

WASTELAND WARDENKERS



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INTRODUCTION

All kinds of people make their home in the post-apocalyptic wastes, but they all have one thing in common: they're survivors. Wasteland wanderers make a habit of leaving the relative safety of settlements to instead live a life of hair-raising adventure out in the wastes. There they encounter all manner of dangers, relying on a combination of bravery, skill, tenacity, and luck pull them through.

This supplement designed for the Fifth Edition of the world's most famous fantasy roleplaying game includes includes six classes designed for use in games using the Fifth Edition rules and are specifically tailored for post-apocalyptic settings. Some are reskins of classes from the SRD with necessary alterations to better suit the genre, while others are new.

You can use the contents of this sourcebook in your own unique post-apocalyptic setting, or it can also be helpful for other kinds of futuristic setting. Alternatively, the content here is designed to work with any published setting intended for the Fifth Edition game. For one, they fit very well with Fifth Edition Fallout, available free from the Spilled Ale Studios blog. As some differences can occur between different OGL products, some adaptation may be required to make the contents fully compatible with your setting and rules of choice.

It is recommended you use these six classes in place of the core classes but you can ignore that recommendation in favour of mixing and matching! If you wanted to add a touch of magic or psionic power to your post apocalyptic world, for instance, you might opt to use them alongside the Sorcerer or Mystic).

Because they are presented independently, these classes make some assumptions about the game they're to be used with, such as the existence of genre-appropriate skill and tool proficiencies. The Considerations section below will guide you through the class features you'll need to consider when tweaking them to fit perfectly in your own game.

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CONSIDERATIONS

There are a small number of differences between the classes in this supplement and the classes in the core game. When using them, bear in mind the following things.

HIT DICE

The classes presented in this supplement have only limited access to healing features (assuming the party includes a Shepherd or the right kind of Scientist), and curative items might be in short supply in the post-apocalyptic settings for which the classes are intended. Because of this, these classes restore more hit points than usual when they spend Hit Dice. For instance, instead of recovering $1d12 + \text{Con}$ hit points as a barbarian does, the savage recovers $1d8 + 4 + \text{Con}$ hit points when they spend a Hit Die.

If you opt to use one or more of these classes in a game where other characters don't have this perk, remember to convert the class's Hit Dice back to the normal standard as follows:

- ▶ Scientist, Scoundrel, Shepherd: 1d8
- ▶ Scout, Soldier: 1d10
- ▶ Savage: 1d12

PROFICIENCIES

Classes in this document may grant proficiency in the following skills which are assumed to exist in a post-apocalyptic setting. Reassign these options to an equivalent skill or tool that does exist in the game you're playing, or allocate an alternative.

TOOLS

- ▶ Chem Cook's Tools
- ▶ Computers
- ▶ Mechanic's Tools

SKILLS

- ▶ Engineering
- ▶ Hacking
- ▶ Science

CURRENCY AND SALVAGE

Whenever prices are mentioned in this supplement, the term currency is used. The exact nature of the "currency" is left vague; but 1 currency is equivalent to 1 gold piece in the Fifth Edition rules. Simply convert to the currency of choice for your setting.

SALVAGE

Some class features may refer to another type of resource known as "salvage". Salvage is an abstract unit, like currency, that represents random pieces of junk discovered and looted from the wasteland. Each salvage has a value of 1 currency and a weight 0.4 lb.

In actuality, the weight of one piece of salvage may vary from another- 0.4 lb. is an average of various lighter and heavier junk items. Similarly, the value of a unit of salvage can vary depending on merchant and local needs. If a mechanic is in desperate need of scrap materials, for instance, they might be willing to pay more than 1 currency per salvage.

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

This exchange equivalency also makes for a simple conversion if the GM prefers only to have currency in their game.

STARTING EQUIPMENT PACKAGES

Because these classes are designed for use with any post-apocalyptic setting, including your homebrews, it's impossible to predict what equipment might even be available, let alone allocate starting packages.

When using the classes from this supplement it is recommended to purchase all equipment a la carte unless your Game Master has created one or more starting equipment packages for your chosen class.

If you're not playing in a setting that provides its own equipment lists, you may want to check out *Wasteland Wares*! A companion supplement to this one, *Wasteland Wares* collects a comprehensive inventory of post-apocalyptic items and various rules related to their use.



SAVAGE

A savage is someone who gives in to the primal beast within them to better survive among the wasteland's other beasts. A savage can come from anywhere: among the ogres, live among the raiders, or even a bastion of civilisation or a shelter. What makes a savage is not where he or she was born or chooses to live, but whether they can harness the animal inside.

While it would be unusual for a robot to be a savage, it isn't impossible. This class could be the perfect fit for a military robot with a particularly relentless approach to combat.

PICK THE SAVAGE IF YOU WANT TO:

- ▶ Release your inner beast.
- ▶ Become attuned to the threats of the wasteland.
- ▶ Be the toughest guy or gal around.
- ▶ Fearlessly wade into melee combat.

THE SAVAGE				
CLASS LEVEL	PROFICIENCY	FEATURES	RAGE	RAGE DAMAGE
1	+2	Rage, Unarmoured Defense	2	+2
2	+2	Reckless Attack, Danger Sense	2	+2
3	+2	Archetype Feature	3	+2
4	+2	Ability Score Improvement	3	+2
5	+3	Extra Attack, Fast Movement	3	+2
6	+3	Path Feature	4	+2
7	+3	Feral Instinct	4	+2
8	+3	Ability Score Improvement	4	+3
9	+4	Brutal Critical (1 dice)	4	+3
10	+4	Archetype Feature	4	+3
11	+4	Relentless Rage	4	+3
12	+4	Ability Score Improvement	5	+3
13	+5	Brutal Critical (2 dice)	5	+3
14	+5	Archetype Feature	5	+3
15	+5	Persistent Rage	5	+3
16	+5	Ability Score Improvement	5	+4
17	+6	Brutal Critical (3 dice)	5	+4
18	+6	Indomitable Might	6	+4
19	+6	Ability Score Improvement	6	+4
20	+6	Primal Champion	6	+4



CLASS FEATURES

As a savage, you gain the following class features.

HIT POINTS

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

HIT POINTS AT HIGHER LEVELS. 7 + YOUR CONSTITUTION MODIFIER PER SAVAGE LEVEL AFTER 1ST.

HIT DICE. 1d8 + 4 + CONSTITUTION MODIFIER PER SAVAGE LEVEL.

PROFICIENCIES

ARMOUR. LIGHT ARMOUR, MEDIUM ARMOUR

WEAPONS. SIMPLE WEAPONS, MARTIAL MELEE WEAPONS

TOOLS. NONE

SAVING THROWS. STRENGTH, CONSTITUTION

SKILLS

CHOOSE ANY ONE OF ANIMAL HANDLING, ATHLETICS, INTIMIDATION, NATURE, PERCEPTION, AND SURVIVAL.

CHOOSE ANY ONE OTHER SKILL.

MULTICLASSING

IF YOU MULTICLASS INTO SAVAGE YOU GAIN THE FOLLOWING PROFICIENCIES: SHIELDS, MARTIAL MELEE WEAPONS, ONE SKILL FROM THE CLASS'S SKILL LIST.

STARTING CURRENCY

3d4 x 10 | AVERAGE (ROUNDING DICE): 70 | MAX: 120

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 if you aren't

wearing heavy armor:

- A. You have advantage on Strength checks and Strength saving throws.
- B. 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 barbarian, as shown in the Rage Damage column of the Barbarian table.
- C. You have resistance to bludgeoning, piercing, and slashing damage.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

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

UNARMoured DEFENSE

While you are not wearing any armour, your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier.

ANGER SENSE

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 explosions. To gain this benefit, you can't be blinded, deafened, or incapacitated.

ARCHETYPE

At 3rd level, you embark on a path that defines the type of savage you are. Available archetypes include the Berserker, the Implacable Hunter, the Mad Gunner, and the Survivor. The choice you make now is permanent—whenever you gain an archetype feature after 3rd level, which includes 6th, 10th, and 14th level, you gain the next feature of the archetype you chose at 3rd level.

The available archetypes and descriptions of their features appear after the end of the list of core features for this class. Look them all over and make this decision with care!

ABILITY SCORE IMPROVEMENT

Upon reaching 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. You can't increase an ability score above 20 using this feature.

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

EXTRA ATTACK

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

FAST MOVEMENT

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

FERAL INSTINCT

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 and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

BRUTAL CRITICAL

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 and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

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

resets to 10.

PERSISTENT RAGE

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.

PRIMAL CHAMPION

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

SAVAGE ARCHETYPES

The following archetypes are available for the Savage class.

BERSERKER

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

FRENZY

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.

MINDLESS RAGE

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

INTIMIDATING PRESENCE

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

RETALIATION

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

IMPLACABLE HUNTER

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

PACK LEADER

Starting when you choose this archetype at 3rd level, you gain the following additional features while raging:

- A. allied creatures that make a melee attack roll against any creature that is hostile to you and adjacent to you have advantage on their roll.
- B. any time you have no allies at all during an encounter, or all your allies are unconscious or dead, you instead gain advantage on your own melee attack rolls.

STALKING GROUNDS

Beginning at 6th level, choose either wilderness or ruins. Within your chosen environment, you ignore the effects of permanent areas of difficult terrain.

SIGN SAVANT

Starting at 10th level, you learn how to read your surroundings and quickly get a feel for the territory. You can spend 1 uninterrupted minute to learn up to three facts about the terrain around your position.

You can ask questions related to any of the following:

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

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

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

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

BRUTAL TAKEDOWN

Starting at 14th level, while raging you can spend a bonus action to knock a creature prone as long as you have hit it with a melee weapon attack on the same turn, and it is no more than one size category larger than you.

MAD GUNNER

Pick this archetype if you want to channel your savagery while using ranged weapons.

RANGED RAGE

Starting when you choose this archetype at 3rd level, when you rage you can add your rage damage bonus to attacks made with a shotgun or any firearm with the burst fire or full auto property. When using a firearm with the burst fire property while raging, you must always use it in burst fire mode as though it were a full auto weapon, until you lack enough ammunition to use burst fire when you can fire at single targets as normal.

Whatever the normal range of the weapon you are using, while you are raging the weapon has a range of 30/90 ft, or it's own range if that is less.

Additionally, when you gain the Reckless Attack feature at 2nd level you can use it with a ranged Dexterity-based attack made with any ranged weapon that qualifies for your rage damage bonus. Furthermore, when you gain the Brutal Critical feature at 9th

level, you gain its benefit with any ranged weapon that qualifies for your rage damage bonus.

GUN CLUB

Beginning at 6th level, you are considered proficient with using firearms you wield as melee weapons. On a successful hit with such a melee attack, the target takes 1d4 + your Strength modifier bludgeoning damage.

BOOMSTICK

Starting at 10th level, you designate a firearm you own and that qualifies for ranged rage as your boomstick.

You receive a +1 bonus to all attack rolls made with this weapon. In addition, any time you or any member of your party find compatible ammunition for the weapon, roll 2d4. You personally gain that many of the ammunition in addition to the amount that has already been found (which can be divided between the party in any way, as normal).

BULLET MAGNET

Starting at 14th level, when you rage any hostile creature within 30 feet of you has disadvantage on attack rolls against targets other than you (or another character with this feature). If you are hit by more than one creature that was affected by this feature, you receive 5 temporary hit points and a +1 bonus to your next attack roll for every creature that hits you beyond the first.

SURVIVOR

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

BRUTISH RESILIENCE

Starting when you choose this archetype at 3rd level, while you rage you have resistance to all damage types except for psychic damage.

HARD-BOILED

Beginning at 6th level, you gain advantage on Constitution ability checks even when not raging, and you gain temporary hit points every time you take a level of exhaustion or radiation poisoning equal to 5 times the level of the condition.

SIGN SAVANT

Starting at 10th level, you learn how to read your surroundings and quickly get a feel for the territory. You can spend 1 uninterrupted minute to learn up to three facts about the terrain around your position.

You can ask questions related to any of the following:

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

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

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

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

FAVOURABLE FOOTING

Starting at 14th level, you gain the following additional benefits while you're raging:

Unless you are incapacitated a hostile creature cannot force you to move by any physical means. However, if you willingly allow yourself to be moved into a new position, you can immediately move up to half your speed afterwards.

On your turn, you can also spend a bonus action to move up to half your speed.

SCIENTIST

While it might seem that science-minded individuals should be a dying breed in the wasteland, the truth is that there are many humans who still aspire to intellectual improvement. Much of the knowledge from before the bombs has not been lost, passed down to apprentices by survivors or remaining safe in dusty records and abandoned servers just waiting for someone to find them and reclaim their secrets.

Whether they have the noble goal of fixing some aspect of life in the wasteland or they practice their skills for personal gain, a scientist is a rare individual with an agile brain and, more importantly, the willpower to pursue an intellectual path in the face of a world that largely embraces violence and is often mistrustful of an industry that once destroyed the world.

PICK THE SCIENTIST IF YOU WANT TO:

- ▶ Be the smartest person in the room.
- ▶ Master the secrets of Old World technologies, and take post-nuclear technology to previously forgotten heights.
- ▶ Create cool gadgets or chemical brews to help you and your friends.
- ▶ Seek solutions to the Wasteland's problems and be the hope of a better world tomorrow!



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

CLASS FEATURES

As a scientist, you gain the following class features.

HIT POINTS

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

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

HIT DICE. 1d4 + 4 + CONSTITUTION MODIFIER PER SCIENTIST LEVEL.

PROFICIENCIES

ARMOUR. LIGHT ARMOUR

WEAPONS. SIMPLE WEAPONS

TOOLS. COMPUTERS.

SAVING THROWS. WISDOM, INTELLIGENCE

SKILLS

- ▶ SCIENCE, ENGINEERING.
- ▶ CHOOSE ANY ONE OF SLEIGHT OF HAND, HISTORY, INVESTIGATION, HACKING, MEDICINE, OR NATURE
- ▶ CHOOSE ANY ONE OTHER SKILL.

MULTICLASSING

IF YOU MULTICLASS INTO SCIENTIST, YOU GAIN THE FOLLOWING PROFICIENCIES: COMPUTERS, SCIENCE (IF YOU ALREADY HAVE PROFICIENCY IN THE COMPUTERS TOOL, ONE OTHER TOOL OF YOUR CHOICE. IF YOU ALREADY HAVE PROFICIENCY IN THE SCIENCE SKILL, ONE OTHER SKILL FROM THE CLASS'S SKILL LIST).

STARTING CURRENCY

5d4×10 | AVERAGE (ROUNDING DICE): 120 | MAX: 200

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and one tool proficiency. 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 tools) to gain this benefit.

SIGNATURE DEVICE

Also at 1st level, you create a gadget to help you survive the challenges of the wasteland. Choose one of the following options:

ARMOUR

You create a set of custom-made or heavily modified light armour. You possess a complete set of any light armour of your choice. While wearing the complete set of your signature armour, you are granted an additional +2 to AC.

ARMOUR MODIFICATIONS

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

If your game has no existing weapon modification rules, you choose a single modification from the following list, which applies when you are wearing the full set of light armour:

1. Reduces incoming radiation damage by 3.
2. Reduces incoming lightning damage by 3.
3. Reduces incoming cold damage by 3.
4. Reduces incoming melee damage by 3.
5. Increases unarmed melee damage by 3.

If your game includes rules for weapon modifications (such as those included in [Wasteland Wares](#), your signature armour can be equipped with any light armour compatible modification. You can choose any combination of modifications worth 40 currency or less and apply them to your armour for free. The first time you take a long rest after gaining a new level in the scientist class, you can switch one modification currently applied to your signature armour with any other modification of the same or lower value.

CUSTOM BOT

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

Your custom bot has the following game statistics:

- A. It can be your choice of a small or medium creature.
- B. It has a movement speed of 30 ft. At your option, a small custom bot can hover. A hovering bot replaces its movement with a fly speed of 30 ft. but cannot use their fly speed to ascend more than 30 ft. above ground level.
- C. It has a score of 10 in all ability scores, except two which may be increased to 12. The ability scores you may increase depend on the robot's size. If it is Medium, the +2 bonuses can be assigned to Intelligence, Wisdom, Strength, or Constitution. If it is Small, they can be assigned to Intelligence, Wisdom, Dexterity, or Constitution.
- D. Whenever you gain the Ability Score Improvement class feature, your choice of the bot's abilities also improve by the same amount (to a maximum of 20 in any one ability score).
- E. It has hit points equal to 6 + its Constitution modifier. Every time you gain a level in the scientist class, your bot gains additional hit points equal to 4 + its Constitution modifier.
- F. The bot uses your level in the scientist class to determine its proficiency bonus.
- G. The bot is proficient in two skills of your choice
- H. The bot adds half its proficiency bonus (rounded down) to all saving throws.
- I. The bot has one built-in melee weapon which deals 1d4 + your Tech Bonus bludgeoning, slashing, or piercing damage. You choose which of the three damage types the robot deals when you create it, but can switch the damage type after the first long rest you take after attaining a new level in the scientist class.
- J. The bot has one built-in weak laser weapon which deals 1d4 + your Tech Bonus energy damage and has a range of 40/10 feet.

Your custom bot follows your commands as best as it can. It rolls for initiative like any other creature, but you determine its actions and attitudes. If you are incapacitated or absent, your custom bot acts on its own.

If the bot is ever reduced to 0 hit points, it can be repaired with 8 hours of work and the expenditure of 50 currency or an equivalent value in crafting materials.

MELEE WEAPON

You create a custom-made or heavily modified one-handed melee weapon that deals your choice of 1d6 bludgeoning, 1d6 piercing, or 1d6 slashing damage. In addition, it also deals your choice of 1d6 + your Tech Bonus in fire, cold, lightning, poison, or radiation damage.

You are proficient with and receive a +1 bonus to all attack rolls made with this weapon. At 5th level, you can attack twice instead of once whenever you take the Attack action on your turn to make attacks with this weapon.

MELEE WEAPON MODIFICATIONS

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

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

1. Deals 1d10 of its special damage type, rather than 1d6.
2. Additional +1 to attack rolls.

If your game includes rules for weapon modifications (such as those included in *Wasteland Wares*, your signature melee weapon can be equipped with any melee weapon modification, though some may require adjudication. You can choose any combination of modifications worth 40 currency or less and apply them to your armour for free. The first time you take a long rest after gaining a new level in the scientist class, you can switch one modification currently applied to your signature melee weapon with any other modification of the same or lower value.

MULTITOOL

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

Choose any three types of tool. Your multitool counts as each of them. In addition, after failing an ability check with your multitool you can ask your DM if rolling a result 5 higher would have been a success. If the answer is yes, you can add +5 to your roll and succeed instead. You can use this feature a number of times per long rest equal to your Tech Bonus.

RANGED WEAPON

You create a custom-made or heavily modified pistol that deals $2d6 + \text{your Tech Bonus}$ damage and has a range of 50/150. The weapon's damage type is your choice of either piercing (requiring 10mm ammunition), energy, fire, cold, lightning, or sonic (all of which require fusion cells, or your setting's equivalent, as ammunition).

You are proficient with and receive a +1 bonus to all attack rolls made with this weapon. In addition, any time you are present when a member of your party find ammunition compatible with your signature ranged weapon, roll $2d4$. You personally gain that many of the ammunition in addition to the amount that has already been found (which can be divided between the party in any way, as normal).

RANGED WEAPON MODIFICATIONS

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

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

1. Short and long range increased 30 ft.
2. Bayonet ($1d6$ melee damage or $1d8$ if weapon 2-handed)
3. Doubled ammo capacity.
4. Additional +1 to attack rolls.

If your game includes rules for weapon modifications (such as those included in *Wasteland Wares*, your signature ranged weapon can be equipped with ranged weapon modifications appropriate for its type:

- A. If your weapon deals piercing damage type it can be equipped with any modification suitable for pistols.
- B. If your weapon deals energy, fire, cold, lightning, or sonic as your damage type, the weapon can be equipped with any modification suitable for energy weapons.

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

SHIELD

You have built a hands-free shield that can harmlessly dissipate at least some of an incoming energy source, including kinetic energy from ballistic ammunition or melee weapons.

Once per round you can spend your reaction to reduce the damage of a single attack that hits you by $10 + \text{your Tech Bonus}$.

TECH BONUS

At 1st level, you are excellent at what you do. Many objects that you make or repair using your scientist class or archetype features receive a bonus to rolls or can be used a number of times equal to the Tech Bonus for your level in the scientist class, as shown in the Tech Bonus column of the scientist class table.

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

THE BETTER PART OF VALOUR

At 2nd level, you know when discretion trumps heroism. You can take a bonus action on your turn in combat to Disengage or Hide.

PROBLEM SOLVIER

Also at 2nd level, you can think a difficult situation through and offer a solution. As an action on your turn, you can provide one creature within line of sight who can hear you clear and precise instructions. That creature rolls the first attack roll or ability check they make on their next turn with advantage. If no attack roll or ability check is made on the creature's turn, the solution is wasted.

Once you have offered a solution the number of times shown for your scientist level in the Solutions column of the scientist class table, you must finish a short rest before you can rage again.

ARCHETYPE

At 3rd level, you embark on a path that defines the type of research you pursue. Available archetypes include the Chem Cook,

the Engineer, and the Programmer. The choice you make now is permanent—whenever you gain an archetype feature after 3rd level, which includes 9th, 13th, and 17th level, you gain the next feature of the archetype you chose at 3rd level.

The available archetypes and descriptions of their features appear after the end of the list of core features for this class. Look them all over and make this decision with care!

ABILITY SCORE IMPROVEMENT

Upon reaching 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. You can't increase an ability score above 20 using this feature.

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

STRUCTURAL ANALYSIS

From 5th level, you can take a bonus action on your turn in combat to analyse an enemy or an object for weakness to exploit. The first time you hit the target with an attack on the same turn, they take an additional 5 untyped damage.

At each subsequent level the damage of this feature increases by 1 to a maximum of 20 at 20th level, as shown in the Analysis Column of the scientist class table.

Because the damage from your analysis has no type, it is unaffected by resistances or immunities.

TAKE COVER

At 7th level, you are adept at keeping yourself out of harms way while your tougher colleagues deal with a threat. As long as you are adjacent to a source of half, three-quarters, or total cover, you are considered to have half cover even when the source of cover would not normally apply to an incoming attack.

ENQUIRING MIND

By 11th level, your quick and competent brain easily absorbs knowledge and grasps difficult concepts, and you have no difficulty practically applying the fruits of your intellectualism. Whenever you make an Intelligence or Wisdom

ability check, you can treat a d20 roll of 9 or lower as a 10.

FLAWLESS RESEARCH

Starting at 14th level, as long as you have access to appropriate records and at least an hour in which to conduct your research, you can discover up to your Intelligence bonus in data points. Each data point is a brief statement pertaining to the subject of your research. You can learn any of the following kinds of information, starting with available facts and moving down the list:

- A. *Factual*. The data is presented as truth by multiple reliable sources.
- B. *Unproven*. The data is presented as truth by one source and may even be compelling, but lacks corroboration.
- C. *Theoretical*. The data is presented as likely by one or more sources, but they acknowledge the theory is unproven.
- D. *Anecdotal*. The source is relaying information received from a third party.

The GM tells you which category each data point belongs to.

In order to use this ability you must know enough to have a place to start: for instance, a person's name or the date of a significant event. You can learn facts unrelated facts to your starting point, as long as those facts could be discovered through connecting facts during your research. For instance, a person's name you could learn about an event they took part in, which in turn reveal the identity of other NPCs involved in that event.

You can ask for specific kinds of information, in which case the GM gives you any such facts of your GM to confirm your current knowledge and get more details. If you aren't specific the GM decides what facts it is possible to learn and which facts to give you.

After using this feature, you must complete a short or long rest before you can learn new data points.

TACTICAL POSITIONING

By 15th level, you use your prodigious intellect to maneuver to the most advantageous positions, never letting an enemy get their way.

Whenever a hostile creature moves close enough to you that you are within reach of at least one of their melee attacks, you

can spend your reaction to move half your movement speed without provoking an opportunity attack. If the hostile creature is medium or smaller and is adjacent to you, you can spend 5 feet of this movement to switch places with them.

RESILIENT EGO

Beginning at 18th level, you have learned and accomplished much, and have a clear vision of the great tasks still ahead of you. It is difficult for anyone to sway you from your path, and as such you have advantage on all Wisdom saving throws.

TOWERING INTELLECT

At 20th level, your brain is unparalleled in the wastes. Your Intelligence and Wisdom scores increase by 4. Your maximum for those scores is now 24.

SCIENTIST ARCHETYPES

The following archetypes are available for the Scientist class.

CHEM COOK

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

Some of the abilities of this archetype require a saving throw. The saving throw DC of your chem cook abilities equals $8 + \text{your Proficiency bonus} + \text{your Intelligence modifier}$.

QUICKBREW CHEMIST

Starting when you choose this archetype at 3rd level, you are proficient in Chem Cook's Tools. If you're already proficient, you can choose one other tool or Intelligence-based skill proficiency.

You also gain the ability to mix up some types of chem with only a little time and the bare essentials.

You can have a number of these quickbrew chems at a time equal to your Intelligence modifier (a minimum of one), and you can craft up to that number during a short rest. Each one you make requires 10 salvage and either 2 liquid snacks or 1 bottle of water.

If you create additional quickbrew chems when you have already reached your limit, for every new quickbrew chem you create your choice of one of the existing quickbrew chems loses its potency and causes no effects if used.

You can make any combination of the following quickbrew chems:

- A. **Body Buff.** The body buff quickbrew chem increases Strength, Dexterity, and Constitution by 2 for 30 seconds (5 rounds).
- B. **Mind Muddler.** The mind muddler quickbrew chem creates feelings of pleasure, and causes a distracting metal fugue. The target must succeed at a Constitution saving throw or suffer the dazed condition and disadvantage on social ability checks for 30 seconds (5 rounds). At the end of

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

- C. **Rad Guard.** The rad resist quickbrew chem reduces all radiation damage suffered by 3 for 30 seconds (5 rounds).
- D. **Rad Restore.** The rad restore quickbrew chem removes one level of radiation sickness.
- E. **Restorative.** The restorative quickbrew chem restores hit points equal to $3d6 + \text{your Tech Bonus}$.
- F. **Pep Up.** The pep up quickbrew chem removes one level of exhaustion.
- G. **Tough Buff.** The tough buff quickbrew chem reduces all bludgeoning, piercing, and slashing damage suffered by 3 for 30 seconds (5 rounds).
- H. **Toxic Brew.** The target of a toxic brew quickbrew chem must succeed at a Constitution saving throw or take $1d6 + \text{your Tech Bonus}$ in poison damage at the beginning of their turn for the next 5 turns. At the end of each of the target's turns, they may make a Constitution saving throw to end the effect early.

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

At your option, you can spend an additional 10 salvage per quickbrew chem to craft a syringe compatible with a syringer rifle. These syringes can still be used by hand if required.

CAREFUL HANDLING

Also at 3rd level, you are adept at extracting dangerous substances used in chems and poisons from creatures, plants, and other sources without risking harm to yourself.

MASTER CHEMIST

Starting at 9th level, you have advantage on Intelligence (Chemistry) ability checks.

NEW AND IMPROVED FORMULA!

By 13th level, you are capable of crafting chems far more efficiently. Reduce the salvage cost of all such items by a quarter (rounding down) when spending salvage to make them yourself.

The salvage cost to make one of your quickbrew chems is now 5, and the cost to make a quickbrew syringe is 10.

POTENT BREW

When you reach 17th level, you can create a cocktail that combines the effects of two quickbrew chems in one. You can only create one such cocktail per short rest, but you can have up to two at a time.

ENGINEER

Pick this archetype if you want to focus on making, repairing, and figuring out mechanical devices. Some of the abilities of this archetype require a saving throw. The saving throw DC of your engineer abilities equals 8 + your Proficiency bonus + your Intelligence modifier.

MAKESHIFT MECHANIC

Starting when you choose this archetype at 3rd level, you are proficient in Mechanic's Tools. If you're already proficient, you can choose one other tool or Intelligence-based skill proficiency.

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

You can carry a number of these makeshift devices equal to your Intelligence modifier (a minimum of one), and you can craft up to that number during a short rest. Each one you make requires 20 salvage.

If you create additional makeshift devices when you have already reached your limit, for every new makeshift device you create your choice of one of the existing makeshift devices

develops a fault and becomes useless.

You can make any combination of the following makeshift devices:

A. Grenade. You can put together an explosive that deals 3d6 + your Tech Bonus in fire damage. At your option a grenade you create can deal 1d6 fire and 2d6 piercing damage, or 1d6 fire and 2d6 slashing damage, to represent bombs filled purely with explosives as well as those packed with nails, razors, or other shrapnel. Whatever configuration you choose, your Tech Bonus is always added to the grenade's fire damage.

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

C. Grenade, Special. You can spend an additional 10 salvage (30 total) per makeshift grenade to craft one that deals 3d6 + your Tech Bonus in damage of a type chosen from the following list: cold, lightning, acid, radiation, sonic, and poison.

D. Mine. You can make a mine version of either a grenade or a special grenade. A makeshift mine can be placed in a location of your choosing as an action. Without appropriate tools, it cannot be attached to a vertical surface. The trigger distance of the makeshift mine is determined at the time you place it, and be 0 feet (a pressure-based mine), 5 feet, or 10 feet. When a small or larger creature or object enters into the radius of the mine's trigger distance the mine explodes. Each creature within 10 feet of the mine's location must make a Dexterity saving throw, taking full damage on a failed save, or half as much if successful.

E. Robot Repair Kit. This device can quickly repair minor damage to a robotic creature or turret, restoring hit points equal to 3d6 + your Tech Bonus.

Anyone can use one of your makeshift devices if it is in their possession.

MACHINE EXPERT

Also at 3rd level, you are familiar with the design specifications and design flaws of many old world technologies. When attacked or opposed in an ability check by a machine

or computer, you can force your opposition to roll with disadvantage.

Once you've used this ability, you cannot use it again until you finish or short a long rest.

TECHNOLOGICAL SAVANT

Starting at 9th level, you have advantage on Intelligence (Mechanics) ability checks.

EFFICIENT ENGINEERING

By 13th level, you are capable of crafting pipe weapons, melee weapons, metal armour, and modifications (if your game uses them) far more efficiently. Reduce the cost of all such items by a quarter (rounding down) when spending salvage to make them yourself.

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

MASTER CRAFTSMAN

When you reach 17th level, any item you create is unmatched in its excellence. Not only is the object considered resilient, but it is also considered one size category larger for the purpose of determining its hit points.

In addition, during a short rest you can perform maintenance on an item you created provided you are not using the short rest to engage in other activities, such as making improvised explosives with the Makeshift Devices feature. When you do so, roll 1d6 to determine how many maintenance points the item has. While the item has maintenance points remaining, it grants a benefit according to its type:

- A. A maintained weapon grants advantage on attack rolls.
- B. A maintained piece of armour forces an attack against the wearer to be rolled with disadvantage, or grants the wearer advantage on a Dexterity save.
- C. A maintained tool grants advantage on ability checks for which the tool is useful.

The item grants its benefit on the first rolls to which they would apply, they cannot be saved for rolls of the wielder's choice. Each time its benefit occurs, the item loses one of its

maintenance points. Maintenance points are retained by the item until expended. Maintenance can be performed on an item that already has maintenance points, but an item cannot have more than 4 maintenance points at a time; any additional points are wasted.

PROGRAMMER

Pick this archetype if you want to be able to one of the elite hackers of the wastelands.

ADVANCED PROGRAMMING

Starting when you choose this archetype at 3rd level, you master the ability to quickly and efficiently bypass electronic security systems. You are proficient in Hacking. If you're already proficient, you can choose one other tool or Intelligence-based skill proficiency.

You also gain access to the following hacking options:

- A. *Bypass*. Make an Intelligence (Hacking) roll against the target's Hacking DC or opposed by their Wisdom saving throw. On a success, bypass their surface programming and access the core functions of its operating system as though an administrator. The target will answer questions truthfully and without any kind of obfuscation or colour (a robot programmed to speak like a stereotypical cowboy, for example, reverts to its factory dialogue settings). The number of questions that can be asked is equal to 1 + an additional question per 5 by which your Intelligence (Hacking) roll beat the target.
- B. *Incite*. Make an Intelligence (Hacking) roll against the target's Hacking DC or opposed by their Wisdom saving throw. On a success, you override the machine's friend-foe recognition, causing it to recognise allies as hostiles and hostiles as allies. The effect lasts a number of turns equal to 1 + an additional turn per 5 by which your Intelligence (Hacking) roll beat the target.
- C. The target must make an attack against an ally on its turn if it is possible to do so, and deals additional damage on the attack equal to your Tech Bonus. It moves closer to an ally if it is necessary for it to do so to make an attack or to increase its success chances (such as entering short range). It never moves further away from allied creatures unless it is reduced to less than half its

hit points and finding cover, even further away, would be in the interests of its own long-term survival.

D. Rewrite. Over the course of at least 24 hours, you can write a set of operational instructions for a robot or machine from scratch. You must have a storage medium for the code and a means of transferring it to the intended target. Often these are one and the same (eg. a memory disc). The instructions you write may include basic retail, maintenance, or household tasks as well as patrol and defense parameters. With additional time (at the GM's discretion) you can write control programs with more complex instructions, as well as delete or rewrite significant sections of memory and personality.

E. Player character robots are immune to rewrite unless they willingly undergo the procedure.

F. Self-Destruct. When a robot or machine has hit points equal to or fewer than your level in the scientist class, make an Intelligence (Hacking) roll against the target's Hacking DC or opposed by their Wisdom saving throw. On a success, you trigger the target's self-destruct mechanism, or overload it in a manner that emulates self-destruction.

G. At the end of its next turn, or when it is reduced to 0 hit points if sooner, the machine explodes, dealing 3d6 + your Tech Bonus in fire damage to every creature within 10 feet of it.

H. Player character robots are immune to self-destruct.

COMPETITIVE CODE

Also at 3rd level, you can breach any firewall and fear the code of no other hacker. Whenever you use the Hacking skill, you require only half the time to access a terminal, or activate or deactivate a robot or machine.

When opposed in an ability check by another hacker or a computer, you can force your opposition to roll with disadvantage.

Once you've used this ability, you cannot use it again until you finish a short or long rest.

ELITE HACKER

Starting at 9th level, you have advantage on Intelligence (Hacking) ability checks.

OPPORTUNISTIC HACK

By 13th level, you are adept at hacking robots and turrets even in the midst of combat, waiting for a window in which they are occupied. You no longer provoke an opportunity attack when you attempt to interface your personal computer with the target, provided they attacked you were not the last target of their attacks on their previous turn.

EFFICIENCY TWEAKS

When you reach 17th level, you can improve the programming of robotic or machine allies.

During a short rest you can root around in the programming of a willing ally and make targeted improvements. Choose one of the following benefits:

1. +1 to attack rolls.
2. +1 AC and +2 to Dexterity saving throws.
3. +2 to ability checks for one ability score of your choice.

The chosen benefit applies until your next short or long rest.

SCOUNDREL

Sometimes it takes more than a big gun and an intimidating demeanour to survive in the wasteland, and the scoundrels of the post-nuclear world know that lesson well. Cat-like reflexes and deft hands can open as many or more doors (and windows) as a threat would. For the less hands on, a silver tongue can usually persuade someone to open the avenues of opportunity on the scoundrel's behalf.

Though a scoundrel has other tools to resort to than violence, they are nonetheless dangerous with a weapon in hand. The concept of fair play means nothing to a scoundrel. They take every opportunity to arrange affairs in their favour, and direct their attacks at the places their foes are most vulnerable.

PICK THE SCOUNDREL IF YOU WANT TO:

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



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

CLASS FEATURES

As a scoundrel, you gain the following class features.

HIT POINTS

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

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

HIT DICE. 1d4 + 4 + CONSTITUTION MODIFIER PER SCOUNDREL LEVEL.

PROFICIENCIES

ARMOUR. LIGHT ARMOUR

WEAPONS. SIMPLE WEAPONS, MARTIAL WEAPONS

TOOLS. THIEVES' TOOLS

SAVING THROWS. DEXTERITY, CHARISMA.

SKILLS

- ▶ CHOOSE THREE OF ACROBATICS, ATHLETICS, DECEPTION, INSIGHT, INTIMIDATION, INVESTIGATION, PERCEPTION, PERFORMANCE, PERSUASION, SLEIGHT OF HAND, OR STEALTH.
- ▶ CHOOSE ANY ONE OTHER SKILL.

MULTICLASSING

IF YOU MULTICLASS INTO SCOUNDREL YOU GAIN THE FOLLOWING PROFICIENCIES: MARTIAL WEAPONS, THIEVES' TOOLS, ONE SKILL FROM THE CLASS'S SKILL LIST.

STARTING CURRENCY

4d4 × 10 | AVERAGE (ROUNDING DICE): 100 | MAX: 160

EXPERTISE

At 1st level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Scoundrel table.

CRIMINAL CODE

Also at 1st level, you are aware of the secret mix of dialect, jargon, and code used by the criminal element. Using it, you can hide messages in seemingly normal conversation. Only another creature that knows these codes understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a particular gang or syndicate, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

ARCHETYPE

At 3rd level, you embark on a path that defines the type of underhanded activity in which you specialise. Available archetypes include the Con Artist, the Hitman, and the Thief. The choice you make now is permanent—whenever you gain an archetype feature after 3rd level, which includes 9th, 13th, and 17th level, you gain the next feature of the archetype you chose at 3rd level.

The available archetypes and descriptions of their features

appear after the end of the list of core features for this class. Look them all over and make this decision with care!

ABILITY SCORE IMPROVEMENT

Upon reaching 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. You can't increase an ability score above 20 using this feature.

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

UNCANNY DODGE

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 grenade or burst from a flamethrower. 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.

RELIABLE TALENT

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.

BLINDSENSE

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

SLIPPERY MIND

By 15th level, you have acquired greater mental strength. You

gain proficiency in Wisdom saving throws. If you already had half proficiency in Wisdom, you also gain half proficiency in Constitution saving throws.

ELUSIVE

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

STROKE OF LUCK

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

SCOUNDREL ARCHETYPES

The following archetypes are available for the Scoundrel class.

CON ARTIST

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

Some of the abilities of this archetype require a saving throw. The saving throw DC of your Con Artist abilities equals $8 + \text{your Proficiency bonus} + \text{your Charisma modifier}$.

SELL ANY STORY

Starting when you choose this archetype at 3rd level, you can use your proficiency in Deception whenever you would otherwise have to roll Persuasion. If you are also proficient with Persuasion before you gain this feature, you lose that proficiency and gain expertise in Deception.

In addition, you gain proficiency with the disguise kit.

CUTTING WORDS

Also at 3rd level, you can use words and gestures to distract, rattle, and incite your foes into making deadly mistakes. You can add your Charisma bonus, rather than your Strength or Dexterity bonus, to any melee attack roll you make, or any ranged attack roll against a creature within 30 feet that can hear or see you.

FALSIFY IDENTITY

At 9th level, you gain the ability to create extremely convincing false identities. You must spend a week and a sum of 25 coins to establish your identity's history, profession, and affiliations. For example, you might purchase appropriate clothing, falsify a letter introducing you as someone's relative, or find a suitable, empty location for your false identity to supposedly live or operate from.

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

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

EVERY CON HAS ITS MARK

From 13th level, after you succeed at a Charisma (Deception) check or a Charisma-based attack roll against an intelligent creature that can understand you, you can declare that they are your mark. While a creature is marked by you, you have advantage on Charisma ability checks and Charisma-based attack rolls against them until your next short rest. A creature ignores this effect if it can't be charmed.

Once you've used this ability, you cannot use it again until you finish a short or long rest.

DISSUADE HOSTILITY

Starting at 17th level, you can confound a creature and make them unsure about assaulting you. When you are hit, but before damage is rolled, you can spend your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the hit becomes a miss and the target has disadvantage on any further attack rolls it makes against you before the end of its turn.

Once you've used this ability, you cannot use it again until you finish a short or long rest.

HITMAN

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

ASSASSIN'S STRIKE

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

Additionally, when you have advantage against a creature that is surprised, maximise the damage when you hit them instead of rolling.

TOOLS OF DEATH

Also at 3rd level, you gain proficiency with the disguise kit and poisoner's kit.

CONTRACT KILLER

Beginning at 9th level, at the end of a short or long rest you can declare a creature to be your target. When you fail an ability check pertaining to locating, tracking, or positioning yourself to assassinate that creature, you can reroll the ability check.

Once you have used this ability to reroll three times, you cannot use it again until you finish a short or long rest.

AGONIZING CUT

At 13th level, when you fail to kill a foe outright you can wound them in such a way that death may find them regardless. After you deal damage to a creature using your sneak attack, you can use your bonus action to cause additional ongoing damage. The creature takes 2d6 damage at the beginning of each of its turns. At the end of the creature's turn it may make a Constitution saving throw to end this effect.

ASSASSIN'S ESCAPE

Beginning at 17th level, you can move up to half your movement speed as part of your Hide action.

THIEF

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

FAST HANDS

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

SECOND-STORY WORK

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

SUPREME SNEAK

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

TRICK UP YOUR SLEEVE

By 13th level, you make a habit of pocketing items that might come in handy later. Whenever you need an item that is tiny sized (such as a bottle, lock, or even a molotov cocktail) that isn't in your inventory, you can roll a Charisma (Deception) check. The DC of the check is 5 + the cost of the item in currency. On a success, you have one of the item in question concealed somewhere on your person.

If this ability is used when the character has had their possessions taken away, the DC is increased by 5, or 10 if extra precautions have been taken against the character concealing anything (such as removing their clothes).

This feature can be used once per short rest, but cannot be used to repeatedly attempt to gain an item when the character has already failed if their circumstances haven't changed. For instance, a thief who fails to use this item to gain a lockpick while imprisoned cannot make the same attempt while they remain

in their cell.

THIEF'S REFLEXES

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

SCOUTS

Most people don't want to spend more time away from civilised holdouts than they have to. Most people think you're crazy. But you live and work out in the wasteland, making sport out of dodging marauding raiders and mutated fauna.

Scouts are couriers, wandering traders, bounty hunters, and Old World scavengers. Some do it for the challenge, others to pursue profitable ventures that most wouldn't risk, while still others would have it no other way, for they prefer their solitude to the company of other people.

PICK THE SCOUT IF YOU WANT TO:

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



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

CLASS FEATURES

As a scout, you gain the following class features.

HIT POINTS

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

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

HIT DICE. 1d6 + 4 + CONSTITUTION MODIFIER PER SCOUT LEVEL.

PROFICIENCIES

ARMOUR. LIGHT ARMOUR, MEDIUM ARMOUR, SHIELDS

WEAPONS. SIMPLE WEAPONS, MARTIAL WEAPONS

TOOLS. NONE

SAVING THROWS. STRENGTH, CONSTITUTION.

SKILLS

- ▶ SURVIVAL.
- ▶ CHOOSE ONE OF ANIMAL HANDLING, ATHLETICS, INSIGHT, INVESTIGATION, NATURE, PERCEPTION, OR STEALTH.
- ▶ CHOOSE ANY ONE OTHER SKILL.

MULTICLASSING

IF YOU MULTICLASS INTO SCOUT YOU GAIN THE FOLLOWING PROFICIENCIES: MEDIUM ARMOUR, MARTIAL WEAPONS, ONE SKILL FROM THE CLASS'S SKILL LIST.

STARTING CURRENCY

4d4 × 10 | AVERAGE (ROUNDING DICE): 100 | MAX: 160

OLD RELIABLE

At 1st level, you gain a signature firearm which is your constant companion as you traverse the wastes.

Choose any simple or martial ranged weapon that deals no more

than 2d6 damage and is not a heavy weapon. You own it, and do not have to spend any currency to attain it.

You receive a +1 bonus to all attack rolls made with this weapon, or a +2 bonus if your game does not use modification rules (see the following paragraph). In addition, any time you are present when a member of your party find ammunition compatible with your Old Reliable, roll 2d4. You personally gain that many of the ammunition in addition to the amount that has already been found (which can be divided between the party in any way, as normal).

RANGED WEAPON MODIFICATIONS

If your game includes rules for weapon modifications (such as those included in *Wasteland Wares*, your old reliable has only a +1 bonus to ranged attack rolls, but it can be equipped with ranged weapon modifications appropriate for its type. You can choose any combination of modifications worth 40 currency or less and apply them to your old reliable for free.

You may choose a 2d8 damage weapon that qualifies for the Caliber Downgrade modification and select that modification as part of this budget, in so doing reducing the weapon's damage to the 2d6 necessary to qualify for this feature. However, if you do so the Caliber Downgrade modification is permanent for for your old reliable and can never be removed or exchanged.

WANDERER

At 2nd level, you are an experienced traveller to whom no obstacle is too great. You gain the following benefits:

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

SCOUT'S INSTINCT

Also at 2nd level, you gain access to a pool of instinct points. You have a number of instinct points equal to your level in this class. One point can be spent to roll 1d6, your Instinct Die, and

add it to the result of a die roll you have already made in any of the following circumstances.

- A. Spend immediately after rolling initiative to add your instinct die to your roll.
- B. Spend immediately after missing an attack roll to add your instinct die to your attack and recalculate the result accordingly.
- C. Spend immediately after rolling damage to roll your instinct die twice and add the total to to your final damage.
- D. Spend immediately after being hit by an attack (but before damage is rolled) to add your instinct die to your AC and recalculate the result accordingly.
- E. Spend immediately after making a Strength, Dexterity, or Constitution saving throw (even after the result is declared but before any damage is rolled) to add your instinct die to your roll and recalculate the result accordingly.
- F. Spend immediately after making an Acrobatics, Athletics, Perception, Stealth, or Survival ability check to add your instinct die to your roll.

Only one instinct may be spent per roll. Your instinct cannot be used on the same roll as a shepherd's motivation die (or a bard's inspiration die in the event your game mixes classes from core and *Wasteland Wanderers*). You can turn failure into success through either your own intuition and grit, or outside inspiration, but they don't stack.

In addition to the usual uses of instinct, you can also spend it to increase the lethal accuracy of your attacks with your Old Reliable:

- G. Spend a point of instinct immediately after you roll a 17, 18, or 19 on an attack roll using your Old Reliable and hit to double the weapon's usual damage dice (4d6) as though you had rolled a critical. This effect is not the same as a true critical: if you add damage from other sources, such as a multiclassed Scout/Scoundrel's Sneak Attack, that damage is not also doubled.

Note that since this use of instinct is spent on the attack roll, you can use it as well as increasing the damage roll.

Spent instinct points are regained after the successful conclusion of a short or long rest.

ARCHETYPE

At 3rd level, you embark on a path that defines the reasons you have for wandering the wastes. Available archetypes include the Beast Hunter, the Bounty Hunter, and the Guerilla. The choice you make now is permanent—whenever you gain an archetype feature after 3rd level, which includes 7th, 11th, and 15th level, you gain the next feature of the archetype you chose at 3rd level.

The available archetypes and descriptions of their features appear after the end of the list of core features for this class. Look them all over and make this decision with care!

HIDDEN STASH

Also at 3rd level, when you no longer have any ammunition compatible with your Old Reliable, you can roll 3d4 and immediately gain that many of the ammunition.

Once you have used this ability, you cannot use it again until after your next long rest.

ABILITY SCORE IMPROVEMENT

Upon reaching 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. You can't increase an ability score above 20 using this feature.

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

EXTRA ATTACK

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

VAGABOND

Starting at 8th level, your long experience of life in the wilderness grants you additional benefits:

- A. You can pass through plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.
- B. Creatures have disadvantage on Perception checks to

detect you when there are other creatures that are not allied to you within the sight or hearing of the creature attempting the check.

c. You always know which direction is North.

HIDE IN PLAIN SIGHT

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 as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

HARDENED SURVIVOR

From 14th level, you gain 10 temporary hit points after completing a short or long rest.

ACUTE AWARENESS

At 18th level, you gain an instinctive awareness of your immediate surroundings that helps you handle invisible enemies or foes blocked from view. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible or unseen creature within 30 feet of you, provided that the creature isn't successfully hiding from you and you aren't blinded or deafened.

TOUGH AS NAILS

At 20th level, your self-reliance and survival against the odds have rendered you extremely resilient against harmful effects. You add half your Proficiency to all saving throws in which you are not already Proficient.

SCOUT ARCHETYPES

The following archetypes are available for the Scout class.

BEAST HUNTER

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

HUNTER'S PREY

When you choose this archetype at 3rd level, you can use one of the following features once on each of your turns:

- A. *Against the Pack.* When you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.
- B. *Big Game Hunter.* Roll an attack made against a creature that is one or more sizes larger than yourself with advantage.
- C. *Blood in the Air.* If a creature you hit is already below its hit point maximum, you deal an extra 1d8 damage of the same type as the weapon used.

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice.

1. *Escape the Horde.* Opportunity attacks against you are made with disadvantage.
2. *Multiattack Defense.* When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.
3. *Steel Will.* You have advantage on saving throws against being frightened.

LEADING ATTACK

By 11th level, once on each of your turns when you miss with an attack, you can make another attack.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

1. *Evasion:* When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, such as a grenade or autofire weapon, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
2. *Stand Against the Tide:* When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.
3. *Uncanny Dodge:* When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

BOUNTY HUNTER

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

MARK QUARRY

When you choose this archetype at 3rd level, as a bonus action you may declare that a creature you can see within 90 feet is your quarry. You deal an extra 1d6 damage to the quarry the first time you hit it with a weapon attack on each of your turns.

For the next hour, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find your quarry.

A creature cannot be your quarry more than once per long rest.

MANHUNTER

At 7th level, creatures attempting to hide from you while you are aware of their presence in the area are opposed by your Wisdom (Perception) roll or your passive Wisdom (Perception), whichever is higher. Additionally, if the hidden creature doesn't move on their next turn your passive Perception increases by +5 for the purposes of finding them only. This bonus is cumulative. For instance, if a creature hides from you and stays in place for three full turns following their Hide action, your passive Perception for the purposes of locating them is +15 higher than normal.

Additionally, when you reduce a hostile creature to 10 or fewer hit points with an attack, you can spend a bonus action to deal 1d12 additional untyped damage, which is always treated as nonlethal if the target is reduced to 0 hit points.

LEADING ATTACK

By 11th level, your quarry can no longer easily escape from you. They still provoke opportunity attacks from you even if they take the Disengage action.

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

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

1. **Evasion:** When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, such as a grenade or autofire weapon, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
2. **Stand Against the Tide:** When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.
3. **Uncanny Dodge:** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

GUERRILLA

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

HIT AND RUN

When you choose this archetype at 3rd level, you survive the dangers of the wastes using guerilla tactics. Your movement speed increases by 10 feet. Additionally, you can take a bonus action on each of your turns in combat to Disengage.

SWIFT REACTIONS

At 7th level, you have advantage on initiative rolls and your passive Perception is considered 5 higher for the purposes of determining whether or not you are surprised.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can still take an action on your first turn as long as it is to Dash, Disengage, or Hide.

FLIGHT AND FIGHT

By 11th level, you seize opportunities to strike even as you withdraw from among the enemy. Once per turn when you move past a hostile creature while Disengaging, you may make a melee attack against them.

SHIELD OF SEPARATION

At 15th level, whenever you are at least 20 feet from your nearest ally, your AC is increased by 1 and you have advantage on saving throws against area effects such as grenades or autofire.

SHEPHERD

The world has been in chaos for centuries, and in such times those who promise order come to the fore. A shepherd is a leader of men and women, someone with the charisma and the cunning to unite people under their banner with a common goal.

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

PICK THE SHEPHERD IF YOU WANT TO:

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



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

CLASS FEATURES

As a shepherd, you gain the following class features.

HIT POINTS

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

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

HIT DICE. 1d4 + 4 + CONSTITUTION MODIFIER PER SHEPHERD LEVEL.

STARTING CURRENCY

5d4×10 | AVERAGE (ROUNDING DICE): 120 | MAX: 200

PROFICIENCIES

ARMOUR. LIGHT ARMOUR

WEAPONS. SIMPLE WEAPONS

TOOLS. TWO TOOLS OF YOUR CHOICE.

SAVING THROWS. WISDOM, CHARISMA

SKILLS

- ▶ PERSUASION
- ▶ CHOOSE ANY THREE SKILLS.

MULTICLASSING

IF YOU MULTICLASS INTO SHEPHERD YOU GAIN THE FOLLOWING PROFICIENCIES: ONE TOOL OF YOUR CHOICE, PERSUASION (IF YOU ALREADY HAVE PROFICIENCY IN THE PERSUASION SKILL, ONE OTHER SKILL OF YOUR CHOICE).

COMMAND

At 1st level, you can instil fear in the hearts of your enemies or berate and mock them for their cowardice, or instead you can soothe the spiritual hurts of your allies.

You have access to a pool of command points which you can spend to damage enemies and heal allies. The amount of command

points you possess is determined by your level shepherd class, as shown in the Command column of the shepherd class table. Your shepherd class table also determines the maximum amount of command points you can spend at once on any single action, and is also shown in the Command column.

Some command abilities available to you require the target to make a Wisdom saving throw. The DC of your shepherd command abilities equals **8 + your Proficiency bonus + your Charisma modifier.**

To spend your command points, use one of the following actions on your turn:

- A.** choose one hostile intelligent creature within 60 feet of you that you are aware of and that can hear you. That creature must make a Wisdom saving throw or take 1d6 psychic damage per command point spent on this action.
- B.** choose one allied intelligent creature within 60 feet of you that you are aware of and that can hear you (including yourself). That creature is healed 1d4 hit points per command point spent on this action.
- C.** choose a number of intelligent creatures per command point spent within 30 feet of you that you are aware of and that can hear you. All targets must make a Wisdom saving throw, becoming charmed by you for 1 hour and treating you as a friendly acquaintance if they fail. A target automatically succeeds on their saving throw if you or your companions are fighting it. The target reacts normally to hostile actions and speech after the effect, but remains charmed by you if you yourself remain nonhostile and don't side with your allies. If you take a hostile action against a target or side with an ally who does, the effect ends on all targets who are present to witness your betrayal.
- D.** choose a number of intelligent creatures per command point spent within 30 feet of you that you are aware of and that can hear you. All targets must make a Wisdom saving throw, becoming frightened of you for up to 1 minute. The target may repeat its saving throw at the end of each of its turns.

Spent command points are regained after the successful conclusion of a short or long rest.

MOTIVATE EXCELLENCE

At 1st level, you can use your words to inspire others.

To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Motivation die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Motivation die, but must decide before the GM says whether the roll succeeds or fails. Once the Motivation die is rolled, it is lost. A creature can have only one Motivation die at a time.

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

Your Motivation die increases in size based on your levels in the shepherd class, as shown in the Motivation column of the shepherd class table.

COMRADES' BOND

Also at 1st level, you inspire loyalty and a sense of deep camaraderie in your allies. Any ally within 30 feet to whom you have line of sight and who can hear you (including yourself) can spend a reaction when an ally adjacent to them is hit by an attack. They interpose themselves between the attack and its intended target. The defender may either take all the damage intended for their ally, or split the damage evenly between them (taking the greater share themselves if the damage is an odd number).

HELPING HAND

Beginning at 2nd level, you help your friends and allies with their tasks, and have a knack for quickly picking up insights into their fields of expertise.

Whenever you take the Help action, as well as rolling their ability check or attack roll with advantage the creature you are aiding adds half your Proficiency bonus (rounded down) to their roll.

Furthermore, if the ability check you help with involved one of the creature's proficient skills, you become proficient in that skill. If you are already proficient, you gain expertise with the skill (doubling your proficiency bonus).

You may only have one such bonus proficiency or expertise at a time. Each time you may acquire a bonus skill proficiency when you take the Help action, you may choose to keep the one you currently have or to replace it.

THE WIND IN THEIR SAILS

Beginning at 2nd level, you can rejuvenate your flagging allies with gentle words, a rousing speech, or inspiring performance during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains extra hit points equal to your Rejuvenation die, which begins as a d6.

Your Rejuvenation die increases in size based on your levels in the shepherd class, as shown in the Rejuvenation column of the shepherd class table.

ARCHETYPE

At 3rd level, you embark on a path that defines the sort of leader or inspirational figure you are. Available archetypes include the Chronicler, the Commander, the Regent, and the Tyrant. The choice you make now is permanent—whenever you gain an archetype feature after 3rd level, which includes 6th and 14th level, you gain the next feature of the archetype you chose at 3rd level.

The available archetypes and descriptions of their features appear after the end of the list of core features for this class. Look them all over and make this decision with care!

EXPERTISE

Also at 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

ABILITY SCORE IMPROVEMENT

Upon reaching 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. You can't increase an ability score above 20 using this feature.

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

Motivation left, you regain one use.

WELLSPRING OF MOTIVATION

Beginning when you reach 5th level, you regain all of your expended uses of Motivation when you finish a short or long rest.

BE THE ROCK

At 6th level, you can persuade creatures whose will is wavering to stay the course. As an action, you can begin a speech that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on Wisdom saving throws against being charmed, frightened, or shaken.

A friendly creature already under the effect of one or more of these conditions can immediately make a saving throw against one of them.

Although this ability normally only helps to friendly creatures, you can extend its benefits to all creatures within range if you have a reason to do so.

A creature must be able to hear you to gain the benefits of this feature.

STRONG LEADERSHIP

Starting at 10th level, you bolster your own spirit so that you can remain strong for the sake of your allies. When you roll initiative at the beginning of a combat you can spend a number of command points up to your maximum command per use and grant yourself 1d4 temporary hit points per command point spent. If they are not lost beforehand, you lose your temporary hit points when you take a long rest.

HEROIC INSPIRATION

By 18th level, whenever you have temporary hit points, any ally rolling bonus motivation dice or rejuvenation dice that you granted rolls 2d6 instead of 1d12.

TIRELESS MOTIVATION

At 20th level, when you roll initiative and have no uses of

SHEPHERD ARCHETYPES

The following archetypes are available for the Shepherd class.

CHRONICLER

Pick this archetype if you want to wander the wastes, collecting stories from the world's history and myth, and impart your collected wisdom on the people you meet.

HISTORY BUFF

When you choose this archetype at 3rd level, you become proficient in History. If you were already proficient in History you gain expertise in it, doubling your Proficiency bonus to History skill checks.

DRAW INSPIRATION

Also at 3rd level, you take lessons from the stories you've learned and can apply them even in tense situations.

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

JACK OF ALL TRADES

From 6th level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

LESSONS OF THE PAST

Starting at 14th level, when you make an ability check, you can expend one use of Motivate Excellence. Roll a Motivation die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the

DM tells you whether you succeed or fail.

COMMANDER

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

CALL TO ARMS

When you choose this archetype at 3rd level, you can spend your action to allow one allied creature within 30 feet who can hear you to make a single attack using an unarmed attack, melee weapon, or loaded ranged weapon.

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

EXTRA ATTACK

At 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

COMMANDER'S STRIKE

Starting at 14th level, after spending command points during your action you can spend a bonus action to make a weapon attack.

REGENT

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

BRING OUT THE BEST

When you choose this archetype at 3rd level, whenever an allied creature uses the Help action to grant advantage on a roll you are making, you roll three d20s instead of two and take the best

result. Disadvantage still cancels out this improved version of advantage as normal.

Additionally, when you use the Help action to grant advantage to an allied creature, you may give them one of your Motivation dice as part of the same action. They don't have to spend the Motivation on the action on which you are helping, although they may do so.

COORDINATE DEFENSE

At 6th level, whenever you see a hostile creature move out of the reach of an allied creature within 60 feet of yourself, you can spend your reaction to allow that ally to make an opportunity attack. The ally cannot spend their own reaction to make an opportunity attack during the same instance of provocation, but may make an opportunity attack if provoked again, even by the same creature.

Additionally, when you have half your maximum hit points or less, once per turn when you are hit by an attack one allied creature within 60 feet who sees it happen can spend their reaction to move their speed either toward you or toward the creature that attacked you.

INSPIRE WRATH

Starting at 14th level, after you spend command points during your turn one allied creature who acts after you in the initiative round can spend a bonus action on their turn to make a weapon attack.

TYRANT

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

RULE BY FEAR

Beginning when you choose this archetype at 3rd level, you become proficient in Intimidation. If you were already proficient in Intimidation you gain expertise in it, doubling your Proficiency bonus to Intimidation skill checks.

Additionally, when you use the Help action to grant advantage to an allied creature, you may give them one of your Motivation dice as part of the same action. They don't have to spend the

Motivation on the action on which you are helping, although they may do so.

THREAT OF FAILURE

At 6th level, as a bonus action choose a single allied creature within 60 feet that can see or hear you. The target gains a number of points of Terror equal to your Charisma bonus.

The target may spend their Terror before the end of their next turn. Any unspent points are lost. Terror can be spent in any of the following ways:

- A. +1 to an attack roll.
- B. +2 to an ability check.
- C. +2 damage (of the same type as the weapon).
- D. +5 to the target's movement speed.

Spent Terror is cumulative—for instance, the target could spend 3 Terror to increase their attack roll by +3.

INSPIRE WRATH

Starting at 14th level, after you spend command points during your turn one allied creature who acts after you in the initiative round can spend a bonus action on their turn to make a weapon attack.

SOLDIER

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

Some soldiers learn their skills from a parent or mentor who served in an armed force, and a few are simply natural born warriors who possess more discipline than the average savage.

PICK THE SOLDIER IF YOU WANT TO:

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



THE SOLDIER		
CLASS LEVEL	PROFICIENCY	FEATURES
1	+2	Combat Style, Second Wind
2	+2	Action Surge (one use)
3	+2	Archetype Feature
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Ability Score Improvement
7	+3	Archetype Feature
8	+3	Ability Score Improvement
9	+4	Indomitable (one use)
10	+4	Ability Score Improvement
11	+4	Extra Attack
12	+4	Ability Score Improvement
13	+5	Indomitable (two uses)
14	+5	Ability Score Improvement
15	+5	Archetype Feature
16	+5	Ability Score Improvement
17	+6	Action Surge (two uses), Indomitable (three uses)
18	+6	Archetype Feature
19	+6	Ability Score Improvement
20	+6	Extra Attack

CLASS FEATURES

As a soldier, you gain the following class features.

HIT POINTS

HIT POINTS AT 1ST LEVEL. 10 + your CONSTITUTION MODIFIER.

HIT POINTS AT HIGHER LEVELS. 6 (1d10) + your CONSTITUTION MODIFIER PER SOLDIER LEVEL AFTER 1ST.

HIT DICE. 1d6 + 4 + CONSTITUTION MODIFIER PER SOLDIER LEVEL.

PROFICIENCIES

ARMOUR. ALL ARMOUR, SHIELDS

WEAPONS. SIMPLE WEAPONS, MARTIAL WEAPONS

TOOLS. NONE.

SAVING THROWS. CONSTITUTION, STRENGTH.

SKILLS

▶ CHOOSE ONE OF ACROBATICS, ANIMAL HANDLING, ATHLETICS, HISTORY, INSIGHT, INTIMIDATION, PERCEPTION, AND SURVIVAL.

▶ CHOOSE ANY ONE OTHER SKILL.

MULTICLASSING

IF YOU MULTICLASS INTO SOLDIER YOU GAIN THE FOLLOWING PROFICIENCIES: SHIELDS, MEDIUM ARMOUR, MARTIAL WEAPONS

STARTING CURRENCY

5d4 × 10 | AVERAGE (ROUNDING DICE): 120 | MAX: 200

COMBAT STYLE

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

DEADEYE

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

DUAL WIELDER

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

DUELIST

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

GUARDIAN

While you are wearing a piece of armour in all six armour slots, you gain a +1 bonus to AC.

If you are wielding a shield or a melee weapon in your off hand, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

HEAVY HITTER

When you roll damage with a melee weapon that you are wielding with two hands, a result of 1 on a die always counts as a 2. In addition, if you are unhappy with the result of your roll, you can reroll one or more of the dice. You must use the new roll. The weapon must have the two-handed or versatile property for you to gain either benefit.

MELEE GUNPLAY

You have a +1 bonus to attack rolls you make with ranged weapons against targets in short range.

In addition, you have no disadvantage on your attack roll when you make a ranged attack while within 5 feet of a hostile creature.

Finally, you add your proficiency bonus to attack when using firearms as improvised melee weapons, and you have an additional +1 bonus to attack rolls when you do so. On a successful hit with such a melee attack, the target takes 1d4 + your Strength modifier bludgeoning damage.

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 fighter 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.

ARCHETYPE

At 3rd level, you embark on a path that defines your preferred style of combat. Available archetypes include the Champion, the Fist Fighter, the Pit Fighter, and the Sharpshooter. The choice you make now is permanent—whenever you gain an archetype feature after 3rd level, which includes 7th, 10th, 15th, and 18th level, you gain the next feature of the archetype you chose at 3rd level.

The available archetypes and descriptions of their features appear after the end of the list of core features for this class. Look them all over and make this decision with care!

ABILITY SCORE IMPROVEMENT

Upon reaching 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. You can't increase an ability score above 20 using this feature.

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

EXTRA ATTACK

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.

INDOMITABLE

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.

SOLDIER ARCHETYPES

The following archetypes are available for the Soldier class.

BRAWLER

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

NEVER HARMLESS

Beginning when you choose this archetype at 3rd level, you add your proficiency bonus when attacking with improvised weapons, and your unarmed attacks deal 1d4 damage. The damage of your unarmed attacks and improvised weapons increases to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

IRON BODY

At 7th level, your long experience of brutal brawls against tough and often armed opponents dramatically increases your endurance. You can now use your Second Wind twice per short or long rest.

Additionally, you have advantage on saving throws against exhaustion.

TECHNICAL FIGHTING

At 10th level, once per turn when you hit a target with an unarmed strike, you can choose to force the target to make a Strength or Dexterity saving throw or else suffer one of the following effects:

- A. The target must succeed at a Strength or Dexterity saving throw is moved to any free space within 10 feet of both the target and yourself.
- B. The target becomes prone.
- C. You and the target switch places.

The DC of your technical fighting abilities equals 8 + your Proficiency bonus + your Strength or Dexterity modifier (whichever is higher).

SIGNATURE MOVE

Starting at 15th level, you gain one of the following features of your choice.

- A. *Cross-counter.* When an attacker that you can see and within your reach hits you with a melee attack, you can use your reaction to make an unarmed strike against them.
- B. *Rabbit Punch.* You can forfeit your extra attacks during an Attack action you make while unarmed, making only a single attack instead. For the purpose of this attack only, you score a critical hit on a roll of 18-20. Additionally, if the attack hits your target is stunned until the beginning of your next turn.
- C. *Uncanny Dodge.* When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

TASTE OF VICTORY

At 18th level, each hit you lands adds fuel to your inner fire. Each time you successfully grapple a hostile creature or hit them with an unarmed attack or improvised weapon, you regain 3 hit points.

CHAMPION

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

IMPROVED CRITICAL

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

REMARKABLE ATHLETE

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

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

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.

SUPERIOR CRITICAL

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

PIT FIGHTER

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

PLEASE THE CROWD

Beginning when you choose this archetype at 3rd level, you become proficient in Performance. If you were already proficient in Performance you gain expertise in it, doubling your Proficiency bonus to Performance skill checks.

Additionally, when you use Performance to please the audience of a fight you're taking part in or to use any of this archetype's features, you add your proficiency bonus to your choice of Strength, Dexterity, or Charisma.

FLOURISH

Also at 3rd level, as a bonus action you may choose a single creature within 30 feet that can see or hear you. You make a Performance check as a bonus action. If your Performance check exceeds the target's passive Wisdom (Insight), all attacks you make against them before the beginning of your next turn deal an additional 1 point of damage on a hit. This bonus damage is increased by 1 for every 5 by which your Performance check exceeds their passive Wisdom (Insight).

IRON BODY

At 7th level, your long experience of brutal brawls against tough and often armed opponents dramatically increases your endurance. You can now use your Second Wind twice per short or long rest.

Additionally, you have advantage on saving throws against exhaustion.

SOW DREAD

At 10th level, you learn to push your enemies, slowly eroding their confidence until it turns to apprehension.

If you deal damage to a creature at least twice during a single one of your turns, it becomes shaken until the end of its next turn.

While shaken, if the target moves 5 feet or more or takes the dash or disengage action on their turn, they have disadvantage on all attacks and ability checks made in the same turn.

SHIELD OF GLORY

From 15th level, you can shrug off blows that would fell other folk, all for the sake of a glorious performance.

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

FEARSOME REPUTATION

Starting at 18th level, your dangerous reputation precedes you. At your option when initiative is rolled, all hostile creatures within line of sight of you make a Wisdom saving throw. The DC is equal to 8 + your total bonus to Performance (your chosen ability bonus + your proficiency bonus). On a failed save, they are frightened of you. The saving throw can be repeated at the end of each of the affected creature's turns.

SHARPSHOOTER

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

COVERT MOVEMENT

Beginning when you choose this archetype at 3rd level, you become proficient in Stealth. If you were already proficient in Stealth you gain expertise in it, doubling your Proficiency bonus to Stealth skill checks.

PERFECT AIM

At 7th level, you don't suffer disadvantage at long range.

HIDE IN PLAIN SIGHT

From 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 as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

SNIPER'S EYE

Starting at 15th level, your ranged weapon attack rolls score a critical hit on a roll of 19-20.

STEADY HANDS, SLOW BREATHS

At 18th level, when you choose not to make all of your attacks during an Attack action, you may roll one of the attacks you do make with advantage. When you do so, you roll a number of d20s equal to the attacks you opted not to make and take the highest result.

From 20th level when you gain your fourth attack, you can make only two attack during your Attack action and roll both with advantage.

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