoping to simply watch what's going on.
- 3 I'm actually pretty shy. I prefer an audience that's not looking at me. Puppet shows are nice.
- 4 I'm the last storyteller of my people. If I die our culture dies with me.
- 5 It's not that I'm a liar, per se, but I embellish a lot. This gray world ought to be a bit brighter.
- 6 Many of my tales are lies about people I've known. Some are angry with me about it.



Wastelander

You've survived outside of a community or safe zone for longer than you can remember. You know how to live in the worst conditions and can avoid monsters easily. Others might hire you as an expert or guide. In your mind, they're soft and need people like you to keep them safe. But you won't say no to their money.

Skill Proficiencies: Athletics, Survival

Language Proficiencies: One of your choice

Weapon Proficiencies: One martial weapon of your choice

Equipment: A tent, fire starting tools, an all-weather outfit, a canteen, a martial weapon of your choice, and a fanny pack containing 10 units of money.

Feature: Avoid Trouble

You have an amazing ability to simply exist outside of the "civilized" areas. While leading your party out in the wild, you may spend an Inspiration Point to avoid danger from creatures for 10 hours (or one day's overland travel).

So long as you don't intentionally look for combat, you and your allies will not suffer a violent encounter for that time. If you enter an enemy encampment or otherwise ask for trouble, well then you're likely to find it.

Suggested Characteristics

d6 Personality Trait

- 1 I constantly watch the horizon for trouble. It's always out there, somewhere.
- 2 I don't light campfires or engage in creature comforts. That's a quick path to death.
- 3 I sleep up in a tree when I can. You don't want to know what's on the ground out there.
- 4 I'll eat almost anything. It might not taste good, but it'll taste better than starving.
- 5 I'm grumpy. Few people find me fun to be around. But they don't pay me for fun, do they?
- 6 I'm highly attuned to changes in the weather. You have to be when rain can kill.

d6 Ideal

- 1 Communities need people like me to help them survive (Lawful).
- 2 Having survived makes me better than others (Evil).
- 3 Others shouldn't suffer as I have (Good).
- 4 The wastes test us and make us stronger (Any).
- 5 The wilds kill without regard for our values or honor (Neutral).
- 6 There's nothing like the freedom of the wilds (Chaotic).

d6 Bond

- 1 I am seeking something out there in the wilderness. An item or a creature. Something that haunts me.
- 2 I found a flag out in the wastes. I think it might mean something.
- 3 I have a pet, such as a dog, that helps me survive by alerting me to danger. And eating my snacks.
- 4 I lost someone. I need to go back out there and find them.
- 5 I secretly wish I had a community to call home.
- 6 I wander because I've done wrong and I think I deserve to exist in those hellish places.

d6 Flaw

- 1 I behave a bit like a monster (a mutant, zombie, alien, beast, etc.). People are creeped out by that for some reason. Like they aren't all monsters in some way.
- 2 I don't speak the common language of this region very well. I'm only passing through, after all.
- 3 They say I dress weird. I just don't have the same aesthetics as others.
- 4 I foolishly think I can do just about anything on my own. So far, I've been right.
- 5 I only eat food I've scavenged or hunted for myself. Can't trust a free meal.
- 6 I'm visibly twitchy, probably due to radiation or poison of some kind from the wastes.





Watcher

The lookout is perhaps the first and most important of roles adopted in the post-apocalypse. The nights and even days in this hellish landscape bristle with threats.

The watcher is ever at the ready to sound the alarm at the approach of danger, patrolling the outskirts of settlements and climbing towers to gain a better vantage on potential invaders.

Skill Proficiencies: Perception, Stealth

Tool Proficiencies: One vehicle of your choice

Language Proficiencies: One of your choice

Equipment: Binoculars, an all-weather outfit, a playing cards deck (missing a few cards), a stool or folding chair, a pouch containing 10 units of money. *Optional:* A patrol vehicle at the DM's discretion.

Feature: Nightwatch

You're always ready to serve as overnight lookout. You can stay awake and vigilant enough to stand guard while taking a long rest. You suffer no penalties for this lack of sleep, though you probably catch little catnaps throughout the day to compensate.

Additionally, you may choose to make your patrol or post duty particularly watchful by spending an Inspiration Point at the beginning of your shift. By doing so, you gain a +10 bonus to your passive Perception for up to 10 hours as you stand sentinel as though your life depends on it (it does).

Suggested Characteristics

d6 Personality Trait

- 1 I look after my adventuring companions as a parent might. Caring for them is what I do best.

- 2 I love to stay up late. That's when the fun happens. Well, I find it fun.
- 3 I stand watch because I want in on the action. First in the fight is first to draw blood.
- 4 I take my duties extremely seriously, possibly because it's a family tradition or sacred position within my tribe.
- 5 I'm highly critical of strangers. I tend to ask newcomers a lot of questions. I tend to get answers.
- 6 I'm the silent type. Some people take this as silently judging, but I'm mostly just watching to make sure everything is going according to plan.

d6 Ideal

- 1 Being trusted is freeing (Chaotic).
- 2 Better I watch for danger than someone else. I trust myself more than you (Any).
- 3 I am the first line of defense of the weak (Good).
- 4 I decide who comes and goes. Duty is power (Evil).
- 5 It's a job, like any other. Somebody's gotta do it (Neutral).
- 6 Without duty none of this has any meaning (Lawful).

d6 Bond

- 1 A close friend or mentor recently died on patrol. I will not forget their sacrifice.
- 2 I'm in trouble for sneaking off for a tryst when I was supposed to be guarding.
- 3 I've been a watcher basically my entire life. I'm seeking someone to replace me in this duty.
- 4 I've got a patrol partner I share gear and stories with.
- 5 I've secretly made peace with a neighboring community or monster group. I let them pass when I find them, so long as they don't cause trouble.
- 6 I saw something while on watch recently. Something strange. So did my partner, but nobody else.

d6 Flaw

- 1 I can be bribed to let people pass. They don't pay me enough for this crap.
- 2 I goof around a little more than I probably should. Who doesn't love a prank?
- 3 I slack off a bit when it's my time to stand watch. Maybe take a nap.
- 4 I snack while on duty. Not a great habit in a world where food is scarce.
- 5 I suffer from nightmares. I stay up on watch so I don't have to experience them.
- 6 I'm a bit of a night owl. I become quite surly when forced to get up early.

Feats

Just as with base *D&D*, characters in **HELLSCAPES** can be enhanced with feats at the usual levels. These are, of course, optional rules. But who doesn't love feats? For the most part, the feats you find in your Player's Handbook will do nicely.

We suggest leaving out any having to do with magic and spells, but if your post-apocalypse is magical, maybe leave them in too. You know the ones.

Assault Specialist

You are practiced in battling those who pull off gambits, getting up close and personal with foes attempting complicated maneuvers and techniques. You gain the following benefits:

- When a creature within 5 feet of you pulls a gambit, you may use your reaction to make a melee weapon attack against the creature. If you are at a gunnery battle station in a vehicle, you may make an attack with that weapon instead.
- When you damage a creature that is concentrating on a gambit, that creature has disadvantage on the saving throw it makes to keep concentration.
- You have advantage on saving throws against gambits pulled by creatures within 5 feet of you.

Bad Reputation

People have heard of you, and they're scared. Humanoids enemies with a CR of your level or higher will seek you out on the battlefield, hoping to take out a major foe. On the other hand, humanoid enemies with a CR lower than your level will tend to avoid you, working hard to stay at least 10 feet away and attacking other targets than you when possible, fearing your ire.

This reputation also grants you advantage on Intimidation rolls when the target knows who you are, though merely seeing your face is usually enough. You're that well known.

Additionally, you gain 1 point in an ability score of your choice, to a maximum of 20.

Cybernetic Implant

You have acquired a technological modification to your body, perhaps replacing a missing limb or sense and in some way enhancing your abilities. This feat is not required if a cybernetic system you gain merely puts you back to the way you were. This is for when you've gone out of your way to become smarter, better, faster, or stronger.

This feat may be purchased multiple times, so long as you select a different cybernetic benefit each time.

Increase your Constitution score by 1, to a maximum of 20.





You gain one cybernetic benefit from the following:

- **Computer Interface.** You may plug directly into computer systems, doubling your proficiency bonus on tool use rolls for accessing information stored within that system.
- **Database.** Select one Intelligence skill. Double your proficiency bonus when using this skill to recall information.
- **Improved Sense.** Select one of your senses (hearing, vision, smell, taste, touch). Double your proficiency bonus when making skill rolls utilizing that sense, such as tracking, investigation, or perception.
- **Mechanical Chassis.** Your base armor rating is 15 + your Dexterity modifier. You may no longer wear armor.
- **Nightvision.** You gain Darkvision up to a distance of 60 feet.
- **Replacement Limb.** Increase your Strength score by 1, to a maximum of 20. Your unarmed attacks may deal 1d4 + Strength modifier bludgeoning damage if you use your replacement limb.
- **Retractable Claws and Spikes.** Your unarmed attacks may deal 1d6 + Strength modifier slashing damage. Doing so reveals your hidden weapons to onlookers.
- **Subdermal Sheath.** You gain resistance to one of the following damage types (choose one each time you select this benefit): bludgeoning, piercing, or slicing.
- **Thermal Vision.** You gain Darkvision up to a distance of 30 feet and have advantage on tracking rolls.

Flexible Morals

You've learned to adapt to the ethical requirements of the situation. Sometimes you're self-serving, and that keeps you alive. Sometimes you uphold the edicts of the local warlord to the letter. Whenever you finish a long rest, you may change your alignment by one step on one of the two axes. For instance, you might move from Neutral Good to Chaotic Good one day, and then from Chaotic Good to Chaotic Neutral the next.

Additionally, your DM may choose to award you an Inspiration Point the first time you roleplay your alignment upon changing it.

Loyal Pet

You've earned the trust of a friendly animal that follows you throughout your journeys. Work with your DM to build this animal as a CR 1/2 creature using the template system in chapter 8. You may take this feat more than once, increasing the CR of the creature by 3 each time you take it after the first time, up to a maximum of CR 9 and 1/2.

Should your pet die another one will enter your life and befriend you within 2 weeks.

Minor Mutation

Prerequisite: *Any origin other than Mutant*

The strange chemicals or radiation of the wastes has altered your body in unpredictable ways. While you're not quite as freakish as a full-blown mutant, you're certainly getting there. You gain the following benefits:

You gain a mutation of your choice from the Mutant origin.

You gain 1 point in an ability score of your choice, to a maximum of 20.

One of Them

You've found the trick to masquerading as a monster. Upon acquiring this feat, choose one major monster type in your setting such as robot, mutant, zombie, alien, etc. By spending 10 minutes in preparation, you can appear as a member of that monster type well enough that those foes do not automatically attack you on sight. Consider them "neutral" until you get a chance to prove them otherwise by saying something wrong (or talking at all in some cases). This effect lasts for 1 hour.

Additionally, you gain 1 point in an ability score of your choice.

Outlook

You have a mental outlook which serves you in surviving, be it grim, positive, clinical, or just crazed. You should decide what qualities make your outlook useful to you. Select one ability

score; you have advantage on all saves rolled for that ability, due to your outlook's advantages. For instance, a logical attitude might grant advantage on Intelligence saves or a jovial one advantage on Charisma saves.

In addition, your outlook grants you resistance to psychic damage, which helps in dealing with trauma, stress, and good old-fashioned psychic powers.

Parkour

Prerequisite: *Proficient in Acrobatics or Athletics*

You are skilled at traversing the urban landscape, using climbing and jumping tricks to move with amazing grace. You gain the following benefits:

- You gain 5 feet to your base walking speed.
- You no longer need to spend extra movement when climbing up walls less than 10 feet tall. Instead you use your normal speed for the first 10 feet of any surface. You also do not need to roll to climb walls and other unnatural surfaces unless they are completely sheer.
- You also jump well enough that you can move across an urban landscape, moving from rooftop to rooftop as though you were on flat ground for the purposes of overland movement. In some settings this can drastically reduce the likelihood of a combat encounter during travel, such as when moving through zombie-infested cityscapes.

Social Chameleon

Prerequisite: *Tribal origin*

You are a natural at adapting to different cultural conditions. You almost never suffer culture shock. You gain the following benefits:

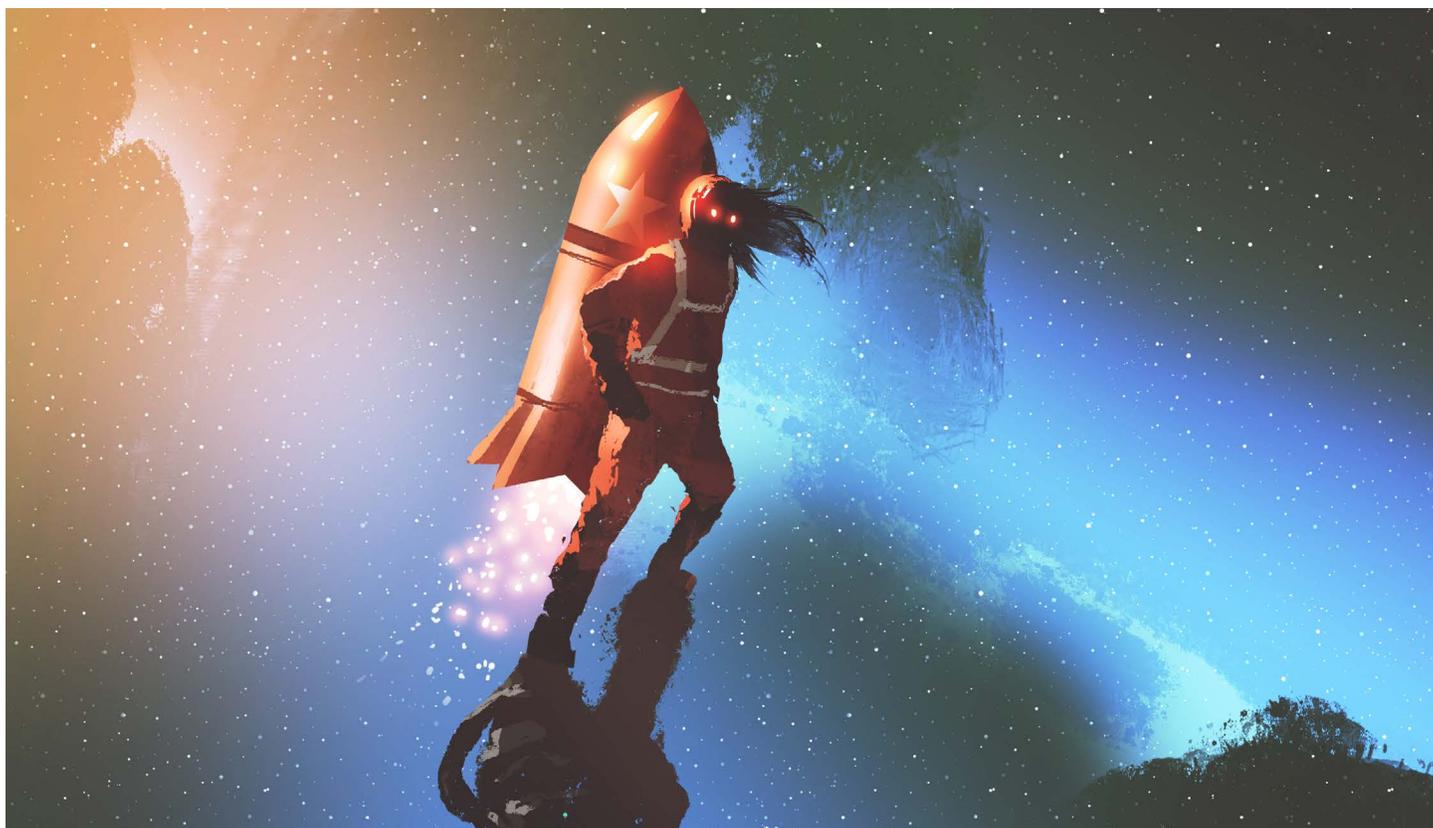
- Increase your Charisma score by 1, to a maximum of 20.
- You learn 2 languages of your choice.
- Whenever you gain a level, you may choose to change your tribe to that of a tribe you've encountered. You lose all of the features of your old tribe, switching completely over to your new one, which generally work to integrate you into their society. You may encounter problems if you try to switch back.

Supplementary Training

Your talents are more expanded than most of your class, perhaps due to some traumatic experience or unorthodox mentor. Choose one school of gambits. Whenever you gain a new gambit, you may choose from this school in addition to the others you have access to.

You gain one trick of your choice from that school now, which does not count against your tricks known for your class.

Additionally, you gain 1 point in your casting attribute. If you have more than one, select one from among them in which to gain the point.





CHAPTER 5: EQUIPMENT



When the world itself has torn society down and every scrap is fought over, items that help in fighting and living become nearly priceless. In **HELLSCAPES**, we categorize equipment into a few major classifications.

- **Gear.** This includes weapons, armor, and supplies useful in adventuring, such as clothing, flashlights, and first-aid kits. It also includes items that make life a little better, such as bathroom tissue or bottled water. Niceties we think little of can be the difference between getting through another day and eating a bullet.
- **Trinkets.** Most common items from our time, such as photographs, electronics, and toys. Though trinkets usually hold more sentimental value than utility, they can be sold and traded in most communities and help make the world a little less horrifying. To the right buyer, such mementos are priceless.
- **Materials.** The raw components that make up most other items. Materials can be gained through scavenging the wastes, salvaging existing equipment, or through trade and conflict with other survivors. Materials are used in crafting and fuel some gambits.
- **Personalized Items.** These are the **HELLSCAPES** versions of magical items. They might be items that are inherently more powerful than most gear, such as rocket launchers, blowtorches, or radios. Most often, they're items that have the potential to be customized as the wielder grows more powerful and can even gain in power depending on who is wielding them. They might be found with useful improvements already on them.

Currency

One of the most important decisions a DM will make in designing their personal hell is deciding what people use as money. It's quite common for no money to be traded, as the history of barter and trade stretches far past the beginnings of money. Currency requires trust that when the time comes to spend it people will want it, and that the system around it will uphold its value. That's simply not true in many post-apocalyptic societies.

However, most people can get by trading something of intrinsic value, such as bullets or water. Our tables simply list costs in terms of "units". We also use this term when describing amounts of materials (5 units of wood stripped from an item, etc.). An easy solution is to decide on a material that's useful to a given community and make that the currency. A town by the sea might make planks of wood their currency, since raft and boat making is serious business to them. Alternatively, they might trade with metal nails, something they're able to make as well as scavenge. So long as you can divide such materials into discrete units, it can be used as currency in your game.

Deflation

Bullets and other expendable items, such as medicines and food, have an inherent problem when used for trade: they go away. Although the people who develop such economies organically likely won't realize this until it's too late, they are nonetheless doomed to eventually collapse. It's not the end of the world - that's already happened - but deflation is a serious economic condition worth understanding.

Though many armchair economists today cultivate an intense fear of inflation, deflation is a much more serious concern. Simply put, deflation is the process by which currency becomes more and more valuable relative to the things it is used to buy. As bullets are shot and not replaced by new ones, the economy naturally loses a bit of the fluid needed to keep itself running.

As fewer and fewer bullets are in the hands of traders in this scenario, each one becomes more and more precious. Eventually, a single bullet is going to be worth a whole suit of armor or a gun, because there just aren't any bullets left. With no one willing to trade the currency most used, traders will resort to bartering or some other currency will come to take its place.

Deflation can even be a naturally occurring process. If metal bottlecaps are used for trade, rain will rust away all your money if you don't keep it protected. Living on a coastline could ensure that such valuables would naturally rust away, making them impractical in the long run. Keeping the money supply steady, whatever the currency, is just as important in the wasteland.

Bullets as Bucks

In settings where items that would otherwise be gear are used individually as currency, you'll need to adjust prices on that item. For instance, a clip of ammo might normally listed as 1 or 2 units of currency on our gear tables. However, each clip holds a few bullets, so if bullets are your currency you'll need to increase their price per clip to compensate. So, if a rifle clip holds 30 bullets and bullets are your currency, then a clip costs 30 bullets.

This will obviously have the effect of making bullets (or any other valuable used as currency) skyrocket in price. This makes sense, since bullets are now in huge demand for all kinds of uses other than just shooting.

However, it's just as likely that such an influx would be hoarded by the most powerful members of a community. You don't have a supply glut if nobody can access the supplies.

Old Money

Though much of the money in our modern world is electronic, there's still a fair amount of cold hard cash. It's possible that the people of certain post-apocalyptic settlements and societies would still trade in modern currencies. Nobody would be printing more, and paper money might eventually rot away, but there's something solid about a silvery coin in your hand imprinted with the seal of a powerful, if long lost government.

Old money has the same problems as most deflationary currencies. With nobody making new ones, they'll become rarer and rarer as the years go by, making trade more and more difficult.

New Money

As society begins to come back, it's inevitable that some communities will begin to mint their own currency. The trouble comes when members of this society attempt to trade with outsiders. If they have a lot of goods or services to trade, other civilizations and settlements will likely wish to accept the currency so that they can be used. The more aggressive and raider-focused groups will have more trouble. Who wants coin from people you're hoping you never run into?

Inflation

Not as serious a concern as deflation, inflation is something a DM might consider over the course of a **HELLSCAPES** campaign. In particular, it's worth thinking about what scavenging and treasure hunting on the part of player characters can do to a community.

For example, if medicine is used as a currency and the PCs work hard to bring back a shipping crate full of medicines to help protect the settlement from disease, they've just thrown a lot of currency into the local economy. Prices would rise, as would wages, as the powers that be have more meds to pay people with.



DMs thinking about introducing newly crafted currency should think hard about what kinds of materials are at hand. Rarity can keep a currency valuable, but it can make the coins or cash hard to create. Coins of gold and silver have always had a problem with criminals shaving the edges off them for later sale.

Money made from common materials run a risk of counterfeiting on the other hand. However, the greater control a community gains from making their own money can be worth it as they can become less reliant on scavengers to infuse their local economies with cashflow.

Starting Currency by Class

Rather than begin with the starting equipment listed for your class, you may wish to buy your own items. The following are starting money for characters opting for the more custom route to equipment selection.

Class	Money units
<i>Marauder</i>	2d4 x 10
<i>Nomad</i>	5d4 x 10
<i>Outcast</i>	4d4 x 10
<i>Scavenger</i>	3d4 x 10
<i>Warrior</i>	5d4 x 10

Gear Conditions

When scavenging the wastes, encountering countless ruined buildings and wrecked vehicles, it can be assumed that characters are generally interested in items of useable condition. However, some equipment is exposed to the elements or scavenged despite significant problems. This is often the case when weapons and armor are pulled off the dead bodies of fellow survivors, zombies, or other unfortunates. Things get ruined in this world; that's simply the way of it.

Useful items are rarer. A useable kitchen knife, with no rot in its handle and no propensity for the blade to come loose is an incredible find. Gear that characters begin with can be assumed to be of normal, stock condition. This is even true for items that have been handmade, rather than manufactured. There's nothing inherently better or worse in a stock example of either kind of item. However, some handmade items are unwieldy or poorly put together, in which case the appropriate gear condition makes sense.

DMs are encouraged to use these conditions in ways that fit your unique hellscape. Wastelands fraught with radiation storms will be more likely to generate items with the Harmful condition for radiation damage. The following table includes a die roll, so that you can randomly determine the condition of a found item if need be. In general, the prices of items with these conditions is halved, though in the case of broken items it might even be less.

d6	Condition	Effect
1	<i>Broken</i>	The item has taken significant damage and cannot currently be used for its intended purpose. An item in this condition can be repaired using the appropriate skill. See chapter 1 for details. An extremely common condition for all items.
2	<i>Conspicuous</i>	The item is easy to see in most conditions, due to its size, color, or material. Armor in this condition causes those attacking the wearer to suffer none of the usual penalties to attack in low light and darkness. Wearers suffer disadvantage on stealth rolls. Weapons cause their wielder to similarly suffer disadvantage on stealth skill rolls, but only when the weapon is drawn. This condition is common among items that were made before the fall, or that have been heavily decorated.
3	<i>Harmful</i>	The item is designed in such a way that its wielder is slowly hurt through its use. It might be covered in spines or made of a material that is radioactive. A character that wears or carries this item on their person takes 1 damage at the end of each day carrying it. The damage type is chosen by the DM. An item that slices its user might deal slashing damage, while a radioactive item would obviously deal radiation damage.
4	<i>Heavy</i>	The item weighs 50% more than a listed version of the item, most likely due to unusual materials used in its construction. Common to items made from scrap metal and industrial materials.
5	<i>Infectious</i>	The item has been tainted by a disease chosen by the DM when this item is found. If your hellscape includes zombies, this might be the disease that causes that condition. A character that wears or carries this item on their person must make an appropriate Constitution save at the end of each day carrying it, to avoid catching the disease. See the Disease sidebar in chapter 1 for more details.
6	<i>Ruined</i>	This is as damaged as an item can be before it simply crumbles to bits, a common state when scavenged items have been abused by the elements. Armor in this state provides its AC for only one attack before it is gone. Weapons can only make one attack before they simply break apart. Common to items found exposed to the elements or scavenged after heavy wear.



Armor

HELLSCAPES armor works very similarly to that used in D&D. It's more often cobbled together from manufactured pieces than handmade, but the end result is about the same.

The following armor largely conforms to the way armor is handled in D&D, except that clothing is taken into consideration, and Strength and Stealth are handled as properties.

Exactly what type of clothes a character wears can mean the difference between life and death, so we include Outfit as a kind of armor that can be worn over or under Light, Medium, or Heavy armor. In some cases, an outfit might provide additional benefits or even a bonus to AC. Characters without proficiency in armors, such as most Scavengers, may simply wish to wear an outfit.

Also provided is the primary material used in the item's construction. This is important when making, salvaging, repairing, or otherwise working with the item. See chapter 1 for details.

Armor Properties

Bulky. Voluminous or otherwise cumbersome to wear. Imposes disadvantage on both Acrobatics skill rolls and Athletics jumping rolls for the wearer.

Fragile. Destroyed when an attacker scores a critical hit against the wearer on a weapon attack.

Hefty. Heavy enough to require the wearer to have a Strength score of 13 to use the armor without taking a 10-foot penalty to their speed.

Noisy. Makes noise when moving. Imposes disadvantage on Stealth rolls for the wearer.

Protection. Grants advantage on saves to resist the listed condition, with specific circumstances in parentheses. Example: Poisoned protection (breathable) grants advantage on saves against poison when the source is breathable toxins.

Resistant. Grants resistance to the listed damage type, with specific circumstances in parentheses. Example: Radiation resistant clothing grants the wearer resistance to radiation damage.

Robotic. The armor, while heavy, effectively weighs nothing when worn because of powered robotics. This armor requires and consumes 1 unit of batteries at the end of each encounter, and at the end of each day wearing it.

Sealed. Completely blocks gas attacks of any kind.

Skill Boost. Allows the wearer to double their proficiency bonus on rolls for the specified skill, or application of a skill. Example: Skill boost Athletics (swimming) allows the wearer to double their proficiency bonus on swimming rolls.

Tools. Counts as a tool kit for the specified type of work. Becomes just a tool kit if the armor is destroyed.

Armor

	Armor	Cost	Armor Class (AC)	Weight	Properties	Primary Material
d8 roll Outfit						
1	All-weather	15		4 lb.	<i>Cold resistant</i>	Plastic
2	Biker	10	+1	8 lb.	<i>Bulky, noisy</i>	Leather
3	Casual	2		5 lb.		Cloth
4	Fancy	10		5 lb.	<i>Fragile, skill boost Persuasion</i>	Cloth
5	Hazmat	250		7 lb.	<i>Bulky, fragile, poisoned protection, radiation resistant</i>	Plastic
6	Military	10	+1	6 lb.		Cloth
7	Sports	3		3 lb.	<i>Skill boost Athletics (climbing, jumping)</i>	Plastic
8	Winter	4		7 lb.	<i>Bulky, cold resistant</i>	Cloth
d6 roll Light						
1	Plastic sheeting	2	11 + Dex Modifier	3 lb.	<i>Fragile</i>	Plastic
2	Soft leather	25	11 + Dex Modifier	10 lb.		Leather
3	Tool-covered	30	12 + Dex Modifier	25 lb.	<i>Fragile, noisy, mechanical tools</i>	Metal
4	Trash	3	11 + Dex Modifier	15 lb.	<i>Noisy</i>	Plastic
5	Wetsuit	10	11 + Dex Modifier	10 lb.	<i>Cold resistant, skill boost Athletics (swimming)</i>	Cloth
6	Woven tubes	15	12 + Dex Modifier	17 lb.	<i>Noisy</i>	Plastic
d6 roll Medium						
1	Animal hide	10	12 + Dex Modifier (max 2)	12 lb.		Leather
2	Athletics pads	25	12 + Dex Modifier (max 2)	15 lb.		Plastic
3	Bone	20	13 + Dex Modifier (max 2)	20 lb.	<i>Fragile</i>	Bone
4	Carved wood	20	13	25 lb.	<i>Bulky, hefty, noisy</i>	Wood
5	Circuit board	15	12 + Dex Modifier (max 2)	17 lb.	<i>Fragile</i>	Metal
6	Hard plastic	25	13 + Dex Modifier (max 2)	20 lb.	<i>Bulky, noisy</i>	Plastic
d6 roll Heavy						
1	Bomb disposal suit	1500	18	75 lb.	<i>Bulky, hefty, concussion resistant</i>	Plastic
2	Forged metal	500	16	60 lb.	<i>Hefty, noisy</i>	Metal
3	Power Armor	2500	20	-	<i>Bulky, robotic, sealed</i>	Metal
4	Riot gear	750	17	30 lb.	<i>Hefty, piercing and slashing resistant</i>	Plastic
5	Scrap metal	30	14	45 lb.	<i>Bulky, hefty, noisy</i>	Metal
6	Tactical vest	150	15	20 lb.	<i>Ballistic resistant</i>	Plastic
d6 roll Misc.						
1-2	Bandana	-			<i>Poisoned protection (breathable)</i>	Cloth
3	Gas mask	20		2 lb.	<i>Poison resistant (breathable)</i>	Plastic
4	Goggles	5		.5 lb.	<i>Blinded protection (debris and gas)</i>	Plastic
5	Shield	10	+2	6 lb.		Plastic, metal, or wood
6	Sunglasses	3			<i>Blinded protection (bright light), fragile</i>	Glass

Weapons

What would the aftermath be without weapons? Scavenged up and repurposed household items or lovingly maintained military or hunting equipment, they're all tragically important to survival.

Note that each category will have a die that can be rolled to determine an item randomly. This is so that this table can be used as a treasure table when weapons are found in the wild.

Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one unit of ammunition. For bows, drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). With firearms, ammunition is most likely coming from a magazine. At the end of the battle, you can recover half your expended arrow and crossbow bolt ammunition by taking a minute to search the battlefield. This is obviously not true for bullets.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section).

Blinding. The target of the attack must succeed in a DC 10 Dexterity save or become blinded for 10 minutes. When this property is on a weapon that has a damaging attack, the wielder chooses either to blind or to attempt to do damage as an attack. You may also use this affect as Deafening or as a combination of the two, if that fits the situation (e.g. flashbang, artillery, etc.).

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size or kick make it too much for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Loud. This item makes a great deal of noise when it is used. Firing it is audible to all creatures within 100 feet, and those within 300 feet may make a Perception skill check against DC 10 to hear it. In settings with zombies or other mindless creatures attracted by sounds

and lights, this will grab their attention unless other stimuli are present in the area.

If a loud weapon is for some reason fired next to the ear of a creature, they must succeed in a DC 15 Constitution save or become deafened for 10 minutes.

Range. A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

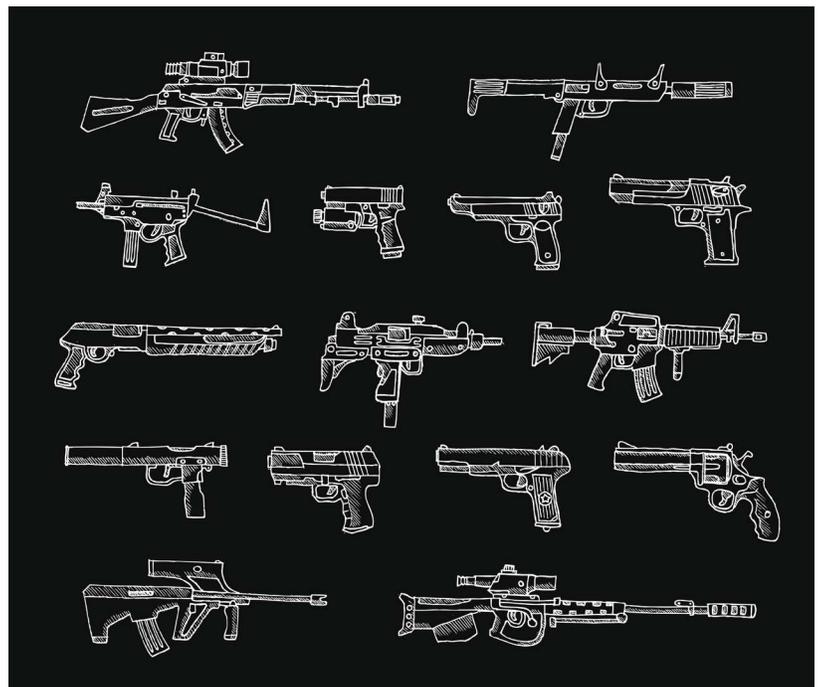
Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Spray. On a successful hit, you may make a second attack against a target within 5 feet of the first that you can see.

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a hatchet, you use your Strength, but if you throw a combat knife, you can use either your Strength or your Dexterity, since the combat knife has the finesse property.

Two-Handed. This weapon requires two hands when you attack with it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.



Weapons

roll	Name	Cost	Damage	Weight	Properties	Primary Material
d8 Simple Melee Weapons						
1	Brass knuckles	2	1d6 bludgeoning	1 lb.		Metal
2	Greatclub	1	1d8 bludgeoning	10 lb.	<i>Two-handed</i>	Wood
3	Hatchet	5	1d6 slashing	2 lb.	<i>Light, thrown (range 20/60)</i>	Metal
4	Knife, combat	2	1d6 slashing	1 lb.	<i>Finesse, light, thrown (range 20/60)</i>	Metal
5	Nightstick	2	1d6 bludgeoning	2 lb.	<i>Light</i>	Wood
6	Spear	1	1d6 piercing	3 lb.	<i>Thrown (range 20/60), versatile (1d8)</i>	Metal
7	Staff	1	1d6 bludgeoning	4 lb.	<i>Versatile (1d8)</i>	Wood
-	Unarmed strike	-	1 bludgeoning			
8	Wood club	1	1d6 bludgeoning	2 lb.		Wood
d6 Simple Ranged Weapons						
1	Crossbow	25	1d8 piercing	5 lb.	<i>Ammunition (range 80/320), loading, two-handed</i>	Metal
2	Molotov cocktail (single use)	2	1d6 heat	1/2 lb.	<i>Thrown (range 10/50)</i>	Glass
3	Pepper spray (10 uses)	10	1d4 poison	1/4 lb.	<i>Cone 10ft, blinding, 10 uses</i>	Chemicals
4-5	Throwing knife	0.5	1d4 piercing	1/4 lb.	<i>Finesse, Thrown (range 20/60)</i>	Metal
6	Slingshot	1	1d4 bludgeoning	1 lb.	<i>Ammunition (range 30/120), two-handed</i>	Metal
d10 Martial Melee Weapons						
1-2	Axe	10	1d6 slashing	4 lb.	<i>Versatile (1d8)</i>	Metal
3	Greataxe	30	1d12 slashing	7 lb.	<i>Heavy, two-handed</i>	Metal
4	Greatsword	50	2d6 slashing	6 lb.	<i>Heavy, two-handed</i>	Metal
5-6	Machete	10	1d6 slashing	2 lb.	<i>Finesse, light</i>	Metal
7	Maul	10	2d6 bludgeoning	10 lb.	<i>Heavy, two-handed</i>	Metal
8	Nunchaku	5	1d8 bludgeoning	2 lb.	<i>Finesse, light</i>	Wood
9-10	Sword	15	1d8 slashing	3 lb.	<i>Versatile (1d10)</i>	Metal
d10 Martial Ranged Weapons						
1	Bow, compound	75	1d10 piercing	3 lb.	<i>Ammunition (range 200/800), heavy, two-handed</i>	Plastic
2	Bow, traditional	50	1d8 piercing	2 lb.	<i>Ammunition (range 150/600), heavy, two-handed</i>	Wood
3	Carbine	100	2d4 ballistic	10 lb.	<i>Ammunition (range 200/800), loud, two-handed</i>	Metal
4-5	Pistol, heavy	75	1d8 ballistic	2 lb.	<i>Ammunition (range 50/200), heavy, loud, versatile (1d10)</i>	Metal
6-7	Pistol, light	35	1d6 ballistic	1 lb.	<i>Ammunition (range 40/160), light, loud, versatile (1d8)</i>	Metal
8	Rifle	200	1d12 ballistic	8 lb.	<i>Ammunition (range 250/1000), heavy, loud, two-handed</i>	Metal
9	Shotgun	150	1d8 ballistic	6 lb.	<i>Ammunition (range 30/120), heavy, loud, spray, two-handed</i>	Metal
10	Submachinegun	200	1d6 ballistic	6 lb.	<i>Ammunition (range 100/300), heavy, loud, spray, versatile (1d8)</i>	Metal

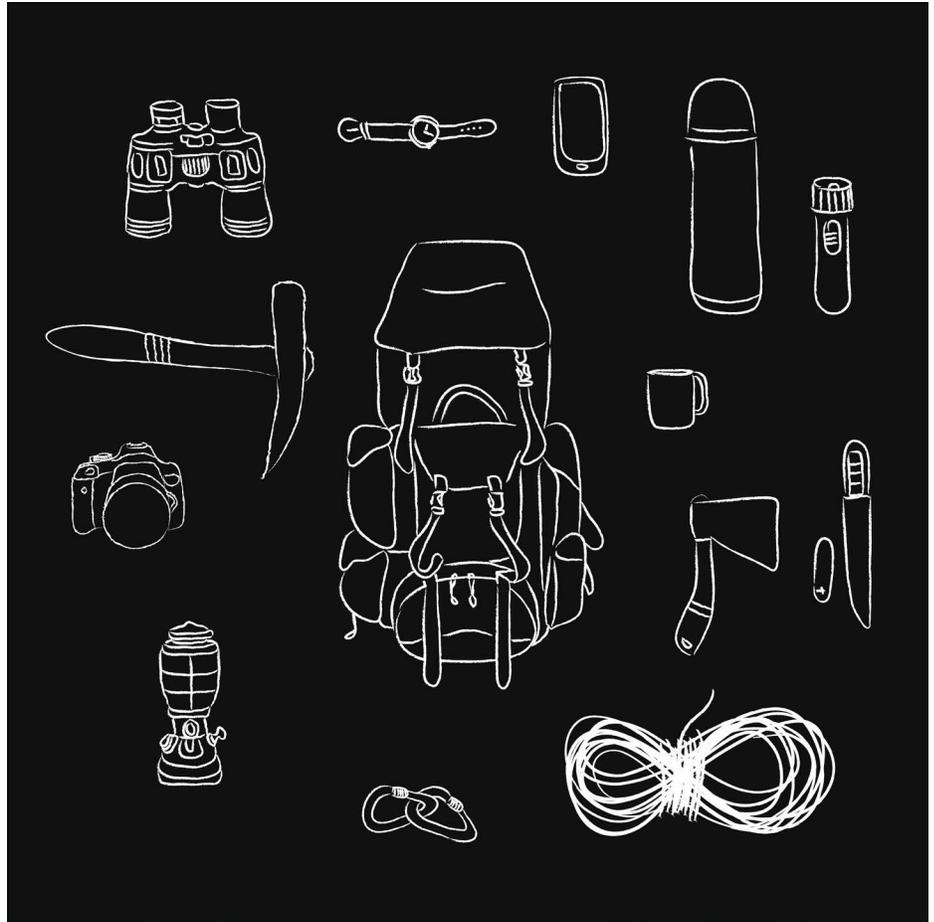
Improvised Weapons

All items are weapons, both ranged and melee. It's only a matter of how much damage and how far they can be thrown. You can assume that almost every item on the gear, supplies, and even trinket tables count as improvised weapons for attack rolls. This means that unless a character has proficiency in using that item on an attack, the character does not benefit from their proficiency bonus.

Many characters do have proficiency in fighting with what would otherwise be an improvised weapon. Depending on a character's Tribe or Background, they might fight just as well with a claw hammer as with a maul, but the claw hammer is not going to do as much damage.

While this philosophy (all items are weapons) does allow for a shield to be used to deal damage as a "big blunt object," note that it will not provide an AC bonus for one round if used in an attack.

The following table provides guidelines for determining the damage, range, properties and other elements of an improvised weapon. Costs listed only consider the ability of the object to be used as a weapon. Obviously, this could be adjusted up for more useful tools.



Improvised Weapons

Design and weight	Cost	Damage	Thrown Range	Properties	Examples
Blunt object up to 2 lb.	0	1 bludgeoning	10ft/20ft	<i>Light</i>	Paper weight, brick, baseball
Sharp object up to 2 lb.	1	1d4 piercing or slashing (choose one)	10ft/20ft	<i>Light</i>	Scissors, kitchen knife, broken bottle, screwdriver
Blunt object 2 to 5 lb.	3	1d4 bludgeoning	20ft/40ft		Crowbar, claw hammer, heavy flashlight, pool cue, hockey stick
Sharp object 2 to 5 lb.	5	1d6 piercing or slashing (choose one)	20ft/40ft		Replica sword, shard of window-pane
Big blunt object	7	1d6 bludgeoning	20ft/60ft	<i>Heavy, versatile (1d8), reach (if more than 5ft long)</i>	Sledge hammer, lead pipe
Big sharp object	7	1d6 piercing or slashing (choose one)	20ft/60ft	<i>Versatile (1d8), reach (if more than 5ft long)</i>	Farm implement, sharpened tree branch Supplies

Gear

d100 roll	Item	Cost	Weight	Notes	Primary Material
Ammunition					
1-2	<i>Bow arrows</i>	1	1lb	20 arrows, works for both traditional and compound	Wood
3	<i>Crossbow bolts</i>	1	1.5lb	20 bolts	Plastic
4-5	<i>Sling bullets</i>	.1	1.5lb	20 bullets	Metal or stone
6	<i>Carbine</i>	2	1lb	30 rounds	Metal
7-8	<i>Pistol, heavy</i>	1	.5lb	9 rounds	Metal
9-11	<i>Pistol, light</i>	1	.5lb	15 rounds	Metal
12-13	<i>Rifle</i>	2	1lb	30 rounds	Metal
14-15	<i>Shotgun</i>	1	.5lb	3 shells	Metal
16	<i>Submachinegun</i>	2	1lb	30 rounds	Metal
17-18	Backpack, large	2	5lb	Holds up to 70 pounds of items	Cloth
19-20	Backpack, small	1	3lb	Holds up to 40 pounds of items	Plastic
21-22	Batteries	1	-	Powers a device or vehicle for 10 hours	Chemicals
23-24	Binoculars	5	2lb	Magnifies objects up to 20 times their size	Metal
25-26	Blanket	.5	3lb		Cloth
27-28	Book	1	2lb		Wood
29-30	Can opener	10	.5lb		Metal
31-32	Candle	.1	-		Meat
33-34	Chain (10 feet)	5	10lb		Metal
35-36	Cooler	4	3lb	Holds up to 20 pounds of items	Plastic
37-38	Crowbar	2	5lb		Metal
39-40	First aid kit	10	2lb	Heals a touched target 1 HP as an action by consuming 1 unit of medicine	Medicine
41-42	Flashlight, heavy	3	3lb	While equipped in a hand you suffer no penalties for darkness interacting with targets up to 50ft. Requires batteries.	Metal
43-44	Flashlight, light	2	1lb	While equipped in a hand you suffer no penalties for darkness interacting with targets up to 25ft. Requires batteries.	Plastic
45-46	Foam mattress	10	4lb	Grants the Well-rested condition after a long rest, which lasts for a day	Cloth
47-48	Food, fresh	3	1lb	One day's food. Gives you the Well-fed condition for that day.	Food
49-50	Food, old	1	1lb	Pre-apocalypse food, enough for one day. Must succeed in a DC 10 Constitution save at end of day to avoid becoming poisoned for the following day.	Food
51-52	Food, preserved	2	1lb	One day's food	Food
53-54	Handcuffs	2	1lb	20 DC Dexterity check to escape, 20 DC Strength check to break	Metal
55-56	Headlamp	4	.5lb	While equipped on your head you suffer no penalties for darkness interacting with targets up to 20ft. Requires batteries.	Plastic

d100 roll	Item	Cost	Weight	Notes	Primary Material
57-58	Lamp, electric	10	2lb	Makes the area 30ft around you brightly lit. Requires batteries.	Electronics
59-60	Lamp, oil burning	12	3.5lb	Makes the area 20ft around you brightly lit. Costs 1 fuel per day of use.	Metal
61-62	Lock, bike	12	4lb	Combination or key	Metal
63-64	Lock, pad	7	1lb	Combination or key	Metal
65-66	Mess kit	.5	1lb	A cup and cutlery for eating	Metal
67-68	Mirror	.5	-		Metal
69-70	Pillow	2	3lb		Cloth
71-72	Pouch	.5	1lb	Holds up to 20 sling bullets, among other things	Cloth
73-74	Quiver	1	1lb	Holds up to 20 arrows or bolts	Plastic
75-76	Rope, 50 feet	2	10lb	Could be hempen, wire, hose, etc.	Cloth, metal, or plastic
77-78	Sack, large	1	1lb	Holds up to 50 pounds of items	Cloth or plastic
79-80	Sack, small	.5	.5lb	Holds up to 20 pounds of items	Cloth or plastic
81-82	Sleeping bag	1	3lb		Plastic
83-84	Soap	1	-	May be expended during a rest to gain the Comfortable condition for 24 hours	Meat
85-86	Tape	3	1lb	1 roll, duct tape or otherwise	cloth
87-88	Tarp	5	2lb	A 10ftx10ft scrap of tarp	Plastic
89-90	Tent, large	10	15lb	Holds up to 6 people	Plastic
91-92	Tent, small	7	10lb	Holds up to 4 people	Plastic
93-94	Two-way radio	25	3lb	Requires batteries	Electronics
95-96	War paint	1	-		Plants
97	Water filter	30	1.5lb	Makes wild sources of water drinkable	Plastic
98	Water, bottle	.25	1lb	1/8th of a day's water	Water
99	Water, canteen	.5	2lb	1/4th of a day's water	Water
00	Water, jug	2	8lb	One day's water	Water

Ammo

Each ammo-using weapon has a single ammo type for simplicity sake. These rules do not include the real world necessity to match specific rounds with specific models of firearm. For instance, heavy pistol ammo works in all heavy pistols but doesn't work in any light pistols. If you're knowledgeable about firearms and want to keep track of each and every type of bullet, you can feel free to do so. If you can tell a .45 ACP from a .45 Colt on sight, more power to you. But this book does not suggest that level of granularity by default. We find it slows down game time and relies too heavily on specialized knowledge for everyone at the table to have fun.

Speaking of ammunition, some people don't like to keep track of how many bullets they have. So long as they have a few magazines in their pack, why should each attempted attack require a notation? For those looking for a lighter style of play, we suggest using "cinematic ammo" for your fight scenes. This means that a character only finishes a magazine of ammunition when they roll a '1' on an attack roll with the weapon. It still requires a little note taking but can really speed things up and can heighten the sense of unpredictability in battle. As always, find the balance that works for you and your group.



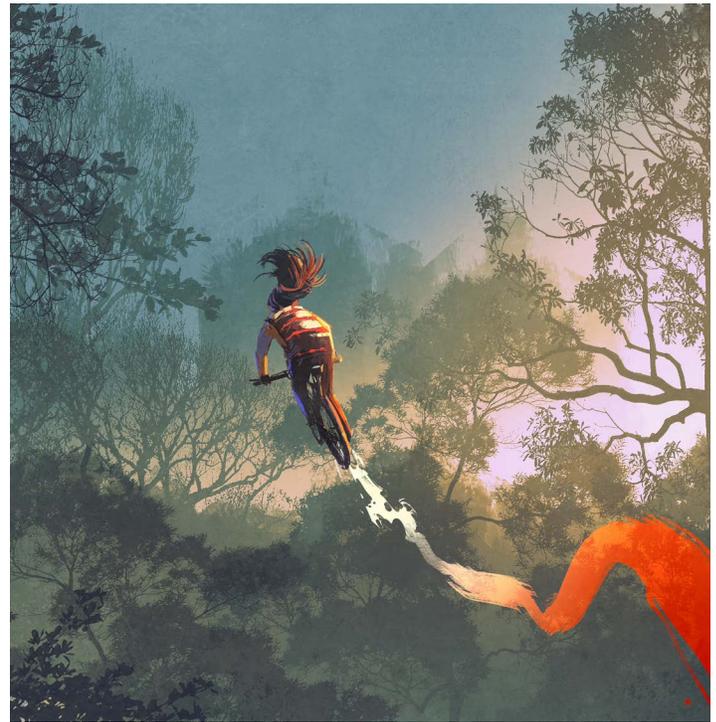
Tools

Toolkits are collections of tools, just as they are in *D&D*. However, due to the unlikelihood of finding complete kits, most characters assemble these themselves. Assembling a toolkit takes gathering together 10 items you might find in that kit. For example, a Blacksmithing kit is comprised of hammers, tongs, an anvil, a hot stove, and maybe some heavy gloves. If a PC put together 10 of those items they'd have a basic Blacksmithing kit, ready for use.

Players may wish to keep track of items they have that might fit into toolkits they're thinking about assembling. DMs should try to keep an open mind about what might qualify for building a kit. After all, it's the post-apocalypse; a few clever substitutions are expected here and there.

Conversely, it may be expedient to take an item from a toolkit and use it as an improvised weapon in a pinch. There are all kinds of useful blades in a butcher's or carpenter's kit.

d20 roll	Tool kit	Cost	Weight	Skill used
1	Blacksmithing	20	8lb	Tool use: blacksmithing
2	Brewing	20	9lb	Tool use: brewing
3	Butchering	25	7lb	Tool use: butchering
4	Cards	2	-	Tool use: gaming sets
5	Carpentry	15	10lb	Tool use: carpentry
6	Climbing	15	5lb	Athletics
7	Cooking	10	20lb	Tool use: cooking
8	Dice	2	-	Tool use: gaming sets
9	Electrical	20	2lb	Tool use: electrical
10	Fire starting	5	2lb	Survival
11	Hair and makeup	3	1lb	Deception
12	Leatherworking	20	7lb	Tool use: leatherworking
13	Lock picks	25	1lb	Tool use: lock picks
14	Mechanical	20	15lb	Tool use: mechanical
15	Medical	15	5lb	Medicine
16	Musical instrument	20	5-25lb	Performance
17	Navigation	7	1lb	Survival
18	Painting	3	2lb	Tool use: painting
19	Trap making	25	8lb	Survival
20	Weaving	2	5lb	Tool use: weaving



Motorized vehicles

d10 roll	Item	Cost	Mobility	Primary Material
1-3	Car	100	30ft	Metal
4	Motor boat	65	30ft	Metal, plastic, or wood
5	Motorcycle	85	40ft	Metal
6	Scooter	75	35ft	Metal
7	Semi-truck	300	10ft	Metal
8-9	Truck	125	25ft	Metal
10	Other: see chapter 6 for more			

Non-motorized vehicles

d8 roll	Item	Cost	Speed	Primary Material
1	Bicycle	5	40ft	Metal
2	Inflatable Raft	10	15ft	Plastic
3	Rowboat	10	20ft	Metal or wood
4	Skateboard/scooter	7	20ft (40ft downhill)	Wood
5	Skates, quad	5	15ft (30ft downhill)	Metal
6	Skates, inline	6	20ft (40ft downhill)	Plastic
7	Snowboard	3	10ft (60ft downhill)	Plastic
8	Unicycle	3	10ft (20ft downhill)	Metal

Packs

The starting equipment you get from your class includes a collection of adventuring gear put together in a pack. The contents of those packs are listed here.

Crafter's Pack (cost: 30 money). Includes a small backpack, a blanket, one set of tools, a large sack / briefcase, a padlock, a roll of duct tape, 6 batteries, 4 bottles of water, a jug of water, and 4 days of fresh food.

Healer's Pack (cost: 30 money). Includes a small backpack, a blanket, a foam mattress, medical tools, a first aid kit, a small sack, soap, 5 units of medicine, 6 candles, 4 bottles of water, a jug of water, and 4 days of fresh food.

Militia Pack (cost: 25 money). Includes a large backpack, a sleeping bag, a military outfit, binoculars, a two-way radio, 4 batteries, a set of dice or cards, a first aid kit, a canteen of water, 2 jugs of water, and 4 days of preserved food.

Raider's Pack (cost: 15 money). Includes a large backpack, a sleeping bag, a biker outfit, war paint, binoculars, 2 large sacks, 2 jugs of water, and 7 days of old food.

Religious Pack (cost: 20 money). A large backpack, a blanket, a pillow, a book, a fancy outfit, an oil lamp, 2 units of fuel (lamp oil), a mess kit, 4 bottles of water, a jug of water, and 4 days of fresh food.

Scrounger's Pack (cost: 25 money). A large backpack, 2 large sacks, a crowbar, a heavy flashlight, a lock picking kit, a headlamp, 4 batteries, 50 feet of rope, 2 canteens of water, a jug of water, and 4 days of preserved food.

Vagabond's Pack (cost: 20 money). Includes a large backpack, a sleeping bag, a pillow, a light flashlight, a 4-person tent, a navigation kit, 4 batteries, a roll of duct tape, a canteen of water, 2 jugs of water, and 4 days of preserved food.

Trinkets

Trinkets serve the same purpose here as in a fantasy dungeon crawl. They add a little flavor to rooms and looted corpses. They can also be starting equipment, and most characters should get one for free at character creation. If you've utilized this table as much as you can, you can look to the internet for help. A search for "random household items," for instance, will turn up random object generator sites that work great for this purpose. But the DM may still need to add a little detail and flavor here and there.

In some settings, items like these may be so common they are not tracking. Everyone has a few bags, personal items, and weird clothing. In other settings, particularly those taking place well after the fall of society, each and every object may be a precious reminder of a world that no longer exists.

The rarity of trinkets is important. In settings where they're rare, they can be worth something when traded in town. This means that PCs may make trinkets a major part of their scavenging runs.



d100 Trinket roll

- 1 Amateur telescope on tripod
- 2 Bag of rubber bands
- 3 Bear-shaped bottle of honey
- 4 Bell
- 5 Book: A Guide to Flirting
- 6 Book: Car Repair
- 7 Book: Jokes and Riddles
- 8 Book: Plant Identification
- 9 Bottle of glue
- 10 Bottle of ink
- 11 Bottle of perfume
- 12 Bottle of sunscreen lotion
- 13 Bottle of wine
- 14 Bowtie
- 15 Box of chalk sticks
- 16 Box of chocolates
- 17 Box of Christmas ornaments

d100 roll	Trinket
18	Box of clothespins
19	Box of incense with small brass brazier
20	Box of index cards
21	Box of nails
22	Box of rubber gloves
23	Box of screws
24	Box of trash bags
25	Bridal tiara
26	Briefcase
27	Camouflage hunting cap
28	Can of energy drink
29	Candy bar
30	Cellphone
31	Clown wig
32	Coffee mug proclaiming the owner the <i>"Best Dad in the Universe"</i>
33	Collapsible stepstool
34	Colored pencils
35	Colorful scarf
36	Cooking pan or pot
37	Cooking utensil
38	Cowboy hat
39	Diamond earrings
40	Durable metal clipboard
41	Fancy office pen
42	Felt-lined box filled with crystals
43	Fishing tackle
44	Flimsy Halloween costume
45	Foldable camping chair with bag
46	Glass jar
47	Grilling tongs
48	Hairspray
49	Hand-drawn map of the neighborhood
50	Harmonica
51	Hot sauce bottle
52	Hourglass
53	Jar of pickles
54	Jigsaw puzzle
55	Knee pads
56	Large permanent marker
57	Leather tobacco pouch
58	Magnifying glass

d100 roll	Trinket
59	Makeup box with mirror
60	Master key to a nearby factory
61	Metal watch with a compass around its face
62	Mortar and pestle
63	Multitool
64	Nail clippers
65	Notebook
66	One foot of heavy chain
67	Pack of knitting needles
68	Packet of seeds
69	Paint kit (watercolors)
70	Pair of dice
71	Plastic cup
72	Pocket watch
73	Reading glasses
74	Roll of coins
75	Roll of stickers
76	Roll of toilet paper
77	Rubber cleaning gloves
78	Salt and pepper shakers
79	Scissors
80	Sex toy
81	Shaving kit with safety razor and 12 blades
82	Skateboarding helmet
83	Small dry-erase board with pen
84	Snow globe
85	Sponge
86	Spool of copper wire
87	Squirt gun
88	Sunglasses
89	Tablet computer
90	Tea cup
91	Tennis racket
92	Toy robot
93	T-shirt with a lewd slogan
94	Tube of lip balm
95	Tube of lipstick
96	Two strong magnets
97	Umbrella
98	Wallet
99	Wedding ring
100	Whistle

Materials

Materials are the raw stuff that's needed to make new gear, maintain old gear, and fuel many gambits. They're scavenged from the wreckage of the things that used to work. Crafting, cooking, and repairing items are essential elements of survival and adventuring life. In some games, finding good sites for salvage can be a major focus of activity as rebuilding from the ruins literally takes pilfering the ruins.

As explained in the skills section of Chapter 1, materials generally come from searching, scavenging, and salvaging. Many items in this chapter will have a Primary Material listed, which determines the kind of material that can be salvaged from it, and what kind of material it might take to make or repair it.

Materials

d20 roll	Material	Cost per unit	Weight per unit	Notes
1	<i>Ammunition</i>	See supplies table	N/A	Roll on the Martial Ranged Weapons section of the Weapons table to determine which weapon it's for.
2	<i>Batteries</i>	1	N/A	Generic battery units. One unit powers a device or vehicle for 10 hours unless otherwise specified.
3	<i>Bone</i>	1	.1lb	Harvested from animals/monsters when they are salvaged.
4	<i>Chemicals</i>	2	.5lb	Roughly a half-gallon of chemicals of some sort. Only useful to those with Science proficiency.
5	<i>Cloth</i>	1	1lb	Used to make outfits and light armors.
6	<i>Electronics</i>	1	.2lb	Useless without power and the right skills.
7	<i>Food</i>	2	1lb	Converted from meat or plants through cooking.
8	<i>Fuel</i>	2	8lb	One unit will fuel a motorized vehicle for 1 hour of driving.
9	<i>Leather</i>	2	.5lb	Harvested from animals/monsters when they are salvaged.
10	<i>Meat</i>	1	.2lb	Harvested from animals/monsters when they are salvaged.
11	<i>Medicine</i>	3	.1lb	Highly sought-after drugs, bandages, and other medical supplies.
12	<i>Money</i>	N/A	N/A	Whatever passes for currency in your setting. Not necessarily a crafting material, but at times harvested in similar circumstances.
13	<i>Metal</i>	1	2lb	Usually scrap from buildings and vehicles.
14	<i>Plants</i>	1	.1lb	We're talking about edible plants here, harvested as part of a community most of the time.
15	<i>Plastic</i>	1	.1lb	Includes rubber, hard plastic, soft plastic, and even bullet-proof and fire-resistant polymers.
16	<i>Radioactive materials</i>	10	1lb	Not all that useful unless you can find a way to handle it safely.
17	<i>Stone</i>	1	2lb	Rarely a material for anything but shelters, but it can come in handy if you're willing to revert to stone age weapons and tools.
18	<i>Water</i>	2	8lb	Easily the most precious material in the world. Use to make food and drinkable water to sustain life. Most found as a raw material will have the risk of disease or poison.
19	<i>Wood</i>	1	1lb	Common enough in most settings but requires proper tools (e.g. axes or saws) to be salvaged from actual trees.
20	Re-roll			Roll again twice for what's found. Maybe a combination of the two.

There can be any number of material types, and groups are encouraged to come up with more as they play. However, the following are the default set of materials that the **HELLSCAPES** rules will tend to revolve around:

Not every item will have a material listed. A backpack might be made of canvass, cloth, plastic, or any combination thereof. If it's a hiking backpack with a frame, it might come with metal. In the end, the DM is going to need to make that call depending on the situation.

These categories are there for convenience. Obviously, fuel is a kind of chemical and there are lots of different kinds of fuel. There's also no reason you can't tear open batteries to get at the chemicals inside. DMs are encouraged to be flexible here, allowing for creative solutions to sourcing these resources.





Personalized Items

Personalized items are the equivalent of magical items and other treasure in **HELLSCAPES**. Although they may not literally be magical, they are incredibly useful in the post-apocalypse. In many ways, these are the things everyone is out there risking their lives for. They're powerful, rare, and perfect for defending the community.

However, unlike normal magical items, they are not always of a specific power level. Some not only grow in power depending on the level of the user, but they often have the potential for modification.

Attunement and Bonuses

A personalized weapon or set of armor may be attuned to, which takes 8 hours of carrying and using the item. One must spend this time to truly understand its potential and get it working properly for your style of fighting or exploring.

Once this is done, the item provides the attuned user a bonus that is scaled to that adventurer's total level. These bonuses work just as with magical bonuses on magical items, so a +1 weapon grants the wielder a +1 on attacks and damage. A +1 set of armor has 1 higher AC than normal.

If the item is a piece of gear used with a skill, the bonus applies to rolls for that skill. So, a Personalized hammer would provide its bonus to carpentry and certain other tool use tasks.

Personalized Items

Level	Bonus	Max Mods
0-3	+0	1
4-8	+1	2
9-13	+2	3
14-18	+3	4
19-20	+4	5

The idea here is that characters in post-apocalyptic settings, although always on the lookout for useful items, often find something they love and keep it with them for quite some time. These items grow with the character, becoming a signature part of who they are.

Modifications

Personalized items can be customized with modifications (or "mods"), based on the level of the person doing the modifying, as provided on the Max Mods column of the Personalized Items table. An item may have a total number of modifications based on the level of the character currently attuned to it. The owner need not be the one installing the modification, but they generally oversee the process. Only you truly understand your equipment.

Each modification will have a skill roll and/or a cost in materials. Someone must succeed in the skill roll to install that particular mod. Each attempt at the skill roll consumes the listed materials cost.

Since mods don't go away unless removed, it's possible for an item out in the wild to have more modifications than the owner could normally install. This just means a more powerful survivor owned it when it was modified that way. These additional mods don't go away when a new owner attunes to it, so items heavily modded out by powerful survivors are real treasures to seek out.

Generic Mods

Generic modifications can be applied to any item, including weapons and armor. Usually items given this level of care or importance are gear, but it's possible trinkets could get this kind of treatment.

Generic Modifications

d6 roll	Modification
1-2	Ceremonial
3-4	Personal History
5-6	Well-made

Ceremonial

Creation: *1 full day of work and the blessing of a tribal leader. A tribe may not possess more than 5 of these.*

This item is important to a tribe or community and may indicate a position of authority or expertise. Alternatively, it might mean the bearer has been designated for ritual sacrifice. It could be a badge of office, a crown, a carefully embroidered outfit, or maybe

a weapon won in battle against a rival tribe.

When the item is visible on your person, members of the item's tribe or community who can see you at the end of an encounter regain 1d6 hit points. This benefit only occurs if you are a member of the item's tribe or community.

Personal History

Creation: *The attuned character spends a short rest with the item, thinking about it. A character may only create two of these mods in their lifetime.*

The item is important to you, perhaps critical to your upbringing or the origins of your adventuring life. It reminds you of who you are, and who you once were.

If you're able to look at or otherwise interact with the item during a short rest you regain 1 additional hit point for each hit die you spend recuperating.

This mod goes away when a new owner attunes to the item, unless it is similarly meaningful to them.

Well-made (any item other than a vehicle)

Creation: *7 full days of work, 10 units of the object's primary material.*

Reinforced with care or made bespoke before the fall, the item is ready to last a lifetime. This item only takes damage if specifically attacked. It does not wear down over time or become damaged by area attacks.



Armor Mods

These modifications can be applied to armor sets. In some cases, where specified, they may be installed in outfits or shields.

Armor Modifications

d20 roll	Modification	d20 roll	Modification
1	Aquatic	11	Lightweight
2	Bandoleers	12	Mountaineer's
3	Camouflaged	13	Muffled
4	Comfy	14	Pocketed
5	Darkened	15	Shiny
6	Dense	16	Sleek
7	Fitted	17	Slippery
8	Flame Proof	18	Spiked
9	Integrated Weapon	19	Trauma Plates
10	Leaded	20	Weapon Brace

Aquatic (armor)

Creation: 1 full day of work, 5 units of metal, and a pair of goggles.

The armor has been outfitted with crude diving gear, including air tanks, goggles, and breathing mask. It gains 40 lb. of weight and now provides breathable air. The tanks hold 6 units of air and lose 1 unit for every 10 minutes of breathing. The goggles and mask take up your head equipment slot. Has the Sealed armor property.

Obviously, the air stored in the tanks will eventually run out. Getting more might be a quest in and of itself. This modification is often found on wetsuits (light armor).

Bandoleers (armor or outfit)

Creation: 1 full day of work and 1 unit of either cloth or leather

The armor or outfit has been strapped up with bullet-holding bandoleers, making it easy to get to whatever ammo you need. You can reload a ranged weapon as a free action, even if it has the Loading property.

Camouflaged (armor)

Creation: 1 full day of work, 2 units of plastic or chemicals

Painted and patterned to make you less visible in a particular terrain type. Pick a type when modifying this armor: desert, snow, water, or woodland. While in this terrain, you have advantage on Stealth skill rolls to hide.

Nomads with the Camouflage class feature need not gather materials or spend a full minute preparing to use that feature with this armor on. Instead, they simply spend an action to gain the feature's bonus to Stealth.

Comfy (armor or outfit)

Creation: 1 full day of work, 3 units of cloth

The armor or outfit is pleasurable to wear. You gain the Comfortable condition while wearing it.

Darkened (armor)

Creation: 1 full day of work, 5 units of either chemicals or plants

Made black enough to assist in blending into dark surroundings. You have advantage on Stealth skill rolls to hide when you're in shadow or deeper darkness.

Dense (armor or shield)

Creation: 1 full day of work, 5 units of metal or stone

Increases the base weight of this armor by 50% and increases its AC by 1. In the case of shields, this similarly increases its weight and adds +1 to its bonus to AC (taking a normal shield up to a total of +2).

Fitted (armor)

Creation: 2 full days of work, 3 units of the object's primary material

Personalized to the measurements of the attuned character. Increases the maximum Dexterity modifier bonus for the armor by 2 for that character. If a new character takes up the armor and attunes to it, this mod does not apply to them unless they have the modification installed again, replacing the existing Fitted mod.

Example: Jenna has her hard plastic armor Fitted to her, increasing the maximum Dexterity modifier applied to her AC all the way up to +4 (which works great for her, since she has a high Dex). When she passes on her armor to her good friend Johnny, he doesn't benefit from this increase until he too finds someone to add the Fitted mod to the armor for him.

Flame Proof (armor or shield)

Creation: 1 full day of work, 5 units of plastic

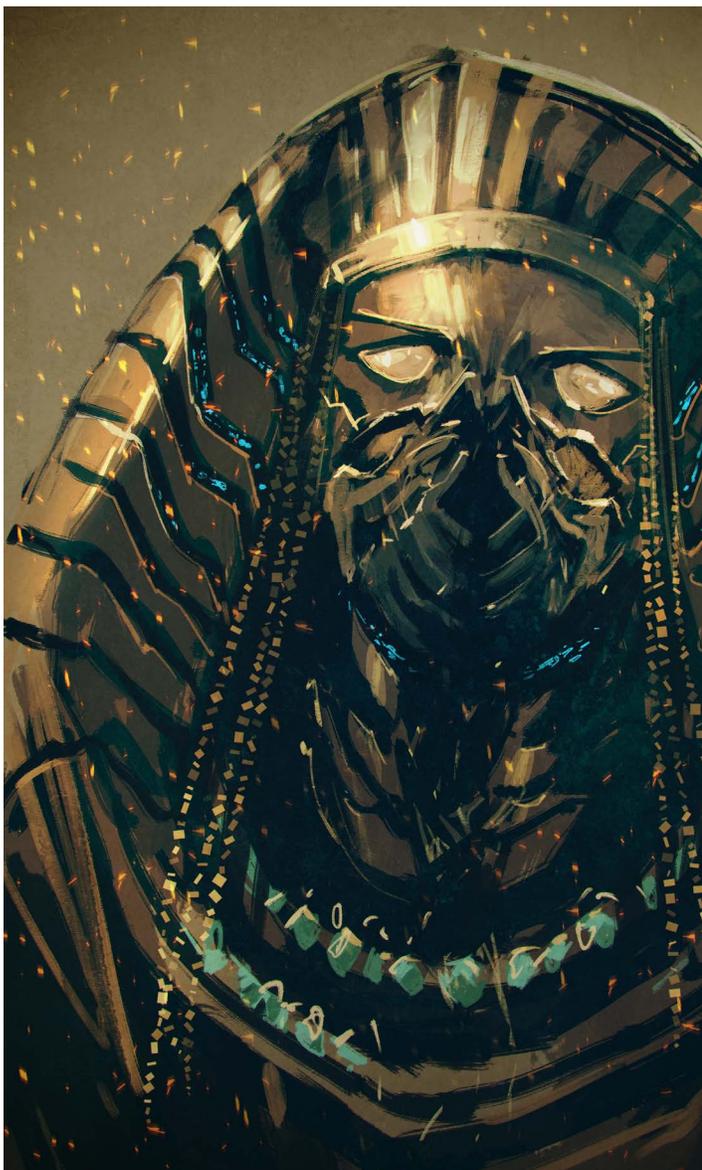
The armor or shield has been treated to resist fire. With armor, this provides you with resistance to heat damage while you wear it.

For shields, you gain advantage on saves to dodge or otherwise resist fire attacks. Attacks dealing fire damage as the primary damage type are at disadvantage to hit you when equipped with this shield.

Integrated Weapon (armor or shield)

Creation: 2 full days of work, 5 units of metal, a light weapon

A light weapon has been built into this armor, allowing you to draw it as a free action. Wielding the weapon does not take up one of your hands, allowing you to hold other items and still wield it. The weapon may be modified as normal if it is a personalized weapon.



Muffled (armor)

Creation: 1 full day of work, 2 units of cloth

The armor has been padded to make little sound when moving. It provides the wearer with advantage on Stealth skill rolls to move silently.

Pocketed (armor)

Creation: 1 full day of work, 1 unit of cloth or plastic

The armor is covered in deep pockets and built to balance weight properly. Add 40 lbs. to your maximum carry weight.

Shiny (armor or shield)

Creation: 1 full day of work, 5 units of metal or chemicals

The item is highly reflective, perhaps chrome or otherwise mirrored. When you are in daylight or a light is shining directly on you, characters within 10 feet suffer disadvantage when rolling to attack you. Ranged combatants more than 60 feet away, however, are at advantage when firing on you in these conditions.

Sleek (armor)

Creation: 3 full days of work

Streamlined and easy to move in, the armor makes you just a bit faster, adding 5 feet to your base speed while worn.

Slippery (armor)

Creation: 1 full day of work, 3 units of chemicals

Oiled up or slimy, this armor grants you advantage on rolls to resist or escape grapples.

Spiked (armor or shield)

Creation: 2 full days of work, 4 units of metal

Studded with pointy parts, made of metal, plastic, or even wood. This mod makes you automatically deal 1d4 piercing damage at the end of your turn to any target with whom you grapple, or who currently grapples you. If you have this mod on both your armor and your shield, the damage is dealt for each.

You may use your armor or shield as a simple melee weapon, dealing 1d6 piercing damage on hit.

Trauma Plates (tactical vest and riot gear only)

Creation: 10 minutes of work, ceramic plates specifically designed for tactical vests (not something you can make)

Outfitted with ceramic plates, adding a +1 bonus to the armor's AC.

Weapon Brace (armor)

Creation: 1 full day of work, 2 units of metal

The armor has special mountings so that ranged weapons can be braced easily on your arm or shoulder. This grants you a +1 bonus on ranged weapon attacks with weapons that have the two-handed or versatile property.

Leaded (armor)

Creation: 2 full days of work, 10 units of metal

This item has been properly lined to help protect against radiation, providing resistance to radiation damage and advantage on radiation related saves.

Lightweight (armor)

Creation: 3 full days of work

The armor has a base weight that is half as much as it normally is.

Mountaineer's (armor or outfit)

Creation: 1 full day of work, 3 units of metal or plastic

The armor or outfit is spiked up, grippy, or otherwise helpful for climbing. It has a harness with various loops for ropes. You have advantage on Athletics climbing checks and on any roll made to keep from falling while you climb, such as Dexterity saves.

Weapon Mods

When rolling for a random modded weapon as loot, roll on the weapon table for which simple or martial weapon to base the personalized item on. If you rolled an improvised weapon, well that can be almost anything.

You might base the item on the location it was found, or on the kinds of foes that congregate there.

Weapon Modifications

d20 roll	Modification	d20 roll	Modification
1	Aerodynamic	11	Multi-tool
2	Balanced	12	Reaching
3	Covered in Spikes	13	Sawed-off
4	Crazy Damage	14	Silenced
5	Dead Aim	15	Telescoping
6	Espionage	16	Tethered
7	Flashy	17	Toxic
8	Hard-hitting	18	Unusual Ammo
9	Longer Range	19	Night Vision
10	Mounted Blade	20	Weighted

Aerodynamic [any weapon]

Creation: 2 full days of work

The weapon is designed to be thrown, doubling the long range limit on throwing attacks with it. This modification may be taken twice, in which case the limit is quadrupled.

Balanced [melee weapon]

Creation: 2 full days of work

This weapon has been carefully balanced for fast attacks. It gains the Finesse property. This may not be applied to weapons with the Heavy property.

Covered in Spikes [any weapon]

Creation: 1 full day of work, 3 units of metal or wood

The weapon has been modified to be covered in hard, pointy spikes. In addition to making the weapon look more punk rock, it allows it to deal 1d4 additional piercing damage whenever it's used as a melee weapon. This includes ranged weapons, for when they're swung at opponents as a last resort. It also works for actual melee weapons, making them all the deadlier.

Crazy Damage [melee weapon]

Creation: 1 full day of work, 2 units of metal, a piece of equipment capable of producing the desired effect such as a blow torch or spray can

The weapon has been outfitted with an additional way to deal damage. It might be dipped in poisonous materials, hooked up to a battery, or fitted with a makeshift flamethrower. Pick one of the

following damage types: electricity, heat, or poison. At the DM's discretion some other damage type could be picked with the right explanation.

Whenever the weapon hits it may deal an additional 1d6 damage of the chosen type. However, each hit that deals this damage uses up 1 unit of an appropriate material (chemicals for poison damage, batteries for electricity, fuel for heat, etc.).

Be sure to carry a lot of fuel. What could go wrong?

Dead Aim [ranged weapon]

Creation: 1 full day of work, 2 units of cloth

The item is built for perfect targeting. Laser scopes and range-finders; maybe it just feels good in your hands. In any case, the weapon is far more likely to hit. You may spend your bonus action aiming this weapon, so that one of your attacks with it this turn has advantage.

Espionage [any weapon]

Creation: 2 full days of work

The item has been customized for sheer speed in a difficult situation. You may equip it as a free action so long as it's on your person or within 5 feet of you.

Flashy [any weapon]

Creation: 1 full day of work, 2 units of chemicals

Whenever you have this item in hand, people seem to notice you more. Whether it's envy, hatred, or befuddlement, you're always the center of attention. Whenever a foe has an equal chance of attacking you or any other creature within range, they pick you if you've got this weapon out. If you get taken down, they likely grab for the weapon as a trophy. Good times.

Hard-hitting [any weapon]

Creation: 1 full day of work, 2 units of the object's primary material

This weapon hits hard; whether due to its ammo, heft, or the particular style of fighting it demands. Whenever you make a successful hit with this weapon's primary style of attack (melee hit for a melee weapon, ranged hit for a ranged weapon) you may choose to push the target away from you 5 feet.

The target may make a DC 15 Strength save to keep from moving, and this mod does not affect creatures of large size or bigger. It certainly doesn't work against vehicles.

Longer Range [ranged weapon]

Creation: 3 full days of work, 2 units of metal

The item has been improved so that you may reach out with the finger of death and touch those who are far beyond the range of normal weapons. The item likely has a scope, maybe with a bipod or other support. Double the long range distance on the weapon. You no longer suffer disadvantage when firing further than its normal distance; instead you take a -2 penalty on the attack roll.

Mounted Blade [ranged weapon]

Creation: 1 full day of work, 3 units of metal

This weapon has been fitted with a big ol' blade on it, like a bayonet (though likely much larger). You may use this blade as a simple melee weapon, dealing 1d8 slashing damage on hit.

If this item also has the Covered in Spikes mod, this bumps the spike damage up to 1d6 piercing.

Multi-tool [any weapon]

Creation: 1 full day of work, a tool kit

The weapon has been modified to include several hidden tools. Pick one tool kit: this weapon doubles as that kit.

Reaching [melee weapon]

Creation: 1 full day of work, 2 units of metal or wood

The item has been strapped to a pole or fitted on a rope, chain, or cable so that it has some serious reach when you want it to. It gains the Reach property.

Sawed-off [ranged weapon]

Creation: 1 hour of work

The weapon has had its size and capacity greatly reduced. It loses the Heavy, Spray, and Two-handed properties. It weighs 4 pounds less than it did and now has the Light property. Useable only on shotguns.

Silenced [ranged weapon]

Creation: 2 full days of work, 2 units of cloth or plastic

The weapon no longer has the Loud property, as it has a suppressor of some kind muffling the sound. Attacks are still audible but will not attract everything within 100 feet as they once did.

Tether [ranged weapon]

Creation: 3 full days of work, a rope or other tether, 3 units of metal

As an action this weapon may fire a grappling hook (or harpoon) with a tether on it (such as a chain, rope, or cable) up to 60 feet away. If the target is a creature, you use this action to grapple the target at range. Normal grapple rules apply.

If the target is a vehicle, you are now attached to it and dragged along as it moves or accelerates away from your location. If this causes you to drag on the ground, normal drag rules apply (see Chapter 6 for details).

If the target is a location, such as an area of wall above you, you may move towards it at your normal move rate as you pull yourself along the tether.

Once this mod is used, you may not use it again until you have finished a short rest.

Telescoping [melee weapon]

Creation: 1 full day of work, 2 units of the object's primary material

The weapon is easy to modify on the fly, increasing or decreasing in length as needed. It gains the Versatile property such that when it is used with two hands it now deals one die code higher than it normally would (1d4 becomes 1d6, 1d6 becomes 1d8, 1d8 becomes 1d10, 1d10 becomes 1d12). May not be applied to a weapon with the Two-handed property.

Toxic [melee weapon]

Creation: 1 full day of work, 1 unit of cloth carrying the infection

This weapon is infected with a disease you should choose upon installing this mod (see the diseases section in chapter 1). Whenever you succeed in a melee attack with this weapon against a creature, they must make a Constitution save against DC 15. If they fail, they gain the disease that's infused into this armor. Creatures who have succeeded in this save are immune to the disease in question.

Unusual Ammo [ranged weapon]

Creation: 2 full days of work, 2 units of metal, 2 units of chemicals

You've found a source of special ammunition that fits this weapon and generally have those magazines at the ready. Pick one of the following damage types: bludgeoning, concussion, heat, or slashing. As a bonus action you may change the damage type of the weapon to the one you've chosen. Until your next turn the weapon deals that kind of damage.

Keep track of ammo normally but assume at least some of the ammunition you carry is of this unusual type. No need to get too detailed about the bookkeeping.

Night Vision [ranged weapon]

Creation: 1 full day of work, 5 units of electronics

The weapon is equipped with night-vision technologies, allowing you to essentially see in the dark through its scope. This is of course electronic, and so expends 1 unit of batteries at the end of each encounter it's used. When powered, it allows you to ignore all penalties for darkness when making attacks. You can also use it to make Perception rolls that might be impossible in the dark under normal circumstances.

Weighted [melee weapon]

Creation: 1 full day of work, 2 units of metal or stone

The item has had weighty material added to make it heavier, such as globs of concrete. It gains the Heavy property, is 10 lb. heavier, and has a +2 bonus to damage. May not be applied to weapons with the Light property.



Example Personalized Items

Assassin's Pistol

Base item: Light pistol

Mods: *Espionage, Dead Aim, Silenced*

Discovered hidden with a few passports and a stack of crisp \$100 bills you used for kindling.

Mod effects: It's quick on the draw (free action to equip), built with a laser sight (+1 to hit) and a sound suppressor. It's kinda scary, for such a tiny firearm.

Chieftain's Axe

Base item: Greataxe

Mods: *Ceremonial, Weighted*

Stolen from the corpse of the leader of the Black Militia tribe, after her untimely death on the hood of a SUV. A broad axe with a blade made of welded street signs, it sports a long metal pole for a handle. The axe is decorated with Black Militia insignia and the sign of the "death dealer," an important role within the tribe.

Mod effects: Its heavy construction grants it reach and a +2 to damage

Chrome Engine Armor

Base item: Forged metal armor

Mods: *Dense, Shiny*

Built from the metal of a dragster's engine block, this armor is spectacular. It shines in the light and has a weight few would wish to endure, but you cut an imposing figure on the battlefield.

Mod effects: Attacker's within 10ft have disadvantage while it's illuminated and the armor is 1 AC better than normal (though heavier).

Firefighter's Gear

Base item: All-weather outfit

Mods: *Aquatic, Flame Proof*

Found in a scorch marked corner of a collapsed firehouse, this was the only set of firefighter's equipment still functional. It's a bit dirty, but what isn't?

Mod effects: The outfit has resistance to heat and cold, and even comes with an oxygen tank with goggles and a mask. The best part is it is light enough to go over your armor.

Survivalist's Armor

Base item: Hide armor

Mods: *Camouflaged, Mountaineer's*

This set of armor lovingly crafted from deer hide and bones is adorned with local foliage and dark feathers, helping to hide its wearer. It's equipped with scavenged climbing gear and snow boots, making each step heavy and surefooted.

Mod effects: Advantage on Stealth rolls to hide, and Athletics rolls to climb, as well as Dexterity saves to avoid falling.





CHAPTER 6: VEHICLES



Vehicles are an essential element of science fiction gaming, because vehicular scenes are dynamic, dangerous, and involve interesting locales. The vehicles system we provide here can be thought of as a means of playing the existing game at much higher velocity. The goal here is to have a simple means of achieving a fun, tactical vehicular encounter.

By moving together within vehicles, using the mounted weapons the vessel provides, encounters on and off the road have a fresh feeling, even while utilizing well-known gambits.

Building Vehicles

Players essentially ride within or on top of machines made using the NPC/monster creation rules presented in chapter 8.

Mobility and Size

In many ways vehicles are moveable terrain in [HELLSCAPES](#). In a vehicles encounter the vehicles involved are all essentially travelling in the same direction, at more or less the same speed. All that matters is their relative distances and relative movements. Maybe most of the cars are chasing a single motorcycle. Maybe a caravan of school busses is assaulted by a collection of dune buggies. As long as they all go about the same velocity, you can form them into an encounter.

Instead of Speed, each vehicle has a Mobility rating, which represents the vehicle's ability to accelerate, brake, and turn within the relative context of the group of vehicles that make up the encounter. This works essentially as speed does, allowing you to run vehicle encounters without the need for an endless set of road maps. Vehicles that aren't changing velocity or turning simply stay where they are on the terrain board. The encounter is a constantly forward moving caravan until one or more sides in the conflict manage to leave the group or are defeated.

When vehicles use their maneuverability to turn, they usually just move side to side, rather than actually pivoting. This makes combat easier to handle on a grid. An actual, full turn is more of a means of leaving the encounter.

Vehicles have a size, just as creatures do. This is mostly just to let you know how much room the vehicle should take up. Since the shape of each vehicle is important to the ways in which character fit within or on top of them, each vehicle has a specific set of dimensions, in increments of 5ft squares.

Driver's Seat

All vehicles have a driver's seat, where the driver sits as they control the vessel. In order to stay in the encounter, a vehicle must have a driver sitting in the driver's seat for their entire turn. Any round that a vehicle has no driver for a full turn (even due to drivers changing seats and allowing someone else to drive) the vehicle automatically moves backwards 10 feet as it begins to slow to a stop. After five rounds of this, the vehicle is essentially out of the encounter unless other vehicles stop as well, beginning a new combat encounter on the ground there, or maybe just a really tense negotiation.

A driver need not spend their action driving, though they may need to if special maneuvers or gambits are required. However, the act of driving is distracting enough that rolls for other skills and attacks are made at disadvantage.

The driver makes most rolls on behalf of the vehicle, including saves. When driving rolls are needed, the Vehicle Use roll for the appropriate location is used (land, air, water, etc.).

Gunnery Stations

Vehicles often have one or more Gunnery Stations, representing mounted ranged weapons on the vehicle that characters other than the driver can take control over. Only one character may use a Battle Station each round, though other nearby characters may help a character at a particular station.

When designing a vehicle, the vessel can have at most one Gunnery Station per attack the equivalent creature would have per round. However weapons of that size and power can be quite rare in the post-apocalypse. It's usually better to have 1 or 2 mounted weapons at most, depending on the size of the vehicle.

All Gunnery Station weapons fall under the 'vehicle weapons' weapon proficiency, which is a ranged martial weapon.

Quirkiness

Vehicles get quirky with age, damage, and time in the wastes. Every time a vehicle is reduced to one quarter or less of its maximum Hit Points, it gains a quirk. Vehicles may be purchased 'highly used' for around half price, but they usually come with 1d4 quirks, some of which may not be immediately apparent to the buyer.

DMs can use the following table to randomly determine quirks, or as inspiration for developing quirks of their own.

Quirks

d12	Quirk	Effect
1	Battered	The vehicle is beat up and broken, causing it to suffer a -2 penalty to AC.
2	Cobbled	So many different types of machinery are connected together that repairing them is difficult. Repair related skill rolls are made at disadvantage and gambits that heal the vessel's Hit Points only recover half as many HP as they otherwise would (round down).
3	Infested	An infestation of tiny life forms inhabits the vehicle. Characters in the vessel take 1 necrotic damage at the end of each long rest taken in the vehicle and may contract diseases at DM discretion.
4	Jumpy	The engine has a tendency to act on its own. Whenever a driving related roll results in a natural 15 or higher, the vehicle moves forward 15 feet.
5	Leaky	The vessel leaks coolant, grease, or other chemicals everywhere, causing acid damage to objects left unattended at a rate of 1 Hit Point per day.
6	Masochistic	Driving skill rolls are made at disadvantage unless a user hits/smacks the equipment as a bonus action while performing the skill.
7	Noisy	Due to squeaks, rumbles, or simply a broken music system, the vehicle is incredibly distracting. All characters in the vessel suffer from the deafened condition. A DC 10 Charisma skill roll may be made to yell over the noise for one round.
8	Precarious	It is dangerous to move within the vehicle, due to debris, exposed wires, or other hazards. Characters must succeed in a DC 10 Dexterity save to avoid 1 point of damage (slashing, electricity, etc.) when moving about the vessel.

9	Shaky	Shakes violently when using its Maneuverability to move more than 15 feet in a turn, causing disadvantage on non-piloting skill rolls for 1 round.
10	Stolen	Certain important survivors or authority figures think (right or wrong) that the vehicle is stolen property. Scouts of a particular settlement are always on the lookout for this vehicle.
11	Sweltering	The vessel heats up with strenuous use. After 10 rounds of combat, skill and attack rolls made within the vehicle are at disadvantage. Cooling off takes 1 hour without combat/travel. In cold environments this could actually be nice.
12	Unsound	The vehicle is a ticking time bomb of repair problems. Any time a piloting-related roll results in a natural '1' the vehicle loses a number of Hit Points equal to one quarter of its maximum HP.

Custom Vehicles

Players will naturally want to modify and customize their vehicles. When a modification might change the structure of a vehicle, use the template system in Chapter 8. Modifying a vehicle by 1 template tier takes a DC 20 Tool Use roll and requires 30 units of an appropriate material. This takes 5 full days of work. A vehicle may be modified in this way up to a maximum of + or - 2 CR in total. Characters wishing to really modify a vehicle might use negative CR templates, such as Slow, to offset improvements.

Characters wishing to install a Gunnery Station must find a weapon to install in the first place (perhaps from another vehicle), must succeed in a DC 15 Tool Use roll, and spend 2 full days installing it. The vehicle must have space for the installed weapon, subject to DM approval.

Experience

As mentioned before, it's best to think of vehicles as terrain. When designing an encounter, don't worry too much about how powerful the vehicles are on either side of the conflict. In the heat of the moment, PCs are going to jump onto enemy vehicles and take them over or take control of their weapons. It's what they do. In medieval fantasy games you don't usually assign XP values for castles or pirate ships. The same goes for cars and trucks, even when they have machineguns mounted on them.

It's true that the kinds of weapons found mounted on vehicles deal a lot more damage, but characters in vehicles have a lot more cover, so things tend to even out.

That said, all of these vehicles have a CR, so if a regular ground combat between a group of PCs against a vehicle makes sense, you can easily work out how XP works for that situation.



Complications

Collisions

In chases and other vehicular battles, it's quite common for a vehicle to crash into another vehicle or straight into terrain features.

In a vehicle-on-vehicle collision, such as a side swipe, all vehicles in a take an amount of bludgeoning damage based on the distance of the vehicle impacting the other. This damage is 1d10 for every 5 feet of movement the crashing vehicle moved leading up to the collision.

When a vehicle hits something solid head-on, it takes an amount of damage based on the actual speed of the encounter. If the encounter is relatively low speed, the vehicle takes 5d10 damage when hitting a wall or a stationary vehicle. If the encounter is at high speed, this damage increases to 10d10.

Characters inside of a crashing vehicle must succeed in a DC 15 Dexterity save or take one half the amount of damage their vehicle did, rounded down.

Cover

Vehicles provide cover to their occupants. Characters on the inside of an enclosed vehicle have 3/4 cover if there are windows and total cover if there are not. Characters on the outside of a vehicle usually have no cover, though the back of a pickup truck or similar pseudo-enclosure would have half cover.

Dragging and Falling

Characters hanging on or otherwise attached to a moving land vehicle, while also touching the ground, take 1d6 bludgeoning damage at the end of their turn if they are still being dragged.

A character that falls to the ground from a fast-moving vehicle must succeed in a Dexterity save against DC 15 or take 1d10 bludgeoning damage.

However, if the character falls in front of a vehicle, they must again make a Dexterity save, this time against DC 20. On a failed roll the character is hit by the vehicle, taking 5d10 bludgeoning damage. This save must be repeated if the character fell in front of more than one car in a line, as the character is potentially run over by multiple vehicles.

Needless to say, falling in front of a line of cars makes death likely.

Jumping

Characters use normal leaping rules when determining if they can jump from one vehicle to another. Keep in mind that it can be very difficult to find the space to make a running jump.

Hanging On and Moving

A character on the outside of a moving vehicle must succeed on a Strength save against DC 10 to hold on when they initially get there (by climbing out a window, leaping on, etc.). Whenever the vehicle collides or takes any kind of side-to-side movement, this save must be made again by anyone on the outside of the vehicle.

On a failed roll the character falls from the vehicle, off the closest edge to them. If the character is on a corner, they may choose which edge to fall from.

Moving on the outside of a moving vehicle is precarious and counts as difficult terrain.

Vehicles

Car

A typical family car, except this one has a gun on it.

Big 1, Vulnerable 1

Size	Large (10ft x 15ft)	Mobility	30	HP	160
CR	4	XP	1100	AC	14
Cost	100				

Mounted Rifle (optional). Range 40ft/120ft attack, dealing 1d12 ballistic damage on hit.

Tire Reliant My driver suffers disadvantage on drive rolls once one or more of my tires are damaged. Attacks to hit my tires are normal attacks, but made with disadvantage.

Dune Buggy

A recreational vehicle providing little cover.

Big 1, Mobile 1, Vulnerable 1

Size	Large(10ft x 15ft)	Mobility	35	HP	120
CR	3	XP	700	AC	13
Cost	70				

Metal Spikes (optional). Vehicle Use attack against another vehicle, dealing 1d10+3 piercing damage on hit.

Flips Easy Whenever another vehicle causes a collision with me my driver must succeed in a DC 15 driving roll to avoid crashing (flipping over) and leaving the encounter.

Motor Boat

Like a rowboat, but with a motor.

Big 1, Vulnerable 1

Size	Large (10ft x 15ft)	Mobility	30	HP	140
		(water)			
CR	3	XP	1100	AC	14
Cost	65				

Mounted Rifle (optional). Range 40ft/120ft attack, dealing 1d12 ballistic damage on hit.

Sprung a Leak Vulnerable to all damage once I've taken 10 or more damage from a single attack.

Motorcycle

Two wheels. What could be cooler?

Mobile 2, Nimble 1, Vulnerable 1

Size	Medium (5ft x 5ft)	Mobility	40	HP	30
CR	2	XP	450	AC	14
Cost	85				

Loss of Control Any time I or my driver takes damage, my driver must succeed in a DC 10 drive roll to avoid crashing and potentially leaving the encounter.





Scooter

It's like a motorcycle, but it looks sillier.

Mobile 1, Nimble 1, Vulnerable 1

Size	Medium (5ft x 5ft)	Mobility	35	HP	70
CR	3	XP	1100	AC	14
Cost	75				

Loss of Control Any time I or my driver takes damage, my driver must succeed in a DC 10 drive roll to avoid crashing and potentially leaving the encounter.

Semi-Truck

A big, powerful semi-trailer truck hauling entire communities or weapons platforms across the wastes.

Big 3, Slow 2, Tough 2, Vulnerable 1

Size	Gargantuan (10ft x 15ft + 30ft longer for each trailer)	Mobility	20	HP	440
CR	10	XP	5900	AC	16
Cost	500				

Mounted Flamethrower (optional). Spray 20ft attack, dealing 2d10 heat damage on hit.

Hard to Turn All driving rolls are made with disadvantage.

Small Helicopter

Just enough room for a gyro captain and a passenger.

Big 1, Mobile 3, Nimble 1, Vulnerable 1

Size	Large (10ft x 10ft)	Mobility	30 (air)	HP	160
CR	5	XP	2300	AC	15
Cost	450				

Small Weak Point Vulnerable to damage from attacks that hit my rotors. Attacks against them are at Disadvantage.

Sports Car

The flashy colors will help you find a mate in the wilderness.

Big 1, Mobile 3, Nimble 2, Vulnerable 1

Size	Large (10ft x 10ft)	Mobility	60	HP	160
CR	6	XP	2300	AC	16
Cost	250				

Hard to Drive Characters who drive without proficiency in land vehicles make drive rolls with disadvantage.

Pickup Truck

Don't ask the owner to help you move. Rude.

Big 1, Slow 1, Tough 1, Vulnerable 1

Size	Large(10ft x 15ft)	Mobility	HP	200	30
		25			
CR	4	XP	1100	AC	14
Cost	125				

Mounted Rifle (optional). Range 40ft/120ft attack, dealing 1d12 ballistic damage on hit.

Tire Reliant My driver suffers disadvantage on drive rolls once one or more of my tires are damaged. Attacks to hit my tires are normal attacks, but made with disadvantage.

School Bus

Take your kids out to the barren wasteland!

Big 3, Slow 2, Tough 2, Vulnerable 1

Size	Gargantuan (10ft x 45ft)	Speed	20	HP	360
CR	6	XP	2300	AC	14
Cost	300				

Mounted Chaingun (optional). Range 40ft/120ft attack, dealing 3d12 ballistic damage on hit.

Hard to Turn All driving rolls are made with disadvantage.



CHAPTER 7: GAMBITS



Gambits are the equivalent of spells in **HELLSCAPES**. Given the setting, they're not magical or supernatural in nature. Instead, they represent the fantastic abilities of highly skilled and adventurous individuals. Like spells, they're all about manipulating the world to suit the needs of the moment. They work like spells, empower characters like spells, but they're all about the person pulling them.

HELLSCAPES changes the terminology a little. Gambits are pulled, not cast. Cantrips are called "tricks." In general, though, gambits work just like spells. They usually take your action to pull, and the one pulling the gambit has a gambit resist DC that's calculated just as a spell DC would be. Gambits generally cost gambit slots and can sometimes be improved if pulled with a higher-level slot than necessary. All the familiar rules apply.

That said, gambits differ in a few key ways. Most gambits don't require chanting and weird hand movements. Instead, they require communication with the rest of the team, careful use of weapons, or fiddling around with a piece of equipment. "Spell" components are not employed. Alternatively, the right technology is needed when a gambit would require it to function. A Patching gambit might require a few rolls of duct tape. A Wilderness gambit might need a tent or set of climbing tools. As with your characters, you'll figure out the rest in time.

Retroactive

One delineation we add to certain gambits, usually those from the Foresight school, is the **[RETROACTIVE]** tag. This indicates a gambit built on the idea that the character can plan better than the player. The PC employing a retroactive gambit is narratively rewriting the past by saying that the character took actions that were never mentioned.

It's really not as big a deal as it sounds. Rather than doing something cool right now, the character did something cool in the past and is just now drawing upon that work. Retroactive gambits often require that the character have been to the place affected or had the opportunity to acquire the items retroactively grabbed.

While this may stretch the rules of encumbrance a bit by allowing a character to keep items off their equipment lists, DMs and players are encouraged to just roll with it. The character is adept at planning and invoking that ability in this moment.

Gambit Schools

Civilization

Tricks

Back-to-Back
Keep It Together
Lead By Example
The Gist

Level 1

Authority Figure
Coordinate
Deescalate
Find Civilization

Level 2

Camaraderie
Domestication

Rally

Tense Alliance

Level 3

Disapproving Smite
Honor Bound
Officiate Duel
Rousing Oratory

Level 4

Emergency Defenses
Leadership
Weak Link

Level 5

Evacuation
Lay Down the Law
Rendezvous

Daredevil

Tricks

Dual Strike
Hop On
Risky Shot
Running Leap

Level 1

Adrenaline Rush
Battle Cry
Big Swing
Side Swipe

Level 2

Stand Off
Take One For the Team
Tightrope Run
Unload

Level 3

Block Passage
Bootlegger Reverse
Ignore the Pain
Wastefulness

Level 4

Break Through
Stunt Driving
Vendetta

Level 5

Desperation
Fire Through
Walk Away





Foresight

Tricks

Packing
Positioning
Prediction
Stash

Level 1

Creature
Comforts
Left Behind
Look Ahead
Time
Management

Level 2

Smart Shopper
Study Up
Think Again
Thoughtfulness

Level 3

Backwards
Planning
Contingency Plan
Foreknowledge
Prepared Lies

Level 4

Death on the Line
Known Foe
Planned Route

Level 5

Precision
Repetition
Treatment

Level 6

Cache
Plan of Action
Snack Time

Level 7

Hiding Place
Manipulation

Level 8

Convenient Weapon
Wild Antidote

Level 9

Heist
Planned
Improvisation

Instinct

Tricks

Hunker Down
Inner Strength
Leap, Then Look
Stop and Listen

Level 1

Hail Mary
Smell Fear
Stalk
Thrash

Level 2

Flight
Growl
Ring False
Territory

Level 3

Live Wild
On the Wind
Skitter
Slam

Level 4

Avoidance
Ferality
Sweep

Level 5

Belly Fire
Killer Instinct
Trust Yourself

Level 6

Powerful Scent
Predation
Weather Sense

Level 7

Catlike Reflexes
Who to Trust

Level 8

Self-Hypnosis
Subtle
Communication

Level 9

Creature of the Night
Written in the
Water

Old Ways

Tricks

Button Mash
Disinfect
Propriety
Remember the 90's

Level 1

Look the Part
Old Paths
Oldies
Read Aloud

Level 2

Advertising
Blue Screen
Military Drills
Road Rage

Level 3

Dress for Success
Marketeting
Stories of Old
Trust Fall

Level 4

Gone Camping
Helicopter
Parenting
Workout

Level 5

Nursery Rhymes
Off and On Again
Tried and True

Level 6

Binge Watch
House Pet
Kung Fu Moves

Level 7

Dance All Night
Stop and Frisk

Level 8

Decipher the Past
Unearned
Confidence

Level 9

Devastating Retort
One Good Day

Patching

Tricks

Fuel Injection
Patch
Pill Popping
Snake Oil

Level 1

Bad Medicine
Fresh Coat of Paint
Multitask
Splint

Level 2

Extra Pair of
Hands
Live, Damn You,
Live!
Machinehead
Steady Hands

Level 3

Cannibalize
Do Some Harm
Strap In
Tinker

Level 4

Personalize
Regular
Maintenance
See the Problem

Level 5

Diagram
Tape Up
You're Fine

Level 6

Cauterize
Final Swing
Liquid Courage

Level 7

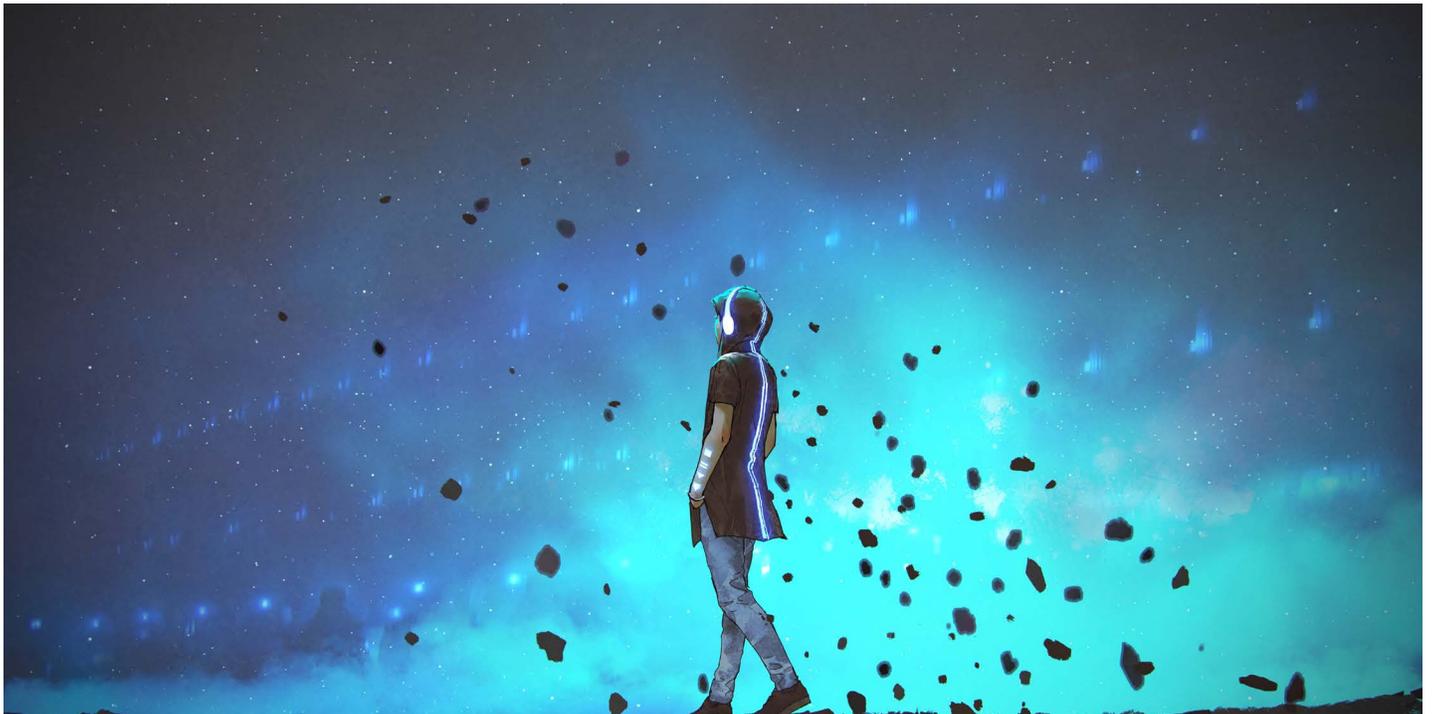
Ruin
Transplant

Level 8

Bar the Door
Gallows Humor

Level 9

Bring Back
Replacement





Scrounge

Tricks

Disassembly
Makeshift Ammo
Source
Stake Claim

Level 1

Bread Crumbs
Climbing Claws
Improvised Net
Smuggle

Level 2

Burrow Under
Discover Function
Find a Way
Strip Down

Level 3

Assemble Armor
Convenient Shield
Impromptu Cover
Night Harvest

Level 4

Bomb
Burn Out
Sacrifice Item

Level 5

Erect Bridge
Smash and Grab
Up in Flames

Level 6

Haphazard
Prototype
Unearth Relic
Volatile Medicines

Level 7

Cleansing
Transmutation

Level 8

Fool's Gold
Handle With Care

Level 9

Crack Open
Mother Load

Slaying

Tricks

Dirty Trick
Disorientation
Poke
Smash Hit

Level 1

Dead End
Relentless Killer
Smoke Screen
Your Funeral

Level 2

Bombshell
Deep Wound
Knock Out
Twist the Knife

Level 3

Cold-Blooded
Limb Strike
Painful Strikes
Weapon Coating

Level 4

Desperate Swing
Exploit Advantage
Make Weak

Wilderness

Tricks

Calm Beast
Hill Slide
Spyglass Survey
Troll

Level 1

Animal Call
Scout's Honor
The Easy Way
The Hard Way

Level 2

Find Shelter
Lay Snare
Natural Remedy
Untraceable

Level 3

Bait
Mobile Foraging
Predatory Stance
Salvage Search

Level 4

Ammunition
Gathering
Lay Trap
Poisonous Weapons

Level 5

Antitoxin
Utilize Terrain
Vigilant Travel

Gambits

Adrenaline Rush

LEVEL	1
SCHOOL	Daredevil
TARGET	Self
PULL TIME	Reaction
DURATION	10 minutes
DESCRIPTION	After taking damage you may pull this gambit as a reaction. For the duration you gain the following: +5ft to speed, +1d4 damage on melee and unarmed attacks, and foes making opportunity attacks against you suffer disadvantage.

Advertising

LEVEL	2
SCHOOL	Old Ways
TARGET	A community
RANGE	10 miles
PULL TIME	4 hours
DURATION	6 months
COMPONENTS	10 units of wood and a bucket of paint are expended
DESCRIPTION	You put up signs advertizing the target throughout the range around it. Within days the population of the target increases by 10%, but the likelihood of an outside attack (by raiders or other foes) against that location increases by the same amount for the duration.

Ammunition Gathering

LEVEL	4
SCHOOL	Wilderness
TARGET	Self
PULL TIME	Action
DURATION	Concentration (up to 4 hours)
DESCRIPTION	You gather ammunition for a ranged weapon of your choice over the course of the duration. At the end of each hour you find 1d6 bullets, arrows, or bolts (your choice which). This may only be pulled in areas where ammo might be found (DM's discretion).

Animal Call

LEVEL	1
SCHOOL	Wilderness
TARGET	Self
RANGE	1 mile
PULL TIME	Action
DURATION	10 minutes
DESCRIPTION	Choose a type of animal found in this region. You let out a loud call, summoning 2d8 of those animals to your location. It takes 1 minute for them to arrive and they remain for the duration.

Antitoxin

LEVEL	5
SCHOOL	Wilderness
TARGET	Living creature
RANGE	Touch
PULL TIME	Action
DURATION	8 hours
COMPONENTS	5 units of plants are expended
DESCRIPTION	Target creature is immune to poison damage and the poisoned condition for the duration.

Assemble Armor

LEVEL	3
SCHOOL	Scrounge
PULL TIME	1 minute
DURATION	24 hours
COMPONENTS	A number of units of plastic equal to the cost of the armor created
DESCRIPTION	You create a set of armor that has plastic as its primary material, which lasts for the duration before becoming destroyed. The destroyed remnants may be salvaged for the same amount of plastic as was used to create it.

Authority Figure

LEVEL	1
SCHOOL	Civilization
TARGET	Self
PULL TIME	Action
DURATION	1 hour
DESCRIPTION	You have advantage on skill rolls to convince or command friendly creatures for the duration, as they generally see you as someone to follow and obey.

Avoidance

LEVEL	4
SCHOOL	Instinct
TARGET	You and your overland travelling companions
PULL TIME	Action
DURATION	24 hours
DESCRIPTION	For the duration, you avoid a specific creature, substance, group, or landmark you name upon pulling this gambit while travelling. You could choose to avoid settlements or scavengers, for example.

Back-to-Back

LEVEL	Trick
SCHOOL	Civilization
TARGET	Friendly creature of your size
RANGE	5 feet
PULL TIME	Bonus action
DURATION	1 round
DESCRIPTION	You swap positions with the target. For the duration, so long as neither of you moves, you both benefit from the highest level cover either of you has for any given attack.

Backwards Planning

LEVEL	3
SCHOOL	Foresight
TARGET	Up to 3 willing friendly creatures
RANGE	60 feet
PULL TIME	Action
DESCRIPTION	Targets may immediately take an extra action that you suggest (who to attack, what to repair, etc.), having planned for this moment. The targets must take the action you tell them to do if they take the extra action, since it's your plan.

[RETROACTIVE]

Bad Medicine

LEVEL	1
SCHOOL	Patching
TARGET	Creature
RANGE	5 feet
PULL TIME	Action
DURATION	10 minutes
COMPONENTS	1 unit of medicine or chemicals is expended
DESCRIPTION	Make a melee gambit attack. On hit, the target takes 3d6 poison damage and must succeed in a Constitution save or become Poisoned for the duration. Deals an additional 1d6 damage for each higher level gambit slot used.

Bait

LEVEL	3
SCHOOL	Wilderness
TARGET	Creature
RANGE	100 feet
PULL TIME	Bonus action
DURATION	10 minutes
COMPONENTS	5 units of meat, water, or some other tempting material are expended
DESCRIPTION	The target must succeed in a Wisdom save or become compelled to move to a space you specify within range. The creature affected will Dash if possible to get to the place you've chosen. This compulsion lasts the duration, or until the target gets to the specified place.



Battle Cry

LEVEL 1
SCHOOL Daredevil
TARGET Self
PULL TIME Action
DURATION 10 minutes
DESCRIPTION You let out a howl or yell. For the duration, your AC is calculated as 16 + your Dexterity modifier. You also enjoy advantage on saves against fear effects for the duration.

Bar the Door

LEVEL 8
SCHOOL Patching
TARGET Closed door
RANGE Touch
PULL TIME Action
DURATION Concentration, so long as you remain touching the door
DESCRIPTION The target door stays closed and is immune to damage for so long as you concentrate on this gambit.

Belly Fire

LEVEL 5
SCHOOL Instinct
TARGET Self
PULL TIME Action
DURATION 10 minutes
DESCRIPTION For the duration, you may deal yourself 1d6 irreducible damage instead of expending a level 1 gambit slot to pull a gambit.

Big Swing

LEVEL 1
SCHOOL Daredevil
TARGET Self
PULL TIME Action
COMPONENTS Melee weapon
DESCRIPTION You make a melee weapon attack against a foe, rolling normally for your attack. On a hit, you count as having made a critical hit against the target. On a miss, the target may make an opportunity attack against you as a reaction.

Binge Watch

LEVEL	6
SCHOOL	Old Ways
TARGET	Self
PULL TIME	Long rest
DURATION	24 hours
COMPONENTS	Books, electronic media, or other sources of information
DESCRIPTION	You spend a long rest consuming media. At the end of the pull time you are Well-Rested and you may select 3 proficiencies related to the media you consumed (skills, weapons, armor, languages, etc.). You are proficient in those things for the duration.

Block Passage

LEVEL	3
SCHOOL	Daredevil
TARGET	10ft cube
RANGE	15 feet
PULL TIME	Action
COMPONENTS	Ranged weapon or a melee weapon with reach
CONSUMED	1 unit of ammo if a ranged weapon is used
DESCRIPTION	You cause the ceiling of a ruined building or tunnel to collapse on a target area within range, blocking all passage. Creatures within the target area are pushed out of it and must succeed in a Dexterity save or take 2d10 bludgeoning damage from falling rubble.

Blue Screen

LEVEL	2
SCHOOL	Old Ways
TARGET	Sentient creature
RANGE	5 feet
PULL TIME	Action
DURATION	10 minutes, or until the target is attacked or otherwise harmed
COMPONENTS	An electronic device which you turn on is consumed (given to the target)

DESCRIPTION	Target creature must succeed in an Intelligence save or become enamored with an electronic device you give to them, Stunned for the duration.
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Bomb

LEVEL	4
SCHOOL	Scrounge
TARGET	10ft x 10ft square
RANGE	150 feet
PULL TIME	Action
DURATION	10 minutes
COMPONENTS	Up to 5 units of chemicals are expended
DESCRIPTION	You create an explosion at target location. Creatures and vehicles within that area must succeed in a Dexterity save or take 2d8 heat damage per unit of chemicals expended and become frightened by you for the duration. Those who save take half damage and are not frightened.

Bombshell

LEVEL	2
SCHOOL	Slaying
TARGET	Creature or vehicle
RANGE	Weapon range
PULL TIME	Action
COMPONENTS	Ranged weapon
DESCRIPTION	You make a weapon attack against the target, but on hit instead of the normal damage you deal 3d6 concussion damage to the target and any creatures within 5 feet of the target (or riding on the vehicle).

Bootlegger Reverse

LEVEL	3
SCHOOL	Daredevil
PULL TIME	1 round
COMPONENTS	Vehicle you are driving
DESCRIPTION	You turn your vehicle completely around, driving in the opposite direction of the combat. Unless a pursuing vehicle finds a way to reverse by the end of the round, your vehicle leaves the combat encounter at the start of the next round.

Bread Crumbs

LEVEL	1
SCHOOL	Scrounge
TARGET	Self
PULL TIME	10 minutes or more as you travel
DURATION	24 hours
COMPONENTS	One unit of a material is expended
DESCRIPTION	You drop small amounts of a material you have with you, creating an easily trackable trail. Those who attempt to track this trail need not make rolls to do so. This also allows you to follow the trail back to where you've been.

Break Through

LEVEL	4
SCHOOL	Daredevil
TARGET	5ft x 5ft section of wall
RANGE	Touch
PULL TIME	Action
COMPONENTS	Mechanical tool set or heavy melee weapon
DESCRIPTION	You break through a section of wall in a ruined building or other structure, allowing creatures of your size or smaller to pass through. You may pull this gambit without its required components, but you take 1d6 bludgeoning damage smashing into the wall.

Bring Back

LEVEL	9
SCHOOL	Patching
TARGET	Item
RANGE	Touch
PULL TIME	1 hour for equipment, 8 hours for vehicles
DURATION	
COMPONENTS	Appropriate tools. 25 units of an appropriate material are expended.
DESCRIPTION	You bring target item back to its original manufactured condition. It is at full hit points and has any negative conditions removed. It functions like new, so long as it has any needed fuel or batteries.

Burn Out

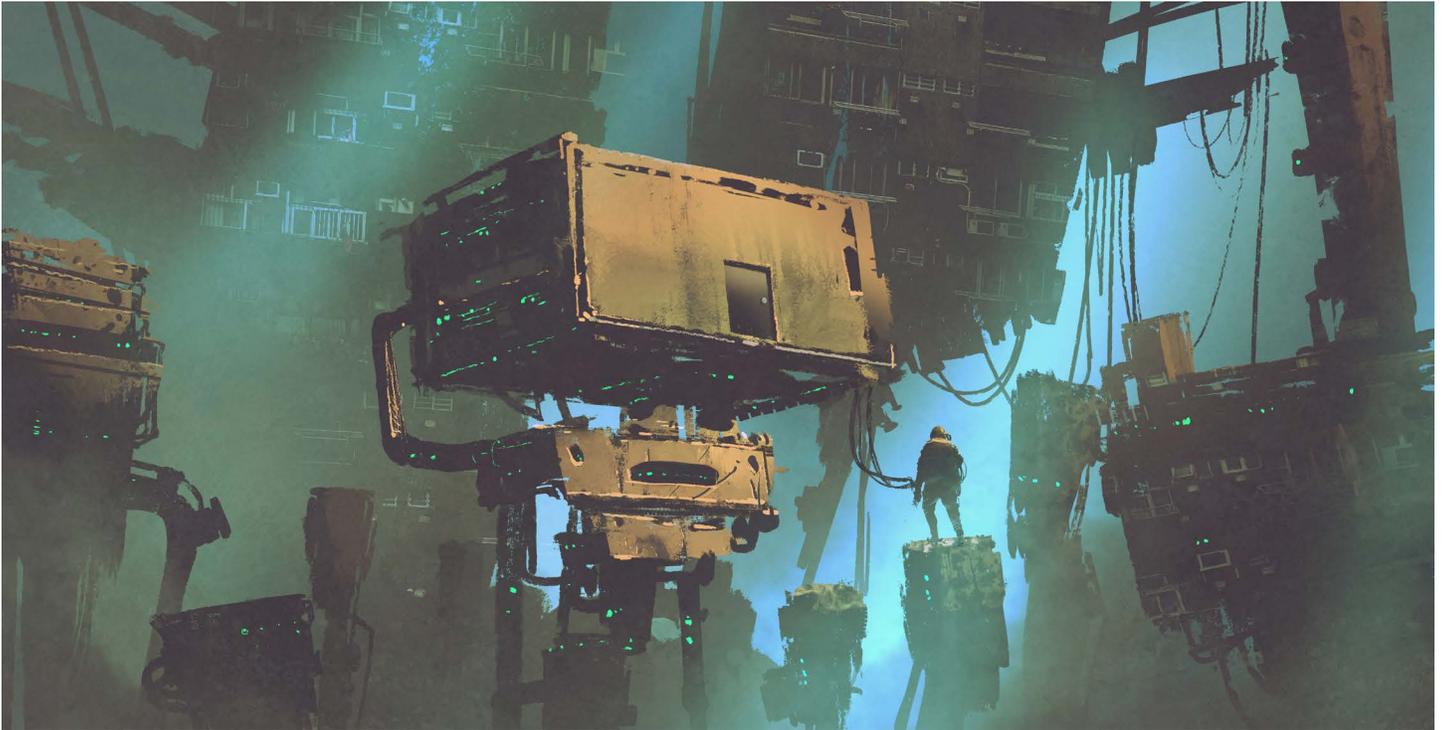
LEVEL	4
SCHOOL	Scrounge
TARGET	Machine or device
RANGE	5 feet
PULL TIME	Bonus action
COMPONENTS	A tool
DESCRIPTION	Target item's engine or battery explodes. It is destroyed. Creatures holding the device or riding the vehicle must succeed in a Dexterity save or take 5d6 heat damage.

Burrow Under

LEVEL	2
SCHOOL	Scrounge
TARGET	A 5 foot diameter circle
RANGE	Touch
PULL TIME	10 minutes
COMPONENTS	A shovel or other long tool
DESCRIPTION	You create a 5 foot wide tunnel up to 30 feet deep into a wall or the ground, so long as the material is rubble or other loose items

Button Mash

LEVEL	Trick
SCHOOL	Old Ways
TARGET	Handheld item
RANGE	Touch
PULL TIME	Action
COMPONENTS	If the item is electronic a battery is expended
DESCRIPTION	You activate the primary function of a handheld device or machine you hold in your hands, even if you do not know what it will do. You may choose any targets it affects.



Cache

[RETROACTIVE]

LEVEL 6
SCHOOL Foresight
TARGET Self
PULL TIME Action
DESCRIPTION You find a cache of 100 money units worth of equipment you've stashed in a backback at the location. Must be at a location you've visited before in the last 30 days.

Calm Beast

LEVEL Trick
SCHOOL Wilderness
TARGET Beast
RANGE 15 feet
PULL TIME Action
DURATION 24 hours
COMPONENTS One unit of meat or plants is expended (whichever would be more appropriate as a treat for the beast)
DESCRIPTION Target beast must succeed in a Charisma save or be Charmed by you for the duration.

Camaraderie

LEVEL 2
SCHOOL Civilization
TARGET Friendly sentient creature
RANGE 10 feet
PULL TIME Action
DURATION 1 hour
DESCRIPTION For the duration, the target may choose to benefit as an additional target from any gambits you pull with the target of "Self". The target must see you pull the gambit in order to benefit.

Cannibalize

LEVEL 3
SCHOOL Patching
TARGET Two machines
RANGE Touch
PULL TIME Action
COMPONENTS Appropriate tool kit
DESCRIPTION One machine touched has up to 20 hit points transferred to it from another machine touched. The lost hit points represent parts you had to take off one to make the other function.

Catlike Reflexes

LEVEL	7
SCHOOL	Instinct
TARGET	Self
PULL TIME	Action
DURATION	4 hours
DESCRIPTION	You gain 6 points to your Dexterity score for the duration, even if this puts you above your normal ability score limit. Whenever you are subject to an attack you may Disengage as a reaction.

Cauterize

LEVEL	6
SCHOOL	Patching
TARGET	Living creature
RANGE	Touch
PULL TIME	Action
DURATION	10 minutes
COMPONENTS	Flame torch or other source of heat
DESCRIPTION	Target creature heals for 10d6 hit points, but gains a permanent burn scar and must succeed in a Constitution save or fall unconscious for the duration from the pain. You must succeed in a melee gambit attack to pull this gambit if the target is unwilling.

Cleansing

LEVEL	7
SCHOOL	Scrounge
TARGET	Weapon, armor, or gear
RANGE	Touch
PULL TIME	Action
COMPONENTS	Appropriate tools
DESCRIPTION	Target item loses an item condition of your choice other than broken.

Climbing Claws

LEVEL	1
SCHOOL	Scrounge
TARGET	Friendly creature
RANGE	Touch
PULL TIME	Action
DURATION	4 hours

COMPONENTS	3 units of metal, plastic, or wood are expended
DESCRIPTION	You scrounge up a set of climbing gear, granting a willing target the ability to climb without the need to make a roll for the duration. The claws can be used as a melee weapon, dealing 1d8 + Strength slashing damage on hit.

Cold-Blooded

LEVEL	3
SCHOOL	Slaying
TARGET	Self
PULL TIME	Action
DURATION	Concentration, up to 5 rounds
COMPONENTS	Melee weapon
DESCRIPTION	For the duration your melee weapons have the Reach property and deal 3d6 additional damage on hits against creatures who cannot see you.

Contingency Plan

	[RETROACTIVE]
LEVEL	3
SCHOOL	Foresight
TARGET	Self and one willing creature within range
RANGE	5 feet
PULL TIME	Reaction, after taking damage or gaininig negative conditions
COMPONENTS	5 units of a relevant material is expended, such as metal to block radiation or medicine to stop a disease
DESCRIPTION	You and another willing creature retroactively lose all damage taken and negative conditions gained so far this round.

Convenient Shield

LEVEL	3
SCHOOL	Scrounge
TARGET	Self
PULL TIME	Reaction, upon being hit by an attack, after damage is rolled
COMPONENTS	Up to 5 units of metal, wood, or stone are expended
DESCRIPTION	Reduce the damage of the attack by twice the units of materials expended pulling this gambit.

Convenient Weapon

LEVEL	8
SCHOOL	Foresight
TARGET	Self
PULL TIME	Action
DURATION	1 hour
COMPONENTS	An improvised weapon you grab from the battlefield as part of pulling this gambit
DESCRIPTION	You grab an improvised weapon. You count as proficient on attacks with this weapon. Whenever you take the attack action, you may make one additional attack with this weapon.

Coordinate

LEVEL	1
SCHOOL	Civilization
TARGET	Self and up to 5 allies who can hear you
PULL TIME	Action
DURATION	Concentration, up to 10 minutes
DESCRIPTION	Targets may assist one another as a free action. Each target may only do so once on their turn.

Crack Open

LEVEL	9
SCHOOL	Scrounge
TARGET	A source of materials ready for salvage
RANGE	Touch
PULL TIME	Action
COMPONENTS	Appropriate tools for the materials
DESCRIPTION	You completely salvage the target of all materials.

Creature Comforts

LEVEL	1
SCHOOL	Foresight
TARGET	Self
PULL TIME	Action
DURATION	1 day
DESCRIPTION	You make yourself comfortable, becoming either well-fed or well-rested for the duration.

Creature of the Night

LEVEL	9
SCHOOL	Instinct
TARGET	Self
RANGE	
PULL TIME	Action
DURATION	8 hours
COMPONENTS	
DESCRIPTION	You can see normally in darkness so long as the stars are visible. You gain +2 to your AC while in shadows or darkness of any kind. Your speed increases by 5 feet, as does the distance you leap.

Dance All Night

LEVEL	7
SCHOOL	Old Ways
TARGET	You and up to 20 friendly willing creatures
RANGE	150 feet
PULL TIME	Long rest
DURATION	24 hours
COMPONENTS	A source of music
DESCRIPTION	You and the targets stay up all night as a Long rest, partying as you pull this gambit. At the end of this time you are all Well-Rested and you are resistant to psychic damage for the duration.

Dead End

LEVEL	1
SCHOOL	Slaying
TARGET	Creature with 10 or fewer hit points
RANGE	Weapon
PULL TIME	Action
COMPONENTS	Weapon
DESCRIPTION	You make a weapon attack against the creature. On hit you deal no damage; instead the target is simply killed.

Death on the Line

LEVEL 4
SCHOOL Foresight
TARGET A meal or drink
RANGE Touch
PULL TIME Action
DURATION 1 day
COMPONENTS 1 unit of chemicals is expended as a poison
DESCRIPTION You retroactively poison a meal or drink you had access to within the last day. Any living creature that consumes it during the duration must succeed in a Constitution save or take 4d6 poison damage and become poisoned for the rest of the duration.

Decipher the Past

LEVEL 8
SCHOOL Old Ways
TARGET Pre-apocalypse ruins
PULL TIME 10 minutes of touring the location
DESCRIPTION You piece together the original purpose of a place you are in, as well as the major events in its history.

Deep Wound

LEVEL 2
SCHOOL Slaying
TARGET Creature of your size or smaller
RANGE Melee
PULL TIME Action
DURATION Concentration, so long as you maintain the grapple
COMPONENTS Melee weapon which deals piercing damage
DESCRIPTION You make a weapon attack against the target. On hit you deal your normal damage and the target becomes grappled by you, stuck to your weapon. Each round that you maintain the grapple, you automatically deal 1d6 piercing damage to the target.

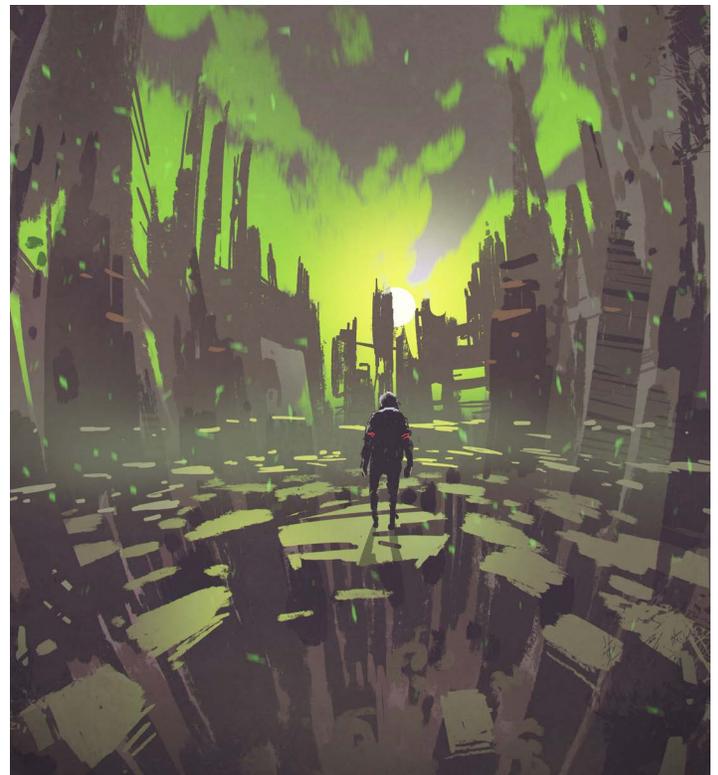
[RETROACTIVE]

Deescalate

LEVEL 1
SCHOOL Civilization
TARGET Sentient creature wielding a weapon
RANGE 30 feet
PULL TIME Action
DURATION Concentration, up to 10 minutes
COMPONENTS Weapon
DESCRIPTION You put away any weapons you are wielding, and a target within range who can see you must make a Charisma save. On a failure, the target puts away their own weapons and is charmed for the duration, or until you draw a weapon again.

Desperate Swing

LEVEL 4
SCHOOL Slaying
TARGET Self
PULL TIME Bonus action
DURATION 10 minutes
DESCRIPTION Your next melee weapon attack made within the duration automatically hits and deals 5d6 additional damage.



Desperation

LEVEL	5
SCHOOL	Daredevil
TARGET	Self
PULL TIME	Bonus action
DURATION	1 hour
DESCRIPTION	For the duration, whenever you hit with an attack you may deal an additional 3d6 damage. When you do so, you deal yourself 1d6 irreducible psychic damage.

Devastating Retort

LEVEL	9
SCHOOL	Old Ways
TARGET	Sentient creature
RANGE	60 feet
PULL TIME	Reaction, when the target insults you
DESCRIPTION	You say an amazingly witty comeback in response to an insult, bringing back the sharp wit of the ancients. The target must succeed in a Charisma save or take 8d10 psychic damage as your insult cuts them to the core.

Diagram

LEVEL	5
SCHOOL	Patching
TARGET	Self
PULL TIME	1 hour
COMPONENTS	Paper and a writing utensil
DESCRIPTION	You create a diagram of a machine or device you have seen. Anyone in possession of this diagram gains advantage on rolls to repair or construct that kind of item.

Dirty Trick

LEVEL	Trick
SCHOOL	Slaying
TARGET	Creature of your size or smaller
RANGE	Melee
PULL TIME	Action
DURATION	10 minutes
COMPONENTS	Melee weapon which deals slashing damage

DESCRIPTION	You make a low swung melee attack with a weapon, dealing an additional 1d6 damage on hit and the target must succeed in a Dexterity save or have their speed reduced by 10 feet for the duration.
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Disapproving Smite

LEVEL	3
SCHOOL	Civilization
TARGET	Sentient hostile creature
RANGE	Melee range
PULL TIME	Action
DURATION	10 minutes
COMPONENTS	Melee weapon
DESCRIPTION	Make a melee weapon attack against the target. On hit, you deal normal damage plus 4d6 psychic damage and the target must succeed in a Charisma save or become intimidated for the duration.

Disassembly

LEVEL	Trick
SCHOOL	Scrounge
TARGET	Handheld item
RANGE	Touch
PULL TIME	Action
COMPONENTS	Any tool
DESCRIPTION	You destroy an item you hold in your hands.

Discover Function

LEVEL	2
SCHOOL	Scrounge
TARGET	Device or machine
RANGE	Touch
PULL TIME	Action
DURATION	48 hours
DESCRIPTION	You learn all functions target item was designed for and how to perform them. You are proficient in its use for the duration.

Disinfect

LEVEL	Trick
SCHOOL	Old Ways
TARGET	A 20ft x 20ft square
RANGE	5 feet
PULL TIME	Action
DURATION	1 hour
COMPONENTS	One unit of medicine or chemicals is expended
DESCRIPTION	You disinfect target area such that all living creatures within the area are resistant to necrotic damage and enjoy advantage on saves to resist disease while they remain there. At the DM's discretion, zombie plagues and other pandemics cannot spread there.

Disorientation

LEVEL	Trick
SCHOOL	Slaying
TARGET	Creature
RANGE	Weapon range
PULL TIME	Action
DURATION	1 round
COMPONENTS	Ranged weapon
DESCRIPTION	You make ranged weapon attack against the target. On hit you deal 1d6 additional damage and the target must succeed in a Constitution save or become Stunned for the duration.

Domestication

LEVEL	2
SCHOOL	Civilization
TARGET	Up to 6 beasts
RANGE	30 feet
PULL TIME	Action
DURATION	24 hours; longer if you continue to feed and care for them
COMPONENTS	1 unit of food for each target
DESCRIPTION	Target beasts must each succeed in a Wisdom save or become charmed by you and your allies for the duration. If they are of two or more size categories larger than you, they may be ridden as mounts.

Do Some Harm

LEVEL	3
SCHOOL	Patching
TARGET	Living creature
RANGE	25 feet
PULL TIME	Action
DURATION	1 round per unit of materials expended
COMPONENTS	Medical tools or first aid kit. 1 to 5 units of medicine expended.
DESCRIPTION	You weaponize medicines, making a ranged gambit attack against the target. On hit, you deal 1d8 necrotic damage for each unit of medicine expended and the target must succeed in a Constitution save or become Poisoned for the duration.

Dress for Success

LEVEL	3
SCHOOL	Old Ways
TARGET	Self
PULL TIME	Action
DURATION	4 hours, so long as you wear the outfit.
COMPONENTS	A fancy outfit
DESCRIPTION	You find power in dressing up. Select one Charisma skill. For the duration you have advantage on that skill.

Dual Strike

LEVEL	Trick
SCHOOL	Daredevil
TARGET	Two creatures
RANGE	Melee
PULL TIME	Action
COMPONENTS	1 or 2 melee weapons
DESCRIPTION	You attempt a melee attack against two targets. Make a single attack roll to hit both, against the higher of their two AC ratings. On hit, you strike both targets with your attack.

Emergency Defenses

LEVEL	4
SCHOOL	Civilization
TARGET	Friendly community
RANGE	Line of sight
PULL TIME	10 minutes
DURATION	2 days
COMPONENTS	Badge of office or other symbol of authority
DESCRIPTION	You organize members of a community to defend themselves, granting members of the community +1 AC and +1d6 to damage for the duration, while defending the community.

Erect Bridge

LEVEL	5
SCHOOL	Scrounge
RANGE	100 feet
PULL TIME	5 actions
DURATION	Concentration, up to 1 hour or until you move more than 100 feet away from the bridge
COMPONENTS	Carpentry tools. Twenty units of wood are expended.
DESCRIPTION	You erect a bridge from your current location to a location within range you can see, wide enough for you and others your size or smaller to move across.

Evacuation

LEVEL	5
SCHOOL	Civilization
TARGET	Fiendly community
RANGE	Line of sight
PULL TIME	1 day
COMPONENTS	Badge of office or other symbol of authority
DESCRIPTION	You organize members of the community to flee for their own safety. The location of the settlement moves up to 100 miles to a place you choose.

Exploit Advantage

LEVEL	4
SCHOOL	Slaying
TARGET	Self
PULL TIME	Bonus action
DURATION	Concentration, up to 10 minutes
DESCRIPTION	For the duration, whenever you make an attack with advantage and hit, the target is vulnerable to the damage you deal.

Extra Pair of Hands

LEVEL	2
SCHOOL	Patching
TARGET	Friendly ally you can see or hear
RANGE	5 feet
PULL TIME	Bonus action
DURATION	1 hour
COMPONENTS	
DESCRIPTION	Whenever the target is within range they may give you their action for the round, to take on your next turn. This action may be used to pull a gambit, even when you've already pulled one for the round.

Ferality

LEVEL	4
SCHOOL	Instinct
TARGET	Self
PULL TIME	Bonus action
DURATION	1 hour
DESCRIPTION	For the duration you are able to read the body language and subtle grunts of all creatures, allowing you to know their mood and disposition towards you. You have advantage on Insight and Animal Handling rolls during this time.

Final Swing

LEVEL	6
SCHOOL	Patching
TARGET	Weapon
RANGE	Touch
PULL TIME	Bonus action
DURATION	1 hour



DESCRIPTION The next time target weapon hits with an attack during the duration it deals an additional 5d6 slashing damage. The item breaks and is reduced to 0 hit points at the end of the attack.

Find a Way

LEVEL 2
SCHOOL Scrounge
TARGET Location you know of
RANGE 1 mile
PULL TIME Action
DESCRIPTION You figure out a route to target location you've either heard of or have been to, no matter the obstacles in the way (lava, ruins, etc.). The route might not be easy or direct, but it will be possible for adventurers willing to put themselves in danger.

Find Civilization

LEVEL 1
SCHOOL Civilization
TARGET Self
PULL TIME Action
COMPONENTS Tracks, litter, or other evidence of civilized people in the region
DESCRIPTION Studying evidence, you learn the distance and direction to the closest settlement of survivors.

Find Shelter

LEVEL 2
SCHOOL Wilderness
TARGET Self
RANGE 100 feet
PULL TIME Action

DURATION 8 hours
COMPONENTS 5 units of metal, plastic, stone, or wood are expended
DESCRIPTION You find a place within range to shelter from an environmental hazard for the duration. You and up to 4 other people can shelter there and take no damage or other effects from the environment.

Fire Through

LEVEL 5
SCHOOL Daredevil
TARGET Line from you to the end of your weapon's normal range
PULL TIME Bonus action
DURATION 3 rounds
COMPONENTS Ranged or thrown weapon
DESCRIPTION For the duration, you make ranged and thrown weapon attacks as a line up to a distance of the weapon's normal range. You should make weapon attacks against each target within the area when you attack in this way. Each area attack only consumes one shot's worth of ammo.

Flight

LEVEL 2
SCHOOL Instinct
TARGET Self
DURATION 10 minutes
DESCRIPTION Whenever you are the target of a melee attack by a hostile foe, you may spend your Reaction to Disengage and then move up to your speed once the attack is resolved.

Fool's Gold

LEVEL 8
SCHOOL Scrounge
TARGET A salvage source, or up to 50 units of a material
RANGE Touch
PULL TIME Action
DURATION 48 hours
COMPONENTS Tools appropriate to the target materials

DESCRIPTION The target appears to be a different material of your choice to all who inspect it. Those who might see through your deception must succeed in an Intelligence save to do so.

Foreknowledge

[RETROACTIVE]
LEVEL 3
SCHOOL Foresight
TARGET Self
RANGE 2 miles
PULL TIME Action
COMPONENTS Paper and a writing implement, or a navigation tool set
DESCRIPTION You gain a map of the area (everywhere within range) that you drew when you scouted this place out recently. It includes major topographical features and points of interest.

Fresh Coat of Paint

LEVEL 1
SCHOOL Patching
TARGET Vehicle or item
RANGE Touch
PULL TIME Action
COMPONENTS 1 can of paint is expended
DESCRIPTION Target has one negative condition removed and is repaired for 1d6 hit points. Each additional level of gambit used repairs for an additional 1d6.

Fuel Injection

LEVEL Trick
SCHOOL Patching
TARGET Motor vehicle
RANGE Touch
PULL TIME Action
COMPONENTS 1 unit of fuel is expended
DESCRIPTION Target moves its mobility forward.

Gallows Humor

LEVEL	8
SCHOOL	Patching
TARGET	Yourself and up to 4 sentient creatures who can hear you
RANGE	20 feet
PULL TIME	Action
DURATION	Concentration, up to 8 hours, so long as you continue to tell jokes
COMPONENTS	Medical tools
DESCRIPTION	For the duration you and up to 4 sentient creatures gain advantage on Medicine skill rolls. Whenever you or the other targets pulls a gambit which heals a living creature, they heal for an additional 3d6 hit points.

Gone Camping

LEVEL	4
SCHOOL	Old Ways
TARGET	Up to 3 friendly sentient creatures
RANGE	Touch
PULL TIME	10 minutes, as you erect the tent
DURATION	24 hours, or until you take down the tent
COMPONENTS	A tent
DESCRIPTION	You erect a tent, which reduces the time of long rests to 6 hours and short rests to half an hour to those who rest inside of it. Dying creatures automatically stabilize within it. Targets who help erect it as you pull this gambit are healed for 1d10 hit points.

Growl

LEVEL	2
SCHOOL	Instinct
TARGET	Creatures that can hear you
RANGE	30 feet
PULL TIME	Action
DURATION	Concentration, up to 10 minutes
DESCRIPTION	Hostile targets within range must succeed in a Wisdom save or become frightened of you for the duration.

Hail Mary

LEVEL	1
SCHOOL	Instinct
TARGET	Self
PULL TIME	Action
DURATION	10 minutes
DESCRIPTION	You suffer no disadvantage on attacks against targets you cannot see.

Handle With Care

LEVEL	8
SCHOOL	Scrounge
TARGET	Self
PULL TIME	Action
DURATION	24 hours
COMPONENTS	A pair of gloves and a container you've personally inspected
DESCRIPTION	You are able to handle any material without taking damage from it. You could move lava, transport radioactive materials, or pack biohazards without risk to yourself so long as the material remains in your possession.

Haphazard Prototype

LEVEL	6
SCHOOL	Scrounge
PULL TIME	1 hour
COMPONENTS	A number of units of the item's primary material equal to the item's cost.
DESCRIPTION	You create a set of armor or a weapon of your choice. The item has a negative item condition or a negative property it doesn't normally have (Bulky, Fragile, Hefty, or Noisy for armor; Loud for weapons). The DM determines which of these conditions or properties it has.

Heist

LEVEL	9
SCHOOL	Foresight
TARGET	A building or other secured structure you can see
PULL TIME	Action
DURATION	4 hours
COMPONENTS	A map of the target area
DESCRIPTION	While you and your allies are within the target area, none of you can be surprised. For the duration you may pull one gambit you know with the Retroactive tag once per encounter without expending gambit slots.

Helicopter Parenting

LEVEL	4
SCHOOL	Old Ways
TARGET	Self
RANGE	30 feet
PULL TIME	Action
DURATION	Concentration, up to 4 hours
COMPONENTS	First aid kit
DESCRIPTION	Whenever an ally within range gains a negative condition you may spend your reaction to move up to your speed towards them. If you end this movement within 5 feet of them, you may expend a unit of medicine to remove that condition.

Hiding Place

LEVEL	7
SCHOOL	Foresight
TARGET	Self
RANGE	60 feet
PULL TIME	Action
DURATION	4 hours
DESCRIPTION	You find a safe place to hide for the duration. There's room enough for yourself and up to 3 other creatures of medium size or smaller. The location cannot be found by others without the use of a gambit. The location provides complete protection from environmental hazards.

Hill Slide

LEVEL	Trick
SCHOOL	Wilderness
TARGET	Self
PULL TIME	Bonus action
DURATION	1 round
DESCRIPTION	Your Speed is doubled if your movement is entirely on a downward slope.

Honor Bound

LEVEL	3
SCHOOL	Civilization
TARGET	2 sentient creatures
RANGE	30 feet
PULL TIME	Action
DURATION	Until both targets agree to nullify their agreement
COMPONENTS	Badge of office or other symbol of authority
DESCRIPTION	You officiate an agreement between the targets. For the duration, whenever one of the targets fails to honor the agreement, they must succeed in a Charisma save or take 1d6 psychic damage.

Hop On

LEVEL	Trick
SCHOOL	Daredevil
TARGET	Vehicle
RANGE	5 feet
PULL TIME	Reaction
DURATION	10 minutes
DESCRIPTION	You grab onto a vehicle within range, riding its exterior. For the duration, you cannot be knocked prone or off of it due to its maneuvering and other movements.

House Pet

LEVEL	6
SCHOOL	Old Ways
TARGET	Non-sentient animal of CR 1/4 or less
RANGE	Touch
PULL TIME	4 hours of bonding with the animal
DESCRIPTION	Target animal adopts you as its owner permanently. Select one feat that you qualify for. Whenever you are within 5 feet of this animal and it is conscious, you gain the benefits of that feat. You may only have one animal affected by this gambit at a time.

Hunker Down

LEVEL	Trick
SCHOOL	Instinct
TARGET	Self
PULL TIME	Bonus action
DURATION	Concentration, up to 10 minutes
DESCRIPTION	You go prone. For the duration you may move at your normal speed while prone and you may rise from prone as a bonus action.

Ignore the Pain

LEVEL	3
SCHOOL	Daredevil
TARGET	Self
PULL TIME	Bonus action
DURATION	1 hour
DESCRIPTION	You gain 3d6 temporary Hit Points that last for the duration or until they are damaged away.

Impromptu Cover

LEVEL	3
SCHOOL	Scrounge
TARGET	Self and one other creature
RANGE	5 feet
PULL TIME	Reaction, upon becoming the target of an attack
DURATION	Concentration, up to 10 minutes or until you move
COMPONENTS	5 units of metal or wood

DESCRIPTION	You and a creature within range gain 3/4 cover. The other creature loses this cover if they move.
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Improvised Net

LEVEL	1
SCHOOL	Scrounge
TARGET	Creature of your size or smaller
RANGE	25 feet
PULL TIME	Action
DURATION	10 minutes, or until the target succeeds in a Strength save on their turn
COMPONENTS	Three units of metal or plastic are expended; alternatively a rope may be expended.

DESCRIPTION	You make a ranged gambit attack against the target. If successful, the target becomes immobilized for the duration in a net you've crafted.
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Inner Strength

LEVEL	Trick
SCHOOL	Instinct
TARGET	Self
PULL TIME	Bonus action
DURATION	1 round
DESCRIPTION	For the duration you gain advantage on Strength rolls made to lift or haul heavy objects and on Strength saves. You also gain a +2 bonus to damage on melee weapons with the Two-handed or Versatile properties.

Keep It Together

LEVEL	Trick
SCHOOL	Civilization
TARGET	Friendly creature
PULL TIME	Bonus action
DESCRIPTION	Willing target that can hear you loses the frightened condition.



Killer Instinct

LEVEL 4
SCHOOL Instinct
TARGET Self
PULL TIME Action
DURATION 5 rounds
DESCRIPTION For the duration your melee attacks which hit count as critical hits. During this time, at the DM's discretion, you become Chaotic Evil as your worst instincts take over.

Knock Out

LEVEL 2
SCHOOL Slaying
TARGET Creature your size or smaller
RANGE Melee
PULL TIME Action
DURATION 1 hour or until the target is further harmed
COMPONENTS Melee weapon which deals bludgeoning damage
DESCRIPTION You make a melee weapon attack against the target. On hit, in addition to normal damage, the target must succeed in a Constitution save or become unconscious for the duration.

Known Foe

[RETROACTIVE]

LEVEL 4
SCHOOL Foresight
TARGET Hostile creature
RANGE 100 feet
PULL TIME Action
DURATION 10 minutes
DESCRIPTION You planned ahead for fighting this creature, which is vulnerable to the damage from all of your attacks against it.

Kunk Fu Moves

LEVEL 6
SCHOOL Old Ways
TARGET Self
PULL TIME Action
DURATION Concentration, up to 4 hours
DESCRIPTION For the duration you may use your reaction each round to leap up to 20 feet in any direction just before you make an unarmed attack. Your unarmed attacks deal an additional 3d6 damage on hit.

Lay Down the Law

LEVEL	5
SCHOOL	Civilization
TARGET	Up to 10 sentient creatures
RANGE	100 feet
PULL TIME	Action
DURATION	1 day
COMPONENTS	Badge of office or other symbol of authority
DESCRIPTION	Targets must succeed in a Charisma save or become Lawful and generally follow your instructions for the duration.

Lay Snare

LEVEL	2
SCHOOL	Wilderness
TARGET	5ft x 5ft square
RANGE	Touch
PULL TIME	Action
DURATION	8 hours, or until the snare is triggered by a creature entering the space
COMPONENTS	1 unit of wood and 1 unit of metal are expended
DESCRIPTION	You set up a snare in target location. Any creature that enters that space must succeed in a Dexterity save or become grappled by the trap, making escape rolls against your gambit save difficulty. Noticing the trap is a Perception roll, also made against your gambit save DC.

Lay Trap

LEVEL	4
SCHOOL	Wilderness
TARGET	5ft x 5ft square
RANGE	Touch
PULL TIME	Action
DURATION	8 hours, or until the trap is sprung by a creature entering the space
COMPONENTS	2 units of wood and 2 unit of plants are expended

DESCRIPTION	You lay a trap in target location. Any creature that enters the space must succeed in a Dexterity save or take 5d6 poison damage and becomes poisoned for 10 minutes. Noticing the trap is a Perception roll against your gambit pull DC.
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Lead By Example

LEVEL	Trick
SCHOOL	Civilization
TARGET	Up to 5 creatures
RANGE	60 feet
PULL TIME	Action
DURATION	1 round
COMPONENTS	
DESCRIPTION	Make a skill roll that requires only one action to accomplish. Friendly targets within range who can see you have advantage for the duration on rolls to make that same action.

Leadership

LEVEL	4
SCHOOL	Civilization
TARGET	A different friendly character each combat encounter
RANGE	30 feet
PULL TIME	Action
DURATION	1 day
DESCRIPTION	At the start of each combat, select a target within range to act as leader. If possible, select a leader that has not led yet this duration. All friendly characters who can hear that target have access to the character's known Tricks, pulling them using the same gambit pulling ability.

Leap, Then Look

LEVEL	Trick
SCHOOL	Instinct
TARGET	Self
PULL TIME	Action
DURATION	1 round
DESCRIPTION	You jump 10 feet vertically or horizontally. You have advantage on Dexterity saves for the duration.



Left Behind

[RETROACTIVE]

LEVEL 1
SCHOOL Foresight
TARGET An item you brought with you that you haven't used since leaving camp or your home
PULL TIME Reaction
DESCRIPTION You retroactively decide to leave an item you possess back at camp or at your home instead of bringing it with you. May be used to keep the item from taking damage or being lost.

Limb Strike

LEVEL 3
SCHOOL Slaying
TARGET Creature
RANGE Weapon
PULL TIME Action
DURATION 10 minutes
COMPONENTS Melee weapon
DESCRIPTION You make a melee weapon attack against the target. On hit you deal 3d6 additional damage, and the target either drops one item held or takes a 10 foot penalty to their Speed for the duration (your choice which).

Liquid Courage

LEVEL 6
SCHOOL Patching
TARGET Friendly living creature
RANGE Touch
PULL TIME Action
DURATION 4 hours
COMPONENTS 1 bottle of liquor or other strong drink is consumed
DESCRIPTION Target becomes immune to fear and intimidation effects and gains 3d6 temporary hit points for the duration.

Live, Damn You, Live!

LEVEL 2
SCHOOL Patching
TARGET Dying creature
RANGE Touch
PULL TIME Action
COMPONENTS 5 units of batteries or medicine are expended
DESCRIPTION Target heals for 1d6 hit points for each sentient creature within 5 feet of them who wants them to live.

Live Wild

LEVEL	3
SCHOOL	Instinct
TARGET	Self
PULL TIME	Action
DURATION	Concentration, up to 8 hours
DESCRIPTION	You can go without some one thing we all usually need, such as clothing, a bed, or even food without penalties, exhaustion, or damage. You cannot go without air, but almost anything else is possible.

Look Ahead [RETROACTIVE]

LEVEL	1
SCHOOL	Foresight
TARGET	Self
RANGE	200 feet
PULL TIME	Action
DESCRIPTION	You learn the location of all walls and other terrain features within range, having scouted out the area earlier.

Look the Part

LEVEL	1
SCHOOL	Old Ways
TARGET	Self
PULL TIME	1 minute
DURATION	Concentration, up to 8 hours
COMPONENTS	An outfit which you believe to be period accurate to the pre-apocalypse
DESCRIPTION	You don an outfit from the past, using it to gain insight into the old ways. For the duration, whenever you recall or learn a piece of information about the past, you learn/remember an additional bit of knowledge.

Machinehead

LEVEL	2
SCHOOL	Patching
TARGET	Pilot of a vehicle who can hear you
RANGE	25 feet
PULL TIME	Action
DURATION	Concentration

DESCRIPTION	Target's vehicle gains 10 feet to its mobility for the duration while the target pilots it and listens to you.
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Make Weak

LEVEL	4
SCHOOL	Slaying
TARGET	Creature
RANGE	60 feet
PULL TIME	Action
DURATION	10 minutes
COMPONENTS	One unit of chemicals is expended
DESCRIPTION	Target must succeed in a Constitution save or become vulnerable to a damage type of your choice for the duration.

Makeshift Ammo

LEVEL	Trick
SCHOOL	Scrounge
TARGET	Ranged weapon
RANGE	Touch
PULL TIME	Bonus action
COMPONENTS	One unit of a solid material is expended (metal, bone, wood, plastic)
DESCRIPTION	You load a ranged weapon you have equipped with a round/arrow/bolt of ammo you create. The ammo can be fired normally, but cannot be removed from the weapon for later use.

Manipulation

LEVEL	7
SCHOOL	Foresight
TARGET	Hostile creatures who can see you
RANGE	100 feet
PULL TIME	Action
DURATION	Concentration
DESCRIPTION	For the duration, whenever a target within this gambit's range of you attempts to move they must succeed in an Intelligence save or you get to decide where they move (subject to their normal movement limitations). This applies to vehicles if the driver can see you.

Marketeering

LEVEL 3
SCHOOL Old Ways
TARGET An item you possess
RANGE A settlement
PULL TIME 10 minutes
DESCRIPTION By attracting a lot of attention in a market area of a community, you manage to sell target item for twice its normal cost.

Military Drills

LEVEL 2
SCHOOL Old Ways
TARGET Up to 20 friendly willing creatures
RANGE 100 feet
PULL TIME 8 hours
DURATION 48 hours
COMPONENTS A whistle and the weapon you are teaching proficiency in
DESCRIPTION You engage the targets in training. For the duration the targets are proficient in a weapon of your choice and a skill of your choice. You must be proficient in both.

Mobile Foraging

LEVEL 3
SCHOOL Wilderness
TARGET Self
PULL TIME Action
DURATION Concentration, up to 4 hours
DESCRIPTION Every 10 minutes as you travel, you scrounge up 1 unit of a materials from the following list: plants, stone, or wood. Other materials such as metal or plastic may be available depending on the terrain (DM's discretion).

Mother Load

LEVEL 9
SCHOOL Scrounge
TARGET A source of materials for salvage containing 20 or more units
RANGE 100 feet
PULL TIME Action
DURATION 24 hours
DESCRIPTION Target salvage source has 30 additional units of materials. After this gambit expires, if the additional units have not been salvaged they disappear.



Multitask

LEVEL	1
SCHOOL	Patching
TARGET	Item
RANGE	5 feet
PULL TIME	Action
DURATION	Concentration, up to 1 hour
COMPONENTS	A tool used as a weapon. One unit of an appropriate material is expended.
DESCRIPTION	For the duration, whenever you use a tool as an improvised weapon to make a melee attack, you may also repair an item within range for 1d6 hit points.

Natural Remedy

LEVEL	2
SCHOOL	Wilderness
TARGET	Living creature
RANGE	Touch
PULL TIME	Action
COMPONENTS	Up to 5 units of plants are expended. For each higher level slot used to pull this gambit, you may expend 5 additional units.
DESCRIPTION	A willing target is given herbs and treated with natural remedies you know, healing for 1d6 hit points for each unit of plants you expend. The target also loses the poisoned condition if they have it.

Night Harvest

LEVEL	3
SCHOOL	Scrounge
TARGET	You and up to 3 other creatures
RANGE	60 feet
PULL TIME	Action
DURATION	4 hours
DESCRIPTION	For the duration, you and the other targets within range have advantage on Stealth rolls and make no noise from the processes of salvaging and scavenging.

Nursery Rhymes

LEVEL	5
SCHOOL	Old Ways
TARGET	Sentient creature
RANGE	60 feet
PULL TIME	Action
DURATION	24 hours
DESCRIPTION	Target who can hear you must succeed in a Wisdom save or become hostile towards a person you name for the duration.

Off and On Again

LEVEL	5
SCHOOL	Old Ways
TARGET	Broken electronic device
PULL TIME	Action
COMPONENTS	One battery is expended
DESCRIPTION	Target item you hold is no longer broken and regains all hit points.

Officiate Duel

LEVEL	3
SCHOOL	Civilization
TARGET	2 creatures who are hostile to each other
RANGE	60 feet
PULL TIME	Action
DURATION	10 minutes, or until one of the targets is defeated
COMPONENTS	Badge of office or other symbol of authority
DESCRIPTION	Affected targets may not make attacks against creatures other than each other for the duration. Unwilling targets get to make a Charisma save to resist this gambit.

Oldies

LEVEL	1
SCHOOL	Old Ways
TARGET	Friendly creatures
RANGE	60 feet
PULL TIME	Action
DURATION	Concentration, so long as you continue singing

DESCRIPTION You sing songs from the pre-apocalypse. Targets who can hear you heal for 1d6 additional hit points whenever they are healed, including during rests and when healed by gambits.

Old Paths

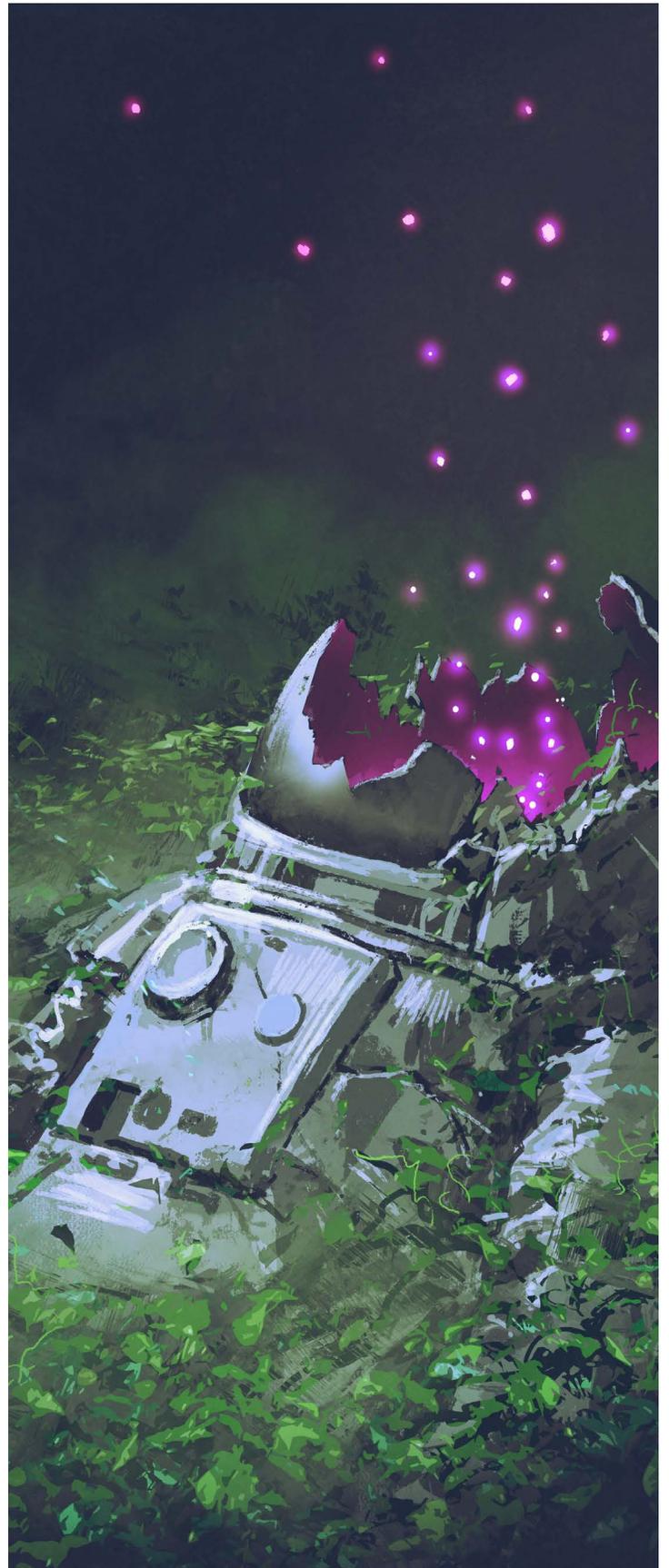
LEVEL 1
SCHOOL Old Ways
TARGET Self
RANGE 10 miles
PULL TIME Action
DURATION 24 hours
DESCRIPTION You learn the location of the closest river or pre-apocalypse road. If you use it for travel within the duration, your DM must reduce your likelihood of a combat encounter by 20%.

One Good Day

LEVEL 9
SCHOOL Old Ways
TARGET Settlement
PULL TIME Action
DURATION 24 hours
COMPONENTS 50 units of any material are expended
DESCRIPTION Through luck and a bit of preparation you ensure that a settlement you are within when pulling this gambit is not attacked by monsters or outsiders and suffers no environmental hazards for the duration. For one day, things feel safe and normal.

On the Wind

LEVEL 3
SCHOOL Instinct
TARGET Self
PULL TIME Reaction upon becoming the target of an attack
DURATION 10 minutes
DESCRIPTION The attack which triggers this gambit automatically misses. You may immediately Disengage and then move up to your speed. For the duration, your movement does not trigger opportunity attacks.



Packing

LEVEL	Trick
SCHOOL	Foresight
TARGET	Item you own that is light and small enough to fit in your packs
PULL TIME	Bonus action
COMPONENTS	Backpack
DESCRIPTION	You remember to have brought an item you have back at camp or at your home. It is now in your possession here.

Painful Strikes

LEVEL	3
SCHOOL	Slaying
TARGET	Self
PULL TIME	Bonus action
DURATION	Concentration, up to 10 minutes
DESCRIPTION	Whenever you deal damage with a melee weapon, you deal an additional 3d6 psychic damage to the target and the target must succeed in a Constitution save or become Stunned for 1 round.

Patch

LEVEL	Trick
SCHOOL	Patching
TARGET	Target creature or object
RANGE	Touch
PULL TIME	Action
DURATION	10 minutes
COMPONENTS	Appropriate tool kit for target (medical for creature, mechanical for machine, etc.). Expend up to 10 units of bone, metal, plastic, or wood.
DESCRIPTION	Target gains a number of temporary hit points equal to the units of materials expended pulling the gambit, which last for the duration or until used up.

Personalize

LEVEL	4
SCHOOL	Patching
TARGET	Armor, weapon, or gear that is not a Personalized Item
RANGE	Touch
PULL TIME	Action
DURATION	24 hours
COMPONENTS	5 units of any material is expended
DESCRIPTION	Item you have in hand or equipped gains a Modification of your choice for the duration, as though it were a Personalized Item.

Pill Popping

LEVEL	Trick
SCHOOL	Patching
TARGET	Self
PULL TIME	Action
COMPONENTS	Expend a number of units of medicine, up to a maximum of your level.
DESCRIPTION	Heal yourself for a number of hit points equal to the units of medicine you expended pulling this gambit. When you pull this gambit you may spend a 1st level gambit slot to also heal a living creature you touch by the same amount.

Plan of Action

LEVEL	6
SCHOOL	Foresight
TARGET	Self
PULL TIME	Bonus action
DURATION	4 hours
DESCRIPTION	Upon pulling this gambit you must name the next 3 gambits you plan to pull, each with a pull time of 1 action. So long as you stick to this plan, pulling those gambits in that order, pulling those gambits only takes a bonus action each.

Planned Improvisation

LEVEL	9
SCHOOL	Foresight
TARGET	Self
PULL TIME	Action
COMPONENTS	The normal components for the gambit you pull
DESCRIPTION	Pull a non-Foresight gambit of 4th level or lower with a pull time or one Action or less, expending no additional gambit slots besides those spent to pull Planned Improvisation itself.

Planned Route [RETROACTIVE]

LEVEL	4
SCHOOL	Foresight
TARGET	Self or a caravan of friendly vehicles you are part of
PULL TIME	Bonus action
DURATION	3 rounds (if target is self), or 1 day (if target is a caravan)
COMPONENTS	Map of the area
DESCRIPTION	You planned out a route you are going to take. You may either double your own speed for the duration, or double your caravan's overland travel speed.

Poisonous Weapons

LEVEL	4
SCHOOL	Wilderness
TARGET	Creature
RANGE	Touch
PULL TIME	Action
DURATION	4 hours
COMPONENTS	5 units of plants are expended
DESCRIPTION	For the duration a willing target's melee weapon and unarmed attacks deal an additional 2d6 poison damage to living targets on hit.

Poke

LEVEL	Trick
SCHOOL	Slaying
TARGET	Creature of your size or smaller
RANGE	Melee

PULL TIME	Action
COMPONENTS	Melee weapon which deals piercing damage
DESCRIPTION	You make a melee attack with the weapon. On hit you deal 1d6 additional damage and the target is pushed 15 feet away from you.

Powerful Scent

LEVEL	6
SCHOOL	Instinct
TARGET	Self
RANGE	60 feet
PULL TIME	Action
DURATION	1 hour
DESCRIPTION	For the duration non-friendly beasts that come within range automatically become frightened of your presence.

Precision

LEVEL	5
SCHOOL	Foresight
TARGET	Self
RANGE	
PULL TIME	Action
DURATION	1 hour
COMPONENTS	
DESCRIPTION	For the duration, your ranged attacks made that gain advantage from taking an action to aim the previous round automatically crit on a hit, as though you had rolled a natural '20'.

Predation

LEVEL	6
SCHOOL	Instinct
TARGET	Creature
RANGE	60 feet
PULL TIME	Action
DURATION	Concentration, up to 8 hours
DESCRIPTION	The target must make a Constitution save. If they fail, you become invisible to the target whenever you are more than 5 feet away. Each round, the target has a penalty to their speed equal to the amount of damage you last dealt to them.

Predatory Stance

LEVEL 3
SCHOOL Wilderness
TARGET Self
PULL TIME Action
DURATION Concentration, up to 4 hours
DESCRIPTION Beasts are at disadvantage on attacks and other rolls made against you for the duration.

Prediction

LEVEL Trick
SCHOOL Foresight
TARGET Creature
RANGE 100 feet
PULL TIME Reaction
DESCRIPTION Pull at the start of the round. The target must succeed in an Intelligence save or you learn what or whom the target plans to attack this round.

Positioning

[RETROACTIVE]

LEVEL Trick
SCHOOL Foresight
TARGET Self
PULL TIME Reaction during your own turn, after you've moved
DESCRIPTION You decide to move differently, perhaps to a location that doesn't trigger a trap or doesn't put you in range of an attack.

Prepared Lies [RETROACTIVE]

LEVEL 3
SCHOOL Foresight
TARGET Self
PULL TIME Action
DURATION 3 hours
DESCRIPTION For the duration you gain advantage on Deception skill rolls made to lie, because you planned your lies out ahead of time.

Propriety

LEVEL Trick
SCHOOL Old Ways
TARGET Sentient creature
RANGE 30 feet
PULL TIME Action
DURATION Concentration, up to 4 hours
COMPONENTS A fancy outfit
DESCRIPTION You treat the target with a level of respect rarely seen in the post-apocalypse, such that they must succeed in a Charisma save each time they attempt to speak ill of you or harm you in any direct way.



Rally

LEVEL	2
SCHOOL	Civilization
TARGET	Friendly creatures
RANGE	30 feet
PULL TIME	Action
DESCRIPTION	Targets within range who can see or hear you lose the frightened condition and may immediately use their reaction to move their speed, so long as they are not moving away from battle.

Read Aloud

LEVEL	1
SCHOOL	Old Ways
TARGET	Friendly creatures
RANGE	60 feet
PULL TIME	Action
DURATION	Concentration, so long as you continue reading aloud
COMPONENTS	A book or magazine
DESCRIPTION	You begin to read aloud from a pre-apocalypse book or magazine. Targets who can hear you have advantage on skill rolls directly related to the subject of the reading material. Example: A college chemistry textbook might grant advantage on Science rolls involving chemistry.

Regular Maintenance

LEVEL	4
SCHOOL	Patching
TARGET	Machine or device
RANGE	Touch
PULL TIME	1 minute
DURATION	4 hours
COMPONENTS	10 units of an appropriate material is expended (electronics for a device, metal for a machine, etc.)
DESCRIPTION	Target item becomes resistant to all damage for the duration.

Relentless Killer

LEVEL	1
SCHOOL	Slaying

TARGET	Self
PULL TIME	Bonus action
DURATION	1 hour
DESCRIPTION	For the duration your speed is increased by 10 feet. You may not be pushed or moved against your will and you cannot be knocked prone. You have advantage on attacks made against foes who are not yet hostile to you (they probably become hostile after the first attack though).

Remember the 90's

LEVEL	Trick
SCHOOL	Old Ways
TARGET	Object or place from the pre-apocalypse
RANGE	150 feet
PULL TIME	Action
DURATION	10 minutes
DESCRIPTION	You recall a piece of trivia about a target you can see. For the duration, you enjoy advantage on Intelligence skill rolls related to the target.

Rendezvous

	[RETROACTIVE]
LEVEL	5
SCHOOL	Civilization
TARGET	Up to 20 willing creatures you've seen within the last day
PULL TIME	10 minutes of travel
DESCRIPTION	Your location at the end of the pull time was retroactively decided to be a rendezvous site. All of the targets meet you there if they are able to.

Repetition

LEVEL	5
SCHOOL	Foresight
TARGET	Self
PULL TIME	Action
DURATION	1 hour
DESCRIPTION	For the duration, whenever you take a particular action for the second round in a row, you have advantage on skill rolls related to the action.

Replacement

LEVEL	9
SCHOOL	Patching
TARGET	Creature
RANGE	Touch
PULL TIME	1 hour
COMPONENTS	Mechanical tools. 10 units of metal or electronics are consumed.
DESCRIPTION	You replace a lost limb, eye, ear, hand, or other body part with a mechanical one appropriate to your setting. The new part functions just as well as the old one did. The character may now be healed by gambits which repair machines and by tool use skills.

Ring False

LEVEL	2
SCHOOL	Instinct
TARGET	Sentient creatures
RANGE	30 feet
PULL TIME	Action
DURATION	10 minutes
DESCRIPTION	Targets who lie while within range must immediately make a Charisma save upon doing so. If they fail, you know that the statement was a lie (assuming you heard it) and the target takes 1d6 psychic damage.

Risky Shot

LEVEL	Trick
SCHOOL	Daredevil
TARGET	Self
PULL TIME	Bonus action
DURATION	1 round
COMPONENTS	Ranged weapon
DESCRIPTION	Double the ranges on your ranged attacks for the duration. If you miss on a ranged attack during this time, your attack strikes the nearest player character within 30 feet of the target.

Road Rage

LEVEL	2
SCHOOL	Old Ways
TARGET	Vehicle
RANGE	5 feet from your vehicle
PULL TIME	Action
COMPONENTS	A vehicle you are piloting
DESCRIPTION	You use your vehicle to push the target vehicle. The target must succeed in a Strength save or be pushed sufficiently out of the flow of the vehicles encounter, leaving combat. For 1d6 rounds you become easy to anger, with disadvantage on rolls to resist being goaded into violence.

Rousing Oratory

LEVEL	3
SCHOOL	Civilization
TARGET	3 friendly creatures who can hear you
RANGE	30 feet
PULL TIME	Action
DURATION	1 hour
DESCRIPTION	Targets gain 3d6 temporary Hit Points for the duration.

Ruin

LEVEL	7
SCHOOL	Patching
TARGET	Item
RANGE	10 feet
PULL TIME	Action
COMPONENTS	3 units of chemicals or radioactive materials are expended
DESCRIPTION	Target item gains a negative item condition of your choice. If the item is held, you must make a ranged gambit attack against the creature holding it to pull this gambit.

Running Leap

LEVEL	Trick
SCHOOL	Daredevil
TARGET	Self
PULL TIME	Action
COMPONENTS	Reach weapon (optional)

DESCRIPTION You move your speed in a straight line and then take a leap up to 10 feet vertically. On your next turn, your first melee attack deals 1d6 additional damage. If you utilize a weapon with reach to vault with, increase the leap distance by 10ft.

Sacrifice Item

LEVEL 4
SCHOOL Scrounge
TARGET Item held
RANGE Touch
PULL TIME Reaction, upon becoming the target of an attack
DESCRIPTION The item held is destroyed. The attack automatically misses you.

Salvage Search

LEVEL 3
SCHOOL Wilderness
TARGET Self
RANGE 5 miles
PULL TIME Action
COMPONENTS Navigation tools
DESCRIPTION You learn the location and distance to the largest source of natural salvage within range (meat, plants, stone, water, or wood).

Scout's Honor

LEVEL 1
SCHOOL Wilderness
TARGET Sentient creature
RANGE 30 feet
PULL TIME Action
DESCRIPTION Target who can hear and see you must succeed in a Charisma save or come to trust whatever you've just reported to them as a factual account of scouting out an area. You might misreport threats you've seen or claim to know routes that don't exist. In any case you are believed.

See the Problem

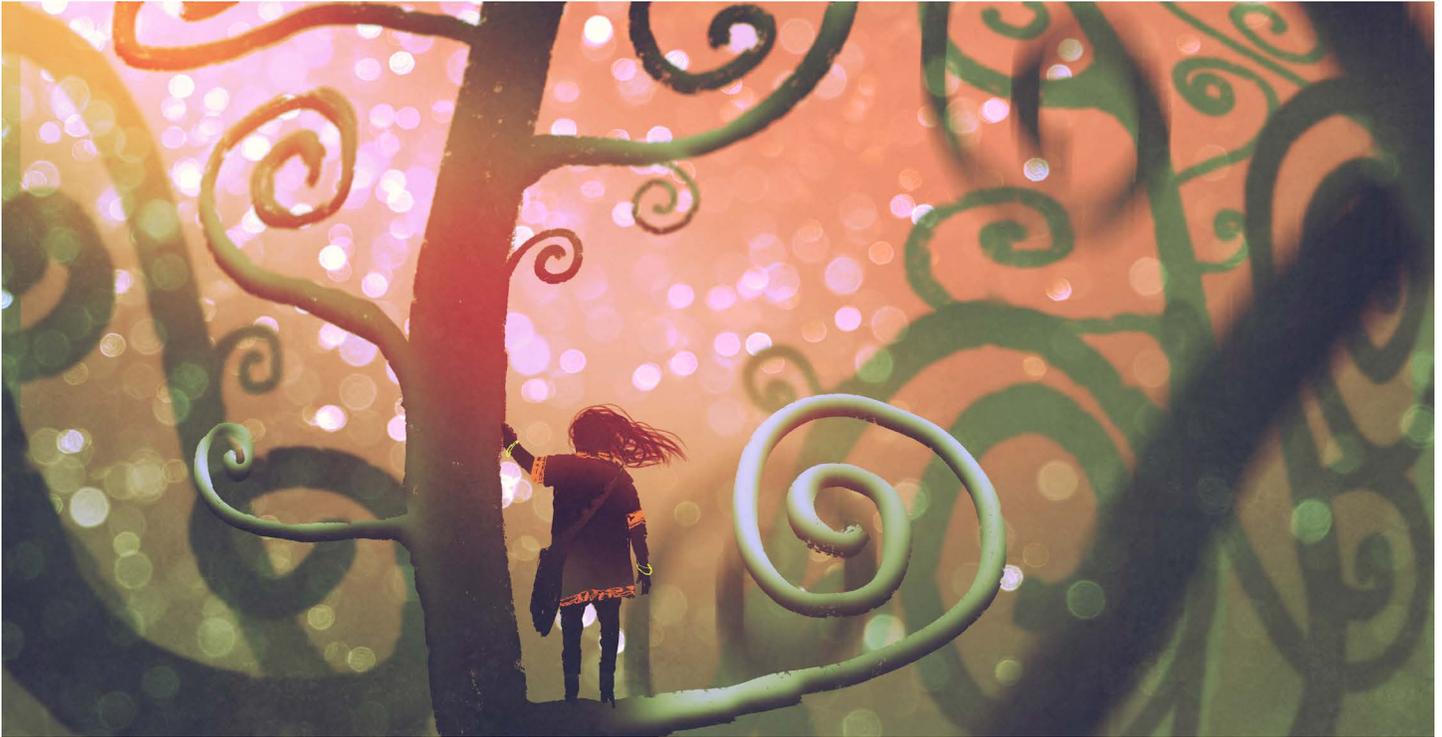
LEVEL 4
SCHOOL Patching
TARGET Item or creature
RANGE Line of sight
PULL TIME Action
DURATION 1 hour
DESCRIPTION You learn what is needed to heal or repair the target, such as 1 to 10 units of a particular material chosen by the DM. If you expend those materials during the duration while touching the target, it regains all lost hit points.

Self-Hypnosis

LEVEL 8
SCHOOL Instinct
TARGET Self
PULL TIME Action
DURATION Concentration, up to 8 hours
DESCRIPTION You are able to continue the same activity for hours on end, without exhaustion, boredom, or any need for Constitution rolls to keep going. You enter a kind of trance, granting you advantage on skill rolls related to repetitive, menial tasks.

Side Swipe

LEVEL 1
SCHOOL Daredevil
TARGET Vehicle
RANGE 10 feet
PULL TIME Action
COMPONENTS Vehicle you are driving
DESCRIPTION You move your vehicle adjacent to the target, causing both vehicles to take 2d10 bludgeoning damage. All riders on the exterior of both vehicles must succeed in Strength checks to stay on. The target vehicle must succeed in a Dexterity check or be moved 20 feet away from you.



Skitter

LEVEL 3
SCHOOL Instinct
TARGET Self
RANGE 5 feet
PULL TIME Action
DURATION 10 minutes
DESCRIPTION For the duration you become invisible whenever you are prone.

Slam

LEVEL 3
SCHOOL Instinct
TARGET Creature
RANGE 5 feet
PULL TIME Action
DURATION 10 minutes
DESCRIPTION Make a melee gambit attack against the target. On hit, the target takes 5d6 bludgeoning damage, is pushed away from you 10 feet, and must succeed in a Constitution save or become unconscious for the duration.

Smart Shopper

LEVEL 2
SCHOOL Foresight
TARGET An item weighing no more than 25lb
PULL TIME Bonus action
COMPONENTS The cost of the item is consumed
DESCRIPTION You remember to have bought an item you could have purchased at the last shop or vendor you visited. You now possess it, having brought it along on this trip.

[RETROACTIVE]

Smash and Grab

LEVEL 5
SCHOOL Scrounge
TARGET Safe, chest, or other similar locked container
RANGE Touch
PULL TIME Action
COMPONENTS Any tools
DESCRIPTION You open the container and take everything inside of it.

Smell Fear

LEVEL	1
SCHOOL	Instinct
TARGET	Self
RANGE	30 feet
PULL TIME	Bonus action
DURATION	10 minutes, or until you cannot smell
DESCRIPTION	You sense which creatures within range are suffering from fear or intimidation. For the duration, you have advantage on attacks you make against them.

Smoke Screen

LEVEL	1
SCHOOL	Slaying
TARGET	20-foot-radius sphere
RANGE	60 feet
PULL TIME	Action
DURATION	20 minutes
COMPONENTS	One unit of chemicals is consumed
DESCRIPTION	You create a sphere of smoke centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. Living creatures who breathe in the smoke must succeed in a Constitution save or become Poisoned for 10 minutes.

Smuggle

LEVEL	1
SCHOOL	Scrounge
TARGET	Self
PULL TIME	Action
DURATION	8 hours
DESCRIPTION	All weapons and materials on your person are hidden for the duration. Any creature searching you must succeed in an Intelligence save to find them.

Snack Time

LEVEL	6
SCHOOL	Foresight
TARGET	Self and one ally
RANGE	60 feet
PULL TIME	Short rest
DURATION	Until you finish a long rest

COMPONENTS	1 unit of food and 1 unit of water are expended
DESCRIPTION	You and an ally within range regain 3d6 additional hit points during a short rest and become Well-fed for the duration.

Snake Oil

LEVEL	Trick
SCHOOL	Patching
TARGET	Living creature
RANGE	Touch
PULL TIME	Action
DURATION	10 minutes
COMPONENTS	1 unit of medicine is expended
DESCRIPTION	Target may ignore either one condition or one level of exhaustion for the duration.

Source

LEVEL	Trick
SCHOOL	Scrounge
TARGET	Self
PULL TIME	Action
COMPONENTS	One unit of the material you seek (not expended)
DESCRIPTION	You learn the direction of the nearest site containing a significant quantity of a particular material (20 or more units).

Splint

LEVEL	1
SCHOOL	Patching
TARGET	Living creature
RANGE	Touch
PULL TIME	Action
COMPONENTS	3 units of wood or metal are expended
DESCRIPTION	Target is healed for 1d12 hit points and has one movement impairing condition removed.

Spyglass Survey

LEVEL	Trick
SCHOOL	Wilderness
TARGET	Self
RANGE	2 miles

PULL TIME Action
COMPONENTS Binoculars, a telescope, or some other vision enhancing piece of gear
DESCRIPTION Choose one direction (north, south, east, west, etc.). You learn all the major landmarks, roads, and rivers in that direction up to the range of this gambit. You also learn the locations of any non-hidden creatures that direction up to a distance of 150 feet.

Stalk

LEVEL 1
SCHOOL Instinct
TARGET Creature you can see
RANGE 60 feet
PULL TIME Action
DURATION 10 minutes
DESCRIPTION For the duration you have advantage on Stealth rolls made against the target and you always know the target's distance and direction from you.

Stake Claim

LEVEL Trick
SCHOOL Scrounge
TARGET Self
RANGE 5 feet
PULL TIME Action
DURATION Concentration, up to 10 minutes or until you move
COMPONENTS A weapon
DESCRIPTION For the duration, whenever a hostile creature comes within the range of this gambit to you, you may use your reaction to attack that creature with a weapon.

Stand Off

LEVEL 2
SCHOOL Daredevil
TARGET Creature who can see you
RANGE 30 feet
PULL TIME Action
DURATION Until you attack with your weapon or put it away, up to 10 minutes
COMPONENTS Weapon you brandish

DESCRIPTION The target must succeed in a Wisdom save or become frightened by you for the duration, taking 2d8 psychic damage from fear.

Stash

LEVEL Trick
SCHOOL Foresight
TARGET Self
PULL TIME Bonus action
DESCRIPTION You find a way to produce 1 unit of a material component to be expended in a gambit you pull this round.

[RETROACTIVE]

Steady Hands

LEVEL 2
SCHOOL Patching
TARGET Self
RANGE
PULL TIME Bonus action
DURATION 1 hour
DESCRIPTION You gain advantage on all Dexterity skill rolls and tool use rolls for the duration. The advantage applies to medical tools rolls related to manual dexterity, such as performing surgery.

Stop and Listen

LEVEL Trick
SCHOOL Instinct
TARGET Self
RANGE 30 feet
PULL TIME Action
DURATION 3 rounds
DESCRIPTION So long as you can hear, you cannot be surprised and gain advantage on Perception rolls. You also learn the number and locations of all living creatures within range.

Stories of Old

LEVEL 3
SCHOOL Old Ways
TARGET Up to 4 friendly creatures
RANGE 30 feet





PULL TIME Short rest
DURATION Concentration, up to 4 hours
DESCRIPTION You spin tales from the pre-apocalypse. Targets who can hear you during a short rest gain 2d6 temporary Hit Points for the duration. Targets with your same alignment gain twice that many temporary Hit Points.

Strap In

LEVEL 3
SCHOOL Patching
TARGET Creature
RANGE 5 feet
PULL TIME Reaction
DURATION 3 rounds
COMPONENTS
DESCRIPTION Target becomes immobile as well as immune to damage from vehicles and crashes for the duration. If the target is unwilling, you must succeed in a melee gambit attack to inflict this gambit on them.

Strip Down

LEVEL 2
SCHOOL Scrounge
TARGET Item held
RANGE Touch
PULL TIME Action
COMPONENTS Appropriate tools
DESCRIPTION You salvage target held item for all of its materials, destroying it in the process.

Study Up

[RETROACTIVE]
LEVEL 2
SCHOOL Foresight
TARGET Self
PULL TIME Reaction, immediately after failing an Intelligence or Wisdom skill roll
COMPONENTS A book relevant to the task
DESCRIPTION Reroll an Intelligence or Wisdom skill roll, having planned ahead to study for this moment.

Stunt Driving

LEVEL	4
SCHOOL	Daredevil
TARGET	Self
PULL TIME	Bonus action
DURATION	10 minutes
COMPONENTS	Vehicle you are driving
DESCRIPTION	For the duration you may move your vehicle through the spaces of other vehicles, so long as you end your movement outside of their spaces. Any vehicle you pass “through” in this way takes 2d10 bludgeoning damage unless it succeeds in a Dexterity save.

Subtle Communication

LEVEL	8
SCHOOL	Instinct
TARGET	You and your allies
RANGE	30 feet
PULL TIME	Action
DURATION	Concentration, up to 4 hours
DESCRIPTION	You and your allies within range are able to communicate non-verbally with each other, so long as you can each see one another. You may speak at your normal speed in this way, giving meaning with just a look.

Sweep

LEVEL	4
SCHOOL	Instinct
TARGET	Creatures
RANGE	10 feet
PULL TIME	Action
DESCRIPTION	You make a melee attack against each target within range.

Take One For the Team

LEVEL	2
SCHOOL	Daredevil
TARGET	Creature
RANGE	5 feet
PULL TIME	Reaction

DESCRIPTION	After an attack hits a creature within 5 feet of you, you may pull this gambit as a reaction. You take the effects of the attack instead of the intended target, but reducing damage by 5 for each damage type. Does not work if you are already a target of the attack.
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Tape Up

LEVEL	5
SCHOOL	Patching
TARGET	Creature or item
RANGE	Touch
PULL TIME	One action per roll of duct tape consumed
COMPONENTS	Between 1 and 5 rolls of duct tape are consumed
DESCRIPTION	Target regains a 1d12 hit points for each roll of duct tape consumed (maximum 5 rolls).

Tense Alliance

LEVEL	2
SCHOOL	Civilization
TARGET	Hostile sentient creatures
RANGE	30 feet
PULL TIME	Action
DURATION	10 minutes, or until a chosen foe is defeated (whichever comes first)
DESCRIPTION	Targets within range must succeed in a Charisma save or become charmed by you and your friendly allies for the duration, or until a creature you now choose is defeated. The chosen creature must be visible to all targets.

Territory

LEVEL	2
SCHOOL	Instinct
TARGET	Self
RANGE	60 feet
PULL TIME	Action
DURATION	Concentration, up to 8 hours
DESCRIPTION	You immediately become aware of when a creature comes within range.

The Easy Way

LEVEL 1
SCHOOL Wilderness
TARGET Yourself and up to 6 willing creatures or vehicles
RANGE 1 mile
PULL TIME 15 minutes
DESCRIPTION You lead the targets to travel to a location within range over the course of the pull time. During this time you are not attacked and suffer no injuries from the terrain. This may not be used to move through a ruins or into a settlement unmo-lested. It's just safe travel a short distance.

The Gist

LEVEL Trick
SCHOOL Civilization
TARGET Sentient creature
RANGE 10 feet
PULL TIME Action to initiate
DURATION 10 minute
COMPONENTS
DESCRIPTION For the duration you are able to under-stand the basics of what the target is trying to communicate, even if you do not share a common language. In general, you will pick up proper nouns and verbs: "He wants us to retrieve something, I think."

The Hard Way

LEVEL 1
SCHOOL Wilderness
TARGET Self
RANGE 1 mile
PULL TIME 20 minutes
DESCRIPTION You intentionally travel through hazard-ous terrain to a location within range over the course of the pull time. Each minute, anyone who follows you must make a Wisdom save. On each failed save the follower takes 1d6 piercing damage from the terrain.

Think Again

[RETROACTIVE]

LEVEL 2
SCHOOL Foresight
TARGET Self
PULL TIME Reaction, during your turn after taking your action
DESCRIPTION You take a different action (attack, pull gambit, etc.) than the one you took. The action you took never happened.

Thoughtfulness

LEVEL 2
SCHOOL Foresight
TARGET Self



PULL TIME Action
DURATION 10 minutes
DESCRIPTION You plan ahead for a heroic action you'll need to take. Add +10 to your roll to pull one gambit within the duration. You must decide that a gambit will benefit from this bonus before you make the roll.

Thrash

LEVEL 1
SCHOOL Instinct
TARGET Self
PULL TIME Bonus action
DURATION 10 minutes
DESCRIPTION For the duration your unarmed attacks deal 3d6 additional damage and on hit the target must succeed in a Strength save or be knocked prone.

Tightrope Run

LEVEL 2
SCHOOL Daredevil
TARGET Self
PULL TIME Action
DURATION 1 hour
COMPONENTS Reach weapon (optional)
DESCRIPTION For the duration you may move across ropes, wires, beams, or any other narrow surface of 1 inch or wider without the need for a roll to stay balanced. You may not Dash unless you have a weapon with reach, to help you balance.

Time Management

[RETROACTIVE]
LEVEL 1
SCHOOL Foresight
TARGET Self
PULL TIME Bonus action
DESCRIPTION You found a way in the last few hours to take a short rest. You gain the normal benefits of that rest now.

Tinker

LEVEL 3
SCHOOL Patching
TARGET Object worth 20 units of money or less
RANGE Touch
PULL TIME Action
DURATION 10 minutes
COMPONENTS Appropriate tools
DESCRIPTION For the duration, target item gains the functionality of another item you've seen before, also worth 20 units of money or less. Thus a canteen could work as a knife, or vice versa.

Transmutation

LEVEL 7
SCHOOL Scrounge
TARGET Up to 30 units of materials
RANGE Touch
PULL TIME 1 action per unit of materials changed
COMPONENTS Tools appropriate to the target materials
DESCRIPTION You turn the target materials into an equal number of units of a material of your choice.

Transplant

LEVEL 7
SCHOOL Patching
TARGET Two willing or unconscious living creatures
RANGE Touch
PULL TIME Action
COMPONENTS Medical tools. 5 units of medicine are expended.
DESCRIPTION You move exactly 30 hit points from one target to another (healing one target for 30 hp and dealing 30 hp of damage to the other).

Treatment

[RETROACTIVE]
LEVEL 5
SCHOOL Foresight
TARGET Self
PULL TIME Bonus action
DURATION 4 hours

COMPONENTS Armor you have equipped, 5 units of any material is expended

DESCRIPTION Choose a damage type, which you've retroactively remembered to protect your armor against. Your armor grants you resistance to that damage type for the duration, so long as you have it donned.

Tried and True

LEVEL 5

SCHOOL Old Ways

TARGET Friendly creatures

RANGE 60 feet

PULL TIME Action

DURATION Concentration up to 4 hours

DESCRIPTION Name a skill you are proficient in. Whenever targets within range who can hear you attempt to use that skill, they roll with advantage so long as they do so in the same exact way you advise them to.

Troll

LEVEL Trick

SCHOOL Wilderness

TARGET Hostile creature

RANGE 60 feet

PULL TIME Bonus action

DESCRIPTION Target who can hear and see you must succeed in a Wisdom save or immediately move their speed towards you.

Trust Fall

LEVEL 3

SCHOOL Old Ways

TARGET Self

PULL TIME Reaction at the end of a fall

DESCRIPTION You take no damage from a fall of up to 50 feet, so long as you land in the same space as a friendly creature.

Trust Yourself

LEVEL 5

SCHOOL Instinct

TARGET Self

RANGE 60 feet

PULL TIME Action

DURATION 10 minutes

DESCRIPTION For the duration, so long as you have no allies within range, you roll 3 dice when you make a roll with advantage.

Twist the Knife

LEVEL 2

SCHOOL Slaying

TARGET Creature

PULL TIME Reaction, after you've dealt damage with a melee weapon

DURATION 1 round

COMPONENTS Melee weapon

DESCRIPTION You deal an additional 5d6 slashing damage on the attack and the target must succeed in a Constitution save or become stunned for the duration.

Unearned Confidence

LEVEL 8

SCHOOL Old Ways

TARGET Self

PULL TIME Action

DURATION 24 hours

DESCRIPTION You may ignore all fear effects and intimidation for the duration. As a reaction, before you make a roll, you may choose to have advantage on the roll. You may give yourself advantage in this way 3 times.

Unearth Relic

LEVEL 6

SCHOOL Scrounge

TARGET Self

RANGE Anywhere within the ruins

PULL TIME Action

DESCRIPTION You learn the distance and direction of a Personalized Item that has not had any modifications installed yet, hidden somewhere among the ruins. You must be in a ruins you've never explored to pull this gambit.

Unload

LEVEL 2
SCHOOL Daredevil
TARGET Self
PULL TIME Bonus action
DURATION 1 round
COMPONENTS Ranged weapon; 1 full clip of ammo for that weapon is consumed
DESCRIPTION You blow through an entire clip of ammunition, making one additional attack this turn with your ranged weapon and gaining a +1d6 bonus to damage with it for the duration.

Untraceable

LEVEL 2
SCHOOL Wilderness
TARGET You and up to 3 willing creatures
RANGE 30 feet
PULL TIME Action
DURATION Concentration, up to 2 hours
DESCRIPTION For the duration, each target has a +10 bonus to Stealth checks and can't be tracked except through the use of gambits.

Up in Flames

LEVEL 5
SCHOOL Scrounge
TARGET Vehicle
RANGE 100 feet
PULL TIME Action
COMPONENTS Three units of chemicals are expended
DESCRIPTION Target vehicle must make a Constitution save. If it fails, the vehicle and everyone riding it takes 6d10 heat damage. Creatures who take damage in this way must succeed in a Dexterity save or be knocked out of the vehicle.

Utilize Terrain

LEVEL 5
SCHOOL Wilderness
TARGET Self
RANGE 100 feet
PULL TIME Bonus action
DURATION Concentration, up to 1 hour
DESCRIPTION For the duration hostile creatures within range that move towards you during their turn must succeed in a Wisdom save at the end of their turn or take 3d6 piercing damage from the terrain.



Vendetta

LEVEL 4
SCHOOL Daredevil
TARGET Creature that has damaged you this encounter
PULL TIME Bonus action
DURATION 10 minutes
DESCRIPTION For the duration your attacks against the target have advantage and critical on a 17-20 on the roll.

Vigilant Travel

LEVEL 5
SCHOOL Wilderness
TARGET Self
PULL TIME Action
DURATION Concentration, up to 4 hours or until you stop traveling
DESCRIPTION As you travel, you are extremely alert to dangers. You cannot be surprised and have +10 to your passive Perception for the duration. You have advantage on initiative rolls during this time as well.

Volatile Medicines

LEVEL 6
TARGET Self
SCHOOL Scrounge
PULL TIME 1 minute
DURATION 1 hour
DESCRIPTION You scrounge up 30 units of temporary medicine. This medicine only lasts for the duration of the gambit, and may be used to fuel the gambits or first aid kit use of those you allow access to it.

Walk Away

LEVEL 5
SCHOOL Daredevil
TARGET Self
PULL TIME Bonus action
DURATION 1 minute

DESCRIPTION For the duration you may use your reaction to ignore all damage and effects of any attack, including environmental hazards and vehicle crashes. Whenever you do so, you take one level of exhaustion.

Wastefulness

LEVEL 3
SCHOOL Daredevil
TARGET Self
PULL TIME Bonus action
DURATION 5 rounds
DESCRIPTION For the duration, your gambits that consume materials and items consume twice the normal amount. Those gambits heal, repair, or deal twice the normal amount of damage. If the gambit grants a bonus to damage, that bonus is doubled.

Weak Link

LEVEL 4
SCHOOL Civilization
TARGET Hostile creature that the DM chooses
RANGE 100 feet
PULL TIME Action
DURATION 10 minutes
DESCRIPTION The DM informs you of a target representing a critical element of their group. If that target is defeated, all creatures friendly to them become vulnerable to all damage for the rest of the duration.

Weapon Coating

LEVEL 3
SCHOOL Slaying
TARGET Weapon held
PULL TIME Action
DURATION 4 hours
COMPONENTS Three units of chemicals are expended
DESCRIPTION Target weapon deals its damage as acid, heat, necrotic, or poison for the duration.

Weather Sense

LEVEL 6
SCHOOL Instinct
TARGET Self
PULL TIME Action
DURATION 24 hours
DESCRIPTION You know 3 hours ahead of time when a weather-based environmental hazard encounter is going to happen to you. You have advantage on rolls made to avoid or mitigate it and on saves made to resist related effects during the encounter.

Who to Trust

LEVEL 7
SCHOOL Instinct
TARGET Self
PULL TIME Action
DURATION 4 hours
DESCRIPTION For the duration you can automatically tell the alignment of anyone you see. You may spend an action to learn if a person you can see is planning on betraying you in the future. The person must succeed in a Charisma save or you learn of their planned betrayal.

Wild Antedote

LEVEL 8
SCHOOL Foresight
TARGET Living creature
RANGE Touch
PULL TIME Action
COMPONENTS 3 units of plants
DESCRIPTION Target willing or unconscious creature loses the Poisoned condition, loses one level of exhaustion, and regains 3d10 lost hit points.

Workout

LEVEL 4
SCHOOL Old Ways
TARGET Self
PULL TIME 1 hour
DURATION 24 hours
COMPONENTS A piece of exercise equipment of any kind
DESCRIPTION You gain +2 to your Strength and +2 to your Constitution scores for the duration.





Written in the Water

LEVEL 9
SCHOOL Instinct
TARGET Self
PULL TIME Reaction, upon coming into a new region, settlement, or landscape.
DESCRIPTION You may ask the DM one question about the area, which they must answer. You read the answer in the landscape itself.

Your Funeral

LEVEL 1
SCHOOL Slaying
TARGET Sentient creature
RANGE 100 feet
PULL TIME Action
DURATION 1 hour
DESCRIPTION Target who can see you must make a Charisma save. If they fail, they take 2d6 psychic damage whenever they attempt to attack you, due to their own doubts and fears.

You're Fine

LEVEL 5
SCHOOL Patching
TARGET Creature who can hear you
RANGE 100 feet
PULL TIME Action
DURATION 3 hours
DESCRIPTION The target may ignore one negative condition of your choice for the duration and gains 30 temporary hit points which also last for the duration. At the end of the duration, that condition comes back if it would persist.



CHAPTER 8: MONSTERS



In **HELLSCAPES** the goal is to experience gaming that feels like survival in a hellish, dangerous world. To simulate truly horrific fight scenes, we've designed a system for creating NPCs that emphasizes end results over internal consistency. It's a simpler system than normal monster building in 5th edition, that heavily utilizes templates.

That said, don't forget your *Monster Manual*. You can always grab a creature or NPC from nearly any 5th edition supplement and adapt it for use in **HELLSCAPES**. You might choose different weapons or swap out spells for gambits, but you'll find the conversion process is painless. This can be particularly useful for designing weird mutant creatures as 5th edition has a firm grasp on creature building.

Building Monsters

Each NPC starts with a set of core stats based on its starting Challenge Rating, found on the NPC Core Stats table. They all begin as Medium size creatures with a base speed of 30ft. From there, you simply stack on templates that suit the being you're building. Templates add to the creature's ending CR, which you use to determine **XP** value for the creature. It's that simple.

Some templates have graduating tiers. These tiers are cumulative, so if you're assigning an NPC tier 2 of Nimble, you'll also be adding the modifiers and abilities from tier 1 of Nimble.

It's important to note here that we do not supply ability scores. We've done this to speed up building and deploying creatures. You no longer look up each individual stat, modifier, and bonus. Instead we assume that creatures are specialized in what they are skilled in and give them a broad modifier that's higher than when they are unskilled on a task. This is all based on the being's core CR.

Although leaving out ability scores takes away a bit of the behind-the-scenes texture of the character, we've provided a com-

elling system for Vulnerabilities that give foes both motivation and flaws at the same time.

AC. The creature's armor class. This works just like the AC provided by the NPC Table in the DMG in that this is separate from the AC provided by armor from chapter 5. It represents the creature's total AC, including bonuses from Dexterity.

Proficient Roll. The bonus applied to rolls when the creature has proficiency in the skill/save, or is assumed to be proficient in the weapon or attack.

Unskilled Roll. The bonus applied to rolls when the creature is not proficient in the skill, save, or attack. This bonus is used for initiative rolls.

Passive. The difficulty to resist gambits pulled by this creature. This is also used as the value for passive Perception and Insight.

Skills. The number of skills, saves, tool use proficiencies, and additional languages that the creature is proficient in.

Attacks. The maximum number of times per round the creature may take the Attack action.

Melee Damage. The damage that the creature does on melee and unarmed attacks. This likely considers Strength or other bonuses.

Ranged Damage. The amount of damage the creature does on ranged attacks, should it have them. Ranges for attacks are based on the type of weapon used.

Area Effects. The zone of any area attacks the creature might have, usually expressed as a square/cube. You can pick a ranged weapon and apply this area as a zone within that weapon's range. Targets caught in the range must succeed on a save (Dexterity, Constitution, etc.) or be hit by the weapon. A creature with a powerful area weapon may need its CR adjusted up by 1/2 or more.

NPC Core Stats

CR	AC	HP	Proficient Roll	Unskilled Roll	Passive	Skills	Attacks	Melee Damage	Ranged Damage	Area Effects
0	13	8	+3	+1	11	1	1	1d2+1	1d4	5ft
1 / 8	13	10	+4	+2	12	1	1	1d4+2	1d4	5ft
¼	13	15	+4	+2	12	2	2	1d4+2	1d4	5ft
½	13	20	+4	+2	12	2	2	1d4+2	1d4	5ft
1	13	30	+4	+2	12	3	2	1d6+2	1d8	5ft
2	13	50	+5	+3	13	3	2	1d6+3	1d8	10ft
3	13	70	+5	+3	13	4	2	1d8+3	1d10	10ft
4	14	90	+6	+3	14	4	2	1d8+3	1d10	10ft
5	14	110	+6	+3	14	5	2	1d10+3	1d12	10ft
6	14	130	+7	+4	15	5	2	1d10+4	1d12	10ft
7	15	150	+7	+4	15	5	3	1d10+4	2d8	15ft
8	15	170	+8	+4	16	6	3	1d12+4	2d8	15ft
9	15	190	+8	+4	16	6	3	1d12+4	2d10	15ft
10	16	210	+9	+5	17	6	3	1d12+5	2d10	15ft
11	16	230	+9	+5	17	7	3	2d8+5	2d10	15ft
12	16	250	+10	+5	18	7	4	2d8+5	2d10	20ft
13	17	270	+10	+5	18	7	4	2d8+5	2d12	20ft
14	17	290	+11	+6	19	8	4	2d8+6	2d12	20ft
15	17	310	+11	+6	19	8	4	2d8+6	2d12	20ft
16	18	330	+12	+6	20	8	4	2d8+6	2d12	20ft
17	18	250	+12	+6	20	8	4	2d10+6	3d8	25ft
18	18	270	+13	+7	21	9	5	2d10+7	3d8	25ft
19	19	290	+13	+7	21	9	5	2d10+7	3d8	25ft
20	19	410	+14	+7	22	9	5	2d10+7	3d8	25ft
21	19	430	+14	+7	22	9	5	2d10+7	3d10	25ft
22	20	450	+15	+8	23	10	5	2d10+8	3d10	30ft
23	20	470	+15	+8	23	10	5	2d12+8	3d10	30ft
24	20	490	+16	+8	24	10	6	2d12+8	3d10	30ft
25	21	510	+16	+9	24	10	6	2d12+9	3d12	30ft
26	21	530	+17	+9	25	11	6	3d8+9	3d12	30ft
27	21	550	+17	+9	25	11	6	3d8+9	3d12	35ft
28	21	570	+18	+10	26	11	6	3d8+10	3d12	35ft
29	22	590	+18	+10	26	11	6	3d10+10	4d8	35ft
30	22	610	+19	+10	27	12	7	3d10+10	4d8	35ft



Templates

This system is also simple enough that you can build your own templates and apply them as needed. Whipping up a ‘Sludge’ template for the many sludge creatures that inhabit a hellscape is easy and saves time when you’re looking to make a few of them – trust us, we know.

Obviously, these templates don’t cover every area of ability possible, but they can get the ball rolling. You should feel free to add powers or modify stats here and there to build the perfect beast as desired.

Big

Tier 1 +1/2 CR Size: Large +50 HP

Tier 2 +1/2 CR Size: Huge +50 HP

Tier 3 +1/2 CR Size: Gargantuan +50 HP

Controlling

Tier 1 +1/2 CR One attack pushes or pulls the target 15ft on hit

Cooperative

Tier 1 +1/2 CR Gains half cover when within 5ft of an ally

Tier 2 +1/2 CR Deals 3d6 additional damage when flanking

Dark-Dwelling

Tier 1 +1/2 CR Darkvision 20ft

Tier 2+ +1/2 CR +20ft to Darkvision

Deadly

All Tiers +1 CR One attack deals 1 additional base damage die, gains 1 additional attack per round

Harmful

All Tiers +1/2CR One attack forces a target that is hit to make the listed save or suffer the listed condition for 1d6 rounds or until a successful save is made on the target’s turn.

Save Condition

Charisma Charmed

Constitution Poisoned

Dexterity Blinded or Deafened (choose one)

Intelligence Incapacitated

Strength Restrained

Wisdom Frightened

Little

Tier 1 +1 CR Size: Small +2 AC

Tier 2 +1 CR Size: Tiny +2 AC

Mobile

Tier 1 +1/2 CR Choose one: +5ft to speed, Fly 10ft, Burrow 10ft, Swim 20ft

Tier 2+ +1 CR +10ft to any movement speed

Nimble

All Tiers +1 CR +1 AC, +2 bonus to hit on all attacks

Resistant

All Tiers +1/2 CR The creature is resistant to a damage type of your choice.

Additional applications of this template may be used to grant immunity to the damage type, or even healing from it when appropriate.

Slow

All Tiers -1 CR -1 AC, -5ft to speed

Tough

All Tiers +1 CR +1 AC, +40 Hit Points

Vulnerable

All Tiers -1 CR The creature is vulnerable to a specific damage type, or has a Vulnerability chosen from those in the following section of this chapter.

Wily

Tier 1 +1 CR The creature can pull gambits from a school you choose. Choose 2 tricks and 3 gambits of 3rd level or lower from that school. The creature has 3 slots per day to pull those gambits.

Tier 2 +1 CR Choose 3 more gambits, between 4th and 6th level. The creature has 3 slots per day to pull those gambits.

Tier 3 +1 CR Choose 3 more gambits, between 7th and 9th level. The creature has 3 slots per day to pull those gambits.

Vulnerabilities

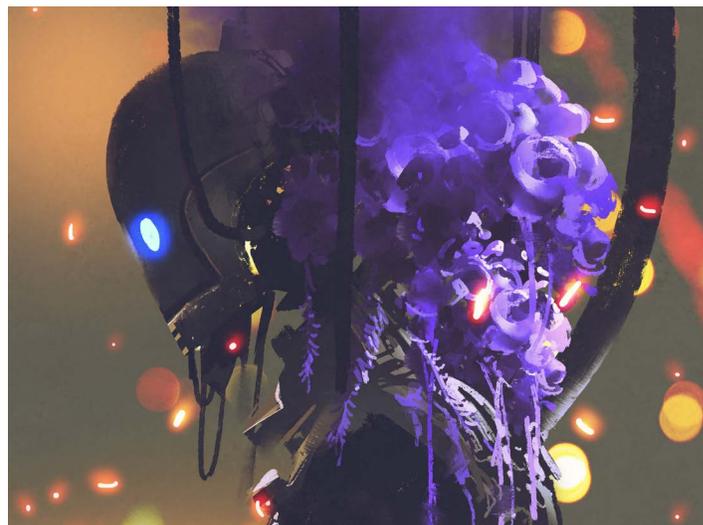
The following table provides suggested Vulnerabilities for creatures and vehicles. It's usually best to give creatures no more than 2 of these, so that they feel more iconic and are easier to keep distinct. Each represents the true Achilles heel of each creature, something worth knowing ahead of time or somehow uncovering through interaction.

As some of these Vulnerabilities are psychological in nature, you might even see them as guiding weaknesses in social interactions with the character. A greedy settlement guard might be easier to bribe. A raider who needs leadership might be especially impressionable and easy to intimidate when the boss is not around.

For concision, "creature" refers to either creature or vehicle in the below section. Use Vulnerabilities as they make sense to you.

Suggested Vulnerabilities

Name	Effect
Back Stab	Vulnerable to damage on attacks from behind.
Bane	Vulnerable to damage from a specific type of weapon.
Code	Describe a code of honor. Vulnerable to all damage when in violation of that ethical standard.
Combined Attack	Vulnerable to damage on attacks from a foe that is getting Help from 2 or more allies on that attack.
Compassion	Vulnerable to damage on attacks made by foes that are below half their maximum Hit Points.
Exposed Attack	Vulnerable to all damage in the turn following its own attack.
Flank	Vulnerable to damage on attacks from the sides.
Frontal Assault	Vulnerable to damage on attacks from the front.
Greed	Vulnerable to all damage once creature spots an expensive item it wishes to possess. The vulnerability goes away once creature gains possession of that item.
Impersonation	Vulnerable to all damage once identity or allegiance of creature is revealed to its enemies.
Isolation	Vulnerable to all damage when allies of creature are more than 30 feet (6 squares) from it.
Killer	Vulnerable to damage from the first person the creature attacks this encounter, until they are defeated.

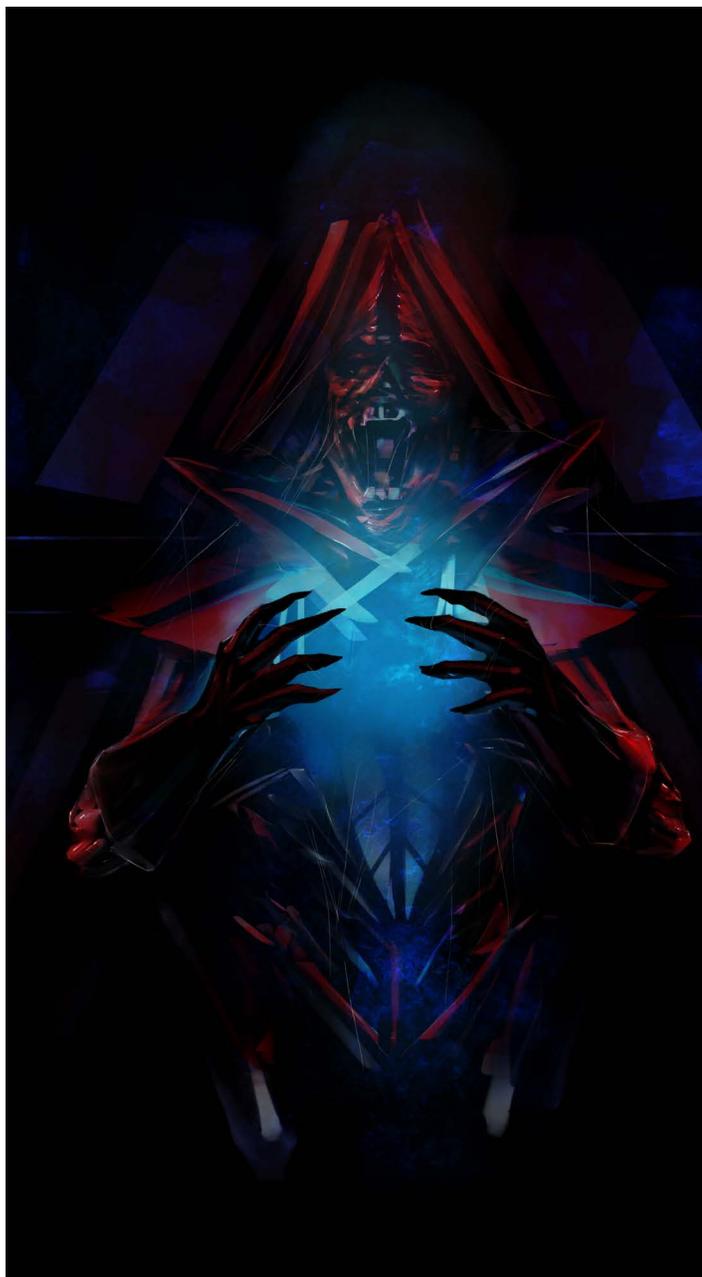


Lonely	Vulnerable to damage from foes the creature finds attractive.
MacGuffin	Vulnerable to all damage this encounter once creature loses possession of a specific item or hostage.
Nemesis	Vulnerable to damage from attacks made by a specific character, such as one of the PCs.
Overwhelming Damage	Vulnerable to damage from attacks that would otherwise deal more than a quarter of creature's maximum Hit Points.
Partnership	Vulnerable to all damage once a specific ally is defeated.
Point Blank	Vulnerable to damage from ranged attacks made within 5ft (1 square).
Pride	Vulnerable to all damage for one round after any failed attack made by creature.
Retreat	Vulnerable to all damage when attempting to flee the battlefield.
Sight-Reliant	Vulnerable to damage on attacks made by invisible and unseen foes.
Small Weak Point	Vulnerable to damage from attacks that hit a specific spot. Attacks against that spot are made at Disadvantage.
Technology-Reliant	Vulnerable to all damage once a particular technology or system goes down, such as communications or a shield network.
Territorial	Vulnerable to all damage when creature is outside the area it considers home turf.
Vengeful	Vulnerable to all damage from the first foe to damage creature this encounter.

Monsters

The following mutant creatures, zombies, and other NPCs are ready for use as allies or adversaries in your games. You can even use them as a starting place for modification with the Templates listed earlier.

You'll note that most of these stat blocks have Vulnerabilities. This replaces ability scores and saves as the primary source of weakness in a foe. Characters who investigate their enemies, have old knowledge of vehicles, or are simply observant in combat may pick up on what makes an NPC tick. Vulnerabilities also serve to simulate the inherent and often dramatic flaws in mutated creatures and alien physiologies.



Aliens

Acid-Blooded Crawler

A centepede-like creature with dangerous body fluids.

Harmful 1, Resistant 2, Vulnerable 1

Neutral Evil Alien beast

Size	Medium	Speed	30	HP	70
CR	3	XP	700	AC	13
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	2
Skills	Athletics, Stealth			Passive	13
Saves	Constitution, Dexterity	Languages	none		

Attacks

Toothy Maw. Melee attack, +5 to hit, dealing 1d8+3 piercing damage on hit.

Acid Stream. Area (5ft x 5ft at up to 60ft range) attack, +5 to hit, dealing 1d10 acid damage on hit and the target must succeed in a Dexterity save or become blinded for 10 minutes.

Flank Vulnerable to damage on attacks from the sides.

PH Balance Immune to acid damage.

Admonisher

Alien religious leader. A master of manipulation and strategy.

Harmful 1, Resistant 1, Vulnerable 1

Lawful Evil Alien humanoid

Size	Medium	Speed	30	HP	130
CR	6	XP	2300	AC	14
Prof. roll	+7	Unskilled / Initiative	+4	Attacks	2
Skills	Insight, Persuasion, Religion			Passive	15
Saves	Charisma, Wisdom	Languages	Alien		

Attacks

Ferula (religious rod). Melee attack, +7 to hit, dealing 1d10+4 bludgeoning damage on hit.

Condemnation. Range 40ft/120ft attack, +7 to hit, dealing 1d12 psychic damage on hit and the target must succeed in a Charisma save or become charmed for 10 minutes.

Vitriol Resistant to psychic damage.

MacGuffin Vulnerable to all damage this encounter once I lose possession of my ferula staff, or some other important item.

Biotechnical Cannon

A six-legged monstrosity with a plasma cannon for a head.

Big 1, Deadly 1, Vulnerable 1
Lawful Evil Alien

Size	Large	Speed	30	HP	160
CR	5	XP	1800	AC	14
Prof. roll	+6	Unskilled / Initiative	+3	Attacks	2
Skills	Acrobatics, Athletics, Intimidation	Passive	14		
Saves	Constitution, Strength	Languages	none		

Attacks

Head Cannon. Range 80ft/240ft attack, +6 to hit, dealing 2d12 heat damage on hit.

Exposed Attack Vulnerable to all damage in the turn following my own attack.

City Devourer

Gigantic alien grown to decimate entire population centers.

Big 3, Resistant 1, Slow 3, Tough 3, Vulnerable 1
Neutral Evil Alien beast

Size	Gargantuan	Speed	15	HP	780
CR	26	XP	90000	AC	21
Prof. roll	+16	Unskilled / Initiative	+9	Attacks	6
Skills	Athletics	Passive	24		
Saves	Charisma, Constitution, Strength	Languages	none		

Attacks

Stomp. Melee attack, +16 to hit, dealing 2d12+9 bludgeoning damage on hit.

Destructive Blast. Area attack in all spaces under me, +16 to hit, dealing 3d12 heat damage on hit.

Tall Can move into the spaces of other creatures and vehicles, towering over them.

Exposed Attack Vulnerable to all damage in the turn following my Destructive Blast attack.

Consumer

A walking maw, ready to turn flesh into useful materials.

Dark-Dwelling 1, Harmful 1, Slow 1, Vulnerable 1
Chaotic Evil Alien

Size	Medium	Speed	25	HP	250
CR	11	XP	7200	AC	15
Prof. roll	+10	Unskilled / Initiative	+5	Attacks	4
Skills	Athletics, Intimidation, Stealth, Survival	Passive	18		
Saves	Constitution, Strength	Languages	none		

Attacks

Eat Whole. Melee attack, +10 to hit, dealing 2d8+5 acid damage on hit and the target must succeed in a Strength save or become restrained for 10 minutes or until they succeed in a save on their turn.

Overwhelming Damage Vulnerable to damage from attacks that would otherwise deal more than a quarter of my maximum Hit Points.

Darkvision 20ft

Eradicator

A powerful invader with a penchant for killing humans on sight.

Deadly 3, Vulnerable 1
Chaotic Evil Alien humanoid

Size	Medium	Speed	30	HP	210
CR	10	XP	5900	AC	16
Prof. roll	+9	Unskilled / Initiative	+5	Attacks	6
Skills	Insight, Intimidation, Perception, Tool use: Alien items	Passive	17		
Saves	Constitution, Charisma	Languages	Alien		

Attacks

Glowing Knife. Melee attack, +9 to hit, dealing 2d12+5 radiation damage on hit.

Plasma Rifle. Range 40ft/120ft attack, +9 to hit, dealing 4d10 heat damage on hit.

Power Armor Vulnerable to all damage if the power to my armor is somehow disabled.

Invasion Grunt

Typical soldier in the war against humanity.

Cooperative 2, Vulnerable 1
Lawful Evil Alien humanoid

Size	Medium	Speed	30
CR	1	XP	200
Prof. roll	+4	Unskilled / Initiative	+2
Skills	Intimidation, Perception	Passive	12
Saves	Strength	Languages	Alien

Attacks

Clawed Hand. Melee attack, +4 to hit, dealing 1d6+2 slashing damage on hit.

Plasma Rifle. Range 40ft/120ft attack, +4 to hit, dealing 1d8 heat damage on hit.

Cooperative Gains half cover when within 5ft of an ally. Deals 3d6 additional damage when flanking.

Follower Vulnerable to all damage once my squad leader is defeated.

Pestilence Sprayer

Jellyfish-like flying creature, made to spread plague.

Harmful 1, Mobile 1, Tough 1, Vulnerable 1
Neutral Evil Alien beast

Size	Medium	Speed	35	HP	90
CR	3	XP	700	AC	14
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	2
Skills	Acrobatics, Athletics	Passive	13		
Saves	Constitution	Languages	none		

Attacks

Slam. Melee attack, +5 to hit, dealing 1d6+3 bludgeoning damage on hit.

Plague Spread. Spray 15ft attack, +5 to hit, dealing 1d8 necrotic damage on hit. Human targets hit must succeed in a Constitution save or acquire a disease.

Point Blank Vulnerable to damage from ranged attacks made within 5ft.



Planetary Overlord

The alien being charged with the administration of Earth.

Deadly 2, Resistant 2, Tough 1, Vulnerable 1
Neutral Evil Alien humanoid

Size	Medium	Speed	30	HP	450
CR	23	XP	50000	AC	20
Prof. roll	+14	Unskilled / Initiative	+7	Attacks	7
Skills	Deception, Insight, Intimidation, Investigation, Persuasion, Science	Passive	22		
Saves	Charisma, Intelligence, Wisdom	Languages	Alien		

Attacks

Plasma Whip. Melee attack, +14 to hit, dealing 2d10+7 heat damage on hit and the target must succeed in a Wisdom save or become frightened for 1 hour.

Rapidfire Plasma Slinger. Range 40ft/120ft attack, +14 to hit, dealing 4d8 heat damage on hit.

Energy Shield Resistance to cold, electricity, and heat damage.

Vengeful Vulnerable to all damage from the first foe to damage me this encounter.

Turncoat

An alien who sympathizes with the human slaves on Earth.

Cooperative 1, Mobile 1, Vulnerable 1
Neutral Good Alien humanoid

Size	Medium	Speed	35	HP	50
CR	2	XP	450	AC	13
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	2
Skills	Persuasion, Tool use: Alien items	Passive	13		
Saves	none	Languages	Alien, Common		

Attacks

Plasma Pistol. Range 20ft/60ft attack, +5 to hit, dealing 1d8 heat damage on hit.

Back Stab Vulnerable to damage on attacks from behind.

Mutants

Deer Woman

A bestial adorned with small antlers and hooves.

Dark-Dwelling 1, Mobile 1, Vulnerable 1
True Neutral Humanoid beast

Size	Medium	Speed	35	HP	20
CR	1/2	XP	100	AC	13
Prof. roll	+4	Unskilled / Initiative	+2	Attacks	2
Skills	Athletics, Stealth	Passive	12		
Saves	none	Languages	Common		

Attacks

Head Butt. Melee attack, +4 to hit, dealing 1d4+2 piercing damage on hit.

Darkvision 20ft

Territorial Vulnerable to all damage when I'm outside the area I consider my home turf.

Diamond Encrusted Lizard

A giant lizard with diamonds for scales.

Big 2, Dark-Dwelling 1, Mobile 1, Tough 2, Vulnerable 1
True Neutral Mutant beast

Size	Huge	Speed	35	HP	390
CR	13	XP	10000	AC	18
Prof. roll	+9	Unskilled / Initiative	+5	Attacks	3
Skills	Athletics, Perception, Stealth	Passive	17		
Saves	Constitution, Dexterity, Wisdom	Languages	none		

Attacks

Diamond Coated Claws. Melee attack, +9 to hit, dealing 1d12+5 slashing damage on hit.

Darkvision 20ft

Retreat Vulnerable to all damage when attempting to flee the battlefield.



Fish Man

Aquatic survivor, making the most of his mutations.

Mobile 3, Nimble 1, Resistant 1, Vulnerable 1
Chaotic Good Mutant humanoid

Size	Medium	Speed	30	HP	150
CR	7	XP	2900	AC	16
Prof. roll	+7	Unskilled / Initiative	+4	Attacks	3
Skills	Acrobatics, Athletics, Medicine, Old Ways	Passive	15		
Saves	Constitution	Languages	Common		

Attacks

Shark Killing Knife. Melee attack, +9 to hit, dealing 1d10+4 piercing damage on hit.

Swim 40ft

Aquatic Can breathe underwater.

Territorial Vulnerable to all damage when I'm outside the water.

Half-Zombie

Nearly dead, but surviving the plague due to a mutation.

Dark-Dwelling 1, Harmful 1, Slow 1, Tough 1, Vulnerable 1
Neutral Evil Mutant undead humanoid

Size	Medium	Speed	25	HP	70
CR	1	XP	200	AC	13
Prof. roll	+4	Unskilled / Initiative	+2	Attacks	2
Skills	Medicine, Old Ways	Passive	12		
Saves	Constitution	Languages	Common		

Attacks

Frantic Clawing. Melee attack, +4 to hit, dealing 1d6+2 slashing damage on hit and the target must succeed on a Wisdom save or become frightened.

Darkvision 40ft

Fire Bad Vulnerable to fire damage.



Insectoid Devourer

Giant glowing radioactive mantis.

Dark-Dwelling 1, Harmful 1, Nimble 1, Resistant 2, Vulnerable 2
True Neutral Mutant insect

Size	Medium	Speed	30	HP	50
CR	3	XP	700	AC	14
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	2
Skills	Athletics			Passive	13
Saves	Dexterity, Strength	Languages	none		

Attacks

Radioactive Pincers. Melee attack, +5 to hit, dealing 1d6+3 radiation damage on hit and the target must succeed in a Constitution save or become poisoned for 10 minutes.

Darkvision 20ft

Glowing Cannot hide in the dark.

Radiation Native Immune to radiation damage.

Killer Vulnerable to damage from the first person I attack this encounter, until they are defeated.

Inside-Out Man

A wretched creature, spewing gasses from external organs.

Harmful 1, Slow 1, Tough 2, Vulnerable 1
Neutral Evil Mutant humanoid

Size	Medium	Speed	25	HP	100
CR	1	XP	200	AC	14
Prof. roll	+4	Unskilled / Initiative	+2	Attacks	2
Skills	none			Passive	12
Saves	Constitution, Strength	Languages	Common		

Attacks

Boney Swipe. Melee attack, +4 to hit, dealing 1d4+2 piercing damage on hit.

External Organ Belch. Spray 10ft attack, +4 to hit, dealing 1d4 poison damage on hit and the target must succeed in a Constitution save or become poisoned for 10 minutes.

Frontal Assault Vulnerable to damage on attacks from the front.

Overgrowth

Sprawling plantlife, growing stronger with each kill.

Dark-Dwelling 1, Harmful 1, Slow 3, Vulnerable 1
True Neutral Mutant plant

Size	Medium	Speed	15	HP	250
CR	9	XP	5000	AC	13
Prof. roll	+10	Unskilled / Initiative	+5	Attacks	4
Skills	none	Passive	18		
Saves	Charisma, Constitution, Strength	Languages	none		

Attacks

Vine Curl. Melee attack, +10 to hit, dealing 2d8+5 piercing damage and grappling the target on hit.

Natural Toxins. Spray 10ft attack, +10 to hit, dealing 2d10 poison damage on hit.

Darkvision 20ft

Rampant Growth Each time I defeat a medium-sized or larger living creature, I grow one size category larger for 24 hours. Each time this occurs, increase my Vine Curl damage by 2d8.

Slash and Burn Vulnerable to heat damage.

Radioactive Brute

Big glowing mutant. Dumb as glowing rocks.

Big 1, Resistant 2, Slow 1, Tough 1, Vulnerable 1
Chaotic Evil Mutant humanoid

Size	Large	Speed	25	HP	180
CR	4	XP	1100	AC	14
Prof. roll	+6	Unskilled / Initiative	+3	Attacks	2
Skills	Athletics, Intimidation	Passive	14		
Saves	Constitution, Strength	Languages	Common		

Attacks

Smash. Melee attack, +6 to hit, dealing 1d8+3 bludgeoning damage on hit.

Radiation Native Immune to radiation damage.

Combined Attack Vulnerable to damage on attacks from a foe that is getting Help from 2 or more allies on that attack.

Seer

An odd man, covered in hundreds of eyeballs.

Dark-Dwelling 2, Nimble 2, Vulnerable 1
Chaotic Neutral Mutant humanoid

Size	Medium	Speed	30	HP	50
CR	4	XP	1100	AC	15
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	2
Skills	Investigation, Perception	Passive	13		
Saves	Wisdom	Languages	Common		

Attacks

Junk Staff. Melee attack, +7 to hit, dealing 1d6+3 bludgeoning damage on hit.

Darkvision 40ft

Compassion Vulnerable to damage on attacks made by foes that are at less than half their maximum Hit Points.

Tentacle Bear

A massive bear, sporting a dozen poisonous tentacles

Big 1, Deadly 2, Harmful 1, Slow 2, Tough 1, Vulnerable 1
True Neutral Mutant beast

Size	Large	Speed	20	HP	140
CR	2	XP	450	AC	12
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	4
Skills	none	Passive	13		
Saves	Constitution, Dexterity, Strength	Languages	none		

Attacks

Tentacle Swipe. Melee attack, +5 to hit, dealing 3d6+3 poison damage on hit and the target must succeed in a Constitution save or become poisoned for 10 minutes.

Territorial Vulnerable to all damage when I'm outside the area I consider my home turf.

Robots

Android

Looks like a human. Thinks like a machine.

Nimble 1, Vulnerable 1

Lawful Neutral

Robot humanoid

Size	Medium	Speed	30	HP	20
CR	1/2	XP	100	AC	14
Prof. roll	+4	Unskilled / Initiative	+2	Attacks	2
Skills	Deception			Passive	12
Saves	none	Languages	Common, Robot		

Attacks

Punch. Melee attack, +4 to hit, dealing 1d4+2 bludgeoning damage on hit.

Laser Pistol. Range 40ft/120ft attack, +4 to hit, dealing 1d4 heat damage on hit.

Delicate Circuitry Vulnerable to electricity damage.

Cryonics Redirector

Hovering machine, attempting to put humans into cryonic sleep.

Harmful 1, Mobile 2, Vulnerable 1

Lawful Neutral

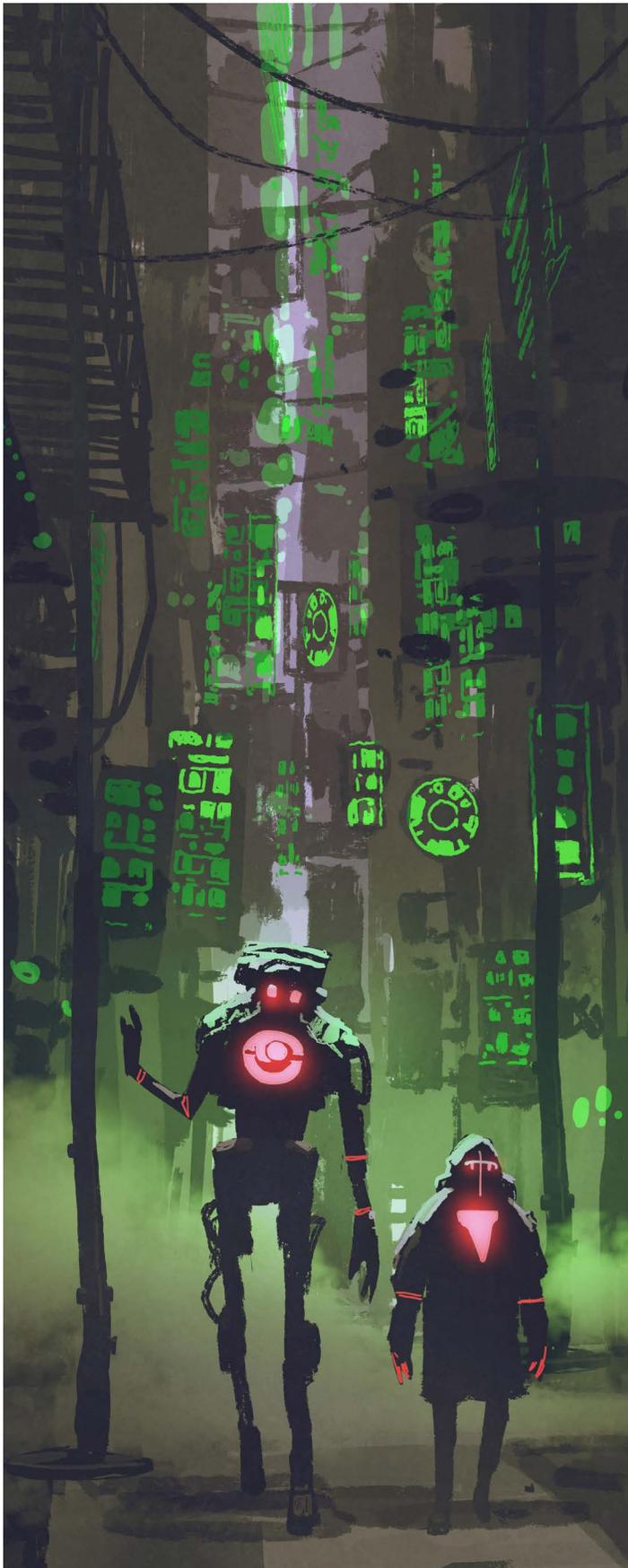
Robot

Size	Medium	Speed	20 (fly)	HP	70
CR	4	XP	1100	AC	13
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	2
Skills	Perception			Passive	13
Saves	Constitution, Intelligence, Strength, Wisdom	Languages	Common, Robot		

Attacks

Cryo Blast. Spray 20ft attack, +5 to hit, dealing 1d10 cold damage on hit and the target must succeed in a Constitution save or become immobile for 10 minutes.

Delicate Circuitry Vulnerable to electricity damage.



Enslavement Enforcer

Forcing compliance in human slaves through electric shock.

Controlling 1, Tough 1, Vulnerable 2
Lawful Evil Robot

Size	Medium	Speed	30	HP	90
CR	1	XP	200	AC	14
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	2
Skills	Intimidation	Passive	13		
Saves		Languages	Robot		

Attacks

Compliance Whip. Melee attack, +5 to hit, dealing 1d6+3 electricity damage on hit and the target is pulled 15 feet towards me.

Delicate Circuitry Vulnerable to electricity damage.

Vengeful Vulnerable to all damage from the first foe to damage me this encounter.

Flying Patrol Eye

Scouting the wasteland for human survivors.

Dark-Dwelling 2, Little 1, Mobile 1, Nimble 2, Vulnerable 2
Lawful Neutral Robot

Size	Small	Speed	20 (fly)	HP	30
CR	3	XP	700	AC	15
Prof. roll	+4	Unskilled / Initiative	+2	Attacks	2
Skills	Investigation, Perception	Passive	12		
Saves	Wisdom	Languages	Robot		

Attacks

Bump Into. Melee attack, +4 to hit, dealing 1d6+2 bludgeoning damage on hit.

Electric Arc. Range 10ft/30ft attack, +4 to hit, dealing 1d8 electricity damage on hit.

Darkvision 40ft

Delicate Circuitry Vulnerable to electricity damage.

Sight Reliant Vulnerable to damage on attacks made by invisible foes.

Hunter-Killer

Flying machine, finding and eradicating those who flee.

Big 1, Deadly 2, Mobile 3, Vulnerable 1
Lawful Neutral Robot

Size	Large	Speed	30 (fly)	HP	260
CR	11	XP	7200	AC	16
Prof. roll	+9	Unskilled / Initiative	+5	Attacks	1
Skills	Investigation, Perception	Passive	17		
Saves	Constitution, Dexterity, Intelligence, Wisdom	Languages	Robot		

Attacks

Missile. Range 80ft/240ft attack, +9 to hit, dealing 8d10 concussion damage on hit.

Technology Reliant Vulnerable to all damage once my communications systems go down or are scrambled somehow.

Laser Attack Platform

Flying weapons platform, eradicating the human resistance.

Big 2, Deadly 3, Slow 3, Vulnerable 1
Lawful Neutral Robot

Size	Huge	Speed	15 (fly)	HP	270
CR	5	XP	1800	AC	12
Prof. roll	+8	Unskilled / Initiative	+4	Attacks	6
Skills	Perception	Passive	16		
Saves	Constitution, Dexterity, Intelligence, Strength, Wisdom	Languages	Robot		

Attacks

Laser Strike. Range 80ft/240ft attack, +8 to hit, dealing 5d8 heat damage on hit. Cannot attack targets within 60ft.

Small Weak Point Vulnerable to damage from attacks that hit a particular spot (my power core). Attacks against that spot are made at Disadvantage.



Metal Tentacle Knot

A collection of telescoping limbs, made for an unknown purpose.

Big 1, Harmful 1, Nimble 3, Vulnerable 1
Lawful Neutral Robot

Size	Large	Speed	30	HP	200
CR	10	XP	5900	AC	18
Prof. roll	+7	Unskilled / Initiative	+4	Attacks	3
Skills	Acrobatics, Athletics	Passive	15		
Saves	Dexterity, Strength, Wisdom	Languages	Robot		

Attacks

Tentacle Grab. Melee attack, +7 to hit, dealing 1d10+4 bludgeoning damage on hit and the target becomes grappled.

Sensitive Parts Vulnerable to radiation damage.

Nanite Cloud

A sentient swarm of microscopic robots.

Big 1, Dark-Dwelling 2, Mobile 3, Vulnerable 1
Lawful Neutral Robot

Size	Large	Speed	30 (fly)	HP	360
CR	15	XP	13000	AC	17
Prof. roll	+11	Unskilled / Initiative	+6	Attacks	4
Skills	Acrobatics, History, Investigation, Medicine, Science	Passive	19		
Saves	Constitution, Dexterity, Intelligence	Languages	Robot		

Attacks

Terraform. Melee attack, +11 to hit, dealing 2d8+6 acid damage on hit.

Millions of Tiny Lasers. Range 40ft/120ft attack, +11 to hit, dealing 2d12 heat damage on hit.

Darkvision 40ft

Sensitive Parts Vulnerable to radiation damage.

Robotic Giant

A humanoid machine the size of a skyscraper.

Big 3, Slow 1, Tough 3, Vulnerable 1

Lawful Neutral Robot humanoid

Size	Gargantuan	Speed	25	HP	680
CR	22	XP	41000	AC	21
Prof. roll	+14	Unskilled / Initiative	+7	Attacks	2
Skills	Athletics, Intimidation, Perception	Passive	22		
Saves	Constitution, Strength, Wisdom	Languages	Robot		

Attacks

Rocket Punch. Melee attack, +14 to hit, dealing 4d10+7 bludgeoning damage on hit.

Missile Barrage. Range 100ft/300ft attack, +14 to hit, dealing 4d8 concussion damage on hit.

Technology Reliant Vulnerable to all damage once my communications systems go down or are scrambled somehow.

Steel Hound

A robotic dog. Ferocious, but cute in a certain light.

Little 1, Nimble 1, Vulnerable 1

Lawful Neutral Robot

Size	Small	Speed	30	HP	20
CR	1	XP	200	AC	14
Prof. roll	+4	Unskilled / Initiative	+2	Attacks	2
Skills	Intimidation	Passive	12		
Saves	Strength	Languages	Robot		

Attacks

Bite. Melee attack, +4 to hit, dealing 1d4+2 piercing damage on hit.

Delicate Circuitry Vulnerable to electricity damage.

Radiers

Barenaked Brute

A loin cloth and a big weapon are all he needs to kill you.

Deadly 2, Tough 1, Vulnerable 1

Chaotic Evil Humanoid

Size	Medium	Speed	30	HP	150
CR	6	XP	2300	AC	15
Prof. roll	+6	Unskilled / Initiative	+3	Attacks	4
Skills	Athletics, Intimidation, Survival	Passive	14		
Saves	Charisma, Strength	Languages	Common		

Attacks

Big Weapon. Melee attack, +6 to hit, dealing 1d10+3 slashing damage on hit.

Primal Scream. Area 20ft attack against all living creatures, +6 to hit, dealing 1d12 psychic damage on hit.

Vengeful Vulnerable to all damage from the first foe to damage me this encounter.

Crazed Warlord

Determined to rule the wastes at any cost.

Tough 2, Vulnerable 1

Neutral Evil Humanoid

Size	Medium	Speed	30	HP	430
CR	18	XP	20000	AC	20
Prof. roll	+12	Unskilled / Initiative	+6	Attacks	4
Skills	Athletics, Insight, Intimidation,	Perception, Performance (oratory), Persuasion	Passive	20	
Saves	Charisma, Strength	Languages	Common		

Attacks

Junk Sword. Melee attack, +12 to hit, dealing 2d10+6 piercing damage on hit.

Rifle. Range 40ft/120ft attack, +12 to hit, dealing 3d8 ballistic damage on hit.

Nemesis Vulnerable to damage from attacks made by one of the PCs (the one with the closest connection to me).

Desperate Scavenger

Craven outlander, seeking treasure in the ruins, just like you.

Nimble 3, Vulnerable 1
Chaotic Neutral

Humanoid

Size	Medium	Speed	30	HP	50
CR	4	XP	1100	AC	16
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	2
Skills	Investigation, Perception, Tool use: Mechanical	Passive	13		

Saves none **Languages** Common

Attacks

Junk Axe. Melee attack, +5 to hit, dealing 1d6+3 slashing damage on hit.

Greed Vulnerable to all damage once I spot an expensive item I wish to possess. The vulnerability goes away once I gain that item.

Fanatical Warboy

Willing to die for the cause. Whatever cause that is.

Deadly 2, Vulnerable 1
Lawful Neutral

Humanoid

Size	Medium	Speed	30	HP	50
CR	2	XP	450	AC	13
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	2
Skills	Athletics, Intimidation	Passive	13		

Saves Charisma **Languages** Common

Attacks

Shard of Glass. Melee attack, +5 to hit, dealing 3d6+3 slashing damage on hit.

Shotgun. Spray 15ft attack, +5 to hit, dealing 3d8 ballistic damage on hit.

Leaderless Vulnerable to all damage once my leader is defeated.

Fearful Slave

Forced to fight for her life.

Mobile 1, Vulnerable 1
True Neutral

Humanoid

Size	Medium	Speed	35	HP	20
CR	1/2	XP	100	AC	13
Prof. roll	+4	Unskilled / Initiative	+2	Attacks	2
Skills	Survival	Passive	12		
Saves	Dexterity	Languages	Common		

Attacks

Kitchen Knife. Melee attack, +4 to hit, dealing 1d4+2 slashing damage on hit.

Compassion Vulnerable to damage on attacks made by foes that are at less than half their maximum Hit Points.

Fire Breather

Loves to set things on fire. Who doesn't?

Harmful 1, Resistant 1, Vulnerable 1
Chaotic Neutral

Humanoid

Size	Medium	Speed	30	HP	70
CR	3	XP	700	AC	13
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	2
Skills	Intimidation, Survival	Passive	13		
Saves	Constitution, Dexterity	Languages	Common		

Attacks

Kitchen Blowtorch. Melee attack, +5 to hit, dealing 1d8+3 heat damage on hit.

Masterful Molotov Cocktail. Thrown 20ft/60ft attack, +5 to hit, dealing 1d10 heat damage on hit and the target must succeed in a Dexterity save or be lit on fire, taking 1d6 heat damage per round until it's put out (takes an action).

Flame Dance Resistant to heat damage.

Exposed Attack Vulnerable to all damage in the turn following my Masterful Molotov Cocktail attack, as I admire the flames.



Gun Nut

Hiding in the wasteland. Shoot first and survive.

Deadly 2, Vulnerable 1
Chaotic Neutral

Humanoid

Size	Medium	Speed	30	HP	130
CR	6	XP	2300	AC	14
Prof. roll	+7	Unskilled / Initiative	+4	Attacks	4
Skills	Athletics, History, Intimidation	Passive	15		
Saves	Constitution, Dexterity	Languages	Common		

Attacks

Combat Knife. Melee attack, +7 to hit, dealing 1d10+4 slashing damage on hit.

Automatic Rifle. Range 40ft/120ft attack, +7 to hit, dealing 3d12 ballistic damage on hit.

Killer Vulnerable to damage from the first person I attack this encounter, until they are defeated.

Grease Monkey

A dirty, grimy, natural at fixing things. Not an actual monkey.

Nimble 1, Vulnerable 1, Wily 1
Chaotic Good

Humanoid

Size	Medium	Speed	30	HP	20
CR	1	XP	200	AC	14
Prof. roll	+4	Unskilled / Initiative	+2	Attacks	2
Skills	Tool use: Mechanical	Passive	12		
Saves	Intelligence	Languages	Common		

Attacks

Wrench Swing. Melee attack, +4 to hit, dealing 1d4+2 bludgeoning damage on hit.

Improvised Flame Thrower. Spray 20ft attack, +4 to hit, dealing 1d4 heat damage on hit.

Gambits

Tricks *Fuel Injection, Patch*

Level 1-3 (3/day) *Fresh Coat of Paint, Machinehead, Tinker*

Territorial Vulnerable to all damage when I'm outside of my garage.

Knife Licker

Wastelander in love with blades.

Mobile 2, Nimble 1, Vulnerable 1

Chaotic Neutral Humanoid

Size	Medium	Speed	50	HP	50
CR	3	XP	700	AC	14
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	2
Skills	Investigation, Perception	Passive	13		
Saves	Dexterity	Languages	Common		

Attacks

Treasured Blade. Melee attack, +5 to hit, dealing 1d6+3 piercing damage on hit.

Knife Greed Vulnerable to all damage once I spot a nice knife I wish to possess. The vulnerability goes away once I gain that item.

Warcar Driver

Bold pilot of a sacred vehicle.

Controlling 1, Vulnerable 1

Lawful Neutral Humanoid

Size	Medium	Speed	30	HP	50
CR	1	XP	200	AC	13
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	2
Skills	Vehicle use: Land	Passive	13		
Saves	Dexterity, Wisdom	Languages	Common		

Attacks

Vehicle Slam. Vehicle attack, +5 to hit, dealing 1d6+3 bludgeoning damage on hit and the target vehicle is pushed 15 feet away (sideways on the roadway).

Pistol. Range 20ft/60ft attack, +5 to hit, dealing 1d8 ballistic damage on hit.

Technology Reliant Vulnerable to all damage outside of a land vehicle.

Zombies

Big One

A bloated corpse with surprising strength.

Big 1, Resistant 2, Slow 2, Tough 1, Vulnerable 1

Chaotic Evil Undead humanoid

Size	Large	Speed	20	HP	160
CR	2	XP	450	AC	12
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	2
Skills	Intimidation	Passive	13		
Saves	Constitution, Strength	Languages	none		

Attacks

Smash. Melee attack, +5 to hit, dealing 1d8+3 piercing damage on hit.

Brainless Resistance to psychic damage and immune to fear effects.

Flank Vulnerable to damage on attacks from the sides.

Dead One

Typical dead person. Always wants brains, or flesh, or whatever.

Cooperative 1, Resistant 2, Slow 2, Vulnerable 1

Chaotic Evil Undead humanoid

Size	Medium	Speed	20	HP	15
CR	1/4	XP	50	AC	11
Prof. roll	+4	Unskilled / Initiative	+2	Attacks	2
Skills	none	Passive	12		
Saves	Constitution, Strength	Languages	none		

Attacks

Frantic Flailing. Melee attack, +4 to hit, dealing 1d4+2 bludgeoning damage on hit.

Cooperative Gains half cover when within 5ft of a fellow zombie.

Brainless Resistance to psychic damage and immune to fear effects.

Head Shot Vulnerable to damage from attacks that hit my head. Attacks against my head specifically are made at Disadvantage.

Exploding One

Some dead are ready to burst.

Harmful 1, Resistant 2, Slow 2, Vulnerable 1
Chaotic Evil Undead humanoid

Size	Medium	Speed	20	HP	170
CR	6	XP	2300	AC	13
Prof. roll	+8	Unskilled / Initiative	+4	Attacks	3
Skills	none	Passive	16		
Saves	Constitution, Strength	Languages	none		

Attacks

Claw. Melee attack, +8 to hit, dealing 1d12+4 slashing damage on hit.

Explode. Area 20ft attack on all living creatures in range, +8 to hit, dealing 2d8 necrotic damage on hit and targets must succeed in a Wisdom save or become frightened for 10 minutes. This attack is made automatically when I am defeated, killing me.

Brainless Resistance to psychic damage and immune to fear effects.

Combined Attack Vulnerable to damage on attacks from a foe that is getting Help from 2 or more allies on that attack.

Fast One

Somehow quick and dead at the same time.

Mobile 2, Nimble 1, Resistant 2, Vulnerable 1
Chaotic Evil Undead humanoid

Size	Medium	Speed	40	HP	50
CR	4	XP	1100	AC	14
Prof. roll	+5	Unskilled / Initiative	+3	Attacks	2
Skills	none	Passive	13		
Saves	Constitution, Dexterity, Strength	Languages	none		

Attacks

Quick Slash of the Claws. Melee attack, +5 to hit, dealing 1d6+3 slashing damage on hit.

Brainless Resistance to psychic damage and immune to fear effects.

Head Shot Vulnerable to damage from attacks that hit my head. Attacks against my head specifically are made at Disadvantage.



Hot One

A zombie on fire can be dangerous.

Harmful 1, Resistant 2, Slow 2, Vulnerable 1
Chaotic Evil Undead humanoid

Size	Medium	Speed	20	HP	150
CR	5	XP	1800	AC	13
Prof. roll	+7	Unskilled / Initiative	+4	Attacks	3
Skills	none	Passive	15		
Saves	Constitution, Dexterity	Languages	none		

Attacks

Fiery Claw. Melee attack, +7 to hit, dealing 1d10+4 heat damage on hit.

Frightening Sight. Area 20ft attack against all living creatures in range that can see me, +7 to hit, dealing 2d8 psychic damage on hit and the target must succeed in a Wisdom save or become frightened for 10 minutes.

Brainless Resistance to psychic damage and immune to fear effects.

Head Shot Vulnerable to damage from attacks that hit my head. Attacks against my head specifically are made at Disadvantage.

Rotting One

Though all zombies rot, this one's offensive with it.

Resistant 2, Slow 2, Vulnerable 1
Chaotic Evil Undead humanoid

Size	Medium	Speed	20	HP	170
CR	6	XP	2300	AC	13
Prof. roll	+8	Unskilled / Initiative	+4	Attacks	3
Skills	none	Passive	16		
Saves	Constitution, Strength	Languages	none		

Attacks

Dirty Touch. Melee attack, +8 to hit, dealing 1d12+4 necrotic damage on hit.

Spew Bile. Spray 20ft attack, +8 to hit, dealing 2d8 necrotic damage on hit.

Brainless Resistance to psychic damage and immune to fear effects.

Head Shot Vulnerable to damage from attacks that hit my head. Attacks against my head specifically are made at Disadvantage.

Skeletal One

How do muscles work on undead? None of this makes sense.

Resistant 2, Vulnerable 1
Chaotic Evil Undead humanoid

Size	Medium	Speed	30	HP	30
CR	1	XP	200	AC	13
Prof. roll	+4	Unskilled / Initiative	+2	Attacks	2
Skills	none	Passive	12		
Saves	Constitution, Dexterity	Languages	none		

Attacks

Boney Stab. Melee attack, +4 to hit, dealing 1d6+2 piercing damage on hit.

Brainless Resistance to psychic damage and immune to fear effects.

Overwhelming Damage Vulnerable to damage from attacks that would otherwise deal more than a quarter of my maximum Hit Points.

Smart One

Holding on to a bit of that cunning from life.

Deadly 1, Vulnerable 1
Chaotic Evil Undead humanoid

Size	Medium	Speed	30	HP	110
CR	5	XP	1800	AC	14
Prof. roll	+6	Unskilled / Initiative	+3	Attacks	3
Skills	Deception, Intimidation, Perception	Passive	14		
Saves	Dexterity, Intelligence	Languages	none		

Attacks

Cunning Strike. Melee attack, +6 to hit, dealing 2d10+3 bludgeoning damage on hit.

Vengeful Vulnerable to all damage from the first foe to damage me this encounter.



Toxic One

Radioactive and glowing. Easy to spot, but hard to kill.

Harmful 1, Resistant 2, Slow 1, Vulnerable 1
Chaotic Evil Undead humanoid

Size	Medium	Speed	25	HP	150
CR	6	XP	2300	AC	14
Prof. roll	+7	Unskilled / Initiative	+4	Attacks	3
Skills	Intimidation	Passive	15		
Saves	Constitution, Dexterity	Languages	none		

Attacks

Glowing Touch. Melee attack, +7 to hit, dealing 1d10+4 radiation damage on hit.

Brainless Resistance to psychic damage and immune to fear effects.

Glowing Cannot hide in the dark.

Radiation Native Immune to radiation damage.

Territorial Vulnerable to all damage when I'm outside the radiation zone I frequent.

Zombeast

A large dog or small bear caught the zombie plague somehow.

Deadly 1, Harmful 1, Resistant 2, Slow 2, Tough 2, Vulnerable 1
Chaotic Neutral Undead beast

Size	Medium	Speed	20	HP	230
CR	8	XP	3900	AC	15
Prof. roll	+7	Unskilled / Initiative	+4	Attacks	4
Skills	Perception, Investigation, Stealth	Passive	15		
Saves	Constitution, Strength	Languages	none		

Attacks

Putrid Claws. Melee attack, +7 to hit, dealing 2d10+4 necrotic damage on hit.

Horrific Howl. Area20ft attack against all targets in range who can hear, +7 to hit, dealing 2d8 psychic damage on hit and the target must succeed in a Wisdom save or become frightened for 10 minutes.

Brainless Resistance to psychic damage and immune to fear effects.

Killer Vulnerable to damage from the first person I attack this encounter, until they are defeated.



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