

S

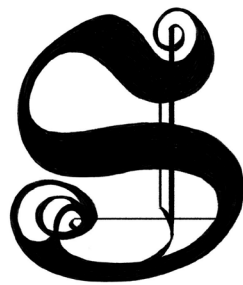
HELLSCAPES Players Guide



HELLSCAPES

Players Guide

Developer Ryan Chaddock
Creative Director Avery Liell-Kok
Layout Katherine Gohring, Ryan Chaddock



Copyright Scrivened, LLC 2017

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures,



equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.





TABLE OF CONTENTS

Chapter 1: Origins	6
Bestial	7
Mutant	12
Tribal	13
Chapter 2: Classes	18
Marauder	20
Nomad	27
Outcast	33
Scavenger	39
Throwback	45
Warrior	52
Chapter 3: Options	58
Alignment	59
Backgrounds	61
Feats	71
Chapter 4: Equipment	74
Currency	75
Armor	78
Weapons	80
Gear	83
Trinkets	86
Materials	88
Personalized Items	89





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 humanoid 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.

HELLSCAPES

8

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 **HELLSCAPES** 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

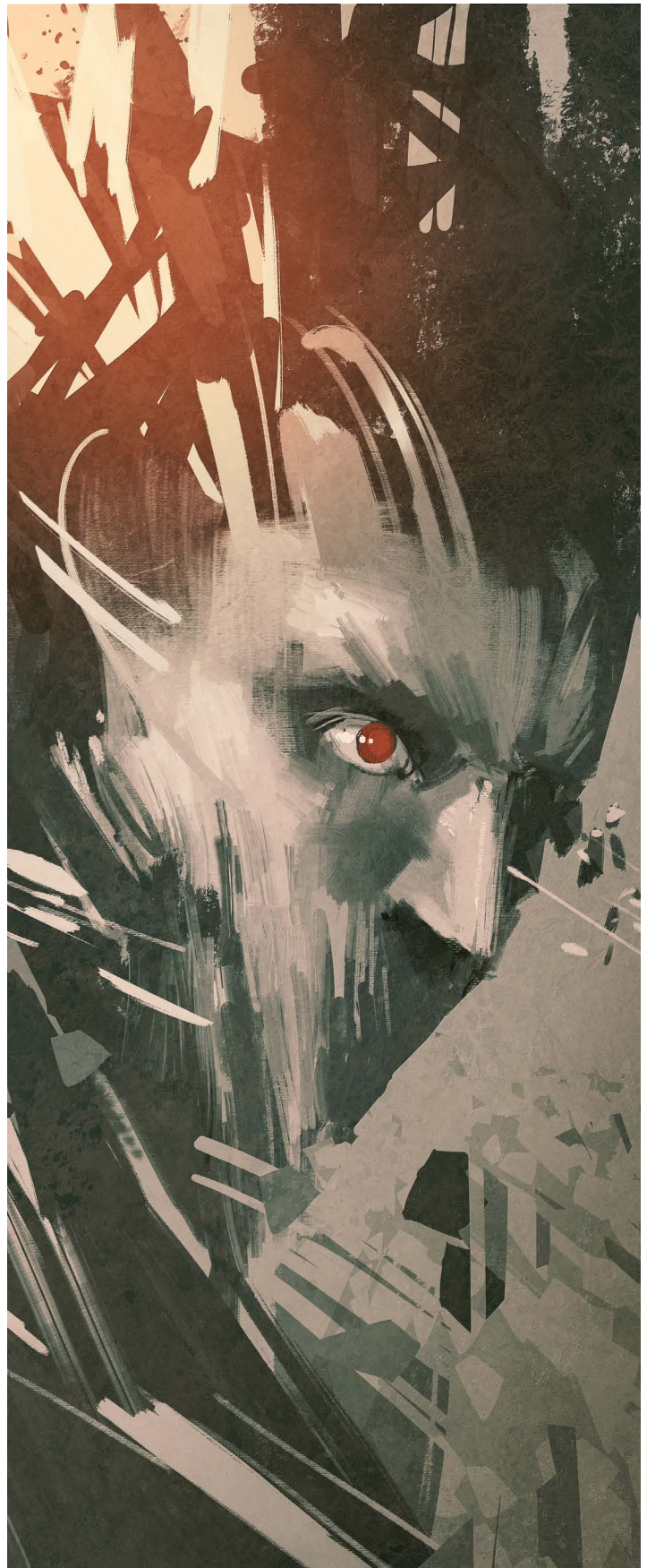
Gambit attack modifier = your proficiency bonus + your Strength modifier

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.

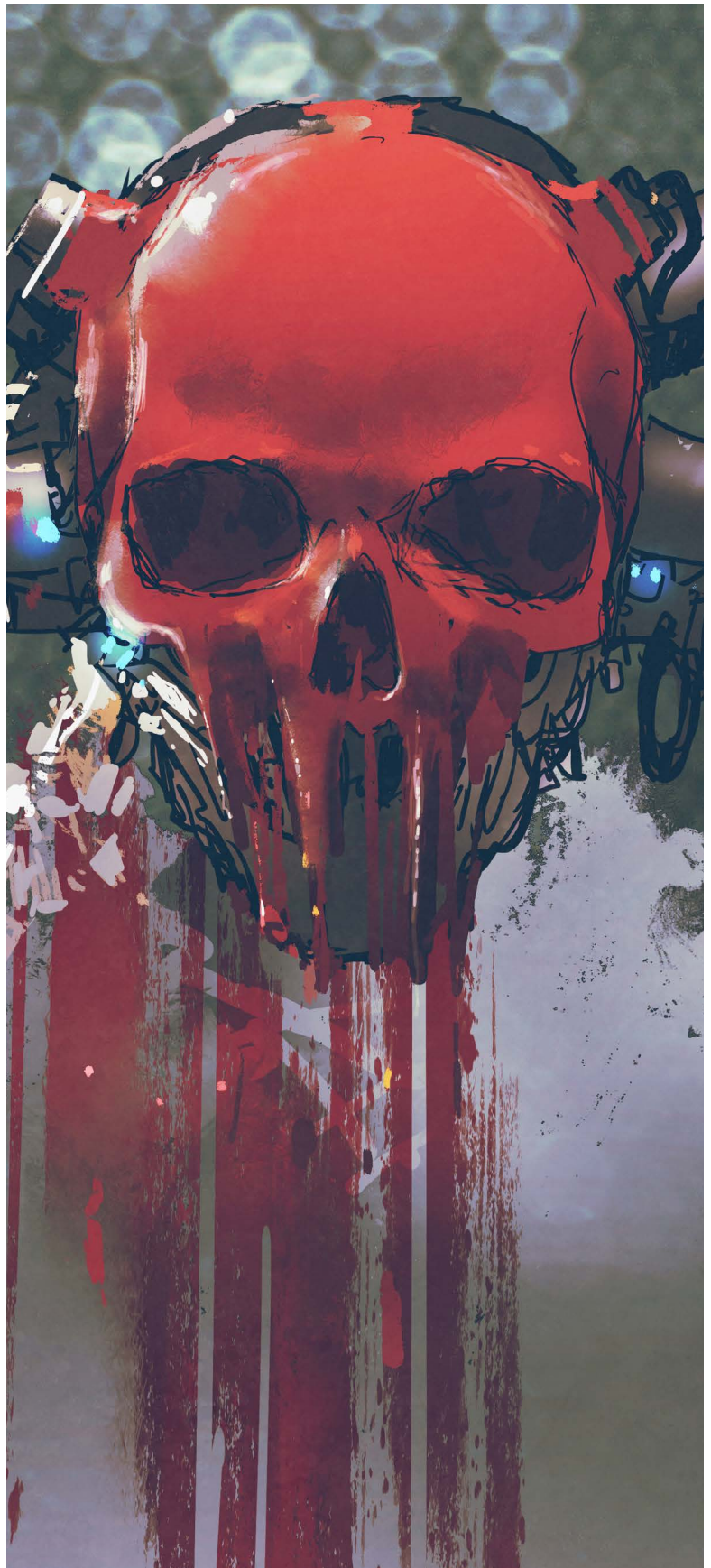
Once you reach 20th level, applying war paint in this way doubles your rage damage bonus on attacks for the encounter. This extends to creatures that benefit from your War Party archetype feature.

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

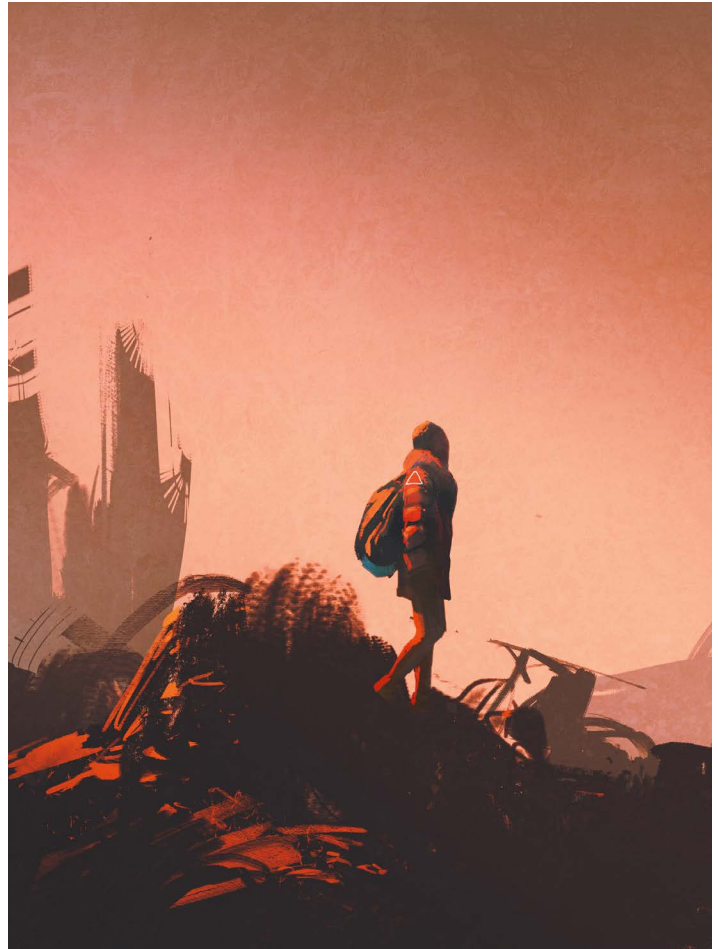
While you are wearing armor, you gain a +1 bonus to AC.

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.

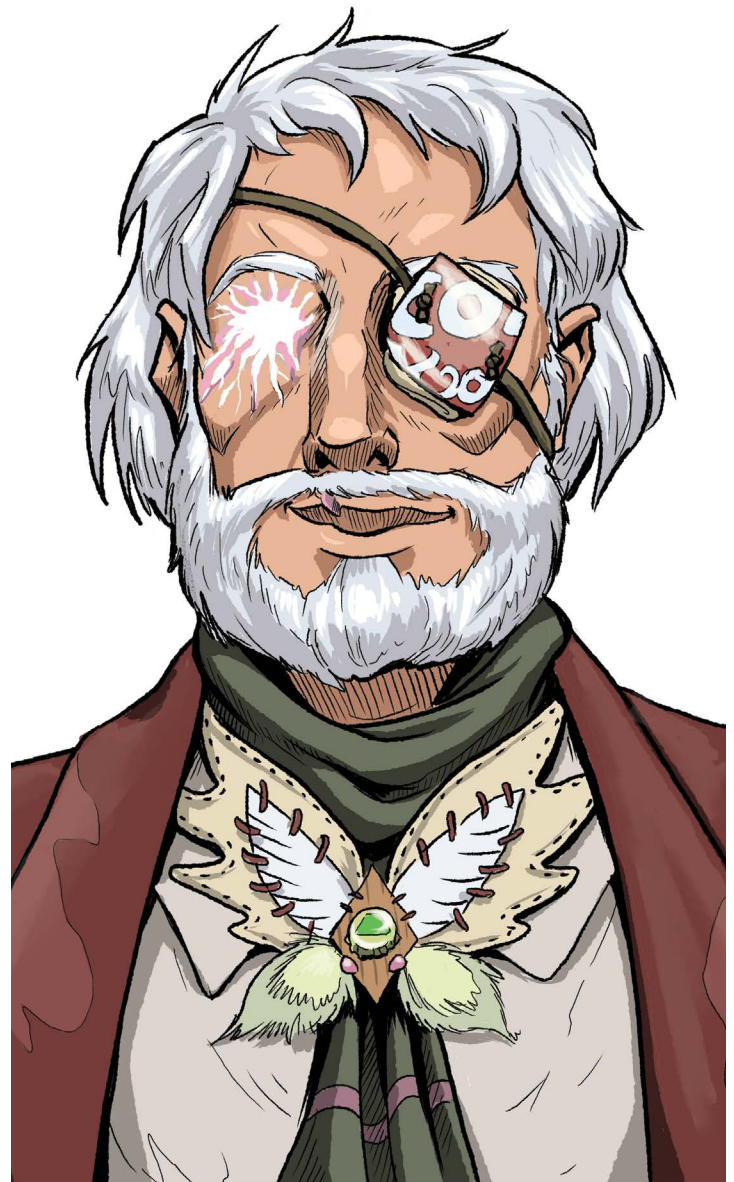
Trade Route

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.

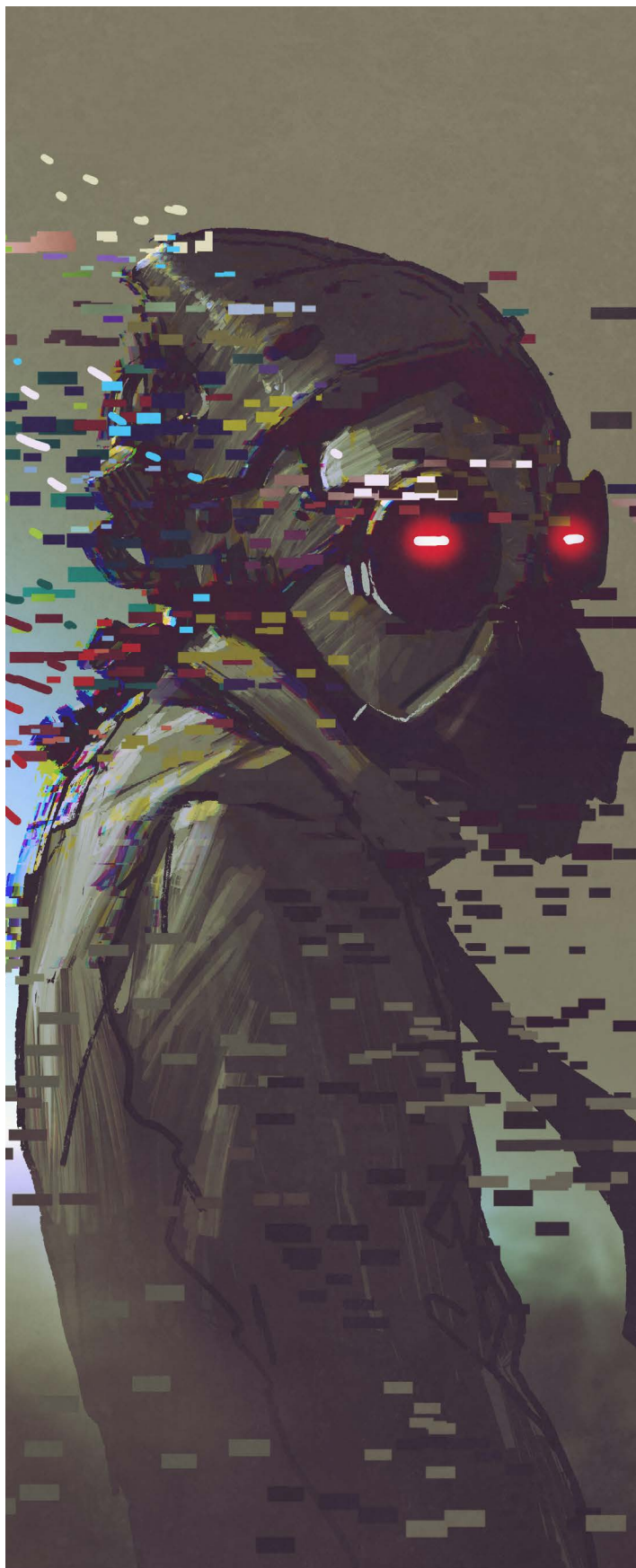
Sudden Shelter

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.

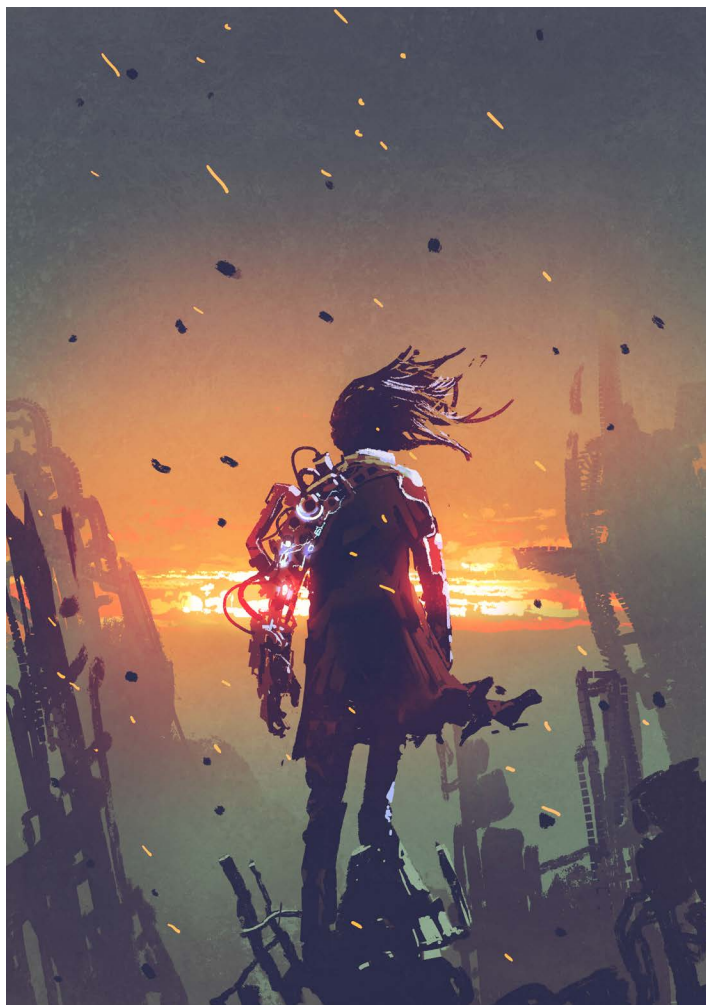
Unpredictable Movements

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

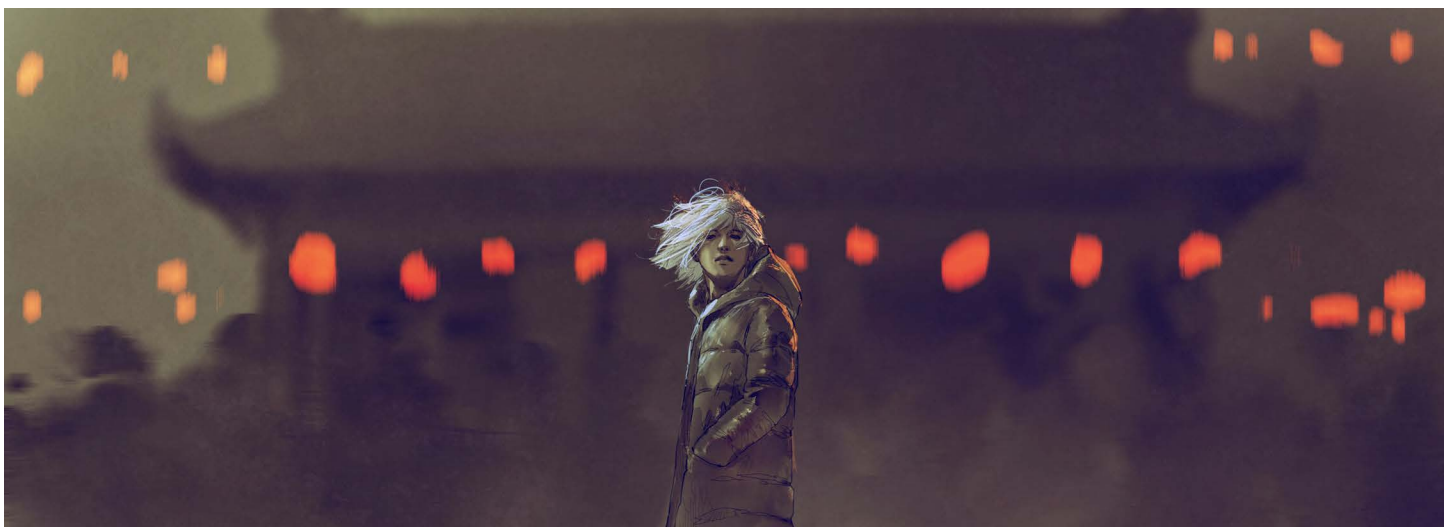
The presence of threats to society, safety, and happiness hits you like a ton of bricks. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any monsters, raiders, or environmental hazards within 60 feet of you that are not behind 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.

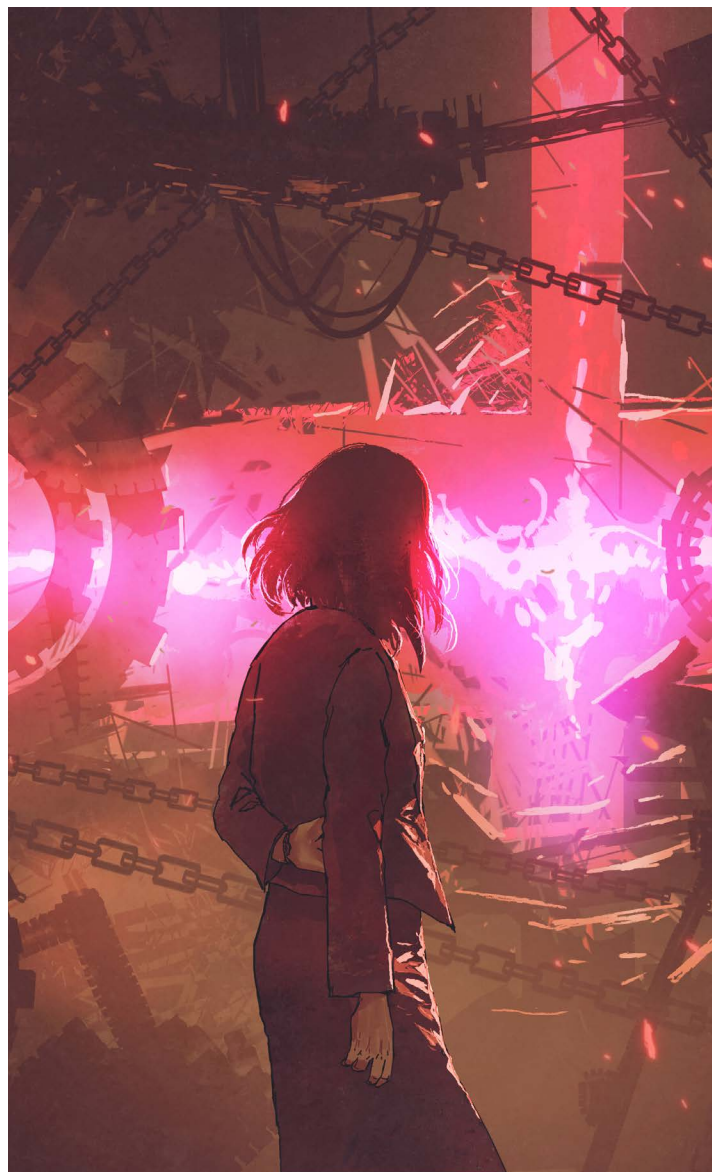
Solemn Oath

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 throw-back 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

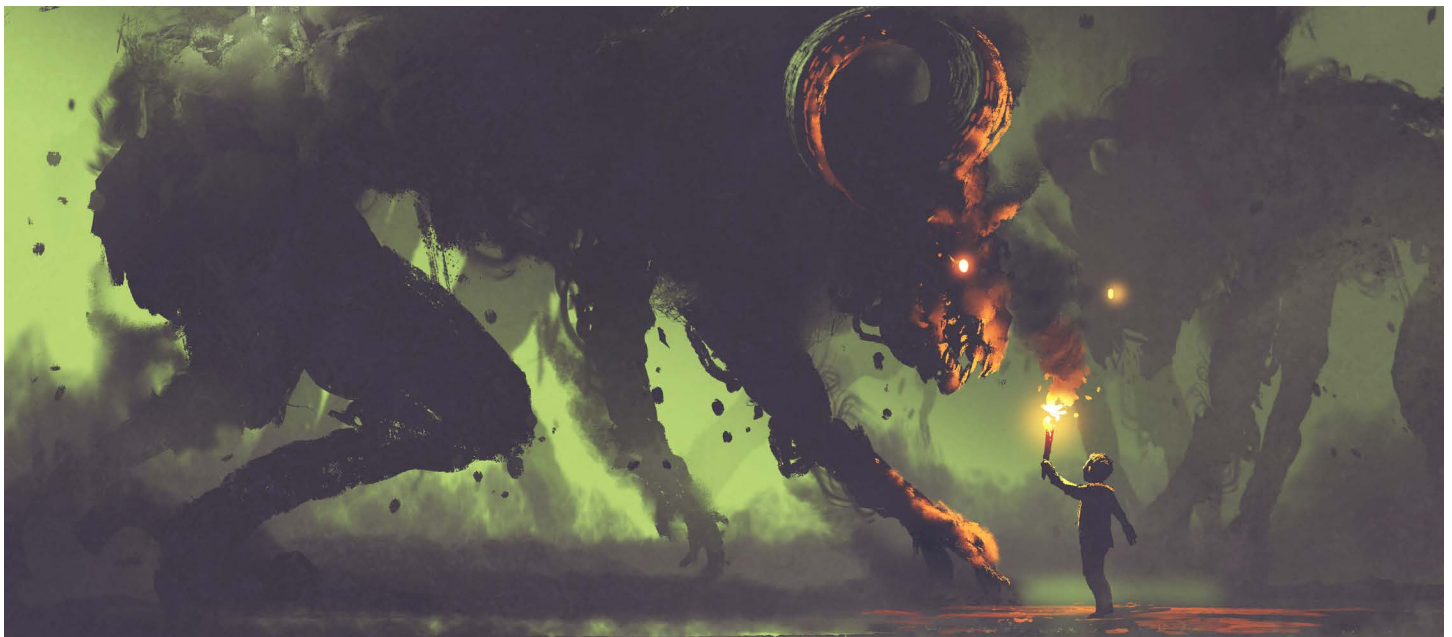
At 10th level, your ability to understand your enemy has reached such a honed level that you may anticipate their movements. If you can see a Chosen Foe, you can spend your bonus action to predict exactly where the creature is planning to move next round. It's possible that their strategy will go awry,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

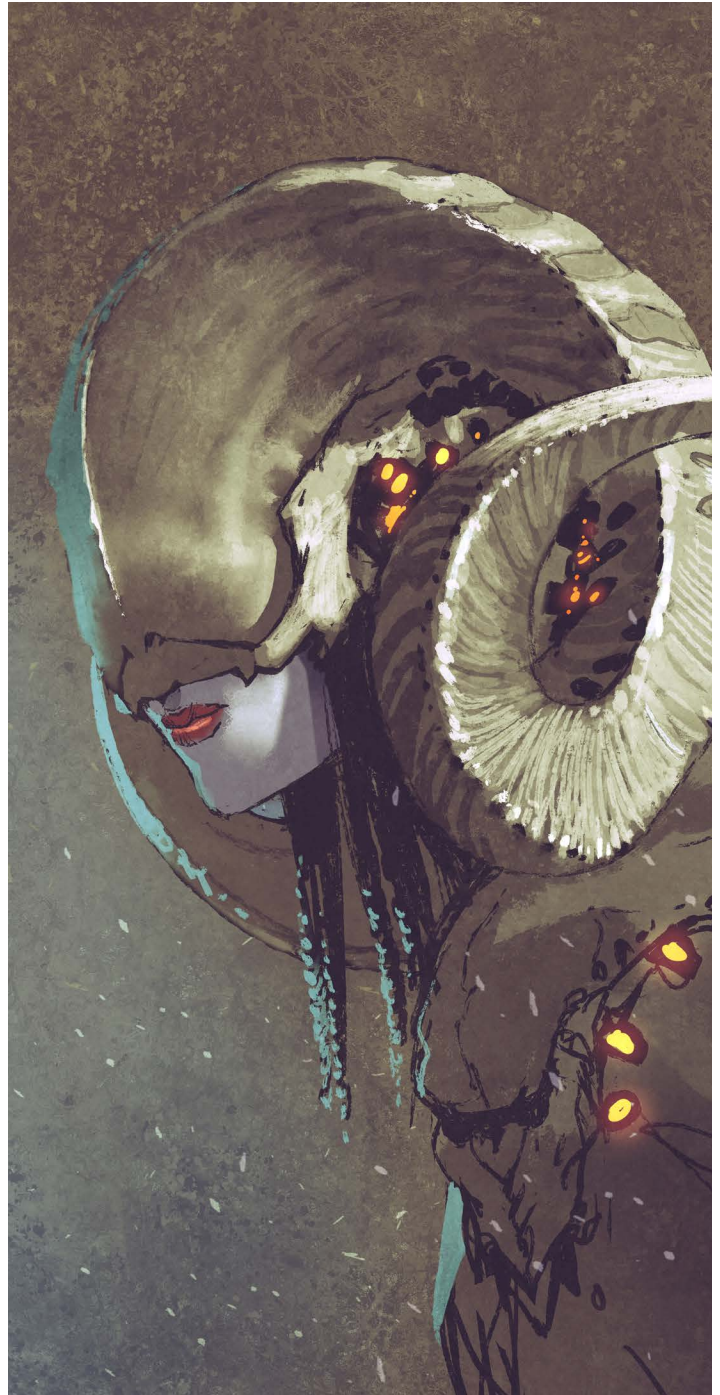
Lead the Charge

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:

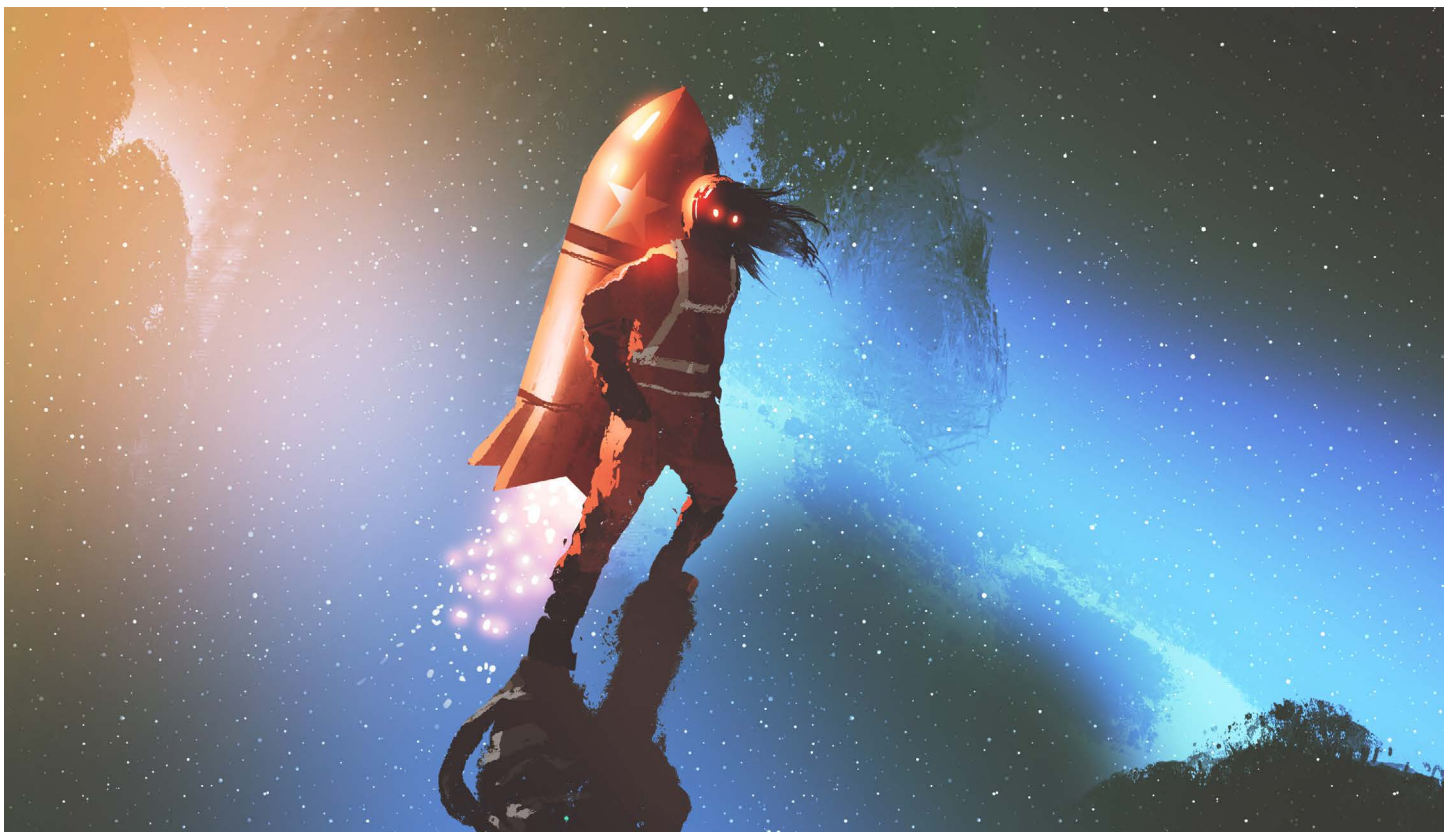
- Increase your Charisma score by 1, to a maximum of 20.
- You learn 2 languages of your choice.
- Whenever you gain a level, you may choose to change your tribe to that of a tribe you've encountered. You lose all of the features of your old tribe, switching completely over to your new one, which generally 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.

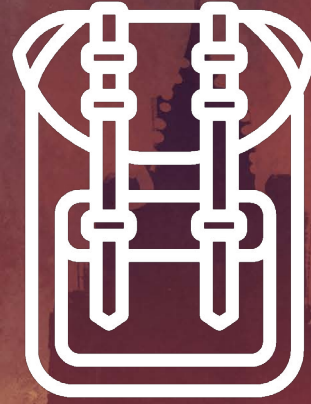
You gain one trick of your choice from that school now, which does not count against your tricks known for your class.

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.

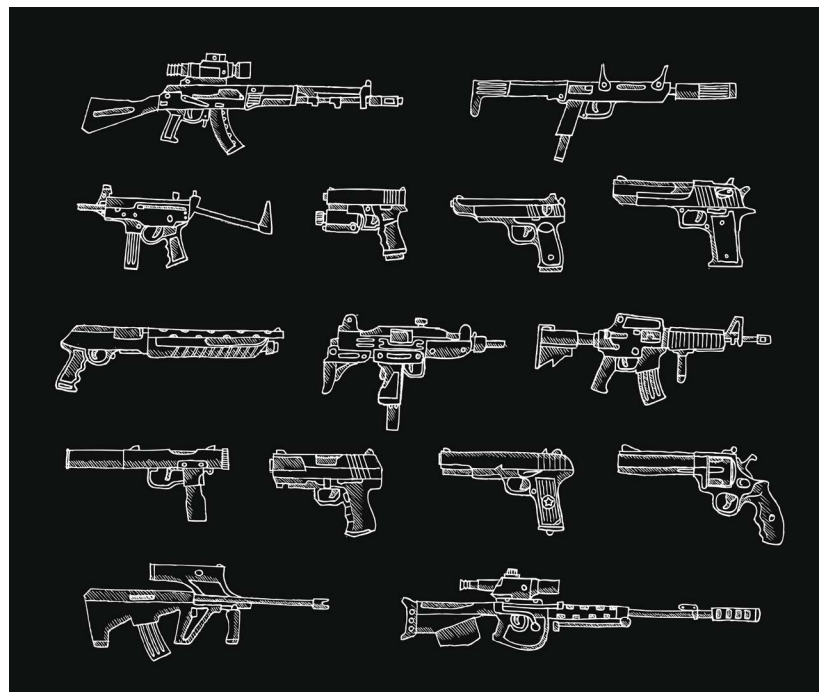
Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

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.



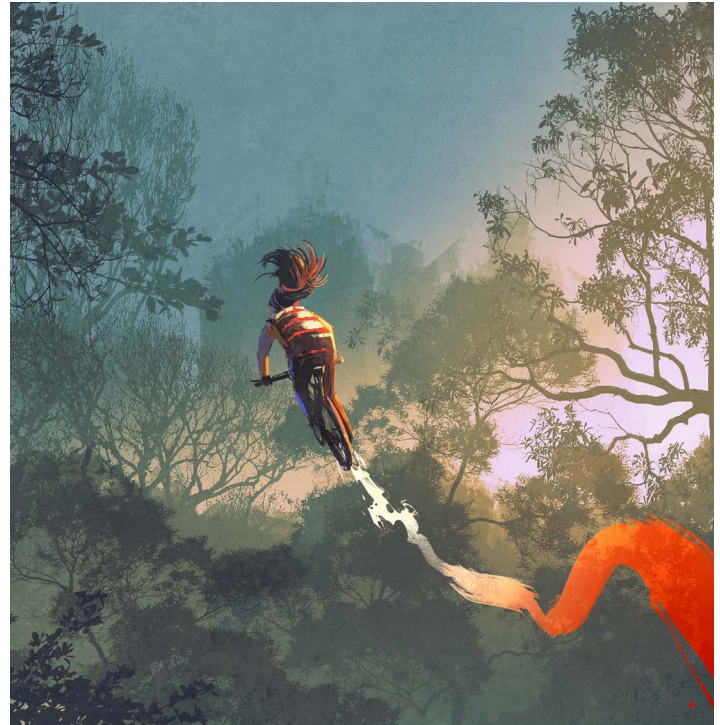
Tools

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 **HELLSCAPES** 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 material it might take to make or repair it.

Materials

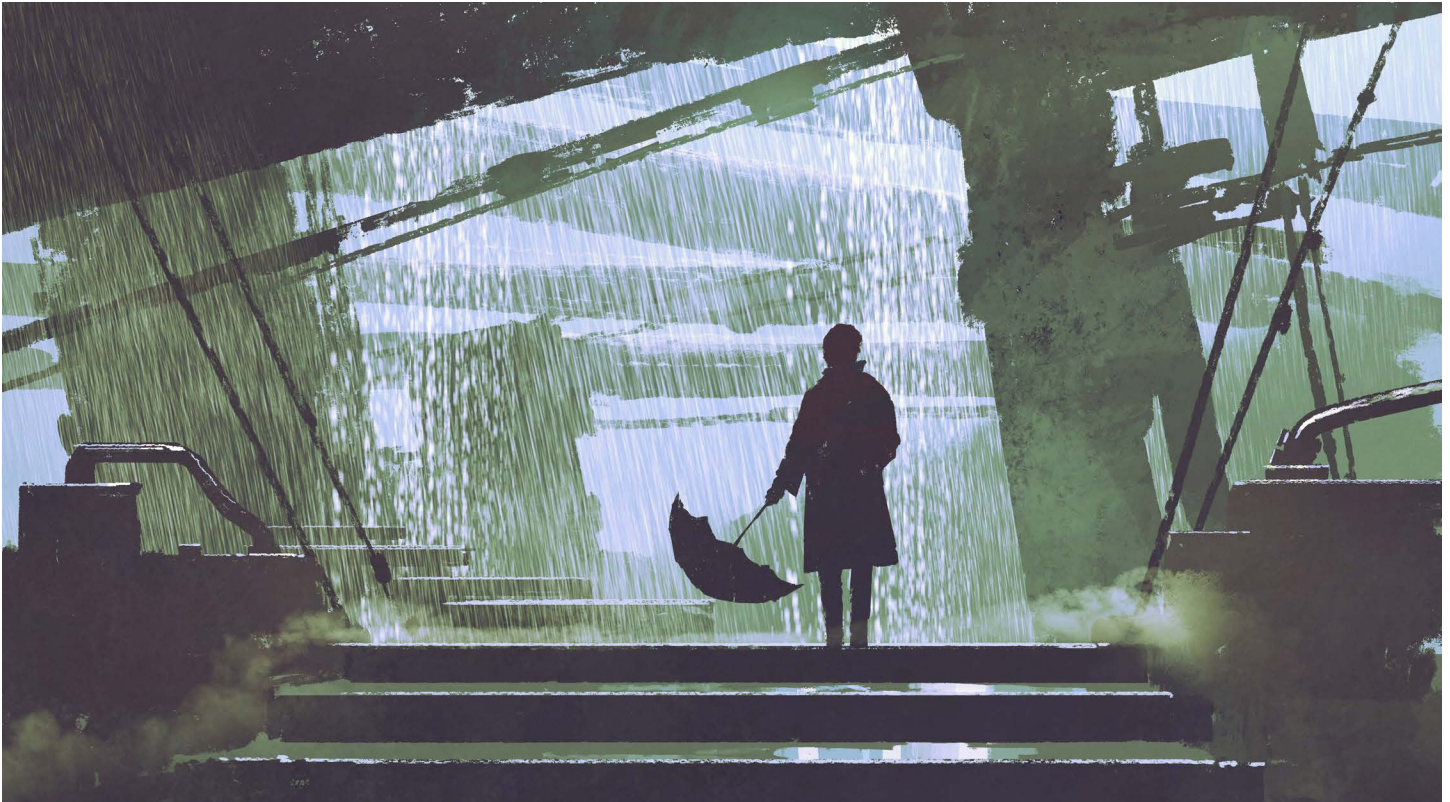
d20 roll	Material	Cost per unit	Weight per unit	Notes
1	<i>Ammunition</i>	See supplies table	N/A	Roll on the Martial Ranged Weapons section of the Weapons table to determine which weapon it's for.
2	<i>Batteries</i>	1	N/A	Generic battery units. One unit powers a device or vehicle for 10 hours unless 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

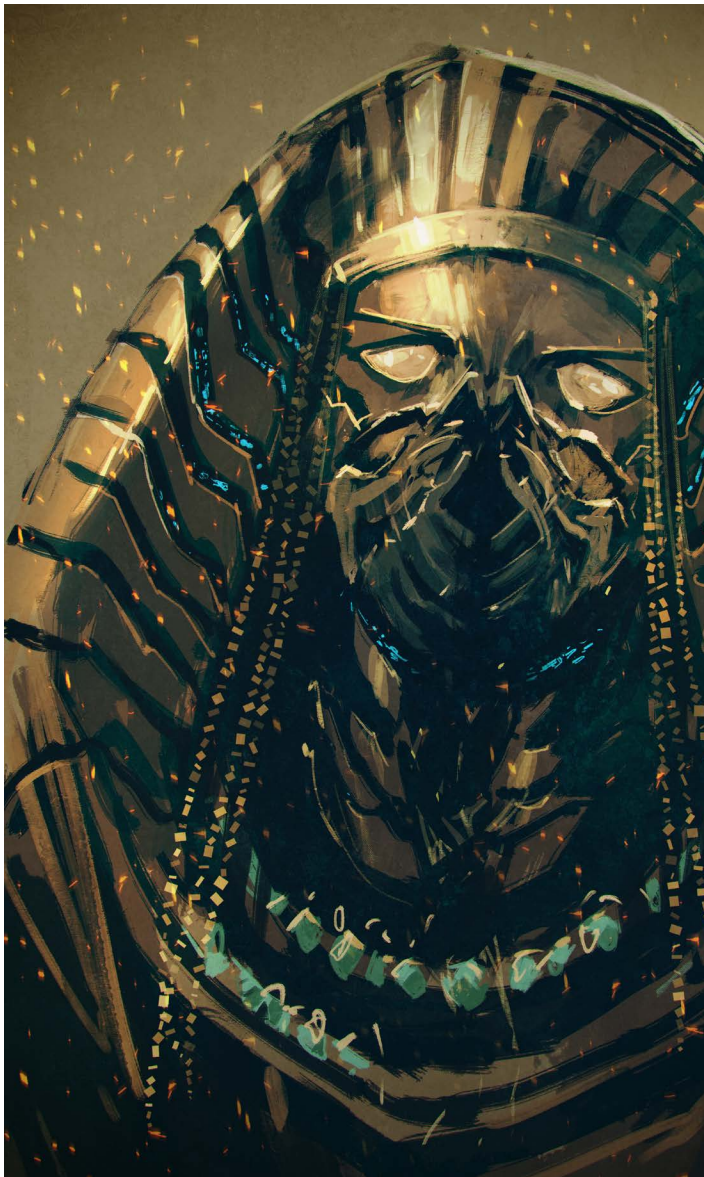
The armor or shield has been treated to resist fire. With armor, this provides you with resistance to heat damage while you wear it.

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 **HELLSCAPES** 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.



HELLSCAPES

CHARACTER SHEET

NAME

PLAYER

CLASSES, ARCHETYPES, & LEVELS

BACKGROUND

XP

ALIGNMENT

PROF. BONUS

ORIGIN

INSPIRATION POINTS

PORTRAIT

FEATURES & ABILITIES

STRENGTH

SCORE

BONUS

DEXTERITY

SCORE

BONUS

CONSTITUTION

SCORE

BONUS

INTELLIGENCE

SCORE

BONUS

WISDOM

SCORE

BONUS

CHARISMA

SCORE

BONUS

SKILLS

- ATHLETICS (STR)
- ACROBATICS (DEX)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- HISTORY (INT)
- INVESTIGATION (INT)
- OLD WAYS (INT)
- RELIGION (INT)
- SCIENCE (INT)
- ANIMAL HANDLING (WIS)
- INSIGHT (WIS)
- MEDICINE (WIS)
- PERCEPTION (WIS)
- SURVIVAL (WIS)
- DECEPTION (CHA)
- INTIMIDATION (CHA)
- PERFORMANCE (CHA)
- PERSUASION (CHA)

- STRENGTH SAVES
- DEXTERITY SAVES
- CONSTITUTION SAVES
- INTELLIGENCE SAVES
- WISDOM SAVES
- CHARISMA SAVES

- TOOL USE: AIR VEHICLES
- TOOL USE: LAND VEHICLES
- TOOL USE: WATER VEHICLES
- TOOL USE: _____
- TOOL USE: _____
- TOOL USE: _____
- TOOL USE: _____

- LANGUAGE: COMMON
- LANGUAGE: _____
- LANGUAGE: _____
- LANGUAGE: _____
- LANGUAGE: _____
- LANGUAGE: _____

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ARMOR CLASS



SPEED



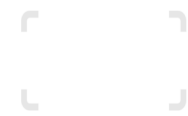
HIT POINTS



PASSIVE PERCEPTION



CURRENT & TEMPORARY HP



INITIATIVE



HIT DICE



ATTACKS & TRICKS

NAME	ATK BONUS	DAMAGE/TYPE

DEATH SAVES

SUCCESS: _____
FAIL: _____



GEAR

EQUIPMENT & OUTFITS

ARMOR

NAME	ARMOR CLASS	STR	STEALTH	WEIGHT
------	-------------	-----	---------	--------

--	--	--	--	--

WEAPONS

NAME	DAMAGE	WEIGHT	PROPERTIES
------	--------	--------	------------

MONEY

AMMO

PERSONALIZED ITEMS

MATERIALS

GAMBITS

GAMBIT SLOTS

MAX / USED

1ST ___ / ___

2ND ___ / ___

3RD ___ / ___

4TH ___ / ___

5TH ___ / ___

6TH ___ / ___

7TH ___ / ___

8TH ___ / ___

9TH ___ / ___

GAMBITS KNOWN

TRICKS

5TH LEVEL

[]

[]

[]

1ST LEVEL

[]

[]

[]

6TH LEVEL

[]

[]

[]

2ND LEVEL

[]

[]

[]

7TH LEVEL

[]

[]

[]

3RD LEVEL

[]

[]

[]

8TH LEVEL

[]

[]

[]

4TH LEVEL

[]

[]

[]

9TH LEVEL

[]

[]

[]
