

# WASTELAND WARES



5E   
COMPATIBLE



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# INTRODUCTION

The post-apocalyptic wasteland is full of items. Much of it is junk, though even that has worth as salvage. Yet buried in the ruins of the old world are far more valuable resources: precious water, preserved foods, abandoned weapons, ammunition, and machinery are all examples of things that scavengers can find while exploring the wastes.

This supplement, compatible with the Fifth Edition of the world's best known fantasy roleplaying game, provides a large inventory of items for use in post-apocalyptic settings along with the necessary rules to incorporate them into your game. Inside you'll find:

- ❖ The Sidekick class, including 4 archetypes. The Attendant, Chef, and Expert archetypes particular make ideal choices for a wastelander who is a professional working in a service industry.
- ❖ 5 new archetypes
- ❖ Guidance on the wasteland economy
- ❖ Piecemeal armour, power armour, and armour modifications
- ❖ Firearms, energy weapons, and more types of ranged weapon; along with ammunition, melee weapons, and weapon modifications
- ❖ Explosives
- ❖ Chems, dangerous addictive substances that can be consumed for various effects
- ❖ Food and drink
- ❖ A large inventory of miscellaneous gear

- ❖ A wasteland-themed trinkets table
- ❖ Cybernetics
- ❖ Robots
- ❖ Also included are a variety of supplemental rules that interact with the items in this book: explore possible wasteland power sources and damage types; find rules for radiation, starvation, dehydration, and addiction; weird armour and weapon properties, and more.

You'll find that a lot of the content in *WASTELAND WARES* works just as well for other games set in modern or futuristic settings.

## WASTELAND WANDERERS

*WASTELAND WARES* is compatible with *WASTELAND WANDERERS*, a collection of player-facing rules options for your post-apocalyptic games including species, classes, backgrounds, and feats. Although they're intended to be used in conjunction with each other you don't actually need that book to use this one. You could instead combine *WASTELAND WARES* with an alternative source of player options by a third party publisher. You might even use the core rules for your player character options, either embracing magic in your wasteland or excluding explicitly magical options.



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# SIDEKICK

Sidekicks are supporters who are often followers, apprentices, or hired hand. They likely belong to or have a background in the service professions listed elsewhere in *WASTELAND WARES*. Yet in spite of the class's name a sidekick is much more than a servant or henchperson. Rather than focusing on personal power, sidekicks excel at helping others excel. They have a way of becoming the glue that holds a rag-tag bunch of strangers together. Consequently, a sidekick's role in their group is always far more important than first appearances may suggest. Many groups of wasteland wanderers realise this and treat sidekicks as their equals. In other groups sidekicks might not be so appreciated, but some prefer it that way and might even work to maintain their low status in an effort to avoid the spotlight.



## WHY BE A SIDEKICK?

### PICK THE SIDEKICK IF YOU WANT TO:

- ☛ Bring out the best in those around you.
- ☛ Provide constant aid and support to your allies.
- ☛ Be the heart around which a found family forms.

## SIDEKICKS & SERVICE

Many sidekicks are hired hands. You could be employed by another player character, assuming their player agrees. You might be employed by a patron or organisation the party is also working for, and assigned to help them by your mutual employer.

Discuss the parameters of your relationship with other characters before play, especially any you're subordinate to. Setting boundaries lets everyone roleplay the potentially uneven power dynamics in the group more comfortably. You don't have to be treated with less respect and you're entitled to an equal share of any loot like any other party member. It's best to assume your salary (if any) is tied up in your share of loot.

You can also choose to play this class even if you're not anyone's servant. You're simply a wastelander who focuses on supporting your team and bolstering their morale. Your contributions may not be flashy, but good allies understand your value to the team.

## SIDEKICK CLASS FEATURES

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

## CLASS FEATURES

As a sidekick, you gain the following class features.

### HIT POINTS

#### HIT POINTS AT 1ST LEVEL:

10 + YOUR CONSTITUTION MODIFIER.

#### HIT POINTS AT HIGHER LEVELS:

6 (1d10) + YOUR CONSTITUTION MODIFIER PER SIDEKICK LEVEL AFTER 1ST.

#### HIT DICE:

1d6 + 4 + YOUR CONSTITUTION MODIFIER PER SIDEKICK LEVEL.

## PROFICIENCIES

#### ARMOUR:

LIGHT, MEDIUM, AND SHIELDS.

#### WEAPONS:

SIMPLE.

#### TOOLS:

CHOOSE ANY TWO TOOLS.

#### SAVING THROWS:

CONSTITUTION, AS WELL AS YOUR CHOICE OF INTELLIGENCE OR STRENGTH.

#### SKILLS:

CHOOSE ANY FOUR SKILLS.



## EQUIPMENT

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

## STARTING CURRENCY

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

ROLL:  $4D4 \times 10$  | AVERAGE: 100 | MAX: 160

## EQUIPMENT PACK

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

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

## MULTICLASSING

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

## EFFICIENT PACKING

### SIDEKICK LEVEL 1

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

## RUSH OF LOYALTY

### SIDEKICK LEVELS 1 AND 17

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

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

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





## RIGHT PLACE, RIGHT TIME

### SIDEKICK LEVEL 2

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

## ARCHETYPE

### SIDEKICK LEVELS 3, 7, 10, 15, AND 18

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

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

## ABILITY SCORE IMPROVEMENT

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

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

Any time you gain an ability score improvement, you can forgo the ability score improvement for that level and

instead select a feat for which you qualify.

## PILLAR OF SUPPORT

### SIDEKICK LEVEL 5

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

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

## AIDE'S ENDURANCE

### SIDEKICK LEVEL 6

You have enough energy reserves to endure the ceaseless demands of a busy lifestyle. Whenever dice are rolled to restore your



hit points, any roll of 1 or 2 is treated as a 3.

## PROTECTIVE INSTINCTS

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

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

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

## EXPANSIVE SUPPORT

**SIDEKICK LEVELS 11 AND 20**

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

When you attain 20th level in this class the size of the aura doubles again, increasing to a 120-foot radius.

## EXTRAORDINARY AID

**SIDEKICK LEVEL 14**

Your Pillar of Support improves in the following ways:

- ❖ When you add a bonus die to a creature's ability check with your

Pillar of Support, they roll 1d8 instead of 1d4.

- ❖ You can take the Help action to aid any creature within the range of your Pillar of Support aura that can hear and understand you, regardless of the distance between you.
- ❖ You can use the Help action to aid a friendly creature on its attack against another creature that is anywhere within the range of your Pillar of Support, provided you're aware of the target's presence and know its current location.

## PILLAR OF THE COMMUNITY

**SIDEKICK LEVEL 20**

Your Pillar of Support improves in the following ways:

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

## ARCHETYPES

The following archetypes are available for the Sidekick class. Although every sidekick is a loyal ally, the skills they bring to a party vary wildly. The archetype you choose is your career path, reflecting how you express your support for your comrades.



# APPRENTICE

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

## MARTIAL TRAINING

### SIDEKICK LEVEL 3

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

## ENCOURAGEMENT

### SIDEKICK LEVELS 3, 10, AND 18

You gain a point of encouragement whenever a friendly creature within 60 feet that you can see achieves one of the following:

- ❖ The friendly creature damages a hostile creature that is within melee reach of you without also damaging you during the same turn (such as with a grenade's explosion).
- ❖ The friendly creature ends its movement within 5 feet of both yourself and at least one hostile creature.
- ❖ The friendly creature uses an item or feature to restore some of your hit points.

- ❖ The friendly creature takes the Help action to grant you advantage.
- ❖ The friendly creature uses a feature in order to take damage on your behalf.

You can have a maximum number of encouragement points equal to your Proficiency bonus. You can't use any encouragement earned during a turn until that turn has ended,

You can spend a point of encouragement to roll an encouragement die and add it to any ability check, attack roll, or saving throw. You can do so after rolling and learning whether the original result is a success or failure, but must do so before any further consequences are declared. An encouragement die is usually a d6. You can spend up to three additional points of encouragement on the same check, roll, or saving throw to increase the size of an encouragement die by one step (from d6 to d8, from d8 to d10, and finally from d10 to d12).

You can spend encouragement once per turn, and any encouragement not spent by the end of your turn are lost.

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

## EXTRA ATTACK

### SIDEKICK LEVEL 7

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



## FAITH FULFILLED

### SIDEKICK LEVEL 10

Your faith in your allies inspires them to meet your expectations. Provided you're willing, a friendly creature within the area of your Pillar of Support can spend your encouragement as though it belonged to them.

## SHIELD OF KNOWLEDGE

### SIDEKICK LEVEL 15

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

## LOYAL AIDE

### SIDEKICK LEVEL 18

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

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

## ATTENDANT

Attendants (who may also be referred to as valets or lady's maids) are loyal servants who attend to the varied personal needs of a wealthy patron. Officially an attendant's duties involve such straightforward tasks as maintaining an employer's clothes and caring for personal items. An attendant is also expected to make travel arrangements, deal with bills, and handle money on behalf of their employer. Some attendants are fiercely loyal to the person they serve. Perhaps they owe everything to their patron, or maybe their family has served the patron's family for multiple generations. Such an attendant might choose to join their patron on the road, risking life and limb rather than leave their patron to fend for themselves.

## SERVING WITH STYLE

### SIDEKICK LEVELS 3 AND 15

You can spend an action to grant yourself 1d4 which you can spend any time within the next minute, adding the result to an ability check of your choice. You can roll the d4 before or after making the ability check.

From 15th level in this class, the bonus die you grant yourself with this feature increases in size to 1d8.



## BREADTH OF KNOWLEDGE

### SIDEKICK LEVELS 3 AND 10

You're expected to be well-versed in many fields so as to best serve. You gain proficiency in one skill of your choice.

From 10th level in this class, you add half your Proficiency (rounded) down to any ability check in which you're not already Proficient.

## ABSTAIN FROM GLORY

### SIDEKICK LEVEL 7

You're expected to assist a master in their battles without distracting from their own accomplishments.

When you take the Help action to aid a friendly creature with their attack roll, their attack scores a critical hit on a result 3 lower than normal. For instance, if your ally would normally score a critical on 20, they instead score a critical on a result of 17-20. A Soldier with the Champion archetype who scores a critical on 18-20 would instead score a critical on a result of 15-20.

## UNBENDING LOYALTY

### SIDEKICK LEVEL 15

You become immune to the **charmed** condition.

## ULTIMATE SACRIFICE

### SIDEKICK LEVEL 18

You're prepared to pay the ultimate price for the safety of your master, and you extend the same sense of loyalty to your closest friends. Your actions, in turn, inspire fighting fervour in the ally you save.

When a friendly creature no further from you than your movement speed would be reduced to 0 hit points by an attack, you can immediately move up to your speed toward them by as direct a route as possible, not provoking opportunity attacks. You can do so even if you have already spent your reaction.

As long as your movement ends within 5 feet of the friendly creature, you take the damage in their place. After you reduce your hit points by the damage dealt, whatever hit points you have remaining are transferred from you to the friendly creature. In addition, the friendly creature has advantage on all attack rolls they make against the creature who reduced you to 0 hit points until it is defeated or you are restored to 1 or more hit points.

After sacrificing yourself in this way, you have advantage on death saving throws made until you are stabilised or you die.

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



# CHEF

Chefs are sidekicks who bring culinary mastery to the lucky party that includes them. Chefs sometimes join parties alongside a patron to keep their master well fed. Other chefs join parties of their own volition out of a desire to seek out exotic new ingredients and take their cooking to the next level. An adventuring chef probably has a colourful past, which is worth considering when selecting your chef's background.

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

## KITCHEN EXPERIENCE

### SIDEKICK LEVEL 3

You gain Proficiency with Cook's Utensils if you're not proficient in them already. If you already possess that proficiency you gain expertise, doubling your Proficiency bonus for any ability check you make that uses Cook's Utensils.

## MARVELLOUS MORSELS

### SIDEKICK LEVEL 3 AND 18

You're able to prepare high energy snack food that your comrades and yourself can consume to restore vitality.

After completing a long rest, you create four marvellous morsels out of any ingredients available.

Your morsels can be given to other

creatures and can either be eaten immediately or stored for later consumption by a creature with the means to do so. Only creatures with an Intelligence score of 6 or higher can refrain from immediately consuming a morsel, potentially gaining no benefit from doing so other than the pleasure of a good meal.

A creature in possession of a morsel can spend an action to consume it, immediately gaining hit points equal to 2d8 + your Proficiency.

For every two levels you have in the Side class beyond the 3rd, your morsels restore an additional 1d8 hit points, up to a maximum of 9d8 at 17th level.

The effects of your morsels are summarised on the **MARVELLOUS MORSELS** table.

### MARVELLOUS MORSELS

SIDEKICK LEVEL	HIT POINTS
3	2d8 + 2
5	3d8 + 3
7	4d8 + 3
9	5d8 + 4
11	6d8 + 4
13	7d8 + 5
15	8d8 + 5
17	9d8 + 6

Whenever you make marvellous morsels, any morsels from the previous batch that have not been consumed immediately expire.

## HAUTE CUISINE

### SIDEKICK LEVEL 7

You can use exotic ingredients to enhance the benefits of your marvellous morsels.

You can use parts of a deceased beast or plant creature with a CR of 1 or greater in your cooking. When you use such prime



components to make marvellous morsels, the morsels restore additional hit points equal to the creature's CR. In addition, if the ingredients come from a creature of CR 4 or higher, divide the CR by 4 (rounding down). The result is the quality score of your morsels.

### INGREDIENT QUALITY

CR	QUALITY
4-7	1
8-11	2
12-15	3
16-19	4
20-23	5
24-27	6
28-30	7

When you make quality morsels you can apply one of the following additional effects to all of them:

- ☛ If the morsel is made from a beast that has a multiattack action, then on consumption a creature deals 1d4 extra damage per point of quality until the end of its next turn.
- ☛ If the morsel is made from a beast that has a speed of 50 ft. or more, then on consumption a creature increases its speed by 5 feet per point of quality until the end of its next turn.
- ☛ If the morsel is made from a beast or plant that has a Strength score of 16 or higher, then on consumption a creature reduces the DC of has all Strength -based checks and saving throws by 2 per point of quality until the end of its next turn.
- ☛ If the morsel is made from a beast or plant that deals poison damage or is resistant or immune to poison, then on consumption a creature reduces poison

damage by 3 points of damage per point of quality and reduces the DC of saving throws against the poisoned condition by 2 per point of quality until the end of its next turn.

- ☛ If the morsel is made from a plant, then on consumption a creature also gains temporary hit points equal to 5 per point of quality, which last until the end of its next turn if they have not already been lost.

## FEAST OF CHAMPIONS

### SIDEKICK LEVEL 10

You can make a mighty meal out of any available ingredients once per long rest. The feast of champions takes an hour including preparation and consumption, but that hour can overlap with a short rest or the end of a long rest. Your feast of champions prepares a number of portions equal to twice your Proficiency, but you can prepare the portions while you are cooking a larger meal. Regardless of the number of people fed during the meal, only those creatures who eat a portion from the feast of champions gain the feast's benefits. Any portions not consumed immediately after preparation lose their potency.

After consuming a portion from your feast of champions, a creature enjoys the following benefits:

- ☛ A number of times up to half your Proficiency, rounded down, after rolling a Strength-, Dexterity-, Constitution-, or Intelligence-based ability check, the creature may choose to reroll the check but must accept the new result.



- ❖ The first time it is reduced to half its hit points or less within the duration, the creature may spend any number of Hit Dice up to your Proficiency.
- ❖ Twice within the duration and while taking a short rest, the creature may restore hit points as though they had spent a Hit Die without consuming one of their own Hit Dice.
- ❖ Throughout the duration, the creature has advantage on saving throws against exhaustion.

The benefits of the feast of champions expire after 8 hours. A creature cannot benefit from a feast of champions while still under the effect of a previously eaten feast of champions.

## STRETCH SUPPLIES

### SIDEKICK LEVEL 10

You learn to make ingredients go further. When food is prepared by you, you can feed twice as many creatures as you normally would for the amount of ingredients used by skillfully masking the fact that you've padded the meal with lesser quality ingredients. However, you cannot cut corners while preparing your marvellous morsels or a feast of champions.

## COMPLIMENTS TO THE CHEF

### SIDEKICK LEVEL 15

After a creature eats a meal it knows was prepared by you, you can require it to make a Wisdom saving throw. On a failed save the creature is **charmed** by you for 1 hour, or until you or your companions do anything harmful to it. The charmed creature's attitude improves by one step for the duration. If you and your allies have done nothing to harm it or its own allies by the end of the hour, its attitude remains one step improved.

A creature that succeeds its saving throw cannot be affected by this ability until 24 hours have passed.

## MORE MORSELS

### SIDEKICK LEVEL 18

You make six marvellous morsels when you complete a long rest.





## EXPERT

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

## EXPERTISE

**SIDEKICK LEVELS 3, 10, AND 15**

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

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

## KNOWLEDGE IS POWER

**SIDEKICK LEVEL 3**

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

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

## PEERLESS SKILL

**SIDEKICK LEVELS 7 AND 15**

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

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



## PILLAR OF KNOWLEDGE

### SIDEKICK LEVEL 7

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

## GUARDED MIND

### SIDEKICK LEVEL 10

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

## EFFORTLESS SKILL

### SIDEKICK LEVEL 18

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



# ARCHETYPES

The archetypes in this chapter provide new options for wasteland characters who might offer trade and services in markets and along the trade routes. They're designed to be compatible with 5 of the 6 classes included in *WASTELAND WANDERERS*, though you can use some of the archetypes with core classes instead.

## SAVAGE

The following new archetype is available for the savage class, or the barbarian class if you aren't using *WASTELAND WANDERERS*.

## ENFORCER

Pick this archetype if you want to channel your violence to the end of enforcing a code or set of rules, perhaps in the employ of a loan shark or as a member of one of the wasteland gangs.

## HOUND

### SAVAGE LEVEL 3

After you hit a creature with a melee attack, you successfully grapple a creature, or a creature hits you with an attack, you can spend your reaction to hound them for the next hour. For the duration, you can choose a new creature to hound once the previous target is incapacitated by spending another reaction.

You gain the following benefits for the duration:

- ❖ You double your rage damage against the target of your grudge.
- ❖ You add the following options to the list of conditions that prevent your rage from ending:



- ☠ Moving adjacent to the target of your grudge.
- ☠ Using all your available movement to get closer to the target of your grudge.
- ☠ When a target of your grudge leaves your reach, they must spend half of their total movement speed instead of the usual 5 feet.

Once the hour is up, you can't use this feature again until you finish a long rest.

## FORCEFUL OFFENSIVE

### SAVAGE LEVEL 6

When you deal damage to a Large or smaller creature with a melee weapon, or when you successfully grapple such a creature, you can choose to move them 5 feet in any direction.

## RELENTLESS PERSECUTION

### SAVAGE LEVEL 10

While raging, you have resistance against all damage dealt to you by a creature you're currently hounding.

## BELLIGERENCE

### SAVAGE LEVEL 14

You have advantage on saving throws against the **charmed** and **frightened** conditions.

## SCOUNDREL

The following new archetype is available for the scoundrel class, or the rogue class if you aren't using *WASTELAND WANDERERS*.

## SAWBONES

Pick this archetype if you want to be a competent medic and surgeon, doing your best with the resources at your disposal to surgically treat various maladies and injuries rife among the wasteland population.

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

## SURGEON

### SCOUNDREL LEVEL 3

You gain proficiency in Medicine and Surgeon's Tools, if you don't have them already. Your Proficiency bonus is doubled for any ability check you make with either.

Additionally, you can spend a short rest treating and suturing the wounds of up to four other creatures of Medium size or smaller. When you do so you can't spend any Hit Dice, but in exchange your patients recover more hit points: each time such a creature rolls a Hit Die during the short rest, they a half your Proficiency bonus (rounded up) to the number of hit points they recover.



## VIVISECTIONIST

SCOUNDREL LEVEL 3

When you deal sneak attack damage, the minimum you can roll on each d6 is equal to your Proficiency bonus. Treat any roll less than that amount as though it were that amount instead.



## STEADY HANDS

SCOUNDREL LEVEL 9

You gain a +2 bonus to all Dexterity-based weapon attack rolls you make.

## FIRST AID FACILITY

SCOUNDREL LEVEL 13

As an action, you can stabilise a creature that has 0 hit points without needing to make a Wisdom (Medicine) check.

In addition, each time you use a first aid kit to stabilise or tend to a creature, that creature regains 3 hit points. This feature stacks with the benefits of the Healer feat (if it is available to you).

## DO HARM

SCOUNDREL LEVEL 17

When you deal sneak attack damage, you can spend a bonus action to leave an especially nasty wound. The target takes 2d6 damage at the beginning of each of its turns for a minute. It can make a Constitution saving throw at the end of each turn, ending this effect on a success. Alternatively, the target or a creature adjacent to them can expend the use of a first aid kit as an Action to make a DC 10 Wisdom (Medicine) check, ending this effect on a success.

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



# SCOUT

The following new archetype is available for the scout class.

## MESSENGER

Pick this archetype if you want to venture bravely across the wastes to carry important messages and packages between wasteland communities.

## FLEET OF FOOT

**SCOUT LEVELS 3 AND 7**

Your walking speed increases by 10 feet at 3rd level, then again at 7th level. If you have any additional movement speeds, they increase by the same amount as well.

## WILDERNESS EXPERTISE

**SCOUT LEVEL 3**

You gain proficiency in the Stealth and Survival skills. Your Proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

## NARROW ESCAPE

**SCOUT LEVEL 7**

The first time you take the Disengage action after you finish a short or long rest, your movement speed is doubled.

## NEITHER RADS NOR RAIN

**SCOUT LEVELS 11 AND 15**

Nothing can stay you from your appointed rounds. You gain proficiency in either Constitution or Wisdom saving throws (your choice). When you next receive this feature, you gain proficiency in the remaining saving throw.

The first time you receive this feature you also gain a new way to spend Scout's Instinct:

### ENHANCE RESILIENCE

Immediately after you take damage, roll 2d6 and reduce the damage taken by that amount.



# SHEPHERD

The following new archetype is available for the shepherd class.

## TRADER

Pick this archetype if you want to tap into your rage while driving a vehicle or acting as a member of its crew.

## SILVER TONGUE

### **SHEPHERD LEVEL 3**

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

## TRADER'S SENSE

### **SHEPHERD LEVEL 3**

You have a knack for detecting and taking advantage of a person's lack of confidence, conviction, good sense, or willpower. You can size a creature up as an action, choosing one of the following ability scores: Intelligence, Wisdom, or Charisma. You learn whether the target is your equal, superior, or inferior in regard to that ability, as well as whether it is proficient in that type of saving throw.

## INSPIRING EXCHANGE

### **SHEPHERD LEVEL 6**

Whenever you give a creature a Motivation Die, that creature can choose to spend one of its Hit Dice, rolling the die and restoring that many hit points to you rather than receiving the benefit itself.

## STOCKED UP

### **SHEPHERD LEVEL 6**

Whenever you need an item worth currency equal to or less than 10 times your Shepherd level, you can declare that you can immediately spend what the item is worth and declare you already owned it. It must be an item that you could reasonably already be carrying either on your person or on a mount or vehicle. You can't make use of this feature while in circumstances where you've been deprived of your belongings.

## TRADING PLACES

### **SHEPHERD LEVEL 14**

You can spend 5 feet of your movement to swap places with a willing creature. When you do so you are treated as though you have half cover until an attack roll is made against you, you make a Dexterity saving throw, are attacked, or your next turn begins.



# SOLDIER

The following new archetype is available for the soldier class.

## GUARDIAN

Pick this archetype if you want to use your skills as a warrior to protect other people.

## WARDING AURA

**SOLDIER LEVELS 3, 7, AND 15**

You have a warding aura out to a range of 30 feet from yourself. As a bonus action, you can designate a non-hostile creature

within the aura as your ward. While your ward remains within the aura, you always know their exact location, their hit points, and whether they are affected by any conditions. Additionally, the following options become available to your ward and yourself:

- ❖ When you see a creature within your warding aura attack your ward, you can make a melee or ranged attack against that creature as a reaction.
- ❖ While adjacent to your ward, you can spend 5 feet of your movement to switch places with them if they're willing. On your ward's turn, they can spend 5 feet of their movement to switch places with you if you're willing. Neither of you provoke opportunity attacks with this movement.
- ❖ When either you or your ward take the Disengage action, the other can spend their reaction to immediately Disengage as well. When both your ward and yourself Disengage together, you both can move only as far as half your ward's current walking speed and you must end your movement adjacent to each other.

You can have only one ward at a time. If your ward leaves your warding aura, they immediately lose the status and benefits of being your ward.

From 7th level, your warding aura expands to a radius of 60 feet. From 15th level, the radius of your warding aura is 120 feet.





## IN HARM'S WAY

**SOLDIER LEVEL 3**

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. If the attack still hits, you may choose to take the damage in place of the intended target.

## STEADFAST SHIELD

**SOLDIER LEVELS 7 AND 18**

The first time you gain this feature, you have advantage on saving throws against the **frightened** condition. The second time you gain this feature, you also have advantage on saving throws against the **frightened** condition.

## OVERWATCH

**SOLDIER LEVEL 10**

If you're within 5 feet of at least one allied creature at the start of your turn you gain temporary hit points equal to your Constitution modifier. If one of the allied creatures is your ward, you instead gain temporary hit points equal to 3 + your Constitution modifier.

You don't gain these temporary hit points if you are suffering from any of the following conditions at the start of your turn: **blinded, frightened, incapacitated, paralyzed, petrified, prone, restrained, or unconscious.**

## GUARDIAN'S SPIRIT

**SOLDIER LEVEL 18**

When you attack a creature that can reach your ward with at least one of its melee attacks, your attack deal 2d8 additional damage of its usual damage type.

Additionally, if you're reduced to 0 hit points after taking damage for another creature using your In Harm's Way feature, if that damage doesn't kill you outright you may immediately spend up to half your maximum Hit Dice, gaining the following benefits:

- ☛ You regain hit points equal to the amount rolled on the Hit Dice spent.
- ☛ Between now and the end of the attacker's next turn, you receive a bonus to your Armor Class and your saving throws equal to the number of Hit Dice spent.

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



# ECONOMY

While there are few governments to legitimise money in the wasteland, and rarely any functioning mints in which to produce coins or notes, the descendants of apocalypse survivors have found it convenient to build an economy of sorts using legacies of the past.

**WASTELAND WARES** uses the generic term “currency” or the shorthand “c” whenever referring to an item’s value within the wasteland economy. The specific nature of that currency varies from setting to setting.

## CURRENCY & TRADING

The following are a few examples of what might be considered currency in various wastelands. It is possible for more than one of these options to exist in the same wasteland. For instance, ammunition exchange, salvage exchange, and barter are common approaches to trade in almost any wasteland, regardless of whether any more formal currencies have been established. It’s also common for different civilisations to emerge in the same wasteland and for each to adopt a different currency. Sometimes, even neighbouring settlements adopt different approaches to trade: coins might be accepted in one, whereas policymakers in the next settlement resist adoption of that currency and prefer to enforce a system of barter.

## OLD WORLD MONEY

In some wastelands, enough money survived and has been salvaged for it to become the basis of the new world’s economy. However, it’s not as though there’s an endless supply and it’s unlikely anyone has got the mints working again. In such wastelands, the apparent value of even a single cent or pence may be much higher than we are used to.

## NONDENOMINATED COINS

A variant of Old World Money. The wasteland uses the coins of the old world as their currency. However, the currency has become vastly simplified. Rather than distinguish between coins due to shape, size, colour, or face denomination, wastelanders simply treat each coin as equal. The base unit of currency is therefore one coin, and all coins possess that value.

## NEW MONEY

Enough of a civilisation has sprung up in the centuries since the apocalypse that the leaders of that civilisation have once again begun printing or minting their own currency.



## LETTERS AND MARKS OF CREDIT

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In some wastelands, canny bankers might have kept the economy alive by issuing credit in exchange for material goods and services. In time, credit itself became the de facto currency. The issuing bank or banks are now among the most powerful factions of the wasteland (they may even have become a controlling power). Every wastelander can open an account for themselves or on behalf of a child and be given an identifying mark or code. By offering valuable items or working for the bank, credit can be issued directly by the bank into the wastelander's account. A wastelander can also write a letter of credit and seal it with their mark in order to pay someone else for items received or services rendered.

## BARTER

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If this is the default approach to trade in a wasteland then there is no accepted currency. All trade is accomplished via a like exchange of goods, services, and favours. If you opt for this approach, allow your players to spend "currency" during character creation only in order to equip their characters. However, any currency they have remaining after making all their purchases is lost.

Even in a wasteland with an established currency, almost every trader will accept barter. In fact, a whole caste of wasteland scavengers essentially make their living salvaging the junk of Pre-war ruins and giving what they find to a nearby traders in exchange for food, water, and other

essentials. Some traders actually prefer barter. For one thing, carrying less currency makes them a little safer! Marauders also appreciate the convenience of easily pocketed currency, so may not attack a caravan known not to carry any unless they're desperate for supplies.

Any item can be bartered. Two particularly common types of item used for such exchanges are ammunition and salvage.

## AMMUNITION

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Some wastelanders find that ammunition makes for a great trade item. Bullets always have inherent value: the wasteland is a dangerous place, so there's always a need for ammunition. Bullets are also fairly portable, and in effect also have "denominations" in the form of calibers or the possibility of trading them either singly or by the box. Traders are usually happy to buy a wastelander's unneeded bullets or exchange them for other calibers, equipment, supplies, or services. This practice is so common in many wastelands that ammunition effectively functions as a secondary or even primary currency.

## SALVAGE

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Some items are given values in currency. Everything else, items that you and I might consider useless "junk", can be abstracted into a resource known as salvage.

Salvage represents an average value and weight for the myriad junk items scavengers might pick up while exploring the wasteland.



## SALVAGE VALUE

The value of one salvage is generally equal to one currency. However, while the value of currency is always constant, the value of salvage is always constant, the value of salvage can fluctuate depending on local supply and demand. When there's a great need for salvage, each piece may be worth 2 or more currency. Where salvage is common, characters may need to trade 2 or more pieces of salvage to get a return of just one currency.

## SALVAGE WEIGHT

Salvage affects encumbrance. As with salvage's value, its weight and therefore its effect on a character's encumbrance is abstracted to an average value. Each piece of salvage is considered to weigh 0.4 lb.

## SALVAGE AS A MATERIAL

Salvage can be used as a raw material when crafting useful items. For instance, Scientist archetypes may require salvage as a material for creating items like makeshift devices. Similarly, many of the items described in this book could be constructed by a character with the right knowledge and tool proficiencies, in which case that character can spend salvage instead of currency. The Crafting chapter describes this process in detail.

# THE VALUE OF A THING

One person's trash is another person's treasure, and that has never been truer than it is in the wasteland. The principal of supply and demand is alive and well in the wasteland. The sale value of any item, or of salvage, may very depending on the wants and needs of a potential purchaser.

By the same token, it may be far more difficult to purchase supplies such as food if there is no surplus relative to the locals' own needs.

An explorer might not have much need for a sheet of scrap metal, but if they can carry it back to a settlement the merchants there will almost certainly pay handsomely for a raw material that can be used in repairs or crafting.

Meanwhile, a set of pool balls with the three, seven, and eight balls missing might seem like a complete waste of space in the wanderer's pack, until they visit a bar to discover the owner is still collecting a complete set for his pool table.

A pre-apocalypse art piece or curio is usually almost valueless when compared to a practical item like a gun, but might be worth some currency to someone interested in improving the decor of their shack. To the right eccentric collector, such as a Rotter who misses her Pre-war luxuries, a painting, a china dog, or even a particular brand of gum might be of significant worth, even priceless.

## SCARCITY

No matter what the item is, a universal rule applies to all equipment available in the wasteland: anything that isn't junk is rare, since it was either manufactured before the apocalypse or is only manufactured in limited quantities. Even in places where a particular type of item is more common, resources are a far cry from limitless.

Even salvage isn't an endless resource. Eventually, every piece of junk in a given area that can be salvaged will be salvaged.

In a world such as this, characters need to be concerned where their next meal is



coming from and whether they can afford to use precious ammunition to kill a pack of feral rotters or whether they need to risk getting in close with melee weapons.

The Guide can find additional discussion on the scarcity and some optional rules for randomly generating various loot items can be found in the Guidance chapter.

## TRADE SCARCITY

Any time after character creation that a character wishes to buy an item, even a consumable such as food, water, medicine, or ammunition, they may find that a trader doesn't have one to sell. When there is availability, it's likely that the vendor only has a limited quantity. In some cases the trader might be concealing a reserve supply which they may be persuaded to part with by suitable diplomacy or the offer of more currency. But most of the time, what they offer is all they can sell.

Similarly, items for sale may be damaged or incomplete! For instance, an armour vendor is more likely to sell odd pieces than a complete set, and characters may have to do with piecemeal sets of armour until they can find matching parts. Characters might find the perfect weapon or device, but it might be missing a part or otherwise broken and in need of repair.

## LOOT SCARCITY

Items found out in the wastes and the ruins are also fairly likely to be damaged, incomplete, or lacking a power source, ammunition, or other part necessary for their operation. For example, a weapon found in a ruin may not be loaded, and the necessary ammunition might be buried under

rubble or already looted by other scavengers.

Items taken from hostile beings are likely to be functional, but may still be damaged or incomplete. A weapon found on a body is most likely loaded, but may only have a few bullets in the clip. The owner might even have ran out of ammunition before they died, possibly by firing their last bullet at the player characters! Armour looted from wastelanders is far more likely to be piecemeal or incomplete than a complete matching set.

### AMMUNITION SCARCITY

Firearms use a variety of different types of ammunition. When a character comes across a hidden cache or loots ammo from a defeated enemy, it may or may not be the correct type of ammunition for their preferred weapon. Accordingly, it's generally wise for characters not to play favourites as they might in other settings. Wasteland characters may carry two or three firearms with different caliber requirements. That way, they have a higher chance of keeping at least one of their weapons loaded at any time.

Although some players find tracking ammunition (and other items) tedious, it's recommended for wasteland settings in order to help resources feel rare and precious. If your group is keen to abstract ammo expenditure the Guide should refer to the Conservation and Carelessness optional rule in the Ammo chapter.



# CHARACTERS & CURRENCY

If your game also uses *WASTELAND WANDERERS*, each class in that supplement has an entry for starting currency. If you're using the Fifth Edition core classes, convert the starting gold they receive into the generic currency described here (or to the currency of your setting of choice). For classes published in a third-party post-apocalyptic setting, use whatever starting money they offer and treat 1 of the generic currency used in *WASTELAND WARES* as equal to 1 of that monetary system.

## EQUAL CURRENCY

Your Guide might set a standard amount of starting currency used by all characters regardless of their class. This is a particularly fair approach if you intend characters to begin at 2nd level or higher, though it works just as well at 1st level. At 1st level, 180 currency is a decent starting budget. It represents a significant sum by the standard of any normal wastelander but is reasonable for a heroic character. Heroes are special by definition, so may have gained resources, inheritances, or lucky windfalls over the course of their back story.

## AT HIGHER LEVELS

If you opt to start the game with characters at 2nd level or higher, one option is to look at the equipment described in *WASTELAND WARES* and decide what you want to be available, then use the most

expensive items you want to include as a basis for your starting currency value. Starting currency equal to the value of the most expensive item + 180 would work fairly well, for instance.

Alternatively, simply start with 180 currency and add another 100 per additional player character level.

## ACQUIRING CURRENCY

Currency may be handed out as loot during an adventure or as payment for services rendered. Rewards may not be entirely in currency: NPCs may choose to reward characters either fully or in part with alternative payments such as salvage, ammunition, or free or discounted services.

## CLASS FEATURES

Some wastelanders are capable of creating physical items using class features, such as makeshift devices and chems made by scientists. They might be tempted to sell them for quick cash. In general, NPC wastelanders can tell that such items look kind of volatile even by wasteland standards and aren't usually prepared to buy them. If the party are really hard up for funds the Guide can make an exception, in which case items made with class features should only sell for 25-40 currency. Players should also consider the potential consequences of cheating the buer before they make more items and allow the sold item to become faulty or inert.



# POWER SOURCES

Various items of equipment in *WASTELAND WARES* require a power source of some kind in order to operate. For instance, weapons that require either power cells or the larger power cores. The nature of the power used by these items is left intentionally vague, so that the Guide can decide for themselves the most appropriate power source for their own wasteland.

## POWER SOURCES & THE SETTING

The power source you choose reveals a lot about the setting. For instance, a common feature of power sources is that most imply an advanced level of scientific understanding.

The Guide might choose a power source that matches the type of world you want to play in. Alternatively, they might pick a power source and develop the setting based on that choice.

For instance, what if your group wanted to play in a retrofuturistic atompunk wasteland like the one featured in a certain popular video game franchise? A pre-Apocalypse atompunk world relies on fusion as its power source. At the time of writing, fusion power is still the subject of research, so its use suggests that the world is more advanced than our own. However, a major part of the atompunk aesthetic is that the world is in some ways stuck in the pre-digital twentieth century. All of its advanced wonders resemble what

the people of that time period thought the future would look like, closely cleaving to the aesthetics of populuxe and raygun gothic. In addition, for every technology that is more advanced than our own there is likely another which remains strangely primitive, such as boxy computer terminals with text-based user interfaces.

Whatever scientific advancements existed before the apocalypse, the wasteland is a shadow of the world's former heights. Its people have largely reverted to a state of living that relies much less on technology. Nevertheless, characters within the setting still have some access to technologies that are beyond modern capabilities thanks to the rediscovery of pre-apocalypse devices and processes. Scientific marvels such as robots and energy weapons may be among the discoveries waiting for wastelanders willing to brave the ruins of the previous civilisation.

## APOCALYPTIC POWER

While it isn't strictly necessary for a power source used in a post-apocalyptic setting to be directly related to the world's apocalyptic event, it's quite likely. Many of the power source examples listed in this chapter are either inherently unstable, intensely potent, or both. A large-scale containment breach would be disastrous.



# POWER SOURCE EXAMPLES

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**FUSION** is a form of power generation that harnesses nuclear energy. Fusion might be the power source of a near-future setting, but it's also appropriate for the atompunk genre.

**MATTER-ANTIMATTER** is a power source that relies on the energy released by a controlled matter-antimatter reaction within the confines of a magnetic containment field.

**QUANTUM ENERGY** is generated by a confined and artificially created quantum singularity. Extremely advanced cultures may even have learned how to create microsingularities.

**WARP** is a power source that tames the energy of a dimensional tear.

**MAGIC** is a force that doesn't necessarily conform to scientific principles and is more suited to a fantastical world. If you want to combine *WASTELAND WARES* and other books in the *WASTELAND WORLDS* series with the fantasy content presented in the Fifth Edition core rules, then magic is the perfect choice of power source.

# POWER SUPPLY

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Whatever power source you pick, three types of power supply are used by the items in *WASTELAND WARES*.

**POWER CELLS** are the smallest form of power storage. The exact size of a power cell can vary by power source and setting, but at its largest a single power cell should comfortably fit in a person's hand.

**POWER CORES** are larger than a cell but still possible to carry in both of a person's hands. A power core contains considerably more power, and can be used to provide necessary power to heavy weapons, power armour, and other larger items.

Most "generators" a wastelander encounters are actually converters which require a power core, converting the energy of the core into electricity. Such generators can satisfy the power requirements of a single building or facility for anywhere between 48 hours to several weeks.

**POWER GENERATORS** are true generators and can come in many sizes, each one powering an entire settlement or an even larger area.

# ITEM AVAILABILITY

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Some items in *WASTELAND WARES* are intrinsically tied to the existence of a particular power source. If the technology to harness that power source doesn't exist in your wasteland—or didn't exist before your world's apocalypse—then it's unlikely any items that rely on the power source exist in your setting.

The Guide is the ultimate arbiter of which items in *WASTELAND WARES* are available at all, and the ways and places they might be acquired.





# NEW RULES

The rules described in this chapter govern the use or otherwise engage with many of the items presented in *WASTELAND WARES*.

## PROFICIENCIES

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

### WASTELAND SKILLS

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

## SKILLS

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

The skills summarised below are new additions.

## ENGINEERING

Use this skill to solve complex mechanical problems:

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

## HACKING

Use this skill to solve advanced computer related problems:

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



# SCIENCE

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

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

# TOOLS

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

# SPECIALIST'S TOOLS

Specialised tools require additional explanation and are described below.

## CHEM COOK'S TOOLS

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

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

# WASTELAND TOOLS

## TOOLS

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

## COMPUTERS

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

Your Computers Proficiency grants you



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

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

### **DEMOLITIONIST'S TOOLS**

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

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

### **DISGUISE KIT**

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

Proficiency in these tools grants advantage on certain Charisma-based ability checks. An appropriate disguise can grant advantage on Deception and Persuasion checks that are aided by the appearance of being a particular person or belonging to a particular group or rank. You may also gain advantage on Intimidation checks if disguised to look more fearsome or off-putting, or Performance checks if you "disguise"

yourself with a costume appropriate to your performance.

### **DOCTOR'S BAG**

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

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

### **ELECTRICIAN'S TOOLS**

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

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

### **FORGERY KIT**

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

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



### **HERBALISM KIT**

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

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

### **MECHANIC'S TOOLS**

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

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

### **NAVIGATOR'S TOOLS**

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

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

### **POISONER'S KIT**

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

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

### **SURGEON'S TOOLS**

Surgeon's tools include a scalpel, surgical drill, bone chisel, bone cutter, saw, needles and thread, forceps, a set of clamps, a dilator, narrow-bladed scissors, a curette, a small amount of anaesthetic, and disinfectant. Without proficiency in these tools, an attempted surgery is likely to be botched.

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

### **THIEVES' TOOLS**

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

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



# CRAFTING

It's conceivable that many of the items presented in *WASTELAND WARES* could be made rather than purchased. Sometimes a wastelander might also need an item to be repaired, or wish to install a mod to their weapon or armour. Use the rules presented here to adjudicate such situations.

## TOOLS & MATERIALS

To craft an item, a wastelander needs the correct tools for the job. Sometimes, multiple sets of tools may even be required! For example, constructing a robot from scratch would likely involve electrician's tools, mechanic's tools, and power tools.

In most cases the wastelander must also be proficient in the use of all required tools, though some tasks are

simple enough that a complete novice could attempt them. The *CRAFTING ITEMS BY PROFICIENCY* table provides some suggestions for which types of items might be made, repaired, or modded using specific tools. However, your Guide is the final judge of what constitutes correct equipment for any given task.

Crafting new items and repairing existing items also requires raw materials in the form of salvage. Unless otherwise noted, the salvage requirement of any given task is generally half of the currency cost for the same task, rounding up. Creating an item from scratch, for example, requires half the item's market cost in salvage.

## SPECIAL MATERIALS

Advanced and expensive technologies such as cybernetics are extremely difficult to craft with the resources available in the wasteland.

In these cases, the Guide may determine one or more special material components that must be found and used in the item's construction. The component might be found in a specific location, looted from a specific type of item (such as from a computer server or power generator), or taken from the remains of a powerful creature or robot. Finding the special material can be the subject of one or more adventures. To reflect its importance and the difficulty of its acquisition, a special material can reduce the required salvage to make a desired item by up to half.

### CRAFTING ITEMS BY PROFICIENCY

PROFICIENCY	ITEMS
Chem Cook's Tools	chems
Demolitionist's Tools	grenades, mines
Electrician's Tools	energy weapons, energy grenades, energy mines, robot repair kits
Leatherworker's Tools	light armour
Mechanic's Tools	medium armour, pipe guns
Mechanic's Tools (Power/Industrial)	all varieties of ballistic firearms, medium armour, heavy armour, power armour, vehicles
Smith's Tools	caltrops, sledgehammers, swords
Weaver's Tools	backpacks, bags, clothes



## CRAFTING TIMES

ITEM TYPE	CRAFTING TIME
Ammunition (1 round)	(cost ÷ 50) hours, to a minimum of 30 mins
Armour Pieces, Explosives, Weapons, Mods, Other Gear	(cost ÷ 1.25) hours
Chems	(cost ÷ 25) hours, to a minimum of 2 hours
Cybernetics	(cost ÷ 200) days
Food	(lowest cost ÷ 8) minutes, to a minimum of 30 mins

## CRAFTSPERSON COMPETENCE

PROFICIENCY	BONUS	COMPETENCE
no proficiency	any	Novice
proficiency	+3 or more	Qualified
proficiency	+7 or more	Experienced
proficiency	+11 or more	Master

## TIME

The time required to craft or repair an item is based on the cost of the item. Different types of item use different formulas for determining the time required, as shown in the **CRAFTING AND REPAIR TIMES** table.

The task can usually be suspended and returned to later provided the item under construction or repair is safely stored. When the task is restarted, any time already spent on construction or repair is deducted from the remaining time requirement. However, there are some exceptions. Once started, chems must be completed without interruption. Likewise food, unless the cook is privileged enough to own a device capable of freezing their partially prepped meal.

## CRAFTING AND REPAIR DIFFICULTY

REQUIREMENT	DC
Novice	8
Qualified	12
Experienced	16
Master	20

## CRAFTSPERSON SERVICES (PER HOUR)

COMPETENCE	COST
Novice	2 c
Qualified	4 c
Experienced	5 c
Master	6 c

## REPAIRS

When items suffer harm but aren't destroyed, the Guide can rule that the damaged item needs either minor, moderate, or major repairs.

**MINOR REPAIRS.** Minor repairs are typical if the item has lost a quarter of its hit points. The cost of a minor repair is one quarter the cost of the item (rounding to the nearest whole number).

**MODERATE REPAIRS.** Moderate repairs are typical if the item has lost half of its hit points. The cost of a moderate repair is half the cost of the item (rounding to the nearest whole number).

**MAJOR REPAIRS.** Major repairs are typical if the item has lost three quarters of its hit points. The cost of a major repair is three-quarters the cost of the item (rounding to the nearest whole number).

### REPAIR TIMES

Adjust the item's cost based on the type of repair needed, then cross-reference the modified cost with the **CRAFTING TIMES** table.

# COMPETENCE

A craftsman may have one of four competence levels, depending on two factors: whether they have proficiency in the necessary tools, and their combined proficiency bonus and ability modifier when using those tools. A wastelander without proficiency is always considered a Novice, even if they have a high ability bonus: they may have natural talent, but their lack of training is a more significant factor. Depending on their combined bonus with the required tools, a wastelander proficient in those tools is considered to be a Qualified, Experienced, or Master craftsman. The four competence levels and their requirements are shown on the *CRAFTSMAN COMPETENCE* table.

## ITEM COMPETENCE REQUIREMENTS

Items in *WASTELAND WARES* are given a competence requirement. This is the minimum competence level a craftsman must have in order to attempt to either make or repair such an item. When a wastelander's competence level is at least one higher than an item's competence requirement, then they can perform the task without making a check. If their competence is equal to the item's competence requirement, then they must make a check. The *CRAFTING AND REPAIR DIFFICULTY* table gives the DC to craft or repair items based on their competence requirement.

On a successful check the item is crafted or repaired. On a failed check, the attempt is unsuccessful and half of

the salvage used in the attempt is lost.

## COMMISSIONS

Wastelanders can hire NPC craftsmen to make items on their behalf. If the item is one that the craftsman would have made anyway, then the currency cost is simply the market price of the item. This might apply if the craftsman happens to be out of stock of a popular item when the wastelander visits, for instance.

When commissioning a craftsman to make a unique item, or one that they wouldn't normally sell, then the craftsman must also be compensated for their time. Craftsmen price their services by the hour, as shown in the *CRAFTSMAN SERVICES (PER HOUR)* table. Total the time spent crafting the item, rounding up any excess minutes to a complete hour. Then multiply the service cost per hour by that value. The total is added to the cost of the commissioned item.

## SUPPLYING SALVAGE

A craftsman usually has the materials they need for the job at hand. Nevertheless, they're happy to use good quality components and materials provided by the client, since that helps preserve their own stores.

A job can be paid for in salvage, in full or in part. The amount a craftsman charges for the finished product is reduced by 1 currency for each point of salvage spent by the commissioner. The craftsman still charges their service fee as normal.



## COMMISSIONS & COMPETENCE

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NPC craftspersons generally only accept commissions they're confident in completing. In other words, they won't accept a commission unless the desired item for construction or repair has a competency requirement one level below their own competency. A craftsperson can be persuaded to attempt a task with an equal competency to their own, but in such cases they make it clear there is a chance of failure and that certain costs must be covered even in the event they fail. These costs are:

- ❖ Their service fee per hour
- ❖ One quarter of the item's market cost, to cover salvage lost in the attempt. This cost can be waived in full or in part if the commissioner provides the necessary salvage for the attempt.

## MOD INSTALLATIONS

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The competency requirement of a mod is relevant when crafting a mod, but not when installing or removing it. A wastelander with a Qualified or better competency level in the appropriate tools can install or remove a mod without issue. Up to two mods can be installed or removed during the course of any short or long rest.





# DAMAGE TYPES

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

**BLUDGEONING** damage is dealt by non-edged weapons such as hammers and other sources of blunt force trauma.

**CHEMICAL** damage represents acids and alkalis as well as many man-made chemical products. In general if it corrodes or is caustic, it deals chemical damage.

**COLD** damage represents freezing temperature lows be caused by exposure to extreme wintry environs and creatures.

**ELECTRICAL** damage is live currents, lightning strikes, stun guns, and the like.

**FIRE** damage is caused by exposure to flame or extremely hot environmental conditions.

**PIERCING** damage is dealt by attacks that puncture and impale, such as spears, horns, and conventional bullets.

**POISON** damage includes the stings of mutant scorpions and other venomous insects, poisonous gases and vapours, as well as substances that make you sick if handled or consumed.

**RADIATION** damage can be caused by exposure to radioactive substances and higher than usual levels of background radiation, proximity to unshielded fusion generators or cells, and certain radiation-based weapons.

**SLASHING** damage is dealt by cutting and rending weapons including axes, claws, and chainblades.

**SONIC** damage is caused by sound, whether it be inflicted by a concussive blast of

noise or a physically painful pitch.

## RARE DAMAGE TYPES

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

**LASER** damage is dealt primarily by weaponry that fires coherent energy beams. It appears in wastelands with strong science fiction and retrofuturist influences, but may not be present in a near-future apocalypse.

**PSYCHIC** damage is caused by hostile contact between two minds. It appears in wastelands with strong science fiction and retrofuturist influences, but may not be present in a near-future apocalypse.

**WARP** damage is inflicted by contact with inter-dimensional energy. It appears in wastelands with strong science fiction influences, but may not be present in a near-future apocalypse.

## TYPE EQUIVALENCE

These damage types are mostly identical to the types in the core game, though some have been renamed to reflect the less fantastical nature of the intended setting: Chemical is equivalent to Acid, Electrical is equivalent to Lightning, and Sonic is



equivalent to Thunder. Although the parallels aren't exact, you can also consider Radiation to be largely equivalent to Necrotic. Likewise, Laser is similar to Radiant.

## RADIATION AS POISON

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

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



# RADIATION

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

## DAMAGE

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

## RESISTANCE & IMMUNITY

Creatures that have mutated or are inorganic can have resistance or immunity to radiation damage. Sometimes an organic creature's resistance or immunity is a result of generational mutations, and other times it may be the consequence of experiments. If a creature is immune to radiation damage, they are also immune to the **radsick** condition.

## VULNERABILITY

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



## RAD TOLERANCE

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

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

## CHARACTER TOLERANCE

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

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

## CREATURE TOLERANCE

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

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

## RADSICK

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

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

## RADSICK SOURCES

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

### BACKGROUND RADIATION

- ☢ When a creature is exposed to high levels of background radiation or a highly radioactive source such as spilled waste. In such instances the **radsick** condition can come on rapidly,

## ALTERNATIVES TO RADIATION & RADSICK

The radiation rules can be adapted to model the effects of an alternative form of contamination. For instance: rather than **radsick**, **warpsick** might be a condition suffered by wastelanders who live in a world torn apart by dimensional rifts that spew forth warp energy.



and the Guide may call for a Constitution saving throw almost immediately.

- ☢ When a creature has been exposed to lower levels of radiation exposure consistently over a long period the Guide can call for a Constitution saving throw.

### IRRADIATED MEALS

- ☢ When a creature imbibes irradiated food or drink, they must make a Constitution saving throw at the beginning of their next long rest. See the rules for sustenance.

### RADIATION DAMAGE

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



## RADSICK LEVELS

LEVEL	EFFECT
1	You're <b>poisoned</b> .
2	You gain a level of <b>exhaustion</b> .
3	You gain a level of <b>exhaustion</b> .
4	You gain a level of <b>exhaustion</b> .
5	You gain a level of <b>exhaustion</b> . Halve all hit points and temporary hit points you gain, whether from Hit Dice, curative items, or class features.
6	You die.

## RADSICK LEVELS

Like exhaustion, the **radsick** condition has six levels of increasing severity. Most sources of the condition cause a creature to gain a single level, but some very severe exposures could cause the victim to gain multiple levels at once.

If a creature already has one or more levels of **radsick**, the next time they fall victim to a source of the **radsick** condition they gain the next level (or levels, if the source applies multiple levels at once). Thus, their conditions worsens as they fall victim to multiple exposures.

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

## CUMULATIVE RADS

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

need to decide which of the two methods they prefer.

## GEIGER COUNTERS

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

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

### CUMULATIVE RAD SAVING THROWS

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

$$\text{CUMULATIVE RAD SAVE DC} = 8 + \text{GEIGER COUNTER}$$

## RAD BOXES

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

EXAMPLE RAD BOXES			
BOX	1	2	
DAMAGE	1-6	7+	
	<input type="checkbox"/>	BOTH	<input type="checkbox"/>
SAVE DC	10	15	13

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

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

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

### CUMULATIVE RAD SAVING THROWS

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

$$\text{FIRST BOX CHECKED DC} = 10$$

$$\text{SECOND BOX CHECKED DC} = 13$$

$$\text{BOTH BOXES CHECKED DC} = 15$$

## FOR PCS

### GEIGER COUNTERS

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



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

### **RAD BOXES**

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

This option is generally a bit more dangerous, so is most suitable for NPCs but can also be applied to player characters in games where groups seek either a little more danger or simply less resource tracking.

### **FOR NPCs**

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

The Guide may prefer to use Rad Boxes for NPCs, even when players are using Geiger Counters. It's a simpler system and

much easier to keep track of when you're concerned with multiple creatures. If Geiger counters are used, the Guide should keep tallies rather than using physical tokens, regardless of the approach used by players.

## **TRUE VS. FUNCTIONAL IMMUNITY**

The Radiation damage type and the **radsick** condition are very dangerous to humans, one of the few types of creature not to evolve a significant tolerance to higher levels of radioactivity. Many other creatures are largely immune to radiation damage and the **radsick** condition.

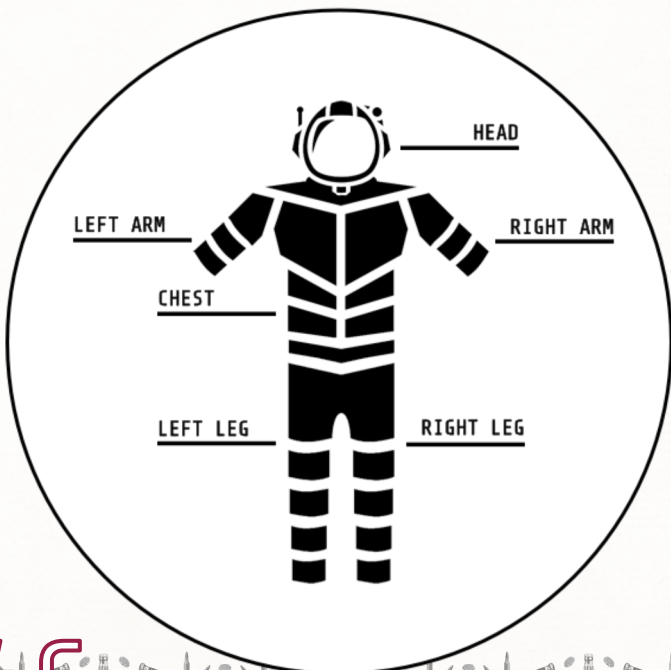
However, being functionally immune to the game effects of radiation is not the same as being completely impervious to radiation. Many creatures may be so highly tolerant to radiation that short term exposure to even high levels of radiation has no obvious effect and can be ignored. Nevertheless, such creatures might still experience long-term consequences to persistent or extreme exposure.

It's up to the Guide whether they care to make that distinction, for which creatures they do so, and when it matters. You're free to just keep things simple in which case immune always means immune, period.

# ARMOUR

The wasteland is an incredibly hostile place. If it isn't marauders after your head, it's ogres, mutated beasts, feral rotters, or rogue robots. Given these dangers, protective gear is one of the essentials any person should budget for when outfitting themselves for wasteland travel.

**WASTELAND WARES** keeps armour types intentionally generic. Rather than specific sets of armour, armour quality is determined simply by its tier. From most minimal to most protective these are: light armour, medium armour, heavy armour, and power armour. Helmets and shields are also available. Combined with the body slots rules, this abstraction allows for the wide variety of improvised armour and incomplete suits with which wastelanders might equip themselves. It also ensures maximum compatibility between this system and the many different armour types and manufacturers in your own setting.



## BODY SLOTS

**WASTELAND WARES** presents an alternative to the suits of armour available in the core game rules. Instead, wastelanders can purchase or otherwise acquire armour to fill six different body slots. These rules reflect the scarcity of complete armour sets, as well as the ramshackle construction of most post-apocalyptic armour. They also allow players a great deal of flexibility in equipping their wastelander, creating the opportunity for mixed armour sets and working in conjunction with the mod system to allow each body slot to be personalised.

All creatures have six body slots, though the specifics of those slots can differ depending on the shape of their body. The **BODY SLOT EQUIVALENCY** table compares the typical six body slots possessed by most creatures in the wasteland. All references to body slots in **WASTELAND WARES** refer to the six slots common to bipedal creatures, but a wastelander with a different body type can always buy equivalent armour for the same price.

### BODY SLOT EQUIVALENCY

BIPED	QUADRUPED	NON-BIPEDAL ROBOT
Head	Head	Sensory Systems
Chest	Body	Chassis
Left Arm	Left Foreleg	Left Module
Right Arm	Right Foreleg	Right Module
Left Leg	Left Hindleg	Left Propulsion System
Right Leg	Right Hindleg	Right Propulsion System



## PIECEMEAL ARMOUR

Wastelanders throw together armour out of what's available, or what they can afford. It's possible for a wastelander to wear armour in some slots but not others, and even to mix armour pieces of different tiers in their six body slots. The following rules govern

- ❖ Add the Armor Class bonus of each piece together. Round the total down to the nearest whole number.  
For instance, if you wear 1 medium leg piece and 1 light arm piece, their combined bonus is only +0.75. This value is rounded down to +0.
- ❖ The maximum Dexterity bonus you can add to your Armor Class is equal to +5 minus the combined Max Dex penalties from every piece, rounding down to the nearest whole number.  
For instance, if you wear a medium chest piece and one medium arm piece, their combined penalty to Max Dex is -1.5. This value is rounded down to -1, and deducted from +5. Your Maximum Dexterity Bonus is therefore +4.
- ❖ If you have a Dexterity penalty, you no longer have to apply it to your Armor Class if you wear a complete set of armour. To be considered complete, a set of armour must include a chest piece and four limb pieces which all belong to the same tier.
- ❖ If you lack the Minimum Strength (**Min Str** on the table) for one or more piece of heavy tier armour worn, combine the penalties given in brackets for all such pieces, round to the nearest increment of -5, and deduct that from your movement speed.  
For instance, if you wear and lack

the minimum Strength for a heavy chest piece, two heavy leg pieces, and one heavy arm piece, their combined penalty to movement speed is -8. This value is rounded up to -10, since it is closer to that increment than it is to -5.

- ❖ Gain every discrete benefit associated with each armour piece worn, stacking like benefits (such as Armor Class bonuses) together, but also stacking like penalties (such as Max Dex) as well as weight for the purpose of encumbrance.
- ❖ You gain all other features and disadvantages associated with all pieces of armour you wear. Numerical benefits stack with identical benefits from other pieces unless otherwise noted.
- ❖ The weight of all armour pieces you wear is combined.

## SHIELDS

Creatures with hands or similar gripping appendages are also capable of wielding a shield, which doesn't occupy an body slot.

## ARMOUR FOR THE MANY-LIMBED

Creatures with more than four limbs still have only six slots. Simply divide the limbs between the available arm and leg slots (or equivalent) as evenly as possible. Such a creature might have Left Forelegs, Right Forelegs, Left Hindlegs, and Right Hindlegs slots.





## ARMOUR, HELMETS, AND SHIELDS

ARMOUR	COST	AC BONUS	MAX DEX BONUS	MIN STR	MOBILITY DISADVANTAGE	WEIGHT	COMPETENCE
<b>LIGHT ARMOUR</b>							
Arm Piece	8 c	+0.25	–	–	–	1.5 lb.	qualified
Leg Piece	8 c	+0.25	–	–	–	1.5 lb.	qualified
Chest Piece	15 c	+1	–	–	–	3 lb.	qualified
<b>MEDIUM ARMOUR</b>							
Arm Piece	15 c	+0.5	–0.5	–	–	4 lb.	qualified
Leg Piece	15 c	+0.5	–0.5	–	–	4 lb.	qualified
Chest Piece	30 c	+3	–1	–	yes	8 lb.	qualified
<b>HEAVY ARMOUR</b>							
Arm Piece	40 c	+1	–1	13 (–1)	yes (2+ pieces)	8 lb.	experienced
Leg Piece	40 c	+1	–1	13 (–1)	yes (2+ pieces)	8 lb.	experienced
Chest Piece	80 c	+4	–2	15 (–5)	yes	16 lb.	experienced
<b>HELMETS AND SHIELDS</b>							
Helmet	15 c	+1	–	–	–	4 lb.	qualified
Shield	25 c	+2	–	–	–	6 lb.	qualified

### COST MULTIPLIER

The cost of armouring such a creature is high: multiply each armour piece's usual cost by the number of limbs occupying the slot. If the size of the creature applies a modifier to the armour piece's cost, apply that multiplier first and then multiply again by the number of limbs occupying the slot.

### ARMOUR TIERS

The following four tiers of armour exist in the wasteland:

#### LIGHT ARMOUR

Light armour is made from supple and thin materials, such as leather. Although most often worn by wanderers who can't afford better, agile characters may actually prefer light armour since it can be worn without sacrificing any mobility.

A character can apply their full Dexterity bonus while wearing only light armour pieces.

When wearing piecemeal armour, two pieces of light arm or leg armour are equal to one piece of medium arm or leg armour.



## MEDIUM ARMOUR

Medium armour offers more protection than light armour, but impairs movement to a greater degree. Medium armour includes metal armour, combat armour, and armour made from the frames of old robots.

The amount of a character's Dexterity bonus they can apply to their AC may be reduced by wearing some pieces of medium armour. A full set of medium armour is therefore a decent choice for a character with no Dexterity bonus or a Dexterity penalty, and an optimal choice for a character with only a small Dexterity bonus.

While wearing piecemeal armour, a piece of medium arm or leg armour is equal to two pieces of light arm or leg armour.

## HEAVY ARMOUR

Heavy armour offers the best protection but is bulky and far less mobile. Heavy armour is generally made from similar base materials to medium armour. It represents heavy variants of pre-nuclear combat armour as well as bulkier, tougher armours made from scrap metal and robot parts.

The amount of a character's Dexterity bonus they can apply to their AC is reduced by every piece of heavy armour worn. Wastelanders with Dexterity bonuses may therefore prefer light armours, but wastelanders with no Dexterity bonus or a Dexterity penalty having little to lose by wearing heavy armour.

## POWER ARMOUR

Power armour is thick plating, too heavy and bulky to be worn normally but attached to a mechanised frame which a creature can enter.

Power armour is governed by special rules which are described in the Power Armour chapter.

## ARMOUR SIZE

The costs given in the *Armour, Helmets, and Shields* table assume the armour is sized for a Medium, Small, or Tiny creature. What smaller armours save in materials is offset by the additional delicacy required for their construction.

Each piece of armour for a Large creature costs four times as much as the base price. Armour pieces for Huge creatures cost sixteen times the base price.

## DESCRIBING ARMOUR

When you create a wastelander, you can decide for yourself what the armour worn by them actually looks like and what it's made of, within the specifications of the armour's tier.

If you find a piece of armour in play, the Guide might describe its appearance. If not, you're free to decide for yourself once again!



# HELMETS & SHIELDS

Helmets and shields are treated slightly differently. They don't belong to the previously described tiers. Whether you wear light, medium, heavy, or no armour, you gain the same benefit from putting on a helmet and the same is true of shields.

**HELMETS** are usually made of metal, fiberglass, or some similarly stiff and durable material. They are always considered light armour, but are not required to complete a light armour set. Wearing a helmet in your head slot increases your Armor Class by +1.

**SHIELDS** are typically made from wood, metal, or fiberglass. Wielding a shield increases your Armor Class by +2.

# ARMOUR STATISTICS

The **ARMOUR, HELMETS, AND SHIELDS** table includes the following statistics for armour pieces:

**ARMOUR TIER AND PROFICIENCY.** Anyone can put on armour or strap a shield to an arm, but only those wastelanders who're proficient in a specific armour's use know how to wear it effectively. Your class gives you proficiency with certain tiers of armour, and possibly also shields. No proficiency is required to wear a helmet. If you wear any piece of armour that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.

**COST.** The armour piece's cost, where "c" stands for currency.

**AC BONUS.** Armour protects its wearer from attacks. You combine the bonuses given for each piece of armour worn, rounding down to the nearest whole number, and add the total bonus to your Armor Class.

**MAXIMUM DEXTERITY BONUS.** Wearing some armour reduces the maximum Dexterity bonus you can apply to your Armor Class (if you have one). The Maximum Dexterity bonus you can add to your Armor Class is equal to +5 minus the combined penalties from every piece, rounding down to the nearest whole number.

On the other hand, wearing a matching set of armour with which you're proficient increases your comfort and allows you to move more freely, letting you ignore your Dexterity penalty to Armor Class (if you have one). A matching set means five pieces which all belong to the light, medium, or heavy tier.

**MINIMUM STRENGTH.** Heavy tier armour interferes with the wearer's ability to move quickly, stealthily, and freely. The value given in the Minimum Strength column of the **Armour, Helmets, and Shields** table is the minimum Strength score required to wear the armour piece without suffering a movement speed penalty. Combine the penalty given in brackets for each piece of heavy armour for which you fail to meet the minimum Strength requirement, rounding up or down to the nearest increment of -5 feet.

**MOBILITY DISADVANTAGE.** A "Yes" in this column on the **ARMOUR, HELMETS, AND SHIELDS** table means that the wearer may have disadvantage on all Dexterity-based ability checks as well as Strength (Athletics) checks. You also suffer the effects of mobility disadvantage if you wear two or more armour pieces that all say "Yes (2+ pieces)".

**WEIGHT.** The armour piece's weight in pounds.



## DONNING AND DOFFING ARMOUR

ARMOUR PIECES	DON	DOFF
<b>LIGHT ARMOUR</b>		
4 Limbs, Chest	2 turns (12 seconds)	2 turns (12 seconds)
4 Limbs	1 turn (6 seconds)	1 action
2 Limbs	1 action	1 action
Chest	1 turn (6 seconds)	1 action
<b>MEDIUM ARMOUR</b>		
4 Limbs, Chest	8 turns (48 seconds)	2 turns (12 seconds)
1 Limb	1 turn (6 seconds)	1 action
Chest	4 turns (24 seconds)	1 turn (6 seconds)
<b>HEAVY ARMOUR</b>		
4 Limbs, Chest	16 turns (1 minute, 36 seconds)	8 turns (48 seconds)
1 Limb	2 turns (12 seconds)	1 turn (6 seconds)
Chest	8 turns (48 seconds)	4 turns (24 seconds)
<b>HELMETS AND SHIELDS</b>		
Helmet	15 c	+1
Shield	25 c	+2

**COMPETENCE.** The minimum craftsperson competence required to attempt crafting or repairing the armour.

## GETTING INTO & OUT OF ARMOUR

Getting into armour is referred to as donning the armour, while taking it off is referred to as doffing the armour.

The time it takes to don or doff a piece of armour depends on the piece's tier, as shown on the **DONNING AND DOFFING ARMOUR** table. Donning and doffing all your armour takes the combined time of all pieces to be donned or doffed.

Don and doff times are expressed as a number of turns during which the character will be occupied, as well as the actual length of that period of time (indicated in brackets). The process of donning or doffing a piece of armour is completed at the end of the last turn taken to do so.

## CRAFTING & REPAIR

Guidance for crafting and repairing items can be found starting on page 36.

To craft or repair armour, a wastelander must be proficient in the appropriate tools. Light armour typically requires Leatherworker's Tools, whereas Medium and Heavy armour pieces require Mechanic's Tools and often also the use of industrial tools. Sometimes you can craft armour from unusual materials, in which case you might be able to justify a different tool proficiency. However, your Guide is the final arbiter for which tools are necessary for each tier of armour.



# POWER ARMOUR

Power armour is thick plating that is too bulky and heavy to be worn normally, but can be attached to mechanised power armour frames that are able to bear the load. Power armour frames are also equipped with cushioning and functions that protect the wearer from falls and other kinds of heavy impacts. A frame requires power, for which it uses a Power Core.

**DESIGNED FOR HUMANOIDS.** Power armour is designed by and for humanoids, so can't be worn by other types of creature.

**PIECEMEAL POWER ARMOUR.** Power armour can be equipped into the same six slots as regular armour, and it is possible to wear an incomplete or piecemeal suit of power armour on a frame.

## ENTERING & EXITING POWER ARMOUR

Provided power armour is already on its frame and the frame has an active Power Core, entering and exiting it is as simple as stepping into or out of the suit, though it takes a short time for the frame to open, as shown on the *ENTERING, EXITING, AND ASSEMBLING POWER ARMOUR* table.

A wastelander can enter a power armour frame while wearing light or medium armour, but not heavy armour. A character cannot comfortably wear a helmet while in power armour unless they opt to exclude the power armour's helmet.

## ASSEMBLING POWER ARMOUR

When power armour isn't already assembled on a frame, it takes a considerable amount of time to put it together. The time required to assemble power armour and to remove it from the frame is also shown on the *ENTERING, EXITING, AND ASSEMBLING POWER ARMOUR* table.

Assembling and disassembling power armour is only possible with the aid of Mechanic's Tools.

### ENTERING AND EXITING POWER ARMOUR

ENTER	EXIT
2 turns (12 seconds)	2 turns (12 seconds)

### POWER ARMOUR ASSEMBLY/DISASSEMBLY

ARMOUR PIECES	ASSEMBLE	DISASSEMBLE
4 Limbs, Chest, Helmet	16 turns (1 minute 36 seconds)	2 turns (12 seconds)
Limb	2 turns (12 seconds)	2 turns (12 seconds)
Chest	6 turns (36 seconds)	6 turns (36 seconds)
Helmet	2 turns (12 seconds)	2 turns (12 seconds)

# POWER CORES

Power armour frames require a working power core to function. Each core can power a frame for 72 hours worth of active use.

# POWER ARMOUR FRAME BENEFITS

Power armour frames provide the following benefits when worn:

- ☢ Your Strength score increases by +4. Your Strength can exceed 20 while wearing the frame.
- ☢ Your maximum carrying capacity and your lift and drag limits are doubled.
- ☢ If there are one or more power armour pieces on the frame which have hit points remaining:
  - ☢ You lose the Armor Class bonus and other benefits of your own armour.
  - ☢ Your Armor Class equals 10 + your Dexterity modifier.
- ☢ You don't add your Dexterity modifier to Dexterity ability checks you make.
- ☢ You have resistance to bludgeoning damage from falling or from something falling onto you.
- ☢ Your unarmed attacks deal 1d4 damage.

# POWER ARMOUR STATISTICS

The **POWER ARMOUR** table (pages 54-55) includes the following statistics for power armour pieces:

**HIT POINTS.** Each piece has a pool of hit points that it can absorb, protecting the

wearer. The Damaging Power Armour section details how power armour gets damaged.

**REPAIR COMPETENCE.** The minimum competence required by a mechanic to attempt repairs on a piece of power armour.

**WEIGHT.** The armour piece's weight in pounds.

# POWER ARMOUR PROPERTIES

Some pieces of power have special characteristics, which are defined here.

**CLUMSY.** Due to its design, clumsy power armour causes its wearer to suffer disadvantage on any Dexterity ability checks, and automatically fail any task requiring delicacy and manual dexterity. Furthermore, a clumsy arm piece is incapable of handling any object of Tiny or smaller size.

**FIXED.** Fixed power armour pieces are permanently affixed to a power armour frame, and can't be removed without access to heavy duty industrial tools that are unavailable even to most wasteland mechanics. Fixed power armour can't be modded unless it is first somehow removed from its frame.

**NON-MODULAR.** Pieces of this power armour are non-standard, requiring a specific, unusual frame. They can't be attached to the standard power armour frame. Similarly, standard power armour pieces can't be used with the non-standard frame designed for use with these pieces. The type of special frame required by the piece is indicated in brackets.

**RADIATION SHIELDED.** If a waterlander wears power armour with both this and the sealed property on each of the frame's six slots, they are immune to both radiation



## POWER ARMOUR

POWER ARMOUR	HIT POINTS	WEIGHT	PROPERTIES	COMPETENCE
<b>HIGH PERFORMANCE LABOURFRAME</b>				
<b>Arm Piece</b>	5	10 lb.	clumsy, fixed, non-modular (labourframe), special	experienced
<b>Leg Piece</b>	5	10 lb.	clumsy, fixed, non-modular (labourframe), special	experienced
<b>Chest Piece</b>	15	15 lb.	clumsy, fixed, non-modular (labourframe), special	experienced
<b>Helmet</b>	5	7 lb.	clumsy, fixed, non-modular (labourframe), special	experienced
<b>AQUATIC LABOURFRAME</b>				
<b>Arm Piece</b>	15	15 lb.	clumsy, fixed, non-modular (labourframe), sealed, special	experienced
<b>Leg Piece</b>	15	15 lb.	clumsy, fixed, non-modular (labourframe), sealed, special	experienced
<b>Chest Piece</b>	45	20 lb.	clumsy, fixed, non-modular (labourframe), sealed, special	experienced
<b>Helmet</b>	15	12 lb.	clumsy, fixed, non-modular (labourframe), sealed, special	experienced
<b>REACTOR LABOURFRAME</b>				
<b>Arm Piece</b>	15	15 lb.	clumsy, fixed, non-modular (labourframe), radiation shielded, sealed, special	experienced
<b>Leg Piece</b>	15	15 lb.	clumsy, fixed, non-modular (labourframe), radiation shielded, sealed, special	experienced
<b>Chest Piece</b>	45	20 lb.	clumsy, fixed, non-modular (labourframe), radiation shielded, sealed, special	experienced
<b>Helmet</b>	15	12 lb.	clumsy, fixed, non-modular (labourframe), radiation shielded, sealed, special	experienced
<b>MARAUDER POWER ARMOUR</b>				
<b>Arm Piece</b>	15	16 lb.	-	qualified
<b>Leg Piece</b>	15	16 lb.	-	qualified
<b>Chest Piece</b>	45	22 lb.	-	qualified
<b>Helmet</b>	15	14 lb.	-	qualified
<b>MK. 1 POWER ARMOUR</b>				
<b>Arm Piece</b>	20	15 lb.	sealed	experienced
<b>Leg Piece</b>	20	15 lb.	sealed	experienced
<b>Chest Piece</b>	60	20 lb.	sealed	experienced
<b>Helmet</b>	20	12 lb.	sealed	experienced
<b>MK. 2 POWER ARMOUR</b>				
<b>Arm Piece</b>	25	15 lb.	sealed	experienced
<b>Leg Piece</b>	25	15 lb.	sealed	experienced
<b>Chest Piece</b>	75	20 lb.	sealed	experienced
<b>Helmet</b>	25	12 lb.	sealed	experienced
<b>MK. 3 POWER ARMOUR</b>				
<b>Arm Piece</b>	30	10 lb.	sealed	experienced
<b>Leg Piece</b>	30	10 lb.	sealed	experienced
<b>Chest Piece</b>	90	15 lb.	sealed	experienced
<b>Helmet</b>	30	7 lb.	sealed	experienced
<b>MK. 4 POWER ARMOUR</b>				
<b>Arm Piece</b>	35	15 lb.	sealed	experienced
<b>Leg Piece</b>	35	15 lb.	sealed	experienced
<b>Chest Piece</b>	105	20 lb.	sealed	experienced
<b>Helmet</b>	35	12 lb.	sealed	experienced



## POWER ARMOUR, CONTINUED

POWER ARMOUR	HIT POINTS	WEIGHT	PROPERTIES	COMPETENCE
<b>MK. 5 POWER ARMOUR</b>				
Arm Piece	40	18 lb.	sealed	experienced
Leg Piece	40	18 lb.	sealed	experienced
Chest Piece	120	26 lb.	sealed	experienced
Helmet	40	15 lb.	sealed	experienced
<b>MK. 6 POWER ARMOUR</b>				
Arm Piece	45	18 lb.	sealed	experienced
Leg Piece	45	18 lb.	sealed	experienced
Chest Piece	135	26 lb.	sealed	experienced
Helmet	45	15 lb.		experienced
<b>ASSAULT ARMOUR</b>				
Arm Piece	70	40 lb.	clumsy, non-modular (assault frame), sealed, special	experienced
Leg Piece	70	40 lb.	clumsy, non-modular (assault frame), sealed, special	experienced
Chest Piece	210	50 lb.	clumsy, non-modular (assault frame), sealed, special	experienced
Helmet	70	30 lb.	clumsy, non-modular (assault frame), sealed, special	experienced



damage and the **radsick** condition. If even one piece is reduced to zero hit points or removed, the power armour no longer grants immunity to either radiation damage or the condition. Any remaining pieces still provide some protection: treat each remaining piece as though it possesses the Lead Plating material modification.

**SEALED.** If a wastelander wears power armour with the sealed property on each of the frame's six slots, the atmospheric oxygen-filters in the power armour's helmet can be temporarily shut down to make the suit air and water-tight. The wearer can breathe normally underwater, in a gas cloud, or in other similar environmental conditions for as long as the remaining internal air lasts (typically 5 minutes). Sealed power armour also increases a wastelander's Rad Tolerance score by 5. If even one piece is reduced to zero hit points or removed, the power armour no longer grants these benefits.



**COMPETENCE.** The minimum craftsman competence required to attempt repairing the power armour piece. Crafting power armour isn't usually possible, except in the case of marauder power armour.

## UNIQUE FRAME PROPERTIES

Non-standard power armour frames have their own special characteristics, described below.

## ASSAULT ARMOUR

Assault Armour is even bulkier than regular power armour that makes its wearer almost as powerful as an armoured fighting vehicle.

## WEAPONS AND TOOLS

Assault Armour has weapons built into the frame:

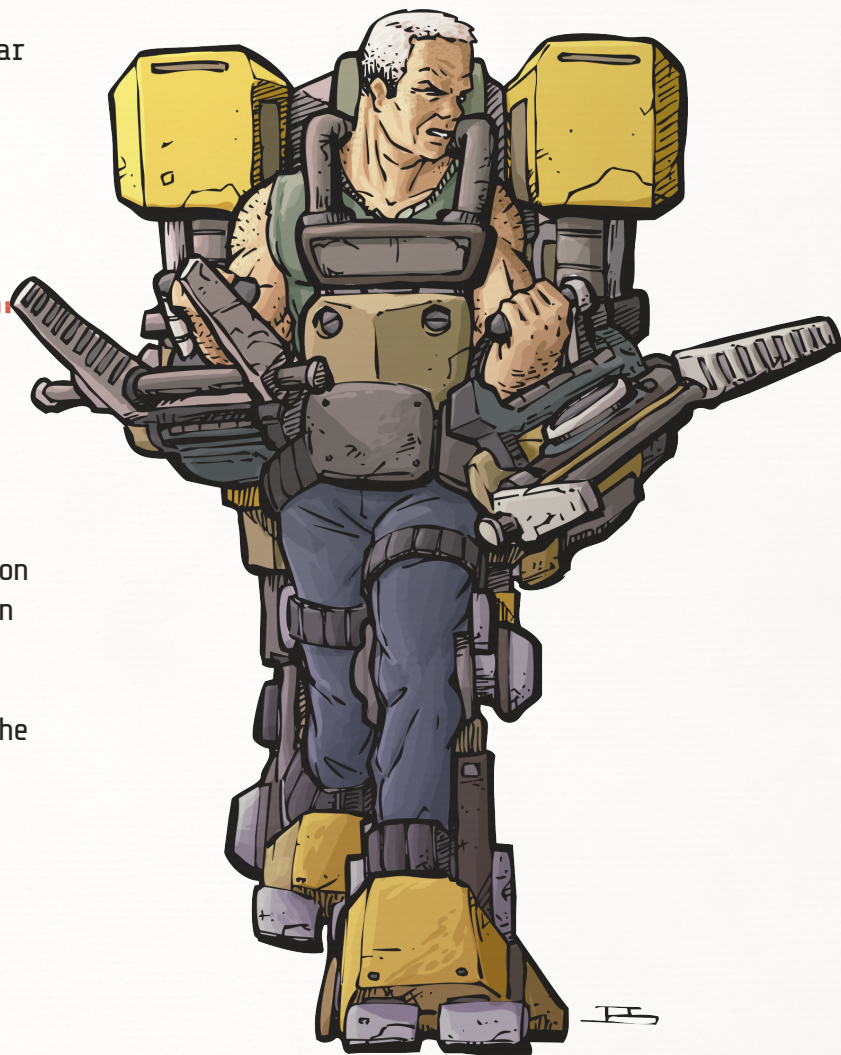
- ❖ **GATLING LASER (LEFT ARM).** As the ranged weapon of the same name.
- ❖ **POWER FIST (RIGHT ARM).** A melee weapon which deals 8d6 bludgeoning damage on a hit.
- ❖ **GRENADE LAUNCHER (RIGHT ARM, UNDERSLUNG ON POWER FIST).** Doubles the range of a thrown grenade to 120 ft.

## LABOURFRAME

The Labourframe is a non-military frame designed for use in fields as varied as construction, shipping, and disaster response.

## WEAPONS AND TOOLS

A Labourframe has two pincer arms built into the frame. They can both be used as weapons, dealing 3d6 bludgeoning damage on a hit.



## AIR SUPPLY (AQUATIC)

Aquatic labourframes contain a large oxygen tank. When a wastelander wears power armour with the sealed property on each of the frame's six slots, the aquatic labourframe contains an hour's worth of air. They are therefore equipped to handle major operations underwater or in other oxygen free environments.

## ACQUIRING POWER ARMOUR

Power armour pieces aren't given a cost in currency. Power armour frames and pieces are exceptionally rare and valuable pre-apocalyptic technology, so anyone lucky enough to find any is unlikely to simply sell it. If they have no use for it, they may be prepared to trade it for items which have more value for them, or in exchange for a service or significant favour.

## DAMAGING POWER ARMOUR

When a wastelander wearing power armour takes damage, the damage is dealt to the power armour pieces they wear rather than themselves. The damage is dealt to power pieces with hit points remaining in the following order:

### 1. ARMS

☠ Damage is dealt to whichever arm currently has the least amount of hit points.

☠ If they have equal hit points, roll 1d6: on a 1-3, damage is dealt to the left arm; on a 4-6, damage is dealt to the right arm.

### 2. LEGS

☠ Damage is dealt to whichever leg currently has the least amount of hit points.

☠ If they have equal hit points, roll 1d6: on a 1-3, damage is dealt to the left arm; on a 4-6, damage is dealt to the right arm.

### 3. CHEST

### 4. HELMET

Damage remaining after a piece loses all its hit points is carried over to the next piece or to the wearer if no functioning pieces remain.

## DESTROYING POWER ARMOUR

Once a piece of power armour has lost all of its hit points, it no longer offers its protection. Furthermore, the piece is heavily damaged and may be destroyed. Roll 1d6. On a result of 1-2, the piece is damaged beyond hope of repair. On a result of 3-5, it gains the defective condition but can still be repaired. On a result of 6, the damage to the piece is easily repairable and t.

## CRITICAL HITS & POWER ARMOUR

A creature that rolls a critical hit against a power-armoured wastelander can sometimes choose to ignore the target's



power armour and deal damage to that creature directly. They have the option to do so if the target isn't wearing power armour pieces on all six body slots, or if the piece in one or more slots has no hit points remaining.

## RADIATION DAMAGE & POWER ARMOUR

Radiation damage normally bypasses power armour entirely. Radiation damage is dealt directly to the wearer's own hit points.

However, some power armour does offer some protection against radiation:

- ❖ A full set of power armour with sealed property increases the wearer's Rad Tolerance by +5.
- ❖ A power armour piece with the Lead Plating modification provides its wearer with resistance against radiation damage if the attack targeted the lead plated piece.

## RANDOMISED POWER ARMOUR DAMAGE

The default rules for power armour damage assume that the pieces are hit in a specific order: arms, legs, chest, then helmet. This is intended to keep things simple. If your group doesn't mind adding an additional level of complexity, you can choose to have damage target the power armour at random.

Whenever your wastelander takes damage while wearing power armour from an attack that isn't a critical hit, roll a d20 and compare the result to the **RANDOM HIT LOCATIONS** table.

If you roll a location with no power armour piece or no hit points remaining, move down the rows of the table until you reach a slot for which you have a functioning power armour piece. If none are available, move up the table's rows instead. When a piece is reduced to 0 hit points, use the same procedure to determine which piece takes the remaining

damage.

For instance, if you roll a 4 for hit location but your chest power armour piece has 0 hit points remaining, move one row down the table: your left arm takes the damage. If that also has 0 hit points, the attack targets your left arm. If you have no functioning power armour on any of your limbs, then you move up the table instead: the attack hits your helmet.

### CRITICAL HITS

On a critical hit, the defender doesn't roll to determine hit location. Instead, the attacker chooses a body slot. If the attacker chooses a location without functioning power armour, they deal damage directly to the target.

### RANDOM HIT LOCATIONS

D20 ROLL	BODY SLOT
1-2	helmet
3-8	chest
9-11	left arm
12-14	right arm
15-17	left leg
18-20	right leg

## SUBSTANDARD POWER ARMOUR

When discovered, power armour pieces may not be in perfect condition. This can represent existing damage or an overall state of disrepair. Some substandard power armour can be repaired, while in other cases its condition is so poor it's irreparable, and only useful as long as its hit points remain. If the power armour is repairable, getting it back up to a working standard may not be possible via the usual means, and may be the subject of an adventure across the wastes.

Substandard power armour is a good way for a Guide to award power armour to low and mid level wastelanders.

Substandard power armour comes in one of two conditions: defective or busted. Either condition can apply to one or more individual pieces or to a full set.

Power armour can also gain either of the substandard conditions through damage.

## DEFECTIVE POWER ARMOUR

A piece of defective power armour has the following properties:

- ❖ Divide the maximum Hit Points of any piece of defective armour by 2, rounding down. The power armour piece can be repaired up to this new total, but not to its normal maximum.
- ❖ When reduced to zero hit points, a piece of defective power armour is destroyed on a roll of 1-3, gains the

busted condition on a roll of 4-5, or remains defective on a 6.

## BUSTED POWER ARMOUR

A piece of busted power armour has the following properties:

- ❖ Divide the Hit Points of any piece of broken-down power armour by 4, rounding down. The power armour piece can be repaired up to this new total, but not to its normal maximum.
- ❖ When reduced to zero hit points, a piece of busted power armour is destroyed on a roll of 1-4 or remains busted on a 5-6.

## CRAFTING & REPAIR

Guidance for crafting and repairing items can be found starting on page 36.

To craft or repair power armour, a wastelander must be proficient in Mechanic's Tools. For anything other than marauder armour you must also be proficient in industrial tools. Sometimes you can craft armour from unusual materials, in which case you might be able to justify a different tool proficiency. However, your Guide is the final arbiter for which tools are necessary.

Crafting a piece of marauder power armour costs twice as much salvage as the piece has hit points, and this value should be used whenever the crafting guidelines refer to the item's cost or use it in a formula. Crafting any other kind of power



armour piece costs four times as much salvage as the piece has hit points. You can choose to craft a piece with lower than the normal number of hit points, thus reducing the salvage cost to make the piece and reducing the crafting time.

The salvage cost to repair a piece of power armour is always equal to the number of hit points that must be restored. It's possible to perform a partial repair, restoring only as many hit points as the salvage spent.

## REPAIRING SUBSTANDARD POWER ARMOUR

Defective or busted armour can be fixed but requires special parts that aren't just expensive but are also rare, and only available at the Guide's discretion.

Removing the defective condition of a piece of power armour requires parts with a salvage cost equal to twice the hit points that will be restored to the piece's hit point maximum by the repair. The repairs must be undertaken by a mechanic proficient in Mechanic's Tools, as well as industrial tools for all kinds of power armour except marauder power armour. The craftsman must be of Experienced competency or better, and must succeed at a DC 16 Intelligence (Engineering) check.

Removing the busted condition of a piece of power requires parts with a salvage cost equal to four times the hit points that will be restored to the piece's hit point maximum by the repair. The repairs must be undertaken by a mechanic proficient in Mechanic's Tools, as well as industrial tools for all kinds of power armour except marauder power armour. The craftsman must be of Master competency, and must succeed at a DC 20 Intelligence

(Engineering) check.

An Experienced or better mechanic with the correct tools can also perform a patch repair on busted power armour, not fixing it entirely but upgrading it to merely defective. The patch requires a DC 16 Intelligence (Engineering) check and only costs salvage equal to half the piece's **normal** hit point maximum, rounding down. Patch repairs are cheap and effective in a pinch, but ultimately degrade the quality of the power armour piece. Each time a piece is patched, its maximum hit points are permanently reduced by 5.

On a failed check, the defective power armour isn't repaired and half of the repair costs are lost due to damage to the components.



# ARMOUR MODS

The lists in this chapter describe mods that can be applied to both armour and power armour.

The costs and weights of armour mods are shown on the *ARMOUR MODS* table.

## MULTIPLIERS

### COST MULTIPLIERS

In some cases the cost adjustment shown on the *ARMOUR MODS* table is given as a multiplier to the armour piece on which it's being installed. If multiplying the price results in a decimal point, always round up.

Note that if you buy a piece of armour with such a modification already installed, you still have to pay the price of the armour as well as the price of the mod: in other words, the full price would be the piece's cost plus the piece's cost times the multiplier given for the mod.

### WEIGHT MULTIPLIERS

When the weight entry for a mod on the *ARMOUR MODS* table is given as a multiplier, multiply the armour piece's current weight by that amount. The total is the piece's new weight after the mod is installed.

## MOD SLOTS

Armour and power armour pieces for the arms, legs, and chest can have up to two mods each: one from the material mods list, and one from the list for the piece's body slot. Helmets can have only one modification from the list of helmet mods.

## MOD TYPES

Some mods can only be used on specific armour or by certain wastelanders.

## ROBOTS AND MODS

Standard mods (those intended to be installed in light, medium, or heavy armour) can be installed onto the chassis of a robot in a body slot that has either light, medium, or heavy plating.

If a mod has the term "Robot" in brackets after its name, it can **only** be by a robot and is installed directly into the robot's body. The robot's armour pieces must be modified to accommodate changes to their frame and the limb while the mod is in use. When a robot mod is installed, all subsequently acquired armour for that slot must also be adjusted to accommodate the mod, costing the same as if the mod were being installed for the first time. Without that adjustment, the mod can't be used while the new armour is worn.



## POWER ARMOUR MODS

If a mod has the term “Power Armour” in brackets after its name, it can be installed on a power armour piece. Conversely, mods without this label can’t be installed on power armour at all.

## CRAFTING & REPAIR

Guidance for crafting and repairing items can be found starting on page 36.

To craft or repair armour mods, a wastelander must be proficient in the appropriate tools. This typically requires Mechanic’s Tools and often also the use of industrial tools. However, your Guide is the final arbiter for which tools are necessary for each mod.

### ARMOUR MODS

MOD	LIGHT COST	ARMOUR WEIGHT	MEDIUM COST	ARMOUR WEIGHT	HEAVY COST	ARMOUR WEIGHT	POWER COST	ARMOUR WEIGHT	COMPETENCE
<b>MATERIAL MODS</b>									
<b>Asbestos Lined</b>	×2	+1.5 lb.	×2	+3 lb.	×2	+5 lb.	—	—	qualified
<b>Heavy Build</b>	×4	×1.5	×4	×1.5	×4	×1.5	—	—	qualified
<b>Hellfire Shielding</b>	—	—	—	—	—	—	400 c	+10 lb.	master
<b>Lead Lined</b>	×2	+1.5 lb.	×2	+3 lb.	×2	+5 lb.	—	—	qualified
<b>Lead Plating</b>	—	—	—	—	—	—	300 c	+10 lb.	experienced
<b>Light Build</b>	×1.5	-0.5 lb.	×1.5	-1 lb.	×1.5	-2 lb.	—	—	qualified
<b>Non-Conducting</b>	×2	+1.5 lb.	×2	+3 lb.	×2	+5 lb.	—	—	qualified
<b>Tesla Redistribution System</b>	—	—	—	—	—	—	400 c	+10 lb.	master
<b>Thermal Lined</b>	×2	+1.5 lb.	×2	+3 lb.	×2	+5 lb.	—	—	qualified
<b>Titanium Plating</b>	—	—	—	—	—	—	500 c	+10 lb.	master
<b>Toughened</b>	×2.5	+1.5 lb.	×2.5	+3 lb.	×2.5	+5 lb.	—	—	experienced
<b>Warp Shielding</b>	—	—	—	—	—	—	800 c	+10 lb.	master
<b>Warp Weave</b>	×8	+1.5 lb.	×8	+3 lb.	×8	+5 lb.	—	—	master
<b>Winterized Coating</b>	—	—	—	—	—	—	600 c	+10 lb.	master
<b>ARM MODS</b>									
<b>Braced</b>	16 c	+0.5 lb.	30 c	+1 lb.	80 c	+2 lb.	—	—	experienced
<b>Brawling</b>	16 c	+0.5 lb.	30 c	+1 lb.	80 c	+2 lb.	—	—	experienced
<b>Claws</b>	—	—	—	—	—	—	80 c	+3 lb.	experienced
<b>Grappling Hook</b>	10 c	+0.2 lb.	10 c	+0.2 lb.	10 c	+0.2 lb.	—	—	experienced
<b>Hydraulic Fist</b>	—	—	—	—	—	—	80 c	+3 lb.	experienced
<b>Integrated Weapon</b>	10 c + weapon	+ weapon	10 c + weapon	+ weapon	10 c + weapon	+ weapon	—	—	experienced
<b>Larceny Module</b>	200 c	+0 lb.	200 c	+0 lb.	200 c	+0 lb.	—	—	master
<b>Tesla Fist</b>	—	—	—	—	—	—	150 c	+5 lb.	experienced

After multiplying the base item cost, round up if necessary.



# INSTALLATION

A wastelander with a Qualified or better competency level in the appropriate tools can install or remove a mod without issue. Up to two mods can be installed or removed during the course of any short or long rest.

# MATERIAL MODS

The following modifications can be applied to armour pieces for all body slots:

**ASBESTOS LINED.** The armour piece reduces any incoming laser and fire damage by 1.

**HEAVY BUILD.** The armour piece is bulky and durable, granting the following benefit which depends on its original category and body slot:

## ARMOUR MODS, CONTINUED

MOD	LIGHT COST	ARMOUR WEIGHT	MEDIUM COST	ARMOUR WEIGHT	HEAVY COST	ARMOUR WEIGHT	POWER COST	ARMOUR WEIGHT	COMPETENCE
<b>CHEST MODS</b>									
<b>Blood Cleanser</b>	—	—	—	—	—	—	150 c	+5 lb.	master
<b>Dense</b>	16 c	+1.5 lb.	30 c	+3 lb.	80 c	+5 lb.	—	—	experienced
<b>Emergency Protocols</b>	—	—	—	—	—	—	300 c	+5 lb.	master
<b>Hacking Module</b>	200 c	+0 lb.	200 c	+0 lb.	200 c	+0 lb.	—	—	master
<b>Jet Pack</b>	—	—	—	—	—	—	500 c	+10 lb.	master
<b>Motion-assisted Servos</b>	—	—	—	—	—	—	200 c	+5 lb.	master
<b>Personal Stealth Field</b>	—	—	—	—	—	—	500 c	+5 lb.	master
<b>Radiation Coils</b>	500 c	+10 lb.	500 c	+10 lb.	500 c	+10 lb.	—	—	master
<b>Resistance Field</b>	800 c	+10 lb.	800 c	+10 lb.	800 c	+10 lb.	—	—	master
<b>Sensor Array</b>	200 c	+10 lb.	200 c	+10 lb.	200 c	+10 lb.	—	—	master
<b>Spiked</b>	16 c	+1.5 lb.	30 c	+3 lb.	80 c	+5 lb.	—	—	qualified
<b>Stealth Assist Field</b>	—	—	—	—	—	—	500 c	+5 lb.	master
<b>Tesla Coils</b>	500 c	+5 lb.	500 c	+5 lb.	500 c	+5 lb.	500 c	+5 lb.	master
<b>HELMET MODS</b>									
<b>Headlamp</b>	—	—	—	—	—	—	10 c	+0.2 lb.	qualified
<b>Heavy</b>	20 c	+2 lb.	—	—	—	—	—	—	qualified
<b>Recon Sensors</b>	—	—	—	—	—	—	300 c	+2 lb.	master
<b>Night Vision</b>	—	—	—	—	—	—	300 c	+2 lb.	master
<b>LEG MODS</b>									
<b>Calibrated Shocks</b>	—	—	—	—	—	—	150 c	+5 lb.	experienced
<b>Cushioned</b>	4 c	+0.2 lb.	8 c	+0.5 lb.	20 c	+1 lb.	—	—	qualified
<b>Muffled</b>	16 c	+0.5 lb.	30 c	+1 lb.	80 c	+2 lb.	—	—	qualified
<b>ROBOT PROPULSION MODS</b>									
<b>Robotic Legs</b>	30 c	—	30 c	—	30 c	—	—	—	qualified
<b>Thrusters</b>	80 c	—	80 c	—	80 c	—	—	—	experienced
<b>Treads</b>	60 c	—	60 c	—	60 c	—	—	—	qualified



- ☢ **LIGHT ARM/LEG:** the modded piece now has an AC bonus +0.5.
- ☢ **LIGHT CHEST:** the modded piece now has an AC bonus of +2.
- ☢ **MEDIUM ARM/LEG:** the modded piece now has an AC bonus of +1.
- ☢ **MEDIUM CHEST:** the modded piece now has an AC bonus of +4.
- ☢ **HEAVY ARM/LEG:** the modded piece now has an AC bonus of +1.5.
- ☢ **HEAVY CHEST:** the modded piece now has an AC bonus of +5.

**HELLFIRE SHIELDING (POWER ARMOUR).** The power armour piece has immunity to fire damage.

**LEAD LINED.** The armour piece reduces incoming radiation damage by 1.

**LEAD PLATING (POWER ARMOUR).** When an attack hits the power armour piece but deals radiation damage that bypasses the power armour, the wearer is treated as though they possessed radiation resistance.

**LIGHT BUILD.** The weight of the armour piece is reduced by 0.5 lb. (light), 1 lb. (medium or helmet), or 2 lb. (heavy).

**NON-CONDUCTING.** The armour piece reduces incoming electrical damage by 1.

**TESLA REDISTRIBUTION SYSTEM.** The power armour piece has resistance to electrical or laser damage. Additionally, if a full set of power armour with this material modification is worn and all pieces have hit points remaining, every time the wearer is hit with an electrical or energy attack, the wearer can recharge one empty power cell.

**THERMAL LINED.** The armour piece reduces incoming cold damage by 1.

**TITANIUM PLATING (POWER ARMOUR).** The power armour piece has resistance to bludgeoning, piercing, and slashing damage.

**TOUGHENED.** The armour piece reduces incoming bludgeoning, piercing, and

slashing damage by 1.

**WARP SHIELDING (POWER ARMOUR).** The power armour piece has resistance to warp damage.

**WARP-RESISTANT WEAVE.** The armour piece reduces incoming warp damage by 1.

**WINTERIZED COATING (POWER ARMOUR).** The power armour piece has resistance to energy and fire damage.

## ARM MODS

The following modifications can be applied to arm pieces only.

**BRACED.** The armour piece reduces any incoming melee damage by 3.

**BRAWLING.** The armour piece increases your unarmed melee damage by 3.

**CLAWS (POWER ARMOUR).** With this modification installed on a power armour arm piece, when the wearer hits a creature with an unarmed attack their target must make a DC 10 Fortitude saving throw or take 1d4 slashing damage at the beginning of each of its turns. The target may repeat its saving throw at the end of each of its turns.

**Grappling Hook (Robot/Power Armour).** With this modification installed on a power armour arm piece, the wearer can grapple onto a point up to 50 feet away from you as an action. If the grapple point can withstand your weight while in the power armour, you can retract the cable to automatically ascend at half your movement speed. If you use the grappling hook to make a ranged attack it counts as an improvised weapon but deals 2d4 bludgeoning damage.

**HYDRAULIC FIST (POWER ARMOUR).** The power armour piece increases the bludgeoning damage of the wearer's unarmed attack to 2d4.

**INTEGRATED WEAPON (ROBOT).** With this



modification installed, the robot's hand or gripping appendage is replaced by a one-handed weapon. A large robot can treat a two-handed weapon designed for medium creatures as though it were one-handed for this purpose.

The robot can't be disarmed of the integrated weapon. However, it automatically fails any task that requires two hands. A robot with two integrated weapons automatically fails any task that requires one or more hands.

**LARCENY MODULE (ROBOT).** With this modification installed, the robot's limb incorporates a set of lockpicks, and they are programmed to gain Proficiency in the Lockpicking skill.

**TESLA FISTS (POWER ARMOUR).** The power armour piece add 1d4 electrical damage to the wearer's unarmoured attacks.

## CHEST MODS

The following modifications can be applied to chest pieces only.

**BLOOD CLEANSER (POWER ARMOUR).** The power armour pieces reduces the DC of its wearer's saving throws against chem addiction by 5.

**DENSE.** The armour piece reduces any incoming damage taken as a result of an explosion (such as the damage of a grenade, mine, or rocket) by one die of the smallest type dealt by the explosion.

**EMERGENCY PROTOCOLS (POWER ARMOUR).** With this modification installed on a power armour piece, when it's wearer has fewer than a quarter of their hit points remaining, their movement speed increases by +10 ft. And they gain resistance to all damage.

**HACKING MODULE (ROBOT).** With this modification installed, the robot is

programmed to gain Proficiency in the Hacking skill. They don't need access to a computer to hack, and are assumed to have the necessary interfaces and cables incorporated into their body.

**JET PACK (POWER ARMOUR).** With this modification installed on a power armour piece, its wearer gains a fly speed of 30 feet. The wearer can remain airborne for a maximum of three turns, landing (or falling) at the end of the third turn.

**MOTION-ASSISTED SERVOS (POWER ARMOUR).** The power armour piece increases the wearer's Strength ability score by an additional +2.

**PERSONAL STEALTH ASSIST FIELD (POWER ARMOUR).** The power armour piece grants the wearer advantage on Dexterity (Stealth) rolls as long as they move no more than half their movement speed on the same turn.

**RADIATION COILS (ROBOT).** With this modification installed, the robot can spend a bonus action on their turn to activate the radiation coils. Adjacent creatures take 1d4 radiation damage at the start of every turn until they are no longer adjacent, or the robot turns the coils off as a bonus action.

**RESISTANCE FIELD (ROBOT).** With this modification installed, the robot project an energy field that partially dissipates the energy of incoming attacks. All allies within 15 feet of the robot, including themselves, reduce all non-psychic damage by 3.

**SENSOR ARRAY (ROBOT).** With this modification installed, the robot gains advantage on Wisdom (Perception) checks.

**SPIKED.** With this modification installed on a power armour piece, any creature grappled by the wearer takes 1d4 piercing damage at the beginning of each of their turns until the grapple ends.



**STEALTH ASSIST FIELD (ROBOT).** With this modification installed, allies that remain within 15 feet of the robot, including the robot themselves, gain a +2 bonus to all Dexterity (Stealth) checks.

**TESLA COILS (POWER ARMOUR/ROBOT).** With this modification installed on a power armour piece or robot, the wearer or robot can spend a bonus action on their turn to activate the tesla coils. Adjacent creatures take 1d4 radiation damage at the start of every turn until they are no longer adjacent, or until the wearer or robot turns the coils off as a bonus action.

## HELMET MODS

The following modifications can be applied to helmets only.

**HEADLAMP.** With this modification installed on a helmet, the headlamp casts bright light in a 60-foot cone and dim light for an additional 60 feet. The wearer must have a hand free to turn the headlamp on or off as an object interaction.

**HEAVY.** The helmet grants an additional +1 AC but the wearer must have heavy armour proficiency to benefit from its bonus. Otherwise, they suffer the usual penalties for wearing armour while not proficient in its use.

**NIGHTVISION (POWER ARMOUR/ROBOT).** With this modification installed on a power armour helmet or robot, the wearer or robot gains Darkvision out to 120 ft.

**RECON SENSORS (POWER ARMOUR/ROBOT).** With this modification installed on a power armour helmet or robot, the wearer or robot gains the following benefits:

☢ The short range of any ranged weapon wielded by the wearer or robot is doubled, up to a maximum of its long range.

☢ After the wearer or robot makes a ranged weapon attack against a creature the target is tagged. The wearer or robot knows where the target is, even when it's concealed or behind cover. If the target moves more than 120 feet away, they're no longer tagged.

## LEG MODS

The following modifications can be applied to arm pieces only.

**CALIBRATED SHOCKS (POWER ARMOUR).** The power armour piece increase's the wearer's carrying capacity by 100 pounds.

**CUSHIONED.** The power armour piece reduces falling damage by 3.

**HYDRAULIC FRAME (ROBOT).** While this modification is installed, the robot's carrying capacity is increased by 100 pounds.

**MUFFLED.** The power armour armour piece grants a +2 bonus to Dexterity (Stealth) checks.

**ROBOTIC LEGS (ROBOT).** With this modification installed, the robot loses any special movement speed it possesses (such as an eyebot's hover). Instead, it has a 30 ft. movement speed.

**Special:** This modification changes the nature of both the robot's propulsion system body slots, but doesn't actually occupy either slot. The robot can install other mods into those slots as normal. A robot with mod installed can't install either thrusters or treads.



# ROBOT PROPULSION MODS

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The following modifications can be applied to robots. They change the nature of both the robot's propulsion system body slots, but don't actually occupy either slot. The robot can install other mods into those slots as normal. A robot can only have one propulsion mod installed.

**THRUSTERS (ROBOT).** With this modification installed, the robot loses their movement speed but instead gains a fly speed equal to their former movement speed. The robot hovers, and can't ascend higher than thirty feet above ground level.

**Special:** This modification changes the nature of both the robot's propulsion system body slots, but doesn't actually occupy either slot. The robot can install other mods into those slots as normal. A robot with mod installed can't install either robotic legs or treads.

**TREADS (ROBOT).** With this modification installed, the robot's movement speed increases by +10 feet and they gain advantage on any Dexterity (Acrobatics) ability checks rolled to retain footing on treacherous terrain. However, the robot also suffer disadvantage on Strength (Athletics) checks made to climb.

**Special:** This modification changes the nature of both the robot's propulsion system body slots, but doesn't actually occupy either slot. The robot can install other mods into those slots as normal. A robot with mod installed can't install either robotic legs or treads.



# WEAPONS

A wastelander's weapons are among their most useful tools. A good weapon is like a good friend: a reliable ally through thick and thin. While ranged weapons are powerful and help keep threats at bay, ammunition is a precious resource, and a decent melee weapon is a must for when ammo runs out or needs to be preserved. Everyone travelling the wastes likes to have something to swing, even if all they can find is a stout stick.

## WEAPON CATEGORIES

The weapons tables and special property lists in this chapter are broken down by weapon category. The nine weapon categories are: Pipe Guns, Ballistic Pistols, Ballistic Rifles, Shotguns, Energy Guns, Heavy Guns, Low-Tech Ranged Weapons, Melee Weapons, and Explosives.

## WEAPON STATISTICS

The various weapon tables include the following statistics for weapons:

**WEAPON PROFICIENCY.** Weapons are considered either Simple or Martial. Most people, including all heroic wastelanders, are proficient in simple weapons. These are the sorts of weapons most often found in the hands of farmers, scavengers, and other

people who are simply trying to survive in the wasteland. Some wastelanders are also proficient in martial weapons, which require specialised training to use effectively.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with the weapon. If you make an attack roll using a weapon with which you lack proficiency, you don't add your proficiency bonus to the attack roll.

Some weapons or weapon modes cause their targets to make saving throws in place of an attack roll by the wielder. In such cases, firing the weapon while not proficient gives each target advantage on their saving throw. In the case of explosives, lack of proficiency could also cause the explosive to go trigger while still in the wielder's hands!

**COST.** The weapon's cost, where "c" stands for currency.

**DAMAGE.** The weapon's damage, expressed as a number of dice, as well as the damage type.

**COST.** The weapon's cost, where "c" stands for currency.

**WEIGHT.** The weapon's weight in pounds.

**AMMO.** The specific type of ammunition a ranged weapon requires.

**PROPERTIES.** The additional rules that govern a weapon's use, if any. Most properties are common: that is, they apply to multiple weapons. The various common properties and the rules that govern them are described in the Common Properties section.

If the word "special" is also listed



among a weapon's properties, that weapon has one or more unique rules. You'll find those rules in the weapon's own entry, found in the Special Properties section for the weapon's category.

**MODS.** The mods that can be installed on a weapon, if any. Melee weapons can usually have one mod installed, whereas ranged weapons have up to six mod slots and can have a mod in each slot: barrel, grip, magazine, muzzle, receiver, and sights. Available mods for ranged weapons in each category are given their own table.

**COMPETENCE.** The minimum craftsman competence required to attempt crafting or repairing the weapon.

## COMMON WEAPON PROPERTIES

The following are common properties of melee and ranged weapons:

**AMMUNITION.** You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon)

If you're using a low-tech weapon such as a bow, crossbow, or sling you can recover half your expended ammunition after an encounter by taking a minute to search the battlefield. Otherwise, all spent ammo is lost.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to

deal any damage when used in this way.

**BURST FIRE.** As an action, you can use a weapon with the burst fire property to pepper a 10-foot cube area within its normal range with shots. Each creature in the targeted area must succeed on a Dexterity saving throw against a DC equal to 8 + your Dexterity bonus + your proficiency bonus (provided you're proficient in the weapon's use). Each target takes the weapon's normal damage on a failed save, or half as much on a success. A target that is within the weapon's long range has advantage on its saving throw. Burst fire expends multiple ammo at once, and can't be used unless at least that many bullets are loaded. The number of ammunition required depends on the weapon's clip size:

- ❖ If the weapon's clip capacity (excluding mods) is divisible by 12, the weapon expends 12 bullets each time you use burst fire, or 24 bullets if it's a full auto weapon.
- ❖ If the weapon's clip capacity (excluding mods) is divisible by 10, the weapon expends 10 bullets each time you use burst fire, or 20 bullets if it's a full auto weapon.
- ❖ If the weapon's clip capacity (excluding mods) is divisible by 8, the weapon expends 8 bullets each time you use burst fire, or 16 bullets if it's a full auto weapon.

**FINESSE.** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

**FULL AUTO.** A full auto weapon such as a minigun or laser minigun always uses burst fire. Due to their incredibly high rate of



fire, these weapons expend double the usual amount of ammunition each time burst fire is used.

**HEAVY.** Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

**LIGHT.** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. Loading: Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

**LOADING.** Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make on a turn.

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

**RELOAD.** A weapon with this property can fire multiple shots before it needs to be reloaded. Once its complement of ammunition is fired, it can then be reloaded using an action or a bonus action (your choice).

**SLOW LOADING.** To reload a single piece of ammunition into a slow loading weapon, you must spend an action and a bonus action. These must occur in an uninterrupted sequence, but can occur in any order and can span two of your turns. You also can't move for a turn, nor can make a free object interaction as part of your movement. If you choose to reload the weapon over the course of two turns, you choose on which of those turns you sacrifice your movement and object interaction. If you choose to divide your

slow loading across two turns, spending a reaction before the process is finished interrupts and cancels the attempt.

**SLOW RELOAD.** The Slow Reload property is possessed by manually loaded firearms with multiple chambers such as revolvers, along with certain other weapons. Like the Reload property, a limited number of rounds can be made with a firearm that has the Slow Reload property. Once all bullets in the gun are expended, you can continue to use the weapon as though it possesses the loading property: in other words, you load a single chamber and then fire the bullet. You can also partially or fully reload the weapon's empty chambers. To reload the firearm's empty chambers, you must spend some combination of the following actions and movements on your turn:

- ☢ Reload 2 bullets as a bonus action.
- ☢ Reload 2 bullets as an action.
- ☢ Reload 2 bullets by sacrificing your full movement speed and your free object interaction for the turn.

You can safely spend a reaction while a slow reload weapon is only partially loaded. Any interruption to the process simply means no further bullets are chambered, but any you've already loaded into the weapon remain loaded.

**THROWN.** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

**TWO-HANDED.** This weapon requires two



## MELEE WEAPONS

WEAPON	COST	DAMAGE	WEIGHT	PROPERTIES	MODS	COMPETENCE
<b>SIMPLE MELEE WEAPONS</b>						
<b>Hammer</b>	6	1d4 bludgeoning	1 lb.	finesse, light	spiked	qualified
<b>Hand Axe/Machete</b>	20	1d6 slashing	2 lb.	light	serrated blade	qualified
<b>Baseball Bat/ Mallet</b>	15	1d6 bludgeoning	3 lb.	light	heavy, spiked, rocket	qualified
<b>Switchblade</b>	10	1d4 piercing	1 lb.	finesse, light	serrated blade	qualified
<b>Throwing Knife</b>	4	1d4 piercing	0.4 lb.	finesse, light, thrown (range 20/60)	—	experienced
<b>MARTIAL MELEE WEAPONS</b>						
<b>Assaultbot Blade</b>	50	1d8 slashing	3 lb.	versatile (d10)	electrified	experienced
<b>Baton</b>	15	1d6 bludgeoning	2 lb.	finesse, light	electrified, stun pack	qualified
<b>Burning Blade</b>	200	1d6 slashing, 1d6 fire	3 lb.	—	flame jets	master
<b>Chainblade</b>	50	2d6 slashing	6 lb.	—	electrified	master
<b>Combat Knife</b>	30	1d6 piercing	3 lb.	finesse	electrified, electrified serrated blade, serrated blade	experienced
<b>Fellbeast Gauntlet</b>	75	1d12 slashing	10 lb.	—	—	experienced
<b>Jian</b>	50	1d8 piercing	3 lb.	finesse	electrified, electrified serrated blade, serrated blade	master
<b>Lead Pipe/Tire Iron/Pipe Wrench</b>	25	1d8 bludgeoning	3 lb.	versatile (d10)	heavy, hooked, spiked	qualified
<b>Buzzsaw Glaive</b>	130	2d8 slashing	10 lb.	two-handed	electrified	master
<b>Pole Hook</b>	30	1d12 piercing	7 lb.	two-handed	electrified	qualified
<b>Power Fist</b>	100	3d4 bludgeoning	4 lb.	—	heating coil, spiked	master
<b>Sledgehammer</b>	50	2d4 bludgeoning	12 lb.	two-handed	heavy, rocket, spiked	qualified
<b>Powered Sledgehammer</b>	180	4d4 bludgeoning	20 lb.	two-handed	stun pack	experienced
<b>Sword</b>	50	1d8 slashing	3 lb.	versatile (d10)	electrified, electrified serrated blade, serrated blade	master

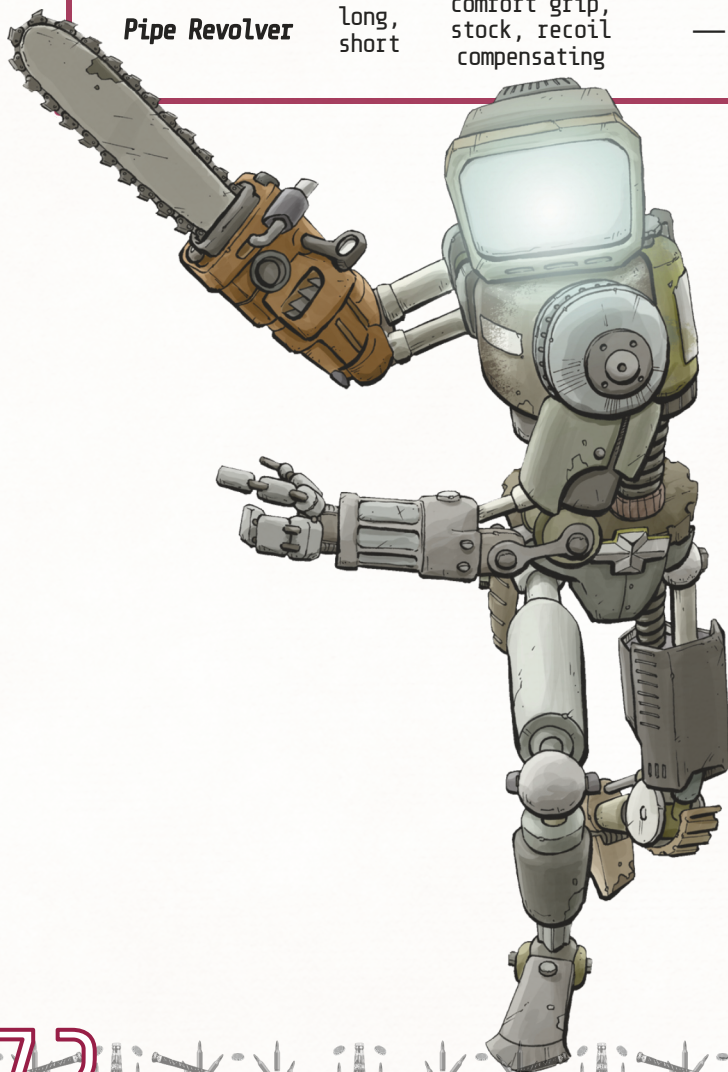


## PIPE GUNS

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
<b>SIMPLE RANGED WEAPONS</b>						
<b>Basic Pipe Gun</b>	20	1d8 piercing	2 lb.	.38	ammunition (range 40/120), reload (12 rounds)	qualified
<b>Bolt-Action Pipe Gun</b>	30	1d10 piercing	3 lb.	.308	ammunition (range 40/120), reload (6 rounds)	qualified
<b>Pipe Revolver</b>	25	2d6 piercing	4 lb.	.45	ammunition (range 40/120), slow reload (6 rounds)	qualified

## PIPE GUN MODS

WEAPON	MODS					
	BARREL	GRIP	MAGAZINE	MUZZLE	RECEIVER	SIGHTS
<b>Basic Pipe Gun</b>	long, short	comfort grip, stock, recoil compensating	drum, large	bayonet, suppressor	auto, caliber upgrade (.45), hardened	electronic, scope, night vision, recon
<b>Bolt-Action Pipe Gun</b>	long, short	comfort grip, stock, recoil compensating	—	bayonet, suppressor	caliber downgrade (.38), caliber upgrade (.50), hardened	electronic, scope, night vision, recon
<b>Pipe Revolver</b>	long, short	comfort grip, stock, recoil compensating	—	bayonet, suppressor	caliber downgrade (.38), caliber upgrade (.308), hardened	electronic, scope, night vision, recon



hands when you attack with it.

**VERSATILE.** This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

## MELEE WEAPONS

The **MELEE WEAPONS** table (page 71) provides a list of simple and martial melee weapons available to a wastelander in position to buy or craft them.



## BALLISTIC PISTOLS

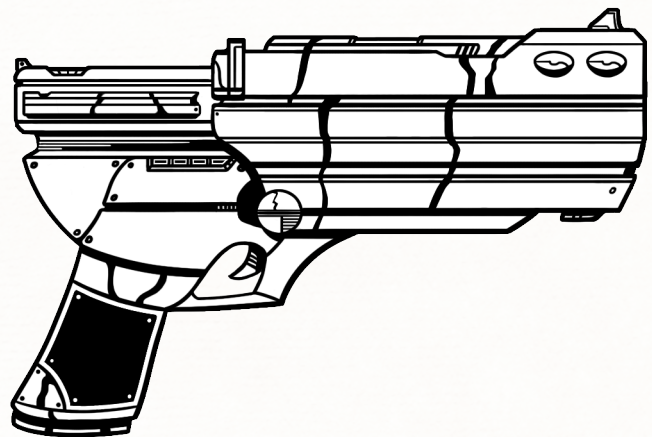
WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
<i>SIMPLE RANGED WEAPONS</i>						
<b>.357 Magnum Revolver</b>	110	2d8 piercing	2.2 lb.	.357	ammunition (range 40/120), slow reload (6 rounds), special	experienced (repair only)
<b>.44 Magnum Revolver</b>	99	2d10 piercing	4.2 lb.	.44	ammunition (range 40/120), slow reload (6 rounds)	experienced (repair only)
<b>10mm Pistol</b>	53	2d6 piercing	3 lb.	10mm	ammunition (range 50/150), reload (12 rounds)	experienced (repair only)
<b>Flare Gun</b>	50	2d4 fire	2 lb.	flare	ammunition (range 60/180), loading, special	experienced (repair only)

## BALLISTIC PISTOL MODS

WEAPON	MODS					
	BARREL	GRIP	MAGAZINE	MUZZLE	RECEIVER	SIGHTS
<b>.357 Magnum Revolver</b>	short	comfort grip	—	—	hardened	electronic, scope, recon
<b>.44 Magnum Revolver</b>	short	comfort grip	—	—	hardened	electronic, scope, recon
<b>10mm Pistol</b>	short	comfort grip	large	suppressor	automatic, hardened	electronic, scope, recon
<b>Flare Gun</b>	—	—	—	—	—	—

## RANGED WEAPONS

Ranged weapons are grouped into the following categories: Pipe Guns, Ballistic Pistols, Ballistic Rifles, Shotguns, Energy Guns, Heavy Guns, and Low-Tech Ranged Weapons. Each category of ranged weapons is given its own table listing the various weapons belonging to the category. If a ranged weapon has special properties, the rules for those properties can be found in Special Properties list for the weapon's category.



## BALLISTIC PISTOL SPECIAL PROPERTIES

The special rules associated with certain ballistic pistols are listed below.

**.357 MAGNUM REVOLVER.** The .357 revolver will also accept .38 ammunition. It deals 2d6 damage when loaded with .38s.

**FLARE GUN.** A flare emits bright light



## BALLISTIC RIFLES

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
<b>MARTIAL RANGED WEAPONS</b>						
<b>Assault Rifle</b>	144	2d8 piercing	13.1 lb.	5.56mm	ammunition (range 70/210), reload (30 rounds), two-handed	experienced (repair only)
<b>Combat Rifle</b>	117	2d8 piercing	11.1 lb.	.45	ammunition (range 60/180), reload (20 rounds), two-handed	experienced (repair only)
<b>Gauss Rifle</b>	228	3d8 piercing	15.8 lb.	2mm EC	ammunition (range 90/270), reload (6 rounds), two-handed, special	experienced (repair only)
<b>Electron Charge Rifle</b>	161	1d8 piercing, 2d4 electricity	13.1 lb.	5.56mm	ammunition (range 70/210), reload (5 rounds), two-handed	experienced (repair only)
<b>Handmade Rifle</b>	136	4d4 piercing	12.8 lb.	7.62mm	ammunition (range 60/180), reload (10 rounds), two-handed	experienced
<b>Hunting Rifle</b>	55	2d6 piercing	9.6 lb.	.308	ammunition (range 80/240), reload (5 rounds)	experienced (repair only)
<b>Lever-action Rifle</b>	150	2d10 piercing	9 lb.	.45-70	ammunition (range 60/180), slow reload (5 rounds), two-handed	experienced (repair only)
<b>Radium Rifle</b>	132	1d8 piercing, 2d4 radiation	11.1 lb.	.45	ammunition (range 60/180), reload (20 rounds), two-handed	experienced (repair only)

## BALLISTIC RIFLE MODS

WEAPON	MODS					
	BARREL	GRIP	MAGAZINE	MUZZLE	RECEIVER	SIGHTS
<b>Assault Rifle</b>	long	recoil compensating	drum	suppressor	auto, hardened	electronic, scope, night vision, recon
<b>Combat Rifle</b>	long	recoil compensating	drum, large	bayonet, suppressor	auto, caliber downgrade (.38), caliber upgrade (.308), hardened	electronic, scope, night vision, recon
<b>Gauss Rifle</b>	long	recoil compensating	full capacitor	suppressor	—	electronic, scope, night vision, recon
<b>Electron Charge Rifle</b>	—	—	—	—	—	—
<b>Handmade Rifle</b>	long	recoil compensating	drum, large	bayonet, suppressor	auto, hardened	electronic, scope, night vision, recon
<b>Hunting Rifle</b>	long	—	large	bayonet, suppressor	caliber downgrade (.38), caliber upgrade (.50), hardened	electronic, scope, night vision, recon
<b>Lever-action Rifle</b>	long	—	—	suppressor	hardened	electronic, scope, recon
<b>Radium Rifle</b>	—	—	—	—	—	—



## BALLISTIC RIFLES, CONTINUED

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
<b>MARTIAL RANGED WEAPONS</b>						
<b>Railspike Rifle</b>	290	3d10 piercing	14.4 lb.	rail spike	ammunition (range 60/180), slow reload (10 rounds), two-handed, special	experienced (repair only)
<b>Submachine Gun</b>	109	2d6 piercing	12.7 lb.	.45	ammunition (range 50/150), full auto (10 rounds), reload (50 rounds), two-handed	experienced (repair only)
<b>Syringe Rifle</b>	132	special	6.2 lb.	rifle syringe	ammunition (range 60/180), loading, two-handed	experienced (repair only)
<b>Warp Charge Rifle</b>	202	1d6 piercing, 2d6 warp	14.2 lb.	5.56mm	ammunition (range 70/210), reload (30 rounds), two-handed	experienced (repair only)

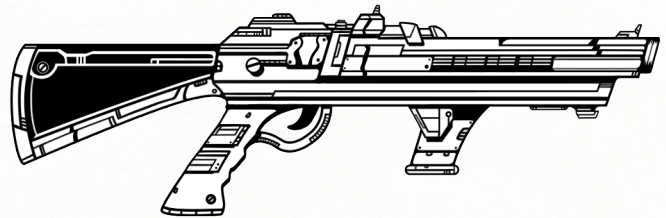
## BALLISTIC RIFLE MODS, CONTINUED

WEAPON	BARREL	GRIP	MAGAZINE	MODS			SIGHTS
				MUZZLE	RECEIVER		
<b>Railspike Rifle</b>	long	recoil compensating	—	bayonet	—	—	electronic, scope, night vision, recon
<b>Submachine Gun</b>	—	recoil compensating	drum	suppressor	hardened	—	electronic, scope, recon
<b>Syringe Rifle</b>	—	recoil compensating	—	—	—	—	electronic, scope, night vision, recon
<b>Warp Charge Rifle</b>	—	—	—	—	—	—	—

out to 20 feet and dim light for a further 20 feet. When it is fired, anyone within 20 feet of the flare's landing point who is not adequately shielded from the light must make a DC 12 Dexterity saving throw or become blinded for 1d4 rounds. An affected creature may repeat its saving throw at the end of each of its turns, ending the condition on a success.

When a flare is fired at a target location rather than a creature, an attack roll is made against a target DC of 15. When a flare misses its target (whether it be a creature or location), it lands in a randomly determined direction 5 feet away for every 1 by which the AC or DC was missed.

A flare can be ignited without firing it from a flare gun and either placed in



position or thrown up to 60 feet. In such a case it deals no damage but the effect is otherwise the same.

# BALLISTIC RIFLE SPECIAL PROPERTIES

The special rules associated with certain ballistic rifles are listed below.

**GAUSS RIFLE.** Due to the explosive force on impact, a target must make a DC 12 Strength saving throw or fall prone.

**RAILSPIKE RIFLE.** On a hit when the target is adjacent to a wall or other barrier, they are pinned to the barrier and become grappled (escape DC 12).

**SYRINGE RIFLE.** The syringe rifle is a rifle that uses air pressure to propel custom-made syringes. On a hit, the target must make a DC 12 Constitution saving throw, suffering one of several effects depending on the type of syringe fired. Syringes only work on living (organic) creatures.

**BERSERKER SYRINGE.** On a failed saving throw the target flies into a mindless rage in which they want nothing more than to tear apart their enemies in melee combat. The target may repeat the saving throw at the end of each of their turns. While affected, the target must move as fast as possible towards any hostile creature unless it already has a hostile creature within reach of at least one of its melee attacks. If the target can choose between more than one hostile creature, it prioritises the one that most recently harmed it.

The target must attack one or more hostile creatures on its turn if it can, and cannot choose to make less attacks than it is capable of. If the target attacks a creature and takes any damage as a result of their own attack, reduce the DC for their next saving throw against berserk by 1 per

## SHOTGUNS

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
<b>SIMPLE RANGED WEAPONS</b>						
<b>Shotgun</b>	31	4d4 piercing	7.5 lb.	12 gauge	ammunition (range 30/90), loading, two-handed	experienced (repair only)
<b>Double-Barrel Shotgun</b>	39	4d4 piercing	9 lb.	12 gauge	ammunition (range 30/90), reload (2 rounds), two-handed	experienced (repair only)
<b>MARTIAL RANGED WEAPONS</b>						
<b>Combat Shotgun</b>	87	4d4 piercing	11.1 lb.	12 gauge	ammunition (range 30/90), reload (8 rounds), two-handed	experienced (repair only)

## SHOTGUN MODS

WEAPON	BARREL	GRIP	MAGAZINE	MODS MUZZLE	RECEIVER	SIGHTS
<b>Shotgun</b>	long, sawed-off	—	—	—	hardened	electronic
<b>Double-Barrel Shotgun</b>	long, sawed-off	—	—	—	hardened	electronic
<b>Combat Shotgun</b>	long	recoil compensating	drum	bayonet, suppressor	auto, hardened	electronic, scope, night vision, recon



5 hit points taken.

The target may make ranged attacks only if they are natural weapons and it possesses no melee attack options. Otherwise, the target may only make melee attacks using any melee weapons they carry or can grab. If there are no melee weapons available they instead use improvised melee weapons (including their ranged weapons) or unarmed attacks. The berserk target prioritises attacks that deal the most damage. When attacking with a ranged weapon as an improvised melee weapon, a result of 1 on the attack roll results in the weapon being becoming too damaged to continue using either as a melee weapon or a ranged weapon until it can be repaired.

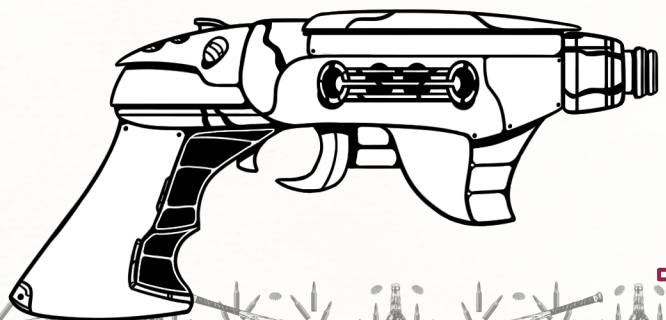
If a berserk creature runs out of hostile creatures to attack, it may turn on other creatures nearby to which it feels any level of animosity, moving on afterwards to creatures to whom its attitude is indifferent.

- ❖ **BLEEDOUT SYRINGE.** On a failed saving throw the target suffers 1d4 bleeding damage at the beginning of each of its subsequent turns. The target may repeat the saving throw at the end of each of their turns.
- ❖ **JOINT LOCKING SYRINGE.** On a failed saving throw, the target is paralysed until the end of your next turn.
- ❖ **MIND CLOUDING SYRINGE.** On a failed saving throw, the target is blinded. It is also dazed, suffering disadvantage on any ability check that it doesn't already automatically fail due to the need for sight. The target may repeat the saving throw at the end of each of their turns.
- ❖ **MUTANT SCORPION VENOM SYRINGE.** On a failed saving throw, the target

suffers 1d8 poison damage at the beginning of each of its subsequent turns. The target may repeat the saving throw at the end of each of their turns.

- ❖ **PACIFYING SYRINGE.** On a failed saving throw, the target is pacified, losing its aggression towards anyone as well as its inclination to move or take actions. The target can still move and take actions, but won't do so unless there is a pressing reason such as clear danger to itself (as from a fire, poisonous gas, or other hazard). While pacified the target has disadvantage on Wisdom (Perception) checks. The target may repeat the saving throw at the end of each of their turns, and the effect automatically ends if the target suffers damage as a result of aggression from another creature.
- ❖ **RADFLY LARVA SYRINGE.** On a failed saving throw, an organic target incubates a radfly larva that erupts from their body upon their death. The radfly is hostile to all nearby creatures (including allies and opponents of the target), except for other radflies.

If the target survives the encounter, the radfly larva continues to incubate painfully inside their body and will emerge after 48 hours if left untreated. The larva can be removed by means of a DC 12 Intelligence (Treat Injury) check. Alternatively, the victim (or someone



## ENERGY GUNS

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
<b>MARTIAL RANGED WEAPONS</b>						
<b>Alien Beam Gun</b>	1551	3d6 laser	2.5 lb.	alien power cell	ammunition (range 50/150), reload (42 rounds)	master (repair only)
<b>Light Laser Gun</b>	50	2d6 laser	3.9 lb.	power cell	ammunition (range 60/180), reload (30 rounds)	experienced (repair only)
<b>Laser Gun</b>	66	2d8 laser	3.9 lb.	power cell	ammunition (range 60/180), reload (30 rounds)	experienced (repair only)
<b>Laser Musket</b>	57	2d4 laser	12.6 lb.	power cell	ammunition (range 80/240), loading, two-handed, special	experienced (repair only)
<b>Plasma Gun</b>	123	3d6 fire	3.9 lb.	plasma cartridge	ammunition (range 70/210), reload (30 rounds), two-handed	experienced (repair only)
<b>Tesla Rifle</b>	90	2d4 lightning	5 lb.	power cell	ammunition (range 50/150), reload (14 rounds), two-handed, special	experienced (repair only)
<b>Warp Rifle</b>	370	5d4 warp	5 lb.	power cell	ammunition (range 40/120), reload (10 rounds), two-handed, special	experienced (repair only)

## ENERGY GUN MODS

WEAPON	MODS					
	BARREL	GRIP	MAGAZINE	MUZZLE	RECEIVER	SIGHTS
<b>Alien Beam Gun</b>	—	—	fusion	long	comfort grip	scope, night vision
<b>Light Laser Gun</b>	auto, long	comfort grip, stock, recoil compensating	—	beam splitter, beam focuser	beta wave tuner, boosted capacitor, diminished capacitor (1d8)	electronic, scope, night vision, recon
<b>Laser Gun</b>	auto, long	comfort grip, stock, recoil compensating	—	beam splitter, beam focuser	beta wave tuner, boosted capacitor, diminished capacitor (1d10)	electronic, scope, night vision, recon
<b>Laser Musket</b>	long	recoil compensating	—	beam splitter, beam focuser	3-crank capacitor, 4-crank capacitor, 5-crank capacitor, 6-crank capacitor	electronic, scope, night vision, recon
<b>Plasma Gun</b>	auto, flamer	comfort grip, stock, recoil compensating	—	beam splitter	beta wave tuner, boosted capacitor	electronic, scope, night vision, recon
<b>Tesla Rifle</b>	—	—	—	—	—	electronic
<b>Warp Rifle</b>	—	—	—	—	—	—



else on behalf of the victim) can willingly inflict a number of hit points equal to 10 or 1/4 of their hit point maximum, rounded up, whichever is less.

☢ **WEAKENING SYRINGE.** While this chem is pumping through their veins, the target's resistances are halved (they reduce damage to which they are resistant by a quarter, not half). The target may repeat the saving throw at the end of each of their turns.

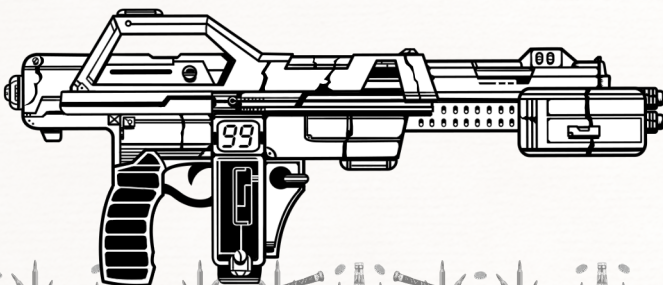
☢ **YELLOW BELLY SYRINGE.** On a failed saving throw, the target becomes frightened of all hostile creatures. The target may repeat the saving throw at the end of each of their turns.

## ENERGY GUN SPECIAL PROPERTIES

The special rules associated with certain energy guns are listed below.

**LASER MUSKET.** A laser musket is a homemade laser rifle which grows more powerful for every crank of its handle. By default, it can be cranked twice, but it can be upgraded with an improved capacitor. A laser musket deals 2d4 damage per crank. Each crank consumes a Power Cell.

**TESLA RIFLE.** A tesla rifle fires an electrical discharge that arcs from the original target to any secondary target within 15 feet of the first. It can continue arcing from target to target, but never back to a target already hit. One



Power Cell is consumed per target hit, up to a maximum of fifteen targets (depleting its clip capacity).

**WARP RIFLE.** You can switch the rifle to a secondary mode as a bonus action. While in this mode, you can expend an Action and drain a full power to create two dimensional portals which a large or smaller creature can enter, each of which must be within the weapon's range. The portals last for a minute, during which time instantaneous passage between them is possible. Only two such portals can exist at a time. If you or anyone else creates more, all portals in the area flare and collapse, dealing 2d10 warp damage to anyone within 10 feet of any portal.

## HEAVY WEAPON SPECIAL PROPERTIES

The special rules associated with certain heavy guns are listed below.

**CANNON.** An 18th-century piece of artillery adapted for personal carriage and use. A target hit by a cannon is pushed back 10 feet in addition to taking damage, and must succeed at a DC 12 Strength or Dexterity saving throw or be knocked prone.

**CRYO CANNON.** In addition to taking cold damage, the target of a cryo cannon must make a DC 12 Constitution saving throw or be restrained until the end of their next turn.

**FLAMER.** When fired, the flamer consumes 10 flamer fuel to expel a line of fire out to its maximum range. All creatures within the line must make a DC 12 Dexterity saving throw, taking 2d4 fire damage on a failed saving throw or half that if successful. On a failed saving throw the target is also set alight, taking 1d4 fire damage at the





## HEAVY GUNS

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
<b>MARTIAL RANGED WEAPONS</b>						
<b>Cannon</b>	245	5d8 bludgeoning	27.4 lb.	cannonball	ammunition (range 80/240), slow, loading, two-handed, special	experienced (repair only)
<b>Cryo Cannon</b>	302	4d6 cold	11.1 lb.	cryo cell	ammunition (range 40/120), reload (25 rounds), two-handed, special	experienced (repair only)
<b>Flamer</b>	137	2d4 fire	15.8 lb.	flamer fuel	ammunition (range 45), reload (100 rounds), two-handed, special	experienced (repair only)
<b>Gatling Laser</b>	332	6d4 laser	13.1 lb.	power cell	ammunition (range 80/240), full auto (20 rounds), reload (500 rounds), two-handed	experienced (repair only)
<b>Harpoon Gun</b>	205	5d8 piercing	12.8 lb.	harpoon	ammunition (range 80/240), slow, loading, two-handed, special	experienced
<b>Junk Launcher</b>	200	2d4 bludgeoning, piercing, or slashing	9.6 lb.	salvage	ammunition (range 60/180), slow loading (40 rounds), two-handed, special	experienced (repair only)
<b>Minigun</b>	382	8d4 piercing	9 lb.	5mm	ammunition (range 80/240), full auto (20 rounds), reload (500 rounds), two-handed	experienced (repair only)
<b>Missile Launcher</b>	314	10d6 fire (special)	11.1 lb.	missile	ammunition (range 100/300), loading, two-handed, special	experienced (repair only)
<b>Nuke Launcher</b>	512	9d12 fire, 9d12 radiation (special)	9 lb.	mini nuke	ammunition (range 80/240), loading, two-handed, special	experienced (repair only)

## HEAVY GUN MODS

WEAPON	BARREL	GRIP	MAGAZINE	MODS MUZZLE	RECEIVER	SIGHTS
<b>Cannon</b>	long	recoil compensating	drum	suppressor	auto, hardened	electronic, scope, night vision, recon
<b>Cryo Cannon</b>	—	—	—	crystallising barrel	recoil compensating	electronic
<b>Flamer</b>	—	—	huge propellant tank, large propellant tank	compression nozzle, vaporisation nozzle	—	—
<b>Gatling Laser</b>	—	—	—	beam focuser	beta wave tuner, boosted capacitor	electronic
<b>Harpoon Gun</b>	—	—	—	—	—	scope
<b>Junk Launcher</b>	long	—	—	—	—	—
<b>Minigun</b>	—	—	—	—	—	—
<b>Missile Launcher</b>	—	—	—	—	—	—
<b>Nuke Launcher</b>	—	—	—	—	—	—



beginning of each of its turns. A creature can end this ongoing damage by using its action to make a DC 10 Dexterity saving throw to extinguish the flames.

**HARPOON GUN.** A ship-mounted weapon adapted for personal carriage and use. A target hit by a harpoon gun is pushed back 10 feet in addition to taking damage. If their movement ends adjacent to a wall or other barrier, they are pinned to it and become grappled (escape DC 12).

**JUNK LAUNCHER.** The junk launcher fires any junk item (such as a wrench, scalpel, clock, or anything else) loaded into its hopper. In effect, it allows a character to use any salvage they may have on their person as ammunition.

The junk launcher can carry up to forty salvage in its hopper at any one time.

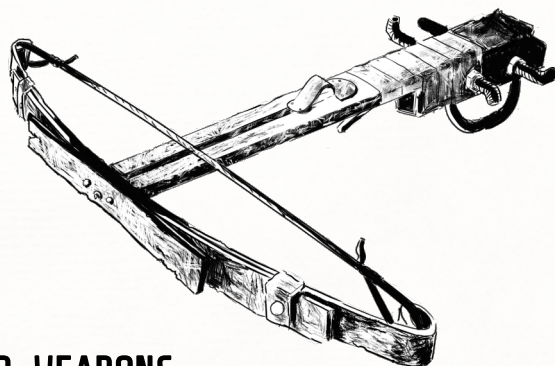
Because salvage is an abstraction, the player can describe what junk item is being fired by the junk launcher. Accordingly, it deals their choice of piercing, bludgeoning, or slashing damage depending on the object fired.

**MISSILE LAUNCHER.** When firing the

missile launcher, the wielder chooses any target within range and makes an attack roll against a DC of 10. If firing the missile launcher at a target behind cover, apply the cover bonus that usually applies to a target's AC to the DC.

If the attack roll is lower than the DC, the missile lands 5 feet away from the original target for every 1 by which the attack roll fell short, in a randomly determined direction (assign compass directions to a d8).

All creatures within 15 feet of the point of impact must make a DC 15 Dexterity saving throw. On a failed saving throw, a creature takes 10d6 fire damage, or half that on a success. A missile launcher cannot score a critical hit.



## LOW-TECH RANGED WEAPONS

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES	COMPETENCE
<b>SIMPLE RANGED WEAPONS</b>						
<b>Bow</b>	10	1d8 piercing	2 lb.	arrow	ammunition (range 50/150), two-handed	qualified
<b>Composite Bow</b>	15	1d8 piercing	3 lb.	arrow	ammunition (range 60/180), two-handed	experienced
<b>Crossbow</b>	15	1d10 piercing	5 lb.	bolt	ammunition (range 50/150), two-handed, loading	experienced
<b>Sling</b>	3	1d6 bludgeoning	0 lb.	stone	ammunition (range 30/120)	qualified

## LOW-TECH RANGED WEAPON MODS

WEAPON	MODS					
	BARREL	GRIP	MAGAZINE	MUZZLE	RECEIVER	SIGHTS
<b>Crossbow</b>	—	—	—	bayonet	—	electronic, scope, night vision, recon



**NUKE LAUNCHER.** This weapon is a shoulder-mounted mini nuke launcher. When firing it, precision is therefore not required. The wielder chooses any space within range and makes an attack roll against a DC of 10. Cover and obscured areas apply their effects as normal. If firing at an area behind cover, apply the cover bonus to AC to the DC.

If your attack roll is lower than the DC, the mini nuke lands 5 feet away from the original target for every 1 by which your result fell short of the DC, in a randomly determined direction (assign compass directions to a d8).

The mini-nuke's explosion affects a 45-foot radius circle centred on the target. All creatures within the affected area make a DC 15 Dexterity saving throw. The damage dealt to a creature depends on where it is relative to the explosion's ground zero, as shown in the **MINI-NUKE DAMAGE BY AREA** table.

### MINI-NUKE DAMAGE BY AREA

DISTANCE FROM CENTRE	DAMAGE
Ground Zero	9d12 fire, 9d12 radiation
10 ft.	7d12 fire, 7d12 radiation
20 ft.	5d12 fire, 5d12 radiation
30 ft.	3d12 fire, 3d12 radiation
40 ft.	1d12 fire, 1d12 radiation

On a successful save, a creature takes only half the listed damage. A nuke launcher cannot score a critical hit.

# EXPLOSIVES

Used in mining, construction, and for military purposes in the pre-apocalypse world, explosives remain a potent tool and weapon in the wasteland.

## EXPLOSIVE SPECIAL PROPERTIES

The special rules associated with explosives are listed below.

**GRENADE, BASEBALL.** A hollowed out ball filled with oil and fertiliser, these improvised explosives are relatively easy to make. The grenade can be thrown at a point up to 60 feet away. Each creature within 10 feet of the target point must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much in damage if successful.

**GRENADE, CRYOGENIC GRENADE.** An advanced grenade that requires a great deal of technical know-how to construct, on explosion the cryogenic grenade releases cryogenic chemicals with a freezing effect on the blast area. The grenade can be thrown at a point up to 60 feet away. Each creature within 10 feet of the target point must make a DC 15 Constitution saving throw, taking 3d6 cold damage on a failed save, or half as much in damage if successful. In addition, a creature that fails its saving throw has its movement speeds halved. It can make a DC 12 Strength saving throw at the end of each of its turns to end this effect.

**GRENADE, FRAGMENTATION.** The grenade can be thrown at a point up to 60 feet away. Each creature within 20 feet of the target point must make a DC 15 Dexterity saving



## EXPLOSIVES

EXPLOSIVE	COST	WEIGHT	COMPETENCY
<b>GRENADES</b>			
<b>Baseball Grenade</b>	40	1 lb.	qualified
<b>Cryogenic Grenade</b>	50	0.5 lb.	master
<b>Fragmentation Grenade</b>	50	0.5 lb.	experienced
<b>Hallucinogenic Gas Grenade</b>	35	1 lb.	master
<b>Molotov Cocktail</b>	20	0.5 lb.	qualified
<b>Nuke Grenade</b>	100	0.5 lb.	master
<b>Plasma Grenade</b>	100	0.5 lb.	master
<b>Pulse Grenade</b>	100	0.5 lb.	master
<b>Smoke Grenade</b>	20	0.5 lb.	experienced
<b>MINES</b>			
<b>Makeshift Mine</b>	75	0.5 lb.	qualified
<b>Cryo Mine</b>	50	0.5 lb.	master
<b>Fragmentation Mine</b>	50	0.5 lb.	experienced
<b>Nuke Mine</b>	100	0.5 lb.	master
<b>Plasma Mine</b>	100	0.5 lb.	master
<b>Pulse Mine</b>	100	0.5 lb.	master

throw, taking 2d6 piercing damage and 3d6 fire damage on a failed save, or half as much in damage if successful.

**GRENADe, HALLUCINOGENIC GAS.** A grenade which releases gas when it explodes. The grenade can be thrown at a point up to 60 feet away. Each living creature within 10 feet of the target point must make a DC 15 Wisdom saving throw or have their mind be bombarded with delusions. The gas disperses at the beginning of your next turn. Anyone that enters the affected area before it disperses must also make a saving throw or be affected. An affected target must roll a d12 at the start of each of its turns to determine its behaviour for that turn:

1. The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die

face. The creature doesn't take an action this turn.

- 2-6. The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- 7-8. The creature is dazed until the beginning of its next turn, suffering disadvantage on its attack rolls and ability checks.
- 9-10. The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature instead makes a ranged attack against a randomly determined creature within range and line of sight. If there is no viable target, the creature does nothing this turn.
- 11-12. The creature can act and move normally.

An affected target may repeat the saving throw at the end of each of their turns.

**GRENADe, MOLOTOV COCKTAIL.** A homemade grenade comprised of a glass bottle containing a flammable liquid and an alcohol soaked rag for a wick. The grenade can be thrown at a point up to 60 feet away. Each creature within 5 feet of the target point must make a DC 15 Dexterity saving throw, taking 4d4 fire damage on a failed save, or half as much in damage if successful. On a failed saving throw the target is also set alight, taking 1d4 fire damage at the beginning of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity saving throw to extinguish the flames.



**GRENADE, NUKE.** The nuke grenade is a very rare grenade capable of a nuclear detonation similar to a mini nuke. The grenade can be thrown at a point up to 60 feet away. Each creature within 20 feet of the target point must make a DC 15 Dexterity saving throw, taking 5d6 fire damage and 5d6 radiation damage on a failed save, or half as much in damage if successful.

**GRENADE, PLASMA.** An advanced grenade that requires a great deal of technical know-how to construct, on explosion the plasma grenade releases super-heated plasma energy. The grenade can be thrown at a point up to 60 feet away. Each creature within 20 feet of the target point must make a DC 15 Dexterity saving throw, taking 2d6 piercing damage and 8d6 fire damage on a failed save, or half as much in damage if successful.

**GRENADE, PULSE.** This advanced grenade releases a powerful burst of energy. The grenade can be thrown at a point up to 60 feet away. Each creature within 20 feet of the target point must make a DC 15 Dexterity saving throw, taking 10d6 sonic damage on a failed save, or half as much in damage if successful.

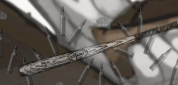
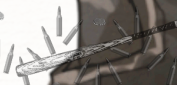
**GRENADE, SMOKE.** A smoke grenade can be thrown at a point up to 60 feet away. At the beginning of your next turn the smoke grenade lands, and it releases a cloud of smoke that creates a heavily obscured area in a 20-foot radius around the target point. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds or a strong wind (20 or more miles per hour) disperses it in 1 round. Otherwise, the smoke disperses after 10 rounds.

**MINE, ANY GRENADE VARIANT.** A mine is a type of grenade that is triggered by proximity or pressure. It can be placed in a location of your choosing as an action.

Without appropriate tools, it cannot be attached to a vertical surface. The trigger distance of the mine is determined at the time of its construction, and be any interval of 5 feet from 0 feet (a pressure-based mine) up to the maximum radius of the grenade the mine is based on. When a small or larger creature or object enters into the radius of the mine's trigger distance the mine explodes. The radius, damage, and saving throw DC of a mine is equal to that of the grenade upon which it is based.

The DC to spot a mine depends on how well it has been concealed.

**MINE, MAKESHIFT.** A makeshift mine is a powerful device constructed from low-tech components, such as a lunchbox container packed with explosive and nails. Other objects can be used instead, such as razor blades, sharpened coins, or bottle caps. On detonation the contents are propelled



outward with great force. The makeshift mine is triggered by proximity or pressure. It can be placed in a location of your choosing as an action. Without appropriate tools, it cannot be attached to a vertical surface. The trigger distance of the mine is determined at the time of its construction, and be any interval of 5 feet from 0 feet (a pressure-based mine) to 20 feet. When a small or larger creature or object enters into the radius of the mine's trigger distance the mine explodes. All creatures within a 20-foot radius from the mine's placement point must make a DC 15 Dexterity saving throw, taking 6d6 piercing damage and 4d6 fire damage on a failed save, or half as much damage if successful.

The DC to spot a mine depends on how well it has been concealed.

When constructing a makeshift mine it is impossible to pay for all of its cost with salvage, because the mine itself requires currency in its construction. Fifty currency worth of a makeshift mine's value must therefore be paid with currency.

## CRAFTING & REPAIR

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Guidance for crafting and repairing items can be found starting on page 36.

To craft or repair a weapon or explosive, a wastelander must be proficient in the appropriate tools. For instance, many weapons require Mechanic's Tools, while some also require Electrician's Tools or Demolitionist's Tools. An explosive also requires Demolitionist's Tools. Wooden weapons involve the use of Carpenter's Tools. In many cases, weapons and explosives are beyond the means of the average wastelander to make by hand unless specific machined parts happen to be available. In practice, crafting and sometimes also repairing such items requires access to industrial tools. Your Guide is the final arbiter for which tools are necessary for each weapon.



# WEAPON MODS

The lists in this chapter describe mods that can be applied to both melee and ranged weapons.

The costs and weights of weapons mods are shown on the **MELEE WEAPON MODS** and **RANGED WEAPON MODS** (pages 87-88) tables.

## MOD SLOTS

Melee weapons have a single mod slot, whereas ranged weapons have up to six: their barrel, grip, magazine, muzzle, receiver, and sights. A mod can only be installed in the appropriate slot, and only assuming the mod in question is compatible with the intended weapon. The weapons tables in the Weapons chapter (starting on page 68) indicate which mods are compatible with each weapon.

## CRAFTING & REPAIR

Guidance for crafting and repairing items can be found starting on page 36.

To craft or repair weapon mods, a wastelander must be proficient in the appropriate tools. This typically requires Mechanic's Tools and often also Electrician's Tools. Some may require the use of industrial tools. However, your Guide is the final arbiter for which tools are necessary for each mod.

## INSTALLATION

A wastelander with a Qualified or better competency level in the appropriate tools can install or remove a mod without issue. Up to two mods can be installed or removed during the course of any short or long rest.

## MELEE MODS

The following modifications can be applied to melee weapons only.

**ELECTRIFIED.** This modification adapts a weapon so it gives off an electrical discharge. The weapon deals an additional 1d4 electrical damage.

**ELECTRIFIED SERRATED BLADE.** This modification incorporates the properties of both the Electrified and Serrated Blade modifications.

**FLAME JETS.** This modification increases the fire damage of a burning blade to 2d4.

**HEATING COIL.** This modification converts

### MELEE WEAPON MODS

EXPLOSIVE	COST	WEIGHT	COMPETENCY
<b>Electrified</b>	40	+0.5 lb.	experienced
<b>Heating Coil</b>	180	+0.5 lb.	experienced
<b>Heavy</b>	30	+0.5 lb.	qualified
<b>Hooked</b>	30	+4 lb.	qualified
<b>Rocket</b>	100	+0.5 lb.	experienced
<b>Serrated Blade</b>	40	+0 lb.	qualified
<b>Serrated Blade, Electrified</b>	120	+0 lb.	experienced
<b>Spiked</b>	30	+0.5 lb.	experienced
<b>Stun Pack</b>	160	+0.5 lb.	experienced



half of the weapon's damage dice to fire damage. If the weapon has an odd number of damage dice, the majority of its damage dice retain its original damage type (for instance, a power fist with a heating coil deals 2d4 bludgeoning and 1d4 fire damage).

**HEAVY.** This modification adapts a bludgeoning melee weapon by adding bulk, wrapping it with sturdy chain, or similar. The damage dice of the weapon are increased to the next highest size (for instance 1d6 becomes 1d8, or 2d6 becomes 2d8).

**HOKED.** This modification adds a hook to the weapon, granting the wielder advantage on attempts to disarm an opponent.

**ROCKET.** This modification enhances a melee weapon with rocket propulsion, turning it into a weapon similar to a powered sledgehammer. A rocket-propelled melee weapon deals an additional die of damage.

**SERRATED BLADE.** This modification adapts a bladed weapon. In addition to taking damage, the target must succeed at a DC 12 Constitution saving throw or take 1d4 damage of the same type as the weapon at the beginning of each of their turns. The target can repeat their saving throw at the end of every turn.

**SPIKED.** This modification adapts a bludgeoning melee weapon with nail studs, blades, or similar. The weapon deals an additional d4 piercing damage.

**STUN PACK.** This modification has all the properties of the Electrified modification

(above). In addition, the target must make a DC 12 Constitution saving throw or be restrained until the end of their next turn.

## BARREL MODS

The following modifications can be applied to ranged weapons only.

**BARREL, AUTO.** An energy weapon with this modification has its short and long range categories reduced by 10 feet and gains the burst fire property. If the weapon's unmodified clip capacity is divisible by 10, the weapon expends 10 fusion cells each time you use burst fire. If the weapon's unmodified clip capacity is divisible by 12, the weapon expends 12 bullets each time you use burst fire.

**BARREL, CRYSTALLISING.** A cryo cannon with this modification fires cryogenic capsules, a more efficient delivery system which also increases the weapon's short and long ranges by 20 feet.

**BARREL, FLAMER.** This modification turns a plasma gun into a flamer with a range of 40 ft. When fired, the flamer consumes 10 plasma cartridges to expel a line of fire out to its maximum range. All creatures within the line must make a DC 12 Dexterity saving throw, taking 2d4 fire damage on a failed saving throw or half that if





## RANGED WEAPON MODS

MOD	COST							WEIGHT	COMPETENCE
	PIPE GUN	PISTOL	RIFLE	SHOTGUN	ENERGY	HEAVY	LOW-TECH		
<b>BARREL MODS</b>									
Barrel, Auto	—	—	—	—	35	—	—	+1.1 lb.	experienced
Barrel, Crystallising	—	—	—	—	—	100	—	+0.5 lb.	master
Barrel, Flamer	—	—	—	—	70	—	—	+0.3 lb.	experienced
Barrel, Long	15	20	35	—	20	—	—	+1 lb.	qualified
Barrel, Sawed-off	—	—	—	10	—	—	—	-1.5 lb.	novice
Barrel, Short	10	25	40	—	30	—	—	-0.5 lb.	qualified
<b>GRIP MODS</b>									
Comfort Grip	30	40	—	—	40	—	—	+0.1 lb.	qualified
Stock	40	—	—	—	60	—	—	+0.7 lb.	qualified
Stock, Recoil Compensating	80	—	180	—	180	—	—	+0.8 lb.	qualified
<b>MAGAZINE MODS</b>									
Alien Pistol Energy Converter	—	—	—	—	140	—	—	+0 lb.	master
Capacitor, 3-Crank	—	—	—	—	40	—	—	+0.5 lb.	experienced
Capacitor, 4-Crank	—	—	—	—	100	—	—	+0.5 lb.	experienced
Capacitor, 5-Crank	—	—	—	—	180	—	—	+0.5 lb.	experienced
Capacitor, 6-Crank	—	—	—	—	280	—	—	+0.5 lb.	experienced
Capacitor, Boosted	—	—	—	—	280	—	—	+0.5 lb.	experienced
Capacitor, Diminished	—	—	—	—	40	—	—	+0.5 lb.	experienced
Capacitor, Full	—	—	—	—	70	—	—	+0.5 lb.	master
Magazine, Drum	55	—	230	—	—	—	—	+0.6 lb.	master
Magazine, Large	15	30	—	—	—	—	—	+0.2 lb.	experienced
Propellant Tank, Huge	—	—	—	—	—	300	—	+5.6 lb.	experienced
Propellant Tank, Large	—	—	—	—	—	100	—	+2.6 lb.	experienced
<b>MUZZLE MODS</b>									
Bayonet	5	10	20	20	10	—	5	+0.2 lb.	qualified
Beam Focuser	—	—	—	—	20	—	—	+0.6 lb.	experienced
Beam Splitter	—	—	—	—	80	—	—	+0.5 lb.	experienced
Module, Compression	—	—	—	—	—	80	—	+0.5 lb.	master
Module, Electrification	—	—	—	—	—	120	—	+0.5 lb.	master
Module, Ignition	—	—	—	—	—	120	—	-0.2 lb.	master
Module, Radiation	—	—	—	—	—	150	—	+0lb.	master
Module, Vaporisation	—	—	—	—	—	200	—	+0.4 lb.	master
Suppressor	15	40	100	—	—	—	—	+0lb.	experienced



## RANGED WEAPON MODS, CONTINUED

MOD	COST							DAMAGE	COMPETENCE
	PIPE GUN	PISTOL	RIFLE	SHOTGUN	ENERGY	HEAVY	LOW-TECH		
<b>RECEIVER MODS</b>									
<i>Beta Wave Tuner</i>	—	—	—	—	60	120	—	+0.3 lb.	master
<i>Caliber Downgrade</i>	20	—	40	—	—	—	—	+1.8 lb.	experienced
<i>Caliber Upgrade</i>	80	—	180	—	—	—	—	+1.8 lb.	experienced
<i>Receiver, Auto</i>	15	35	40	40	—	—	—	+0.4 lb.	experienced
<i>Receiver, Hardened</i>	15	35	40	40	—	—	—	+0.4 lb.	experienced
<b>SIGHTS MODS</b>									
<i>Electronic Sights</i>	30	40	70	70	40	—	30	+0.2 lb.	experienced
<i>Scope</i>	40	100	180	180	100	—	40	+0.4 lb.	experienced
<i>Scope, Night Vision</i>	60	140	230	230	140	—	60	+0.4 lb.	master
<i>Scope, Recon</i>	80	180	350	350	180	—	80	+0.7 lb.	master

successful. On a failed saving throw the target is also set alight, taking 1d4 fire damage at the beginning of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity saving throw to extinguish the flames.

**BARREL, LONG.** A firearm with this modification has its short and long range categories increased by 20 feet.

**BARREL, SHORT.** A firearm with this modification has its short and long range categories decreased by 20 feet, but the wielder receives a +1 bonus to attack rolls against opponents within short range.

**SAWED-OFF.** A shotgun with this modification has its long range reduced by 20 feet. However, when your target is within short range, this mod grants a +1 bonus to hit and deals one additional die of damage. On a critical hit against a target in short range, you instead deal two additional dice of damage.

This modification can't be removed.

## GRIP MODS

The following modifications can be applied to ranged weapons only.

**COMFORT GRIP.** While wielding a firearm with this modification, you receive a +1 bonus to attack rolls.

**STOCK.** This modification can be applied to modular firearms like pipe guns or lasers to reconfigure the base pistol model into a rifle. A firearm with this modification has its short and long range categories increased by 30 feet and gains the two-handed property.

**STOCK, RECOIL COMPENSATING.** While wielding a firearm with this modification, you receive a +1 bonus to attack rolls. If the firearm doesn't already possess the two-handed property it also gains the benefits of a stock (see above).



# MAGAZINE MODS

The following modifications can be applied to ranged weapons only.

**ALIEN PISTOL ENERGY CONVERTER.** This modification adapts the alien beam pistol to accept conventional power cells. The weapon's damage dice is reduced to 3d4, but its clip capacity improves to 63.

**CAPACITOR, 3-CRANK.** By default a laser musket is equipped with a two crank capacitor. When the magazine is upgraded to a three crank capacitor, the laser musket can be loaded with three fusion cells instead of two.

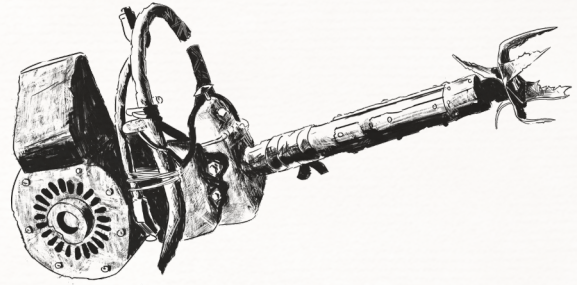
**CAPACITOR, 4-CRANK.** By default a laser musket is equipped with a two crank capacitor. When the magazine is upgraded to a four crank capacitor, the laser musket can be loaded with four fusion cells instead of two.

**CAPACITOR, 5-CRANK.** By default a laser musket is equipped with a two crank capacitor. When the magazine is upgraded to a five crank capacitor, the laser musket can be loaded with five fusion cells instead of two.

**CAPACITOR, 6-CRANK.** By default a laser musket is equipped with a two crank capacitor. When the magazine is upgraded to a six crank capacitor, the laser musket can be loaded with six fusion cells instead of two.

**CAPACITOR, BOOSTED.** A laser equipped with a boosted capacitor can store greater potential energy. The damage dice of the weapon are increased to the next highest size (for instance 2d6 becomes 2d8, or 3d6 becomes 3d8).

**CAPACITOR, DIMINISHED.** A laser equipped with a diminished capacitor draws off less energy with each shot, dealing less damage but conserving fusion cells. The weapon



deals one less dice of damage than normal, but the size of the remaining die is increased to the next highest size (for instance 2d6 becomes 1d8, or 2d8 becomes 1d10).

**CAPACITOR, FULL.** By default a gauss rifle is equipped with a half capacitor. When the magazine is upgraded to a full capacitor, the gauss rifle can be loaded with ten 2mm EC rounds instead of seven.

**MAGAZINE, DRUM.** This modification quadruples a firearm's bullet capacity.

**MAGAZINE, FUSION.** This modification adapts an alien weapon to work with conventional fusion cells rather than its normal ammunition type. The weapon's damage dice are reduced to the next lowest size (for instance 2d8 becomes 2d6, 3d6 becomes 3d4, or 4d6 becomes 4d4). However, the weapon's clip capacity improves by 1.5 times the original capacity (30 for an atomizer, 63 for a blaster, or 144 for a disintegrator).

**MAGAZINE, LARGE.** This modification doubles a firearm's bullet capacity.

**PROPELLANT TANK, HUGE.** This modification quadruples a flamethrower's fuel capacity.

**PROPELLANT TANK, LARGE.** This modification doubles a flamethrower's fuel capacity.



# MUZZLE MODS

The following modifications can be applied to ranged weapons only.

**BAYONET.** A firearm with a bayonet can be used as a piercing melee weapon. A weapon with a bayonet deals 1d4 piercing damage if it is one-handed (pipe guns and energy weapon without stocks) or 1d6 piercing damage if it is wielded in two-hands (such as rifles, including pipe guns and energy weapons that have stocks).

**BEAM FOCUSER.** An energy weapon with a beam focuser has its short and long range increased by 20 feet.

**BEAM SPLITTER.** An energy weapon with a beam splitter has its beam broken up, covering a wider area. The weapon's short and long range categories are halved, but it can target two creatures that are no more than 15 feet from each other. Make a separate attack roll against both creatures, but roll damage once and apply it to both.

**MODULE, ELECTRIFICATION.** This modification converts half the weapon's damage dice to electrical.

**MODULE, IGNITION.** This modification converts half the weapon's damage dice to fire.

**MODULE, RADIATION.** This modification converts half the weapon's damage dice to radiation.

**NOZZLE, COMPRESSION.** A flamer with this modification deals one additional die of damage.

**NOZZLE, VAPORISATION.** A flamer with this modification deals two additional dice of damage.

**SUPPRESSOR.** A firearm with this modification has its short range reduced by 10 feet and its long range reduced by 30 feet. A suppressed firearm is still loud

but the sound doesn't carry as far, and its muzzle flash is significantly reduced. While the firearm's wielder is in total concealment, as long as there are no hostile creatures within 60 feet when the weapon is fired, the wielder may roll a DC 15 Dexterity (Stealth) check to retain their concealment.

# RECEIVER MODS

The following modifications can be applied to ranged weapons only.

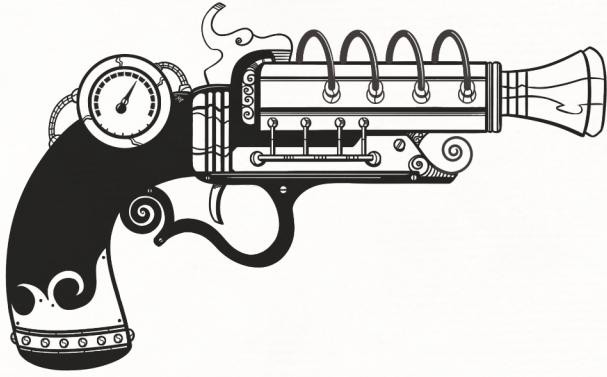
**BETA WAVE TUNER.** A firearm with a beta wave tuner has half its damage converted to fire damage (rounding down), and the target must succeed at a DC 12 Dexterity saving throw or be set on fire. If the weapon already requires a higher DC Dexterity saving throw, such as that of a burst fire or full auto weapon, the target makes only one saving throw, suffering both effects on a failure. While ablaze, the target takes 1d4 fire damage at the beginning of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity saving throw to extinguish the flames.

A weapon that already deals fire damage still benefits from the ongoing fire feature of this modification.

**CALIBER DOWNGRADE.** This modification adapts a weapon to use a more common, but less powerful caliber of bullet. The damage dice of the weapon are reduced to the next lowest size (for instance 1d8 becomes 1d6, or 2d8 becomes 2d6).

**CALIBER UPGRADE.** This modification adapts a weapon to use a more powerful, though less common caliber of bullet. The damage dice of the weapon are increased to the next highest size (for instance 1d8 becomes 1d10, or 2d8 becomes 2d10).





**Hardened Receiver.** A firearm with this modification deals +1 damage per damage die rolled.

**RECEIVER, AUTO.** A firearm with this modification has its short and long range categories reduced by 10 feet and gains the burst fire property. If the weapon's unmodified clip capacity is divisible by 10, the weapon expends 10 fusion cells each time you use burst fire. If the weapon's unmodified clip capacity is divisible by 12, the weapon expends 12 fusion cells each time you use burst fire.

## SIGHTS MODS

The following modifications can be applied to ranged weapons only.

**ELECTRONIC SIGHTS.** This modification represents laser, reflex, or holographic sights. While wielding a firearm with this modification, you receive a +1 bonus to attack rolls.

**SCOPE.** A firearm with this modification has its short range doubled, up to a maximum of its long range.

Additionally, a firearm with a scope deals an additional die of damage on a critical hit.

**SCOPE, NIGHT VISION.** This modification has all the properties of a Scope (see above). In addition, the wielder gains darkvision out to the weapon's long range while carrying the firearm in their hands

and holding the weapon's scope to their eye. Due to the limited field of vision and the scope's magnification, the wielder cannot use this darkvision to help them explore; it is of benefit only during combat and for sighting distant objects and creatures while in the dark.

**SCOPE, RECON.** In addition to the properties of a scope (see above), if the wielder is wearing a WristComp or power armour with a working fusion core, they can use the scope's recon function. When they make an attack against a creature with the modded weapon the target is tagged. The wielder knows where the target is, even when it's concealed or behind cover. If the target moves further away than the weapon's long range, they're no longer tagged.



# AMMUNITION

A commonality of ranged weapons is the need for either physical ammunition or a power source. Either way, a ranged weapon has a maximum ammunition capacity and its available ammunition depletes over time.

The **AMMUNITION** table shows the types of ammo available for the weapons in **WASTELAND WARES**. The table is arranged into a rough order of rarity, from most to least commonly found both in the wasteland and in merchant's stores. It can be used as a reference when the Guide is deciding when to award ammo and how many rounds are available.

## CRAFTING

A wastelander who is Qualified or better with Mason's Tools can craft their own sling stones, making two per salvage spent. Similarly, Qualified or better competency with Woodcarver's Tools is necessary to craft arrows or crossbow bolts. See page 36 for the crafting rules.

Other ammo is too complex to craft from salvage, involving access and expertise in industrial tools to craft and assemble. Any factories still producing ammo zealously protect their production methods.

### AMMUNITION

AMMO	ROUNDS PER BOX	COST		WEIGHT PER ROUND
		PER BOX	PER ROUND	
Stone	—	—	—	—
Salvage	—	—	1	0.4 lb.
Arrow	—	—	1	0.2 lb.
Bolt	—	—	1	0.2 lb.
.38	50	40	1	—
5mm	50	40	1	—
10mm	50	90	2	—
5.56mm	20	30	2	—
.45	20	50	3	—
12 gauge Shell	20	50	3	—
.308	20	50	3	—
.357	20	50	3	—
Power Cell	20 rounds per cell	50	—	—
Flare	—	—	2	—
7.62mm	20	30	2	—
.45-70	20	50	3	—
.44	20	50	3	—
Plasma Cartridge	10	40	5	—
.50	10	30	4	—
Railway Spike	—	—	1	0.4 lb.
Gamma Round	10	90	10	—
Flamer Fuel	—	—	1	—
Harpoon	—	—	1	2 lb.
2mm Electromagnetic Charge	10	90	10	—
Cryo Cell	—	—	10	—
Syringe, Bleedout	—	—	20	—
Syringe, Radfly Larva	—	—	10	—
Syringe, Pacifying	—	—	40	—
Syringe, Joint Locking	—	—	40	—
Syringe, Berserker	—	—	50	—
Syringe, Radscorp Venom	—	—	65	—
Syringe, Yellow Belly	—	—	55	—
Syringe, Weakening	—	—	60	—
Syringe, Mind Clouding	—	—	70	—
Missile	—	—	25	7 lb.
Power Core	500 rounds per core	200	—	4 lb.
Mini Nuke	—	—	500	12 lb.
Alien Power Cell	—	—	—	0.1 lb.

# CONSERVATION & CARELESSNESS

Typically, tracking ammunition is recommended for wasteland games as careful preservation of ammo reinforces its scarcity and increased value as a resource.

If tracking ammo use isn't appealing to your group, it's still important to the genre not to allow infinite ammunition—unless you want to go full gonzo, at any rate! Consider implementing your favourite rule for abstracting ammunition use. One such rule is presented here for your consideration.

## THE RULE IN PLAY

It's assumed your wastelander always has a certain amount of ammunition stockpiled, occasionally replenishing their supplies automatically with a lucky find.

A can be fired can be fired a certain number of times per encounter without issue. As long as you fire the weapon that many times or less between the start of an encounter and its end (usually when you're no longer in initiative order), you're Conserving ammo. If you fire it more times, you gain a Carelessness Level.

The amount of times you can safely fire a weapon while Conserving ammo depends on whether that weapon's ammunition is sold singly or by the box.

- ❖ If a weapon's ammunition is normally sold by the box it can safely be fired up to three times per encounter.
- ❖ If a weapon's ammunition is normally sold singly it can be fired only once per encounter.

At the end of any encounter in which one or more weapons are fired, each player rolls 1d4 for each weapon with which they've been Careless. A weapon runs out of ammunition on a result equal to its current Carelessness Level. Carelessness Levels and the rolls that result in running out of ammo are shown on the **AMMO CARELESSNESS** table.

## BURST FIRE

Using Burst Fire even once is always considered Careless.

## OUT OF AMMO

Once you're out of ammo, you can't fire the weapon again until you manage to restock.

### PURCHASING AMMO

If ammunition for your weapon is sold by the box, you can spend credits equal to the price of a box to reduce your carelessness level to 0. Or you can spend a quarter of that amount, rounding up, to reduce your carelessness level by 1.

If your weapon's ammunition is only sold singly, reducing the weapon's carelessness

### AMMO CARELESSNESS

CARELESSNESS	1D4 ROLL			
	1	2	3	4
1	out of ammo	not out	not out	not out
2	out of ammo	out of ammo	not out	not out
3	out of ammo	out of ammo	out of ammo	not out
4	no roll – out of ammo			



level by one costs the ammunition's usual price times the current carelessness level. These costs are cumulative when reducing the weapon's carelessness level by more than one.

### **AMMO CACHES**

Discoveries of mere handfuls of bullets don't reduce a weapon's carelessness level. Finding a few bullets in the environment and among the equipment of fallen enemies is already accounted for by this rule's abstraction.

However, particularly large caches of ammunition aren't accounted for by the rule. If such a cache is discovered, your Guide can allocate the cache a number of supply points. For each supply point spent, a wastelander can reduce one weapon's carelessness level by one. Provided the cache is portable, wastelanders can retain any unspent supply points until they're needed.





# CHEMS

Life in the wasteland is hard, so it's no surprise that a number of harmful and addictive substances are available to deaden pain, artificially energise, or send a wastelander on an escapist trip. Whenever a character consumes an addictive substance, they take the risk of gaining a level of addiction.

Chems are light and portable enough that they're given no Weight entry.

The following chemical substances are used and abused by the people of the wasteland:

**ADDICT-EASE (NONADDICTIVE).** Taking Addict-Ease as an action reduces the level of all a character's **addictions** by 1 and suppresses the effects of withdrawal for 24 hours.

**ANTIBIOTICS (NONADDICTIVE).** Taking antibiotics as an action ends the effects of all diseases currently suffered by a character.

**ANTITOXIN (NONADDICTIVE).** Taking an antitoxin as an action ends the **poisoned** condition and any ongoing poison damage currently suffered by a character.

**BIG SMILE (ADDICTION DC 13).** Taking Big Smile as an action increases a character's Charisma-based damage rolls by +2, and grants advantage on Charisma-based attack rolls, checks, and saving throws. The character has a -2 penalty on Strength-based damage rolls (to a minimum of 1), and disadvantage on Strength-based attack rolls, checks, and saving throws. The character gains two points of inspiration, which do not count against the normal

## CHEMS

CHEM	COST	COMPETENCE
<b>Addict-Ease</b>	125	master
<b>Antibiotics</b>	75	master
<b>Antitoxin</b>	50	experienced
<b>Big Smile</b>	100	experienced
<b>BrainFood</b>	120	experienced
<b>Calmezy</b>	100	experienced
<b>Cure-All</b>	200	master
<b>Fury</b>	70	experienced
<b>Juicer</b>	120	experienced
<b>PepUp</b>	50	experienced
<b>Quickie</b>	100	experienced
<b>RadGuard</b>	40	experienced
<b>RadPurge</b>	80	experienced
<b>Stimulants</b>	40	experienced
<b>Xtreme</b>	300	master

inspiration maximum. The effects of Big Smile last for one minute.

**BRAINFOOD (ADDICTION DC 10).** Taking BrainFood as an action increases a character's Intelligence, Wisdom, and Charisma-based damage rolls by +2, and grants advantage on Intelligence, Wisdom, and Charisma-based attack rolls, checks, and saving throws. The effects of BrainFood last for one minute.

**CALMEZY (ADDICTION DC 10).** Taking Calmezy as an action increases a character's AC and Dexterity or Wisdom-based damage rolls by +2, and grants advantage on Dexterity and Wisdom-based attack rolls, checks, and saving throws. The effects of Calmezy last for one minute.

**CURE-ALL (ADDICTION DC 13).** Taking Cure-All as an action grants resistance to all damage, cures the **poisoned** condition, and immediately ends any ongoing poison damage.



The effects of Cure-All last for 30 seconds (5 rounds).

**FURY (ADDICTION DC 13).** Taking Fury as an action increases a character's damage rolls by +4 and grants 10 temporary hit points at the beginning of each of the user's turns. The effects of Fury last for 30 seconds (5 rounds).

**JUICER (ADDICTION DC 11).** Taking Juicer as an action increases a character's AC by and Strength or Dexterity-based damage rolls by +2, and grants advantage on Strength, Dexterity, or Constitution-based attack rolls, checks, and saving throws. It also grants temporary hit points to the target equal to twice their character level. The effects of Juicer last for one minute.

**PEPUP (ADDICTION DC 10).** Taking PepUp as an action increases a character's AC and Dexterity or Intelligence-based damage rolls by +2, and grants advantage on Dexterity and Intelligence-based attack rolls, checks, and saving throws. The

character has a -2 penalty on Charisma-based damage rolls (to a minimum of 1), and disadvantage on Charisma-based attack rolls, checks, and saving throws. The effects of PepUp last for one minute.

**QUICKIE (ADDICTION DC 13).** Taking Quickie as an action increases a character's AC by +2, grants advantage on Dexterity saving throws, and gains an additional action on its turns to make a single attack, use an Object action, Dash, Disengage, or Hide. The effects of Quickie last for 30 seconds (5 rounds), after which a wave of lethargy sweeps over the user,



## TAKE CARE WITH CHEMS

We might call them chems, but what we're really talking about are drugs. Some are medicinal, while others aren't.

Drugs and addiction might not be welcome at your table, and how to handle chems should be a matter for discussion in your group's Session Zero or included on a list of potential lines and veils. Some groups will use the rules as is, some will use chems but ignore addiction and its consequences, some might choose only to make only nonaddictive chems available, and others may choose to ignore chems altogether. The only right approach is the one that is best for your group.

preventing it from moving or taking actions until after its next turn.

**RADGUARD (NONADDICTIVE).** Taking RadGuard as an action grants radiation resistance and advantage on saving throws versus **radsick** for an hour.

**RADPURGE (NONADDICTIVE).** Taking RadPurge as an action removes two levels of **radsick** and halves the character's current Geiger counter pool. If the rad box variant is in play, RadPurge clears the user's worst box.

**STIMULANTS (NONADDICTIVE).** Using Stimulants as an action on a living creature restores 6d4 hit points.

**XTREME (ADDICTION DC 15).** Taking Xtreme as an action increases a character's AC and all their damage rolls by +2, and grants advantage on all attack rolls, checks, and saving throws. The character gains two points of inspiration, which do not count against the normal inspiration maximum. The effects of Xtreme last for one minute.

## CRAFTING

A wastelander can craft a chem if they meet its minimum competency requirement in Chem Cook's Tools. Guidance for crafting and repairing items can be found starting on page 36. In addition to salvage equal to half the chem's cost in currency, crafting a chem also consumes either one bottle of uncontaminated water or two pure liquid snacks.

## ADDICTION

Whenever a creature consumes an addictive substance, they must make a Constitution saving throw against a DC determined by the substance in question. On a failed saving throw, the character gains a level of

**addiction.** Unlike most conditions, a creature can have multiple **addictions**, each with its own addiction level.

### ADDICTION

LEVEL	EFFECT
1	Disadvantage on ability checks while in withdrawal. +2 to the DC of saving throws against addiction to this substance.
1	+5 to the DC of saving throws against addiction to this substance. +2 to the DC of saving throws to resist giving in to addiction while in withdrawal.
3	Speed halved and cannot concentrate while in withdrawal. +10 to the DC of saving throws against addiction to this substance. +5 to the DC of saving throws to resist giving in to addiction while in withdrawal.

Each of a creature's **addictions** is measured in three levels: a creature that gains a level of **addiction** for a chem when it already has one or more levels increases the **addiction** level for that chem by one.

A creature with **addiction** suffers the effects of its current level of **addiction** as well as all lower levels. If it has multiple **addictions**, it suffers the effects of the worst **addiction**. The additional **addictions** don't make things worse, they just make overall recovery from **addiction** that much harder.

While addicted, a creature may feed its **addiction** by regularly taking the substance to which it has become addicted. It must take the substance at least once every 24 hours to avoid the effects of withdrawal caused by its **addiction** levels.

If a creature chooses not to take the addictive substance, or cannot do so, it enters withdrawal and suffers the withdrawal effects for its addiction level for a period of 7 days, or until the creature takes the addictive substance. If the creature is in possession of the



substance or in a position to acquire some, it must make a Wisdom saving throw with a DC equal to 12 plus the modifier associated with their current **addiction** level. On a failed save, the creature does everything it can to feed its **addiction**.

## RECOVERY

A creature that goes 7 full days of withdrawal without feeding an action loses all levels of **addiction** for that particular chem.

At the group's option, the **recovering addict** condition can be introduced to the game to provide long-term consequences to **addiction**.

## RECOVERING ADDICT

A recovering addict no longer has a physiological need to imbibe the substance to which they were addicted, but it retains a powerful psychological hold over them.

For 3d4 months after gaining this condition, a wastelander must make a DC 12 Wisdom saving throw against temptation whenever they come into contact with the chem to which they were addicted. They have disadvantage on their saving throws while under stresses that invite temptation (see below). On a failed save, they do everything in their power to acquire and use the chem for the next 12 hours, or until the chem becomes inaccessible by all means available to them. They will take risks but not put themselves into obvious or guaranteed danger.

After the duration, the Recovering Addict condition is removed. However, an addict is never truly "cured"—the Guide may call for a temptation roll at their

discretion any time the former addict is suffering or has recently suffered conditions of extreme stress.

## EXTREME STRESS

When a wastelander is under extreme stress they're more likely to succumb to addiction. A wastelander's player decides when and why their wastelander suffers extreme stress, but the Guide may offer suggestions.

In the wasteland, physical pain and dangerous encounters are so commonplace that they don't count as extreme stress unless particularly horrific, such as the loss of a limb. Grief over lost friends or the build-up of pressure due to constant danger or demanding expectations are two possible explanations for extreme stress.

The effects of extreme stress on an addict, **recovering addict** or former addict are as follows:

### ADDICTS AND EXTREME STRESS

After a long rest, creature with one or more **addiction** levels and extreme stress must make a DC 15 Wisdom saving throw for each addiction. On a failed save, the creature does its best to acquire and use the chem to which it is addicted within the next 12 hours. They will take risks but not put themselves into obvious or guaranteed danger. In the case of multiple failed saves, the creature looks for any or all of the chems but only needs to use one chem to satisfy all urges.

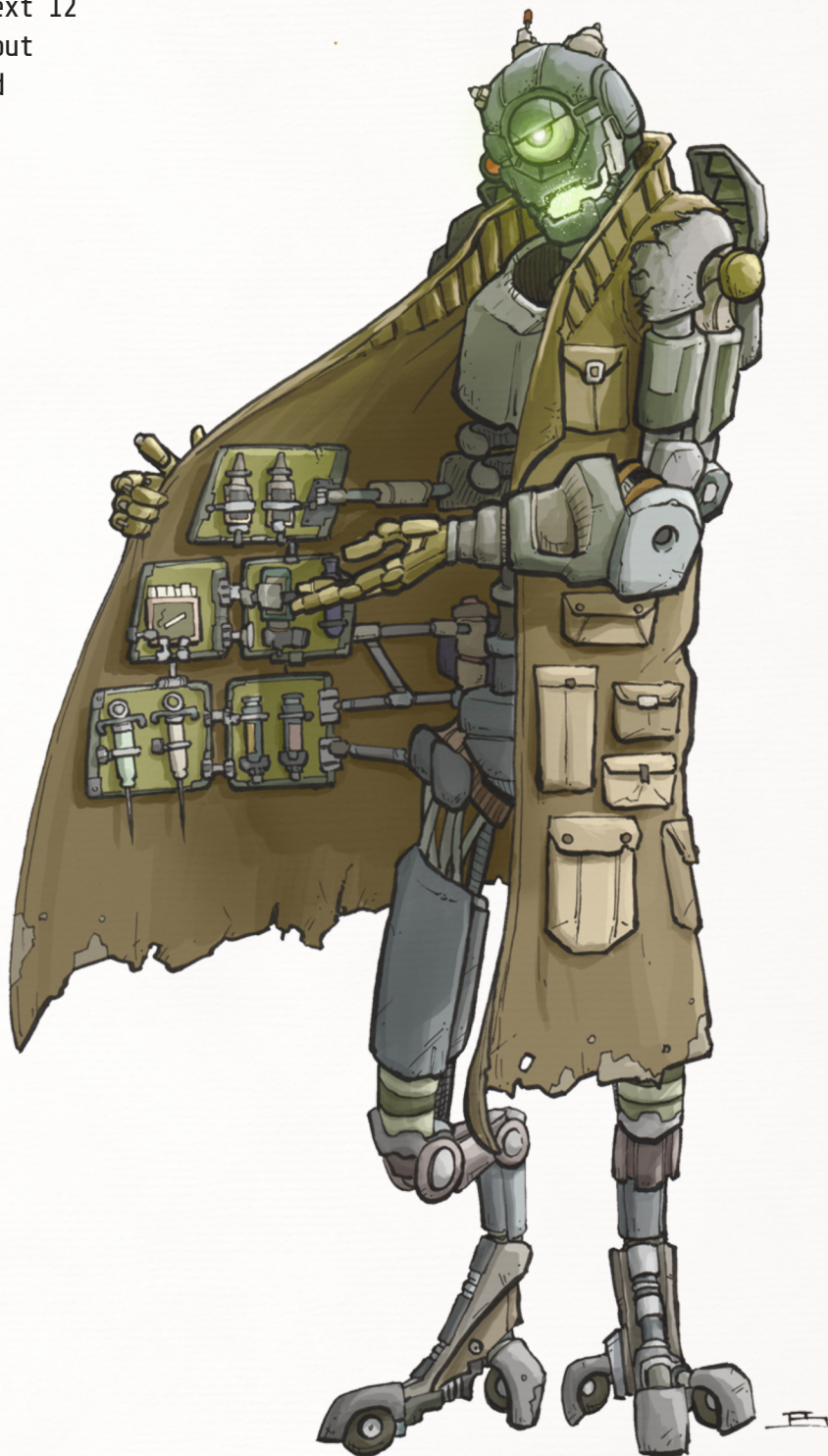
### RECOVERING ADDICTS AND EXTREME STRESS

A recovering addict has disadvantage on Wisdom saving throws against temptation.



### **FORMER ADDICTS AND EXTREME STRESS**

A wastelander who formerly had the **recovering addict** condition can still be tempted to lapse whenever they are under extreme stress. In such situations the Guide can request a Wisdom saving throw. On a failed save, the wastelander does their best to acquire and use the chem to which they were once addicted within the next 12 hours. They will take risks but not put themselves into obvious or guaranteed danger.



# FOOD & DRINK

In the wasteland, a person's next meal is of primary concern. Food and drink might seem mundane, but it is necessary for survival, and there's often not enough of it to go around.

scarce and therefore valuable. The Guide might also charge the average price or more to represent a meal in a dining establishment, setting a price that suits the eatery's quality and the class of customers it tries to attract.

## PURCHASING FOOD & DRINK

The minimum, average, and maximum costs for food and beverages are given in the **MEALS, DRINKS, AND SNACKS** table. For the most part, wasteland food vendors sell at or around the average price. The minimum price reflects the cost when there is a thriving supply, whereas the maximum cost might be charged where food or drink is particularly

## TYPES OF FOOD & DRINK

Food and drink are abstracted into a small number of categories: Meals, Drinks, Solid Snacks, and Liquid Snacks. In a typical wasteland they are either irradiated or uncontaminated. In some wastelands food and drink might be exposed to other contaminants than radiation. For instance,

### MEALS, DRINKS, AND SNACKS

FOOD OR BEVERAGE	COST			EXAMPLES
	MIN	AVG	MAX	
<b>MEALS</b>				
<b>Irradiated Meal</b>	2	7	12	packaged food (instant mash, mac & cheese, salisbury steak), radcarrots, radchicken, radcorn, radmelon, radcow steak
<b>Uncontaminated Meal</b>	15	28	40	fresh carrots, fresh corn, fresh melon, field ration/MRE, preserved packaged food
<b>SOLID SNACKS</b>				
<b>Irradiated Snack</b>	1	3	5	bubblegum, candy apple, chocolate bar, gum drop, potato crisps, snack cake
<b>Uncontaminated Snack</b>	10	15	20	preserved chocolate bar, preserved snack cake
<b>DRINKS</b>				
<b>irradiated Drink</b>	2	7	12	dirty water
<b>Uncontaminated Drink</b>	15	28	40	uncontaminated water
<b>LIQUID SNACKS</b>				
<b>Irradiated Snack</b>	1	3	5	coffee, soda (cola, iron brew, lemonade, sarsparilla)
<b>Uncontaminated Snack</b>	10	15	20	preserved soda
<b>OTHER</b>				
<b>Alcohol</b>	1	—	500+	absinthe, alcopop, beer, cider gin, moonshine, wine, vodka, rum, scotch

in a world plagued by dimensional rifts leaking warp energy contaminated foods could be “warped” rather than irradiated.

**IRRADIATED DRINK.** Make a DC 10 Constitution saving throw at the beginning of the next day following the drink (or drinks), gaining a level of **radsick** on a failed save.

A wastelander must imbibe 2-3 drinks per day to avoid dehydration.

**IRRADIATED MEAL.** Make a DC 10 Constitution saving throw at the beginning of the next day following the meal (or meals), gaining a level of **radsick** on a failed save.

A wastelander must consume 2-3 meals per day to avoid starvation.

**IRRADIATED LIQUID SNACK.** Drink to temporarily recover a step of Exhaustion. Moves one step along the Exhaustion track again at the end of the current encounter. You may only gain the benefit of one snack per encounter.

Make a DC 10 Constitution saving throw at the beginning of the next day following the snack (or snacks), gaining a level of **radsick** on a failed save.

A wastelander can imbibe 3 liquid snacks in place of one drink for the purposes of avoiding dehydration.

**IRRADIATED SOLID SNACK.** Eat to temporarily recover a step of Exhaustion. Moves one step along the Exhaustion track again at the end of the current encounter. You may only gain the benefit of one snack per encounter.

Make a DC 10 Constitution saving throw at the beginning of the next day following the snack (or snacks), gaining a level of **radsick** on a failed save.

A wastelander can consume 3 solid snacks in place of one drink for the purposes of avoiding dehydration.

**UNCONTAMINATED DRINK.** A wastelander must imbibe 2-3 drinks per day to avoid dehydration.

**UNCONTAMINATED MEAL.** A wastelander must consume 2-3 meals per day to avoid starvation.

**UNCONTAMINATED LIQUID SNACK.** Drink to temporarily recover a step of Exhaustion. Moves one step along the Exhaustion track again at the end of the current encounter. You may only gain the benefit of one snack per encounter.

A wastelander can imbibe 3 liquid snacks in place of one drink for the purposes of avoiding dehydration.

**PURE SOLID SNACK.** Eat to temporarily recover a step of Exhaustion. Moves one step along the Exhaustion track again at the end of the current encounter. You may only gain the benefit of one snack per encounter.

A wastelander can consume 3 solid snacks in place of one drink for the purposes of avoiding dehydration.

## SUSTENANCE

Most creatures must eat and drink to survive, but it isn't always easy to find sustenance in the wasteland. This set of optional rules is intended to help you model the effects of resource scarcity, as well as providing consequences for hunger and thirst.

## SUSTENANCE SAVES

When you have point in Starvation, Dehydration, or both, you must make a Constitution saving throw when you finish your next long rest or after 24 hours passes, whichever happens first.



**SUSTENANCE SAVE DC =  
8 + STARVATION + DEHYDRATION**

On a successful saving throw you're managing to ignore your hunger and thirst, for now. On a failed saving throw, you gain a level of **exhaustion**. You can't recover **exhaustion** levels gained this way until you start eating and drinking properly again. You can temporarily ignore such **exhaustion** by consuming snacks.

## SUSTENANCE TYPES

For the purposes of these rules, food and drinks are abstracted into four categories: meals, water, solid snacks, and liquid snacks. Players can either keep track of their own supplies of these four sustenance types or the group can pool resources and designate a quartermaster.

## MEALS

A meal represents a large enough portion of food to satisfy a character's hunger and give them the required energy to get on with their day. Any given meal may or may not leave a person feeling full. In the wasteland a full belly is a luxury, and the important thing is whether a meal is enough to survive on. A meal could be anything from a tin of beans to a haunch of mutton.

Ideally a character eats three meals per day. However, it's possible to survive on only two meals a day for quite some time.

### STARVATION

You must eat at least two meals worth of sustenance each in-game day.

After each long rest or after 24 hours,

whichever happens first, you gain a point of Starvation for each of your two meals you failed to eat. You must also immediately make a Sustenance saving throw.

### RETURNING TO AN ADEQUATE DIET

Eating at least two meals since your last Sustenance saving throw immediately reduces your current Starvation score by 2. You also reduce your current exhaustion level by 1, unless you also have any Dehydration points.

If you eat at least three meals since your last Sustenance saving throw, you immediately reduce your Starvation score by 3.

### EATING TOO FAST

If you don't leave at least 4 hours between meals, you become physically sick and gain the poisoned condition until you complete a short or long rest.

## WATER

A wastelander can't survive without water. Water is measured by the bottle, though this is an abstraction and a character might instead carry a canteen. For the purposes of these rules, a bottle is equal to 1 litre or quart of water. Use whichever volume measurement is easiest for you.

Ideally a character should drink three of four water bottles a day to be completely comfortable. However, it's possible to survive on two bottles.

### HYDRATION

You must drink at least two bottles or equivalent hydration each in-game day.

After each long rest or after 24 hours, whichever happens first, you gain a point of Dehydration for each bottle you failed





to drink. You must also immediately make a Sustenance saving throw.

### RETURNING TO ADEQUATE HYDRATION

Drinking at least two bottles of water since your last Sustenance saving throw immediately reduces your current Dehydration score by 2. You also reduce your current exhaustion level by 1, unless you also have any Starvation points.

If you drink at least three bottles since your last Sustenance saving throw, you immediately reduce your Dehydration score by 3.

## SNACKS

Snacks are unhealthy foods and drinks that come in two varieties: solid and liquid. Solid snacks might be potato chips, chocolate bars, or similar. Liquid snacks are generally sugary or caffeinated beverages such as soda or coffee.

Snacks aren't particularly good for you and provide very little in the way of nutrients, but they can provide a burst of energy when you need it.

When you consume a snack of either variety you temporarily reduce your current **exhaustion** level by one step. Your **exhaustion** level increases by one again at the end of the current combat or scene. That can be quite dangerous if you've gained any additional **exhaustion** in the meantime!

If you consume multiple snacks at once, but don't gain any additional benefit.

### SOLID SNACKS AS MEALS

In a pinch you can eat solid snacks as substitutes for a proper meal. For every three solid snacks you consume in your day, you need to eat one less meal.

### LIQUID SNACKS AS HYDRATION

Liquid snacks aren't as healthy or hydrating as pure water, but they'll do the job if you're desperate. For every three liquid snacks you consume in your day, you need to drink one less bottle of water.

## IRRADIATED SUSTENANCE

Most sources of food and drink in the wasteland are irradiated. If you eat irradiated meals or solid snacks, or drink irradiated water or liquid snacks, you must make a Constitution saving throw when you finish your next long rest.

The DC of the saving throw is equal to  $10 + 1$  per additional meal, drink, or snack you consume after the first. On a failed saving throw you gain a level of **radsick**.

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

## COUNTERS

One way to track a character's growing and decreasing Dehydration and Starvation is through the use of physical counters. Use distinct counters for each type of sustenance. For example, if you opt to use poker chips, you might use red poker chips for Sustenance and blue poker chips for Dehydration.

Each player keeps two separate pools of Sustenance Counters:



## NEED POOL

The Need Pool represents the day's required meals and bottles. Take two Starvation counters and two Dehydration counters and puts them in the Need Pool. When your character eats a meal or drinks a water bottle, discard one of the corresponding counters from the Need Pool.

## SUFFERING POOL

The Suffering Pool represents the built up discomfort of your Dehydration and Starvation. Counters are moved into this pool from the Need Pool, as described above.

When you reduce your Starvation score, discard a like number of Starvation counters from your Suffering Pool. When you reduce your Dehydration score, discard a like number of Dehydration counters from your Suffering Pool.

## USING YOUR POOLS

When you take a long rest or after 24 hours pass, whichever happens first, follow the steps below:

- ☢ Move any counters left in the day's Need Pool to your Suffering Pool.
- ☢ If there are any counters in your Suffering Pool, make a Sustenance saving throw. The DC equals 8 + the number of combined Starvation and Dehydration counters in the pool.
- ☢ Create a new Need Pool for the next day.

## COOKING

Any wastelander can heat up prepared food, such as food taken from a can. However, a wastelander who is proficient in Cook's Utensils can use them to turn raw ingredients into food and beverages. Cooking counts as crafting. Guidance for crafting items can be found starting on page 36.

The cost to craft meals, drinks, and snacks depends on the cook's competence. A Novice is wasteful, and must spend salvage equal to the average cost of the food or beverage in order to craft it. A Qualified or better cook spends salvage equal to the minimum cost. When cooking, salvage represents ingredients discovered in the wasteland which were previously not noted in your inventory: preserved foods found in ruins, meat taken from defeated mutants, foraged wild vegetables, and similar.

The minimum DC to craft a meal, drink, or snack is DC 12, against which Qualified and better cooks can automatically succeed. A Novice cook must make an Intelligence (Cook's Utensils) check. Qualified or better cooks can also decide to roll to try and cook at a higher standard than they're normally capable.

On a successful Intelligence (Cook's Utensils) check the cook prepares an the food or beverage to a standard equivalent to a Qualified cook. Meeting a DC of 16, achieves the standard of an Experienced cook, while a result of 20 or better equals the standards of a Master! Any description of the finished product should reflect the increased quality of the wastelander's creation! On a failed check, the cooking attempt is unsuccessful and half of the salvage used is lost.

When a cook tries to prepare food or a



beverage with unfamiliar ingredients, then they can't automatically succeed and must roll regardless of competence. The Guide can increase the minimum DC to 16 or 20 to reflect the challenge!

## ALCOHOL

A wastelander can consume a number of alcoholic drinks equal to their Constitution modifier (minimum 1) without significant effect. In this case a drink constitutes the normal unit of consumption: bottles of beer, cider and alcopops; glasses of wine; shot glasses of spirits. For each subsequent drink, they must make a Constitution saving throw beginning at DC 10 and increasing by 2 with each additional drink after the first save.

On each failed save, the creature gains a **drunkenness** level.

## DRUNKENNESS

A creature's **drunkenness** is measured in three levels: if it gains a level of **drunkenness** when it already has one or more levels, it increases its current **drunkenness** level by one. A creature that is immune to the **poisoned** condition is also immune to **drunkenness**.

A creature with **drunkenness** suffers the effects of its current level of **drunkenness** as well as all lower levels.

## RECOVERY

After a long rest or a minimum of 8 hours unconsciousness, lose all levels of **drunkenness** but make a Constitution saving throw with a DC equal to 5 times your



## DRUNKENNESS

LEVEL	EFFECT
1	Disadvantage on ability checks, attack rolls, and saving throws.
2	The character's speed is halved and their speech is slurred.
3	The character must make a DC 15 Constitution saving throw or fall unconscious for 3d4 hours.
4	The character falls unconscious for 8+2d4 hours (no save), and each hour that passes without medical intervention the character must make a DC 15 Constitution saving throw or die of alcohol poisoning.

previous **drunkenness** level. You automatically fail the saving throw if you had 4 **drunkenness** levels. On a failed save, you become hungover and have the **poisoned** condition. This lasts for 6 hours per **drunkenness** level.

## TREATING ALCOHOL POISONING

A wastelander trained in Medicine can make a DC 15 Wisdom (Medicine) check over the course of ten minutes to treat a creature with 4 **drunkenness** levels. On a successful save the creature is no longer at risk of dying, but the alcohol must still be purged from their system: they're **poisoned** for the next 24 hours.

## ALCOHOL & ADDICTION

If the group collectively agrees to it, the rules for addiction presented in the Chems chapter can also be used with alcohol. The addiction DC for alcohol is usually only 5, but if a wastelander's player and the Guide agree that their consumption recently has been high, the Guide may increase the DC accordingly.



# GEAR & TRADE

This chapter details additional tools, devices, traps, and other gear that may be of use to a wastelander on their travels. Also explored in this chapter are crops and livestock that might be traded in the wasteland, as well as the nature and costs of commonly encountered professional services.

Many different items are listed in this chapter, and not all are appropriate for all wastelands. The Guide determines which are inappropriate for their own wasteland world, if any.

## CONSUMABLE DEVICES

The special rules associated with miscellaneous consumable devices are given below.

**PORTAL GENERATORS, PAIR (1 USE).** Paired portal generators come in sets of two. When both are activated, they allow instantaneous passage between the two generators if both are activated while within 1 mile of each other.

Using a Portal Generator as an action creates a portal large enough for a Large or smaller creature to step through. The portal remains for 1 hour. Attempting to enter the portal if its partner hasn't been activated causes a creature to suffer 2d10 warp damage. Once both generators in a pair are active, instantaneous passage is possible between them as though the spaces they occupy are adjacent.

## CONSUMABLE DEVICES

DEVICE	COST	WEIGHT	COMPETENCY
<b>Portal Generators, Pair</b>	400	5 lb. each	master
<b>Robot Repair Kit</b>	40	0.1 lb.	experienced
<b>Stealth Field Generator</b>	150	1 lb.	master

While a passage between portal generators exists, activation of a third portal generator anywhere within 1 mile of either already active generator causes all three portals to flare and collapse, dealing 2d10 warp damage to anyone within 10 feet of any portal.

**ROBOT REPAIR KIT (1 USE).** Using a Robot Repair Kit as an action on a robot or turret restores 6d4 hit points.

**STEALTH FIELD GENERATOR (1 USE).** Using a Stealth Field Generator as an action grants the invisible condition for 30 seconds (5 rounds).

## TOOLS

The descriptions and special rules associated with Specialist's Tools can be found in the Proficiencies section of the New Rules chapter. Special rules associated with other kinds of tools are given below.

**ARTISAN'S TOOLS.** These are any kind of special tool sets required to perform a particular craft or trade.

**BOBBY PIN.** A bobby pin can be used to pick a lock. Any wastelander proficient in Thieves' Tools is also proficient in the use of bobby pins: in fact, a typical set of Thieves' Tools includes ten of them.

## TOOLS

TOOL SET	COST	WEIGHT	COMPETENCY
<b>ARTISAN'S TOOLS</b>			
Brewer's Supplies	40	8 lb.	—
Calligrapher's Supplies	20	5 lb.	—
Carpenter's Tools	16	6 lb.	—
Cartographer's Tools	30	6 lb.	—
Cobbler's Tools	10	5 lb.	—
Cook's Utensils	2	8 lb.	—
Glassblower's Tools	60	5 lb.	—
Jeweller's Tools	50	2 lb.	—
Leatherworker's Tools	10	5 lb.	—
Mason's Tools	20	8 lb.	—
Painter's Supplies	20	5 lb.	—
Potter's Tools	20	3 lb.	—
Smith's Tools	40	8 lb.	—
Tinker's Tools	100	10 lb.	—
Weaver's Tools	2	5 lb.	—
Woodcarver's Tools	2	5 lb.	—
<b>GAME SETS</b>			
Checkers Set	40	2 lb.	qualified
Chess Set	40	2 lb.	qualified
Go Set	40	2.5 lb.	qualified
Mahjong Set	40	1.5 lb.	qualified
Othello Set	40	1.5 lb.	qualified
Poker Set	40	1 lb.	qualified
Shogi Set	40	2 lb.	qualified
<b>MUSICAL INSTRUMENTS</b>			
Acoustic Guitar	100	5 lb.	experienced
Acoustic Guitar, Child's	80	3 lb.	experienced
Cello	230	6 lb.	experienced
Drum	40	1 lb.	qualified
Drum Set	300+	varies	experienced
Flute	120	0.5 lb.	experienced
Recorder	30	0.3 lb.	qualified
Saxophone			master
Trumpet	120	2 lb.	experienced
Ukulele	80	1.5 lb.	experienced
Violin	180	0.8 lb.	experienced

## TOOLS, CONTINUED

TOOL SET	COST	WEIGHT	COMPETENCY
<b>SPECIALIST'S TOOLS</b>			
Bobby Pin	1	—	qualified
Chem Cook's Tools	50	8 lb.	—
Demolitionist's Tools	100	5 lb.	—
DeskComp	4000	10 lb.	—
Doctor's Bag			—
Disguise Kit	50	3 lb.	—
Electrician's Tools	75	15 lb.	—
Forgery Kit	50	5 lb.	—
Herbalism kit	10	3 lb.	—
Mechanic's Tools	50	10 lb.	—
Navigator's Tools	50	2 lb.	—
Poisoner's Kit	100	2 lb.	—
Surgeon's Tools	100	10 lb.	—
Thieves' Tools	25	1 lb.	—
WristComp	—	1 lb.	—

When using a bobby pin to pick a lock, failing to meet the DC of the lock by more than 5 results in the bobby pin breaking.

**CHECKERS SET.** Includes an 8 by 8, 10 by 10, or 12 by 12 checkerboard and sets of both black and white pieces with an appropriate number of pieces per set for the board size: 12 per set (8 by 8), 20 per set (10 by 10), or 30 per set (12 by 12).

**CHESS SET.** Includes an 8 by 8 checkerboard, and two 16-piece sets each including the following pieces: 1 king, 1 queen, 2 rooks, 2 bishops, 2 knights, and 8 pawns.

**DESKCOMP.** A DeskComp is a bulky desktop computer terminal.

A working DeskComp is extremely valuable, particularly to scientists, merchants, and anyone with a vested interest in keeping records or running programs and simulations. Though a price is given, they're not often for sale!

**DRUM SET.** The price given is for a five-



piece drum set includes a snare drum on a stand, a bass drum and pedal, two tom-toms mounted above the bass drum, one floor tom, drums on stands, a hi-hat on a stands, two cymbals on stands, a pair of drum sticks, and a pair of brushes. Drum sets with more components are correspondingly more expensive, while 3- or 4-piece sets may be slightly cheaper.

**GO SET.** Includes up to three boards (19 by 19, 13 by 13, and 9 by 9), as well as 180 black and 180 white stones made of plastic, glass, or genuine stone.

**MAHJONG SET.** Includes 136 tiles, a pair of six-sided dice, four tile racks, and possibly a felt table topper.

**OTHELLO SET.** Includes an 8 by 8 square board and 64 discs coloured black on one side and white on the other.

**POKER SET.** Includes two decks of cards, five casino dice, six dealer buttons, a felt table topper, and 500 poker chips in black, blue, green, red, and white.

**SHOGI SET.** Includes a 9 by 9 square board and two 20-piece sets each including the following wedge shaped pentagonal pieces: 1 king, 1 rook, 1 bishop, 2 gold generals, 2 silver generals, 2 knights, 2 lances, and 9 pawns.

**WRISTCOMP.** A portable computer which can be used to keep notes, download and view local maps, and interface with other machines and computers.

## TRAPS

The special rules associated with various traps are given below.

Concealing any of the listed traps involves an Intelligence (Survival) check. The result of that check sets the DC to spot the trap.

## TRAPS

DEVICE	COST	WEIGHT	COMPETENCY
<b>Bear Trap</b>	20	15 lb.	experienced
<b>Caltrops</b>	10	2 lb.	qualified
<b>Caltrops, Poisoned</b>	30	2 lb.	qualified

**BEAR TRAP.** When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the centre. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

**CALTROPS.** As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

**POISONED CALTROPS.** As caltrops (above), except that a creature that fails its saving throw takes 1d4 poisoning damage, and takes the same amount at the beginning of each of its subsequent turns. At the end of the creature's turn it may make a DC 12 Constitution saving throw to end the effect of the poison.

## OTHER GEAR

ITEM	COST	WEIGHT	COMPETENCY
35mm Camera	200	2 lb.	—
35mm Film	5	—	—
Acid (vial)	25	1 lb.	—
Air Compressor	2000	45 lb.	—
Air Cylinder	100	20 lb.	—
Air Cylinder, SCUBA	150	35 lb.	—
Audio Recorder	200	1 lb.	—
Audio Tape, Blank	10	—	—
Backpack	5	5 lb.	qualified
Bag	1	1 lb.	qualified
Barrel	5	70 lb.	qualified
Basket	1	2 lb.	qualified
Bedroll	5	7 lb.	qualified
Bell	2	—	qualified
Binoculars	100	0.5 lb.	—
Blanket	5	3 lb.	qualified
Block and Tackle	3	5 lb.	experienced
Bolt Cutter	25	5 lb.	experienced
Book	25+	0.5 lb.	experienced
Bottle, Ceramic	3	1 lb.	qualified
Bottle, Glass	5	1 lb.	qualified
Bottle, Insulated Steel	30	1 lb.	—
Briefcase	5	2 lb.	experienced
Bucket	1	2 lb.	qualified
Calculator	50	0.2 lb.	—
Can, Tin	5	1.5 lb.	experienced
Candles (set of 10)	1	—	qualified
Canteen	15	3 lb.	experienced
Carabiners (set of 4)	20	—	experienced
Case, chart or map	3	1 lb.	qualified
Chain (10 ft.)	20	10 lb.	qualified
Chalk (set of 5)	1	—	—
Chest	20	25 lb.	experienced
Climber's Kit	50	12 lb.	—
Clothes, Old World: Bunker Buddy Suit	70	2 lb.	experienced
Clothes, Old World: Business Suit	30	3 lb.	experienced
Clothes, Old World: Casual Outfit	10	2 lb.	qualified
Clothes, Old World: Cold Weather Gear	300	10 lb.	experienced
Clothes, Old World: Costume	60	3 lb.	experienced
Clothes, Old World: Costume (mascot)	80	6 lb.	experienced

## OTHER GEAR, CONTINUED

ITEM	COST	WEIGHT	COMPETENCY
Clothes, Old World: Costume (sexy)	60	1 lb.	experienced
Clothes, Old World: Formal Outfit	50	3 lb.	experienced
Clothes, Old World: Ghillie Suit	80	5 lb.	experienced
Clothes, Old World: Military Fatigues	30	2 lb.	experienced
Clothes, Old World: Uniform	30	2 lb.	experienced
Clothes, Old World: Wet Weather Gear	100	5 lb.	experienced
Clothes, Post-Apoc: Traveller's	5	4 lb.	qualified
Clothes, Post-Apoc: Wastelander's	3	3 lb.	qualified
Compass	40	0.5 lb.	—
Crowbar	15	5 lb.	qualified
Cup or Mug, Clay (set of 6)	1	1.5 lb.	qualified
Cup or Mug, Old World	1	0.2 lb.	—
Duct Tape (70 ft.)	3	1 lb.	—
Fire Extinguisher, ABC Powder	80	3 lb.	—
Fire Extinguisher, AFFF Foam	40	3 lb.	—
Fire Extinguisher, Carbon Dioxide	40	2 lb.	—
Fire Extinguisher, Water	30	5 lb.	—
Fire Extinguisher, Water Mist	150	5 lb.	—
Fire Extinguisher, Wet Chemical	40	3 lb.	—
First Aid Kit	30	3 lb.	—
Fishing Tackle	2	4 lb.	experienced
Flash Goggles	100	2 lb.	experienced
Flashlight	10	0.2 lb.	—
Flashlight, Illuminator	40	0.5 lb.	—
Flashlight, Tactical	20	0.1 lb.	—
Gas Mask	200	5 lb.	—
Gas Mask Filter Canister	30	0.1 lb.	—
Grappling Hook	20	4 lb.	—
Handcuffs	70	0.3 lb.	—
Hammer	6	1 lb.	—
Hammer, Sledge	50	12 lb.	—
Handbag	3	1 lb.	—
Hazmat Suit, Biological	400	5 lb.	—



## OTHER GEAR, CONTINUED

ITEM	COST	WEIGHT	COMPETENCY
<b>Hazmat Suit, Chemical</b>	400	5 lb.	—
<b>Hazmat Suit, Fire</b>	400	5 lb.	—
<b>Hazmat Suit, Nuclear</b>	400	5 lb.	—
<b>Holo-Tape, Blank</b>	15	—	—
<b>Holster, Hidden Carry</b>	35	0.5 lb.	qualified
<b>Holster, Pistol</b>	30	0.5 lb.	qualified
<b>Holster, Rifle</b>	40	1 lb.	qualified
<b>Ink (1 oz bottle)</b>	20	—	—
<b>Ink Pen</b>	2	—	—
<b>Jewellery (ring, necklace, etc)</b>	30+	—	experienced
<b>Jug or Pitcher</b>	1	4 lb.	qualified
<b>Ladder (10 feet)</b>	4	25 lb.	qualified
<b>Lighter</b>	10	—	experienced
<b>Lighter Fluid (125 ml tin)</b>	20	0.2 lb.	—
<b>Lock and Key</b>	20	1 lb.	master
<b>Magnifying Glass</b>	70	—	experienced
<b>Map, Old World: Road Atlas</b>	100	1 lb.	—
<b>Map, Old World: Tactical</b>	80	0.5 lb.	—
<b>Map, Wasteland</b>	40	0.3 lb.	qualified
<b>Mess Kit</b>	10	1 lb.	experienced
<b>Metal Detector</b>	300	2 lb.	—
<b>Mirror</b>	50	0.5 lb.	—
<b>Night Vision Goggles</b>	150	3 lb.	—
<b>Oil (flask)</b>	4	1 lb.	—
<b>Paper (sheet)</b>	1	—	qualified
<b>Perfume (vial)</b>	50	—	qualified
<b>Photographic Developer (bottle)</b>	70	2.3 lb.	—
<b>Pickaxe</b>	30	10 lb.	qualified
<b>Piton</b>	1	0.2 lb.	qualified
<b>Poison, Basic (vial)</b>	200	—	qualified
<b>Portable Stove</b>	90	1	—
<b>Pot, Steel</b>	5	3 lb.	—
<b>Quiver or Crossbow Bolt Case</b>	3	1 lb.	qualified
<b>Rope, Hemen (50 ft.)</b>	5	10 lb.	qualified
<b>Rope, Synthetic (50 ft.)</b>	20	5 lb.	—
<b>Sack</b>	1	0.5 lb.	qualified
<b>Scuba Fins (pair)</b>	60	0.5 lb.	—

## OTHER GEAR, CONTINUED

ITEM	COST	WEIGHT	COMPETENCY
<b>Set of Scales</b>	15	3 lb.	experienced
<b>Shovel</b>	5	5 lb.	qualified
<b>Sleeping Bag</b>	10	4 lb.	qualified
<b>Soap (bar)</b>	10	—	qualified
<b>Telescope</b>	200	1 lb.	—
<b>Tent, One-person</b>	4	15 lb.	qualified
<b>Tent, Two-person</b>	6	20 lb.	qualified
<b>Tinderbox</b>	1	1 lb.	qualified
<b>Tool Belt</b>	10	2 lb.	qualified
<b>Travel Case, 10 Lb.</b>	15	5 lb.	—
<b>Travel Case, 40 Lb.</b>	35	10 lb.	—
<b>Travel Case, 75 Lb.</b>	50	15 lb.	—
<b>Glass Vial, Beaker, or Test Tube</b>	20	—	qualified
<b>Walkie-Talkie</b>	150	1 lb.	—
<b>Waterskin</b>	1	5 lb.	qualified
<b>Wetsuit</b>	100	3 lb.	—
<b>Whetstone</b>	1	1 lb.	—
<b>Whistle</b>	10	—	qualified
<b>Zipline Pulley</b>	50	6 lb.	experienced

# OTHER GEAR

The descriptions and special rules associated with miscellaneous gear are listed below.

**35MM CAMERA.** As long as it has a power cell and an empty film, the camera can take still images. However, the images must be developed which requires an appropriate environment and photographic developer. Photography is a difficult and exceedingly expensive hobby in the wasteland.

**35MM FILM.** A roll of photographic film, good for 24 exposures.

**ACID.** As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.



**AIR COMPRESSOR.** An air compressor creates pressurised air and forces it into a storage tank such as an air cylinder. It can refill up to 6 cylinders with the energy provided by one power cell.

**AIR CYLINDER.** An air cylinder is designed for use with a self-contained breathing apparatus. It has a maximum use time of 90 minutes. Once emptied, an air cylinder can be replaced or refilled by either a larger tank or an air compressor.

**AIR CYLINDER, SCUBA.** As the air cylinder, except designed for use underwater. A SCUBA air cylinder is larger and filled with more compressed air. The use time depends on dive depth:

- ☢ At 40 feet or less, the maximum use time is 2 hours and 40 minutes.
- ☢ At 70 feet or less, the maximum use time is 1 hour and 30 minutes.
- ☢ When diving to 100 feet, the maximum use time is 1 hour.
- ☢ When diving to 130 feet, the maximum use time is 40 minutes.

In practice, a diver must allow adequate time to return to the surface, including possible decompression stops on the way up from greater depths.

**AUDIO RECORDER.** As long as it has a power cell, this hand-held device can record eight hours of audio from up to 10 feet away onto a recordable audio-tape, as well as play back audio on an inserted tape.

**AUDIO TAPE, BLANK.** A blank audio tape is required to record audio with an audio recorder.

**BINOCULARS.** Objects viewed through this pair of binoculars are magnified to twice their size.

**BRIEFCASE.** A briefcase can carry up to 5 lb. worth of gear. It has a cheap lock, but

it isn't very secure. It takes a DC 12 Dexterity (Thieves' Tools) to open it, or a DC 10 Strength check to break it.

**BLOCK AND TACKLE.** A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

**BOLT CUTTER.** Exceptionally heavy wire cutters. You can use them to make a Strength (Athletics) check to cut through padlocks (DC 15), chain link fences (DC 10), or similar.

**BOOK.** A surviving publication of the old world.

**CANDLES (SET OF 10).** For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

**CANTEEN.** A canteen holds 2 pints of water. It weighs 3 lb when full and 1 lb when empty.

**CARABINERS (SET OF 4).** A specialised type of shackle with a spring-loaded gate, useful for climbing and many other purposes.

**CASE, MAP OR CHART.** This case can hold up to ten sheets of paper or three folded maps.

**CHAIN.** A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

**CLIMBER'S KIT.** This kit includes pitons, carabiners, rope, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

**CLOTHES, OLD WORLD: BUNKER BUDDY SUIT.** A bunker buddy outfit is a jumpsuit bearing the number of one of the bunkers.

**CLOTHES, OLD WORLD: BUSINESS SUIT.** A



business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

**CLOTHES, OLD WORLD: CASUAL OUTFIT.**

Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

**CLOTHES, OLD WORLD: COLD WEATHER GEAR.**

This set of clothing made of insulating materials includes base layer (a long-sleeved under shirt, long johns), a mid-layer (a long-sleeved shirt, a sweater, and a pair of trousers), an insulating layer (a thick jacket), a fleece-lined windshell jacket, goggles, gloves, thick socks and boots, a snug hat, and either a scarf or neck gaiter. Some layers can be omitted depending on the severity of the weather. While wearing a complete set of cold weather gear you are immune to exhaustion caused by extreme cold, and you are resistant to cold damage. However, you have disadvantage on all Dexterity-based ability checks, saving throws, and all melee and ranged attack rolls.

**CLOTHES, OLD WORLD: COSTUME.** A costume intended for parties, resembling either a generic career, creature, or concept or specific character famous before the apocalypse.

**CLOTHES, OLD WORLD: COSTUME (SEXY).** As other costumes, but a lot skimpier.

**CLOTHES, OLD WORLD: COSTUME (MASCOT).** A bulky outfit in the shape of a pre-apocalyptic mascot. While wearing a mascot costume you have disadvantage on all Dexterity-based ability checks, saving throws, and all melee and ranged attack rolls, as well as any Strength-based ability check that involves gripping strength due to the costume's oversized gloves or paws.

**CLOTHES, OLD WORLD: FATIGUES.** Fatigues are rugged, comfortable, and provide lots

of pockets. They are printed in camouflage patterns: woodland, desert, winter (primarily white), urban (grey patterned), and black are available.

**CLOTHES, OLD WORLD: FORMAL OUTFIT.** From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions.

**CLOTHES, OLD WORLD: GHILLIE SUIT.** A loose mesh overgarment covered in strips of burlap in colours appropriate to a specific environment (usually woodland), to which other camouflaging elements can easily be added. While wearing a ghillie suit, you have a +10 bonus on Dexterity (Stealth) checks. However, you have disadvantage on all other Dexterity-based ability checks, saving throws, and all melee attack rolls due to the ghillie suit's bulk.

**CLOTHES, OLD WORLD: UNIFORM.** Uniforms are associated with a large number of pre-apocalypse careers, from the military to parking attendants.

**CLOTHES, OLD WORLD: WET WEATHER GEAR.** This set of waterproof and windproof clothing includes dungarees, a fleece-lined rain jacket, a pair of gloves, and rubber boots.

**COMPASS.** With this item you can always find magnetic North. You have advantage on Wisdom (survival) checks to avoid getting lost.

**CROWBAR.** Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

**DUCT TAPE.** A roll of durable tape useful for many purposes.

**FIRST AID KIT.** This kit contains plasters, bandages, gauze, dressings, safety pins, disposable sterile gloves, tweezers, scissors, cleansing wipes, sticky tape, a thermometer, painkillers and creams. A wastelander trained in Medicine can use a first aid kit can make a Wisdom



(Medicine) check to treat minor injuries and pains. The kit can also be used as an action to stabilise a creature that has 0 hit points without needing to make a Wisdom (Medicine) check to do so. A first aid kit can be used ten times, after which the first aid kit is expended and must be replaced.

**FISHING TACKLE.** This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

**FIRE EXTINGUISHER, ABC POWDER.** This portable apparatus uses a special powder to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-

by-10-foot area. It contains enough material for two such uses.

ABC Powder is effective against fires caused by burning materials, flammable liquids, and flammable gases, as well as electrical fires.

**FIRE EXTINGUISHER, AFFF FOAM.** This portable apparatus uses a coating of foam to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area. It contains enough material for two such uses.

AFFF Foam is effective against fires caused by burning materials and flammable liquids.



**FIRE EXTINGUISHER, CARBON DIOXIDE.** This portable apparatus uses carbon dioxide to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area. It contains enough material for two such uses.

Carbon dioxide is effective against fires caused by flammable liquids, as well as electrical fires.

**FIRE EXTINGUISHER, WATER.** This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area. It contains enough material for two such uses.

Water is effective against fires caused by burning materials.

**FIRE EXTINGUISHER, WATER MIST.** This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area. It contains enough material for two such uses.

ABC Powder is effective against fires caused by all kinds of fires.

**FIRE EXTINGUISHER, WET CHEMICAL.** This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area. It contains enough material for two such uses.

Wet chemical is effective against fires caused by burning materials and oils, fats, and grease.

**FLASH GOGGLES.** These eye coverings provide total protection against blinding light.

**FLASHLIGHT.** As long as it has a power cell this flashlight casts bright light in a 60-foot cone and dim light for an

additional 60 feet.

**FLASHLIGHT, ILLUMINATOR.** As long as it has a power cell this flashlight casts bright light in a 60-foot cone and dim light for an additional 60 feet. It can be attached to most pistols and rifles without occupying a modification slot.

**FLASHLIGHT, TACTICAL.** As long as it has a power cell this flashlight casts bright light in a 75-foot cone and dim light for an additional 75 feet.

**GAS MASK.** This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. Changing a filter is a move action.

**GAS MASK FILTER CANISTER.** The filter canister allows a gas mask to function for 12 hours.

**HANDCUFFS.** These restraints can bind two limbs of a Small or Medium creature, assuming an appropriate body structure. Escaping the handcuffs requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of handcuffs comes with one key. Without the key, a creature proficient with thieves' tools can pick the handcuffs' lock with a successful DC 20 Dexterity check. Handcuffs have 15 hit points.

**HAZMAT SUIT.** This is a completely enclosed garment with a self-contained breathing apparatus designed for use with an air canister. A hazmat suit's purpose is to fully protect the wearer from one kind of environmental hazard. You can't wear a hazmat suit over armour or a helmet. While wearing it you have immunity to a specific type of damage and automatically succeed at certain related saving throws (see the descriptions of specific hazmat suits). In addition to the suit's other benefits, the breathing apparatus provides the same



advantages as a gas mask, providing total protection from eye and lung irritants. However, you also have disadvantage on all Dexterity-based ability checks, saving throws, and all melee and ranged attack rolls.

When you're hit by a piercing or slashing melee or ranged attack, there's a risk that your hazmat suit will be damaged. Roll 1d6.

- ☢ On a result of 3-6 your hazmat suit is undamaged by the attack and you are immune as normal.
- ☢ On a 1-2, your hazmat suit is damaged. From this attack onward until repaired, the damaged hazmat suit grants resistance to damage and advantage on saving throws, but not full immunity.

**HAZMAT SUIT, BIOLOGICAL.** This type of hazmat suit is fully sealed and overpressurised to prevent biological contamination. While wearing a biological hazmat suit you are immune to poison damage and you automatically succeed any saving throw to avoid becoming poisoned, catching a sickness, or acquiring a disease.

**HAZMAT SUIT, CHEMICAL.** This type of hazmat suit is constructed with barrier materials designed to prevent chemical contact. While wearing a chemical hazmat suit you are immune to chemical damage and you automatically succeed any saving throw to avoid becoming poisoned or otherwise harmed by chemical fumes.

**HAZMAT SUIT, NUCLEAR.** This type of hazmat suit is lined with radiation shielding materials. While wearing a nuclear hazmat suit you are immune to radiation damage and you automatically succeed any saving throw to avoid other consequences of contact with radiation,

though you must still make Damage Rad Saves and Sustainance Rad Saves as normal when you rest, if applicable to you.

**HAZMAT SUIT, FIRE.** This type of hazmat suit is made from insulating and reflective materials. While wearing a fire hazmat suit you are immune to fire damage and you automatically succeed any saving throw to avoid the consequences of extreme heat or smoke inhalation.

**HOLO-TAPE, BLANK.** A blank holo-tape can store data files or a program. It is can written to or read by a computer.

**HOLSTER, HIDDEN CARRY.** This holster is designed to carry a one-handed pipe gun, ballistic pistol, or energy pistol in a concealed location (generally under the armpit). A creature trying to ascertain if you're armed has disadvantage on Perception checks to notice your weapon while it's holstered, but not to Investigation checks to inspect you more closely.

**HOLSTER, PISTOL.** This holster is designed to carry a one-handed pipe gun, ballistic pistol, or energy pistol. It's worn at the hip.

**HOLSTER, RIFLE.** This holster is designed to carry any two-handed ranged weapon other than a heavy weapon or a simple weapon. It's worn across the back.

**LOCK AND KEY.** A solid lock with a single key. It takes a DC 20 Dexterity (Thieves' Tools) check to open it.

**LIGHTER.** A handheld device that can produce a small flame while it has fluid and a wick remaining. 125 ml of fluid lasts roughly a month if the lighter is in regular use.

**MAP, OLD WORLD: ROAD ATLAS.** This map shows all the major roads across the country, along with the surrounding geography. While those roads are in a state of extreme disrepair, the maps are still useful for planning long journeys. They are



often annotated by previous owners, marking important changes they discovered in their travels.

**MAP, OLD WORLD: TACTICAL.** This map shows a small area, typically a few miles on a side, in exacting detail. Of course, those details were accurate before the apocalypse, but even when a map is no longer current much of the information on it still holds true. They are often annotated by previous owners, marking important changes they discovered in their explorations.

**MAP, WASTELAND.** Hand-drawn by a wasteland explorer, this map lacks the exceptional detail of an old world map and its scale shouldn't be trusted. However, as long as you're not looking for incredible detail and the map is relatively recent, it generally reflects what a traveller is actually likely to find.

**MAGNIFYING GLASS.** This lens allows a closer look at small objects. It is also useful when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

**MESS KIT.** This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

**METAL DETECTOR.** As long as it has a power cell, this handheld device provides a +10 bonus to all Intelligence (Investigation) checks involving metal.

**NIGHT VISION GOGGLES.** While wearing the goggles, you have darkvision out to 120 feet.

**OIL.** Oil usually comes in a flask that

holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

**PHOTOGRAPHIC DEVELOPER.** A 1 litre bottle of fluid used to develop photographs.

**POISON, BASIC.** You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

**PORTABLE STOVE.** This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

**QUIVER OR CROSSBOW BOLT CASE.** A quiver can hold up to 20 arrows. Likewise, a crossbow bolt case can hold up to 20 bolts.

**ROPE.** Rope, whether made of hemp or synthetic material, has 2 hit points and can be burst with a DC 17 Strength check.

**SET OF SCALES.** A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods,



to help determine their worth.

**TELESCOPE.** Objects viewed through this old telescope are magnified to three times their size.

**TINDERBOX.** This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch – or anything else with abundant, exposed fuel – takes an action. Lighting any other fire takes 1 minute.

**TOOL BELT.** This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

**WALKIE-TALKIE.** As long as it has a power cell, this hand-held radio transceiver can be used to communicate with any similar device operating on the same frequency out to a range of 15 miles. It can be programmed with twenty predefined frequencies.

**WATERSKIN.** A waterskin holds 4 pints of water. It weighs 4 lb when full and 1 lb. when empty.

## POWER SUPPLY

Some items in *WASTELAND WARES* require one of the portable power supplies shown on the *POWER SUPPLIES* table.

POWER SUPPLIES		
DEVICE	COST	WEIGHT
Power Cell	50	—
Power Core	200	4 lb.

## CROPS & LIVESTOCK

The nascent civilisation developing in the wasteland can't survive on salvaged tinned foods alone. Agriculture is a very important industry, even if the crops and livestock are not quite as they once were! The *CROPS AND LIVESTOCK* table gives prices for various seeds and animals.

**GUARD DOG.** Use the game stats of a mastiff, but add resistance to radiation damage or warp damage.

**MUTANT CATTLE.** If available, use the stats for a cow (appears in the 5e book

### CROPS AND LIVESTOCK

ITEM	COST
<b>CROPS (PER POUND OF SEEDS)</b>	
Irradiated/Warped Barley	4
Irradiated/Warped Carrots	60
Irradiated/Warped Cauliflowers	35
Irradiated/Warped Oats	7
Irradiated/Warped Maize	5
Irradiated/Warped Peas	11
Irradiated/Warped Potatoes	5
Irradiated/Warped Rice	12
Irradiated/Warped Squashes	45
Irradiated/Warped Tomatoes	85
Irradiated/Warped Turnips	8
Irradiated/Warped Wheat	6
<b>CROPS (PER POUND OF SEEDS)</b>	
Guard Dog	100
Mutant Chicken	40
Mutant Cattle	400
Mutant Cattle, Bull	1200
Mutant Goat	200
Mutant Goat, Wether	600
Mutant Goat, Giant	3000
Mutant Horse	2000
Mutant Horse, Stallion	6000
Mutant Pig	300
Mutant Pig, Boar	900

with the acronym **VGTM**), replacing the gore action with a hooves attack that deals the same damage. Add immunity to radiation damage and the **radsick** condition or warp damage and the **warpsick** condition.

**MUTANT CATTLE, BULL.** If available, use the stats for a cow (appears in the 5e book with the acronym **VGTM**). Add immunity to radiation damage and the **radsick** condition or warp damage and the **warpsick** condition.

**MUTANT GOAT.** Use the stats for a goat. Add immunity to radiation damage and the **radsick** condition or warp damage and the **warpsick** condition.

**MUTANT GOAT, GIANT.** Use the stats for a giant goat. Add immunity to radiation damage and the **radsick** condition or warp damage and the **warpsick** condition.

**MUTANT HORSE.** Use the stats for a riding horse or draft horse. Add immunity to radiation damage and the **radsick** condition or warp damage and the **warpsick** condition.

**MUTANT HORSE, STALLION.** Use the stats for a war horse.

**MUTANT PIG.** If available, use the stats for a pig (appears in the 5e book with the acronym **SKT**). Add immunity to radiation damage and the **radsick** condition or warp damage and the **warpsick** condition.

**MUTANT PIG, BOAR.** Use the stats for a boar. Add immunity to radiation damage and the **radsick** condition or warp damage and the **warpsick** condition.

## SERVICES

Even in the wasteland, commerce thrives. The **SERVICES** table (page 120) shows typical costs to employ someone to perform a service or labour on your behalf.

**COMPANION.** When wastelanders crave emotional support or physical contact, they can pay a visit to a companion.

**COURIER.** A courier is an individual who can safely traverse the wasteland. Through a combination of skill and luck a courier is able to avoid or defend themselves against most threats and bring their delivery safely to its intended recipient. Of course, their competence and willingness to brave all the dangers the wasteland has to offer comes with a steep cost.

**DOCTOR.** Doctors of varying skill can be found in most major settlements. Some even travel, bringing desperately needed medical care to smaller settlements. The fees listed are typical but not a certainty.

**EDUCATOR.** Learned folk willing to share their specialist or general knowledge for a fee can be found in most larger settlements. Some educators travel circuits of smaller settlements. Their occasional visits are the closest thing locals have to proper schooling.

**ENTERTAINER.** Musicians, comedians, singers, and other performers are highly valued by bars and gambling dens looking to beat out the competition, so a talented entertainer can make a good living.

**MESSENGER.** Compared to the veteran couriers messengers aren't interested in the jobs that involve extreme danger and great distances, though a few of them might be future couriers in the making. Many messengers don't even travel, content to run messages from one end of a settlement



to another for a small fee. When they do carry messages between settlements a messenger limits their scope of activity to a small number of nearby places with relatively safe routes between them. Even so, travel alone can be exceptionally dangerous for an unskilled person. The messenger usually wait until a merchant caravan is headed that way and tag along for mutual safety, so a courier is a better choice for an urgent delivery.

**POST OFFICE.** Some settlements have a post office through which couriers and messengers can conduct their business. A customer simply takes their parcel to the post office, which has a number of local couriers on retainer and can find a courier to match the customer's needs based on price point and courier availability. The agreed fee is paid to the post master, who makes all the arrangements with the courier (taking a small commission from the the courier's profit). A courier can also be requested to deliver a parcel to a post office rather than an individual. If so, the post office holds the parcel for its eventual recipient and sends a messenger to notify them when the parcel arrives. The post office charges a small amount for the holding service, though they may add additional fees or simply get rid of the parcel in any way they see fit if the addressee fails to collect in good time. All in all, post offices are convenient for customers. They also help couriers find work—instead of advertising their services all over town, all a courier need do after arriving in a settlement is head to the local post office.

## SERVICES

SERVICE OFFERED	COST
<b>COMPANION (PER HOUR)</b>	
Standard	15
Luxury	30
<b>COURIER (PER DELIVERY)</b>	
Within 30 miles (48 km)	100
Within 100 miles (161 km)	300
Within 330 miles (531 km)	1000
Extreme hazard pay	×2
Post Office holding fee	10
<b>CRAFTING AND REPAIR</b>	
Refer to the crafting guidance in New Rules.	
<b>DOCTOR (PER VISIT)</b>	
Standard consultation fee	5
Medicinal treatment	1.25 × chem
Patch wounds	100
Surgery	300
Cybernetic surgery	500 + cybernetic
<b>EDUCATOR (PER DAY)</b>	
Tutor	35
<b>ENTERTAINER (PER SHOW)</b>	
Unknown Artist	20
Locally Famous	30
Regionally Famous	50
<b>LABOURER (PER DAY)</b>	
Unskilled Labour	12
Skilled Labour	30
Employee (Retail)	15
Employee (Servant)	20
<b>MESSENGER (PER DELIVERY)</b>	
Within settlement	5
Between two nearby settlements	30
<b>POST OFFICE</b>	
Commission (per courier job arranged through Post Office)	5% of courier's earnings
Parcel holding fee (per week)	10
<b>OTHER SERVICES</b>	
Barber (per haircut)	10



# TRINKETS

The *TRINKETS* table presented here is an alternative to the one in the core rules. It provides trinkets that are better suited to a post-apocalyptic setting.

## TRINKETS

D100 ROLL	TRINKET
1	The shrunken head of a feral rotter.
2	A holo-tape of someone's dictated last will and testament.
3	A charm made from a fellbeast's knucklebone.
4	A battered and well-thumbed issue of Jiggle! Monthly magazine.
5	A silver locket engraved with the initials "AD".
6	A souvenir magnet of Atom Lad, Atom Cola's company mascot.
7	A crude map inked onto a strip of ogre's skin leather.
8	A battered issue of the Paladins of Atom comic.
9	A hand-written fan script for a radio play.
10	A sealed pack of Atom Cola branded playing cards.
11	A metal toy soldier with chipped paint.
12	A collectable baseball with a faded, illegible signature.
13	A battered issue of Heroes and Handcuffs magazine.
14	A dirty teddy bear in a little lab coat.
15	A Space Race board game with three of the original player tokens missing.
16	A pair of plastic "X-Ray Specs" that don't seem to do the job advertised.
17	A necklace of razorgecko teeth.
18	A snow globe of a major pre-apocalyptic city.
19	A grisly amulet made of rat teeth, claws, and whiskers.
20	A false eyeball on a neck chain.
21	A fancy hairbrush with a pretty floral pattern painted in gold.
22	A holo-tape containing the personality program of a CompCo Securibot.
23	A hookbird's wing, preserved and kept in a plain wooden box.
24	A flip lighter featuring the flag of a pre-apocalyptic nation.
25	A tarnished silver coin with two head faces.
26	A used roll of 35mm camera film that has yet to be developed.
27	A battered issue of Socialite! magazine.
28	A holo-tape journal written entirely in code.
29	A battered issue of the Dark Revenger comic.
30	A heavily creased pre-apocalyptic photograph of a ragdoll cat.
31	A tobacco tin featuring an embossed CompCo Butlerbot.
32	A battered issue of Master At Arms magazine.
33	A stoppered bottle containing dark yellow liquid, labeled "Peryton Urine - Aphrodisiac".
34	A leather belt made from hide of an ahoor.
35	A tattered, doodle-covered copy of the book, <i>The Modern Conservative</i> .

## TRINKETS, CONTINUED

D100 ROLL	TRINKET
36	An empty Atom Cola branded lunchbox.
37	A carefully folded and preserved copy of a pre-apocalyptic newspaper.
38	An Atom Cola banded bottle opener on a key chain.
39	A safe deposit key to an box in an unknown bank.
40	A Sammy the Space Squirrel plush toy, unevenly re-stitched in several places.
41	A broken holo-tape with the label "Private Memories".
42	A battered and well-thumbed issue of Fetish Fortnightly magazine.
43	A slightly bent fork made of pure silver.
44	A battered issue of Winning Wheels magazine.
45	A broken collectible model of a CompCo Securibot.
46	A well-preserved codebook in a foreign language of your choice.
47	A china tea set with a chip in in one of the cups.
48	A battered issue of the Cearul of Tír na nÓg comic.
49	A dogtag belonging to someone called Paladin Cole.
50	A stainless teel eyelash curler.
51	A battered issue of Fisticuffs Fortnightly magazine.
52	A jar containing the pickled intestines of a feral rotter.
53	A battered issue of the Warship Woman comic.
54	A dented coffee tin containing radbat guano.
55	A heavily thumbed and blood spattered copy of the Wasteland Wanderer's Guidebook.
56	A King, Queen, and Rook from a chess set, all carved from ivory.
57	A heavily creased pre-apocalyptic photograph of a Pekingese dog.
58	An Atom Cola branded plastic child's watch, its colour faded from red to pink.
59	An ugly purple plastic toy alien.
60	A battered copy of the S.A.S. Survival Guide.
61	A battered issue of Binary Choice magazine.
62	An Atom Cola branded plastic big gulp cup.
63	One page of a longer musical score, signed by the composer with their first initial, "E".
64	A battered issue of Grand Designs magazine.
65	A tiny model ship impossibly trapped in a 50cl whiskey bottle.
66	A plastic baseball bat with the words "talking stick" scrawled on it in permanent marker.
67	A heavily thumbed and weirdly stained copy of the book So You've Survived The Apocalypse.
68	A dented and torn copy of the book Queensberry Rules for Dummies.
69	A battered issue of the Dirk Douglas in the Thirty-Third Dimension comic.
70	A shot glass frosted with the logo of a company called LifeTech.
71	A battered issue of The General Practitioner magazine.
72	A decorative bowl carved from a human skull cap bone.
73	A plush sloth toy with a torn leg, that is heavier than it looks.
74	A broken collectable model of a Selby Securities Protectorbot.
75	An empty box featuring an image of a young boy performing a nuclear experiment, labelled "U-238 Atomatoys Energy Laboratory Kit".
76	A stainless steel icecream scoop.
77	A necklace made from pieces of polished peryton horn.
78	A small jar filled with powdered abomination's bone.
79	A Nuke-lele branded ukulele painted with an atomic explosion. Two strings are missing.
80	A colourfully stained copy of The Bumper Book of Science.



## TRINKETS, CONTINUED

D100 ROLL	TRINKET
81	A battered issue of Hair Highlights magazine.
82	A creased pre-apocalyptic boudoir photograph of an attractive redhead signed "To Sweetums".
83	A sheet of Dark Revenger water transfers.
84	A Paladins of Atom branded plastic decoder ring.
85	A battered copy of Modern Scientist magazine.
86	A jar of athlete's foot powder, actually laundry detergent and powdered spider venom gland.
87	A preserved but tatty nuklion's tail.
88	A battered issue of Think Ink magazine.
89	A battered postcard of paradise, from "Wilma" to "June". Reads: "wish you were here".
90	A chipped wooden yo-yo.
91	A battered issue of Scout's Honour magazine.
92	The hemispherical cap of a mini nuke.
93	A battered issue of the Indium Wolf comic.
94	A cloth pouch containing seven various-sided polyhedral dice made of colourful plastic.
95	A small tin containing an assortment of mixed buttons.
96	A highlighted and tabbed copy of the Ogres and Oubliettes Player's Handbook.
97	An ogre femur carved with tribal markings.
98	The front leg of a mechanical horse toy.
99	An unopened bottle of bubble blowing fluid.
100	A cracked, empty chemical canister marked with the letters "A.E.V".



# CYBERNETICS

Many wastelands assume a pre-apocalyptic level of technology that makes advanced prosthetics, known as cybernetics, plausible. Such cybernetics can still sometimes be found, or sometimes built by genius engineers, and a few wasteland doctors are skilled enough to perform cybernetic surgery.

Wastelanders might receive cybernetics after an injury, or they might choose to undergo the surgery in order to gain access to the benefits a cybernetic provides.



## PROSTHETICS

When cybernetics that grant fanciful new powers to those who possess them exist, then it stands to reason that advanced prosthetics that merely replicate a person's usual capability should also exist. Such prosthetics function equally well compared to flesh and blood body parts. They also don't count as cybernetics for the purposes of occupying cybernetic body slots.

### STARTING WITH PROSTHETICS

At the player's option, their wastelander can start the game with one or more artificial limbs, eyes, or other body parts. There is normally no currency cost associated with this choice: the price is assumed to be paid before the campaign begins unless the player is interested in the roleplaying complications of a debt yet unpaid.

### ACQUIRING PROSTHETICS IN-GAME

Prosthetics can be received during the campaign. These do involve a cost: 500 currency plus the price of surgery. However, the Guide should always find a way for a wastelander to receive prosthetics when they can't currently afford it. Perhaps a patron helps them out, or the surgeon asks them to complete a task as payment.

### PROSTHETICS & COMPLICATIONS

Prosthetics aren't subject to surgery complications.

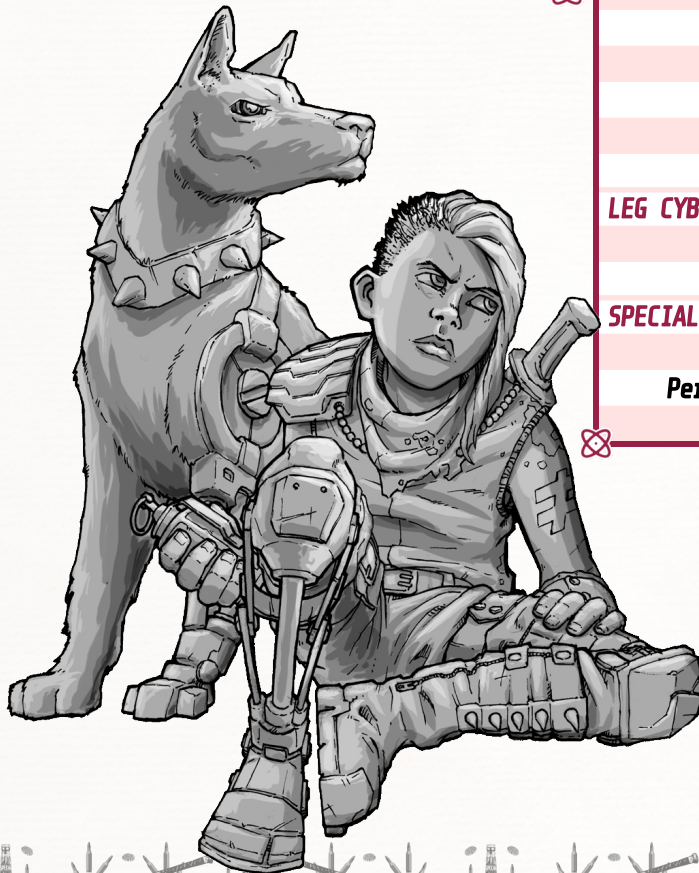
# BODY SLOTS

Similarly to armour pieces and mods, cybernetics can occupy any of the following six cybernetic body slots: head, chest, left arm, right arm, left leg, and right leg. A wastelander may have only one cybernetic occupying a slot at a time.

The principle of body slot equivalency for non-humanoid characters also applies to cybernetics, as shown in the **Body Slot Equivalency** table. Even robots can install cybernetics: they simply call them upgrades instead! Upgrades might be to hardware, software, or a combination of the two.

## BODY SLOT EQUIVALENCY

BIPED	QUADRUPED	NON-BIPEDAL ROBOT
Head	Head	Sensory Systems
Chest	Body	Chassis
Left Arm	Left Foreleg	Left Module
Right Arm	Right Foreleg	Right Module
Left Leg	Left Hindleg	Left Propulsion System
Right Leg	Right Hindleg	Right Propulsion System



## CYBERNETICS/UPGRADES

CYBERNETIC	COST
<b>PROSTHETICS (ANY)</b>	
During character creation	free
During the campaign	500
<b>ARM CYBERNETICS/UPGRADES</b>	
Cybernetic Arm	3000
.45 Gun Arm	14000
10mm Gun Arm	8000
Crooked Arm	10000
Dexterous Arm	4500
Larcenous Arm	5000
Strong Arm	6000
Sword Arm	5000
Syringe Gun Arm	10000
WristComp Arm	25000
<b>CHEST CYBERNETICS/UPGRADES</b>	
Adrenal Implant	3000
Agility Implant	4000
Cybernetic Lungs	6000
Endurance Implant	4000
Rad Scrubber	12000
Regenerative Implant	600
Sustenance Derivation Enhancer	3000
<b>HEAD CYBERNETICS/UPGRADES</b>	
Cat Eyes	20000
Charisma Implant	4000
Communications Implant	2000
Intelligence Implant	4000
Perception Implant	4000
Telescopic Eye	10000
Telescopic Eye, Night Vision	15000
Telescopic Eye, Recon	18000
<b>LEG CYBERNETICS/UPGRADES</b>	
Cybernetic Leg	3000
Powerful Legs (pair)	12000
<b>SPECIAL CYBERNETICS/UPGRADES</b>	
Concealed Compartment	2000
Personal Stealth Field Generator	4000
Sub-Dermal Armour	4000

# AVAILABLE CYBERNETICS

Cybernetics and robot upgrades aren't commonly available to purchase. If player wastelanders get the opportunity to do so, the costs of cybernetics (or upgrades) are given in the **CYBERNETICS/UPGRADES** table (page 125). Any special rules associated with each cybernetic are given in the appropriate list for its type, below. A small handful of cybernetics occupy more than one type of body slot or no slot. These are listed in the Special Cybernetics category.

## ARM CYBERNETICS

The following cybernetics or upgrades can be applied to the two arm (or equivalent) slots only.

**CYBERNETIC ARM.** This cybernetic grants a +2 bonus to Strength ability checks that rely on arm strength, as well as Dexterity ability checks in which you need a steady hand. If you have two cybernetic arms, you have advantage instead of a static bonus (though this grants you a +5 bonus to passive checks, as normal).

**.45 GUN ARM.** This cybernetic has the advantages of a cybernetic arm. In addition, it has an embedded gun capable of firing .45 rounds. The gun deals 2d8 piercing damage, has a range of 50/150, and has the reload property. It is fed using 20 round magazines, for which your arm includes a slot. This weapon cannot be modified. The embedded gun is relatively obvious, but you can attempt to conceal it provided you remove the magazine from your

arm.

Because it's part of your arm, the .45 gun arm remains useful in melee. When you attack an adjacent you with your gun arm, you ignore the disadvantage that usually applies when a hostile creature is within 5 feet of you.

**10MM GUN ARM.** This cybernetic has the advantages of a cybernetic arm. In addition, it has an embedded gun capable of firing 10mm rounds. The gun deals 2d6 piercing damage, has a range of 50/150, and has the reload property. It is fed using 12 round magazines, for which your arm includes a slot. This weapon cannot be modified. The embedded gun is relatively obvious, but you can attempt to conceal it provided you remove the magazine from your arm.

Because it's part of your arm, the 10mm gun arm remains useful in melee. When you attack an adjacent you with your gun arm, you ignore the disadvantage that usually applies when a hostile creature is within 5 feet of you.

**CROOKED ARM.** This cybernetic has the advantages of a cybernetic arm. In addition, it contains a digital pick, a miniaturised computer capable of wirelessly hacking electronic locking mechanisms. You can activate the digital pick as an action. It makes an Intelligence (Hacking) check with a bonus of +6 against the nearest electronic lock. On a success, the lock opens after one minute (the time taken by the digital pick to find the correct sequence). If the pick fails, it may attempt to bypass the lock again once a minute has passed provided it hasn't tripped a security measure.

**DEXTEROUS ARM.** This cybernetic has the advantages of a cybernetic arm but is especially designed to assist with fine control. Your bonus to Dexterity ability



checks requiring a stand increases to +5.

**LARCENOUS ARM.** This cybernetic has the advantages of a cybernetic arm. In addition, it contains a complete set of lockpicks.

**Strong Arm (6,000 c).** This cybernetic has the advantages of a cybernetic arm. In addition, it can be used to make unarmed attacks that deal 4 bludgeoning damage. If the character is already capable of dealing more than 1 damage with their unarmed strikes, they instead deal +3 bludgeoning damage.

**SWORD ARM.** This cybernetic has the advantages of a cybernetic arm. In addition, you have a telescopic blade hidden within your forearm. You can draw it or conceal it as a bonus action. While drawn, it is a finesse weapon that deals 1d8 piercing damage. This weapon cannot be modified. If you are searched by a creature, it must know or suspect the presence of the concealed sword to be able to find it, and it has disadvantage on its check.

**SYRINGE GUN ARM.** This cybernetic has the advantages of a cybernetic arm. In addition, it has an embedded gun capable of firing syringes designed for a syringe rifle. The gun has a range of has a range of 40/120, and has the loading property. This weapon cannot be modified. The embedded gun is relatively obvious, but you can attempt to conceal it provided you remove the magazine from your arm.

Because it's part of your arm, the syringe gun arm remains useful in melee. When you attack an adjacent you with your gun arm, you ignore the disadvantage that usually applies when a hostile creature is within 5 feet of you.

**WRISTCOMP ARM.** This cybernetic has the advantages of a cybernetic arm. It also has a built-in WristComp.

## CHEST CYBERNETICS

The following cybernetics or upgrades can be applied to the chest (or equivalent) slot only.

**ADRENAL IMPLANT.** The implant stimulates epinephrine production. You have advantage on saving throws against exhaustion, not including sustenance saves.

**AGILITY IMPLANT.** The implant improves your response time and coordination. Your Dexterity score increases by +4, and your maximum Dexterity increases to 24.

**CYBERNETIC LUNGS.** Your lungs are replaced, allowing you to breathe in conditions that would otherwise be harmful, such as intense smoke and clouds of gas. You are immune to poison damage from sources that should not be inhaled, though you are still at risk from sources that can be absorbed through contact.

**ENDURANCE IMPLANT.** The implant provides energy, increasing your resilience to physical hardship. Your Constitution score increases by +4, and your maximum Constitution increases to 24.

**RAD SCRUBBER.** The implant allows you to drink irradiated water as though it were purified.

**REGENERATIVE IMPLANT.** The implant stimulates the production of various white blood cells, increasing your healing capacity. As long as you have more than 0 hit points, you recover 1 hit point at the beginning of each of your turns. When you are unconscious, the time until you regain consciousness is halved.

**SUSTENANCE DERIVATION ENHANCER.** The implant causes each meal you eat to be treated as two meals. In addition, consuming a meal recovers 2d8 hit points, up to once per short rest and no more than 3 times per 24 hours.





# HEAD CYBERNETICS

The following cybernetics or upgrades can be applied to the head (or equivalent) slot only.

**CAT EYES.** This implant replaces both of a character's eyes with artificial eyes that grant night vision. You gain Darkvision out to a range of 120 feet.

**CHARISMA IMPLANT.** The implant improves your eloquence. Your Charisma score increases by +4, and your maximum Charisma increases to 24.

**COMMUNICATIONS IMPLANT.** This implant is embedded in your throat. With practice, you can communicate silently with allies via radio frequency.

**INTELLIGENCE IMPLANT.** The implant stimulates connections made by your brain. Your Intelligence score increases by +4, and your maximum Intelligence increases to 24.

**PERCEPTION IMPLANT.** The implant makes it easier to access subconscious realisations, letting you discover important clues that would previously have been hidden among the incredible amount of information you absorb every second. Your Wisdom score increases by +4, and your maximum Wisdom increases to 24.

**TELESCOPIC EYE.** This cybernetic replaces one of your eyes. With the other eye closed, you can magnify what you see with the telescopic eye. You can use the telescopic eye in combat to gain the advantages of a scope with a ranged weapon that lacks its own out to a range of 120 feet.

**TELESCOPIC EYE, NIGHT VISION.** This version of the telescopic eye has a night vision mode. When you close the other eye and magnify your vision through the telescopic eye, you also gain the benefits

of a night vision scope out to a range of 120 feet.

**TELESCOPIC EYE, RECON.** This version of the telescopic eye has a recon mode. When you make a ranged weapon attack against a creature the target is tagged. You know where the target is, even when they're concealed or behind cover. If the target moves more than 120 feet away, they're no longer tagged.



## LEG CYBERNETICS

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The following cybernetics or upgrades can be applied to the two leg (or equivalent) slots only.

**CYBERNETIC LEG.** This cybernetic grants a +2 bonus to Strength ability checks that rely on your legs, as well as Dexterity ability checks to do with speed and balance. If you have two cybernetic legs, you have advantage instead of a static bonus (though this grants you a +5 bonus to passive checks, as normal).

**POWERFUL LEGS (PAIR).** This cybernetic occupies both of your leg slots. You have a pair of physically powerful cybernetic lower limbs. Your movement speed increases by 10 feet. The distance you can jump horizontally is 10 feet more than normal, while the distance you can jump vertically is 5 greater than normal.

## SPECIAL CYBERNETICS

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The cybernetics in this category occupy multiple slots or none.

**CONCEALED COMPARTMENT.** Some cybernetic arms and legs are designed to include a small hidden space for smuggling an object. It can contain a palm-sized item. If you are searched by a creature, it must know or suspect the presence of a concealed compartment to be able to find the item, and it has disadvantage on its check.

This is a modification for arm or leg cybernetics. You can have one concealed compartment per cybernetic, but it must be applied during the construction of the cybernetic. Existing cybernetics can't be modded.

**PERSONAL STEALTH FIELD GENERATOR.** This cybernetic resides in your chest, but is also directly wired to your brain. It occupies both your chest and head cybernetic slots. Once per short rest, you can generate a Stealth Field as a bonus action. You become **invisible** for 30 seconds (5 rounds).

The long term effects of Stealth Field exposure are not understood, so you may be at risk of strange mutations and side-effects down the line. This is a potential story hook and requires your approval. If you're willing to experience side effects, their nature is left to the Guide's discretion.

**SUB-DERMAL ARMOUR.** You have a thin layer of subcutaneous protective plating all over your body. It occupies no cybernetic slots. You reduce incoming Bludgeoning, Piercing, and Slashing damage by 3.

## PERFORMING SURGERY

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Given the costs associated with getting cybernetic surgery, the default assumption is that a surgeon with Qualified competence or better in all three of Medicine, Science, and Surgeon's Tools automatically succeeds at the surgery. No one else would dare risk the surgery. The only consequence of surgery is that the patient needs to spend 3d6 days recuperating.

If your group agrees to the possibility of complications arising during and after surgery, then the surgeon must make a series of checks (see Risks of Cybernetics, below).



# RISKS OF CYBERNETICS

Surgery usually entails a degree of risk, especially when performed by wasteland doctors in less than ideal operating theatres, or when the cybernetic itself is a jury-rigged thing that never went through any approved quality assurance process. Some groups may wish to introduce the prospect of complications arising during surgery or after a cybernetic is attached. These rules are strictly optional. Your players may not wish to deal with the added complexity, and for some players surgical complications might be the source of trauma. Discuss this rule with your group, or sound out their interest in or issues with the topic by way of your safety tools.

If your group is okay with the possibility of complications, then the surgeon must make the following ability checks.

## CYBERNETIC KNOWLEDGE CHECK

The surgeon first makes an Intelligence (Science) check. This represents how well they understand the cybernetic technology they're installing and how it's intended to interact with the patient's body. Unless under unusual pressure the surgeon may choose to use their passive check result, which is 10 + their Science skill modifier.

The result of this check generates two values, as shown on the *CYBERNETIC SURGERY CHECKS* table.

## CYBERNETIC SURGERY CHECKS

RESULT	SURGERY DC MODIFIER	POST-SURGERY COMPLICATION CHANCE
1 or less	-8	+40%
2-4	-5	+30%
5-8	-2	+20%
9-11	+0	+10%
12	+0	+0%
13-15	+0	-10%
17-20	+2	-20%
21-24	+5	-30%
25 or more	+8	-40%

- The surgery DC modifier is a bonus or penalty, which applies to the DC of the later Dexterity (Surgeon's Tools) check.
- The post-surgery complication chance is given as a positive or minus percentage value, and either increases or decreases the chance that something goes wrong after the cybernetic is attached.

## SURGERY CHECK

Second, the surgeon makes a Dexterity (Medicine) check to determine their performance on the surgery itself. They have advantage on this check if they're proficient in Surgeon's Tools.

The DC of the surgery is 15 assuming it is performed in an appropriate environment with adequate if not ideal tools. The Guide may modify the DC to reflect other circumstances. The DC also increases or decreases by an amount equal to the Surgery DC Modifier generated during the surgeon's Cybernetic Knowledge check.

## FAILURE

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On a failed check, a complication arises.

### FAILURE BY 1-4

If the surgeon fails to meet the target DC by less than 5, then the complication is serious but not deadly if quickly resolved. They're forced to abort the surgery and the cybernetic remains unattached. Assuming the cybernetic was intended to replace an existing body part, not a missing body part, the patient still has the use of that body part. The recovery time from the surgery is 3d6 days. Most NPC surgeons won't risk attempting the same surgery twice, so the patient will likely have to seek help elsewhere if they still need or want the cybernetic.

### FAILURE BY 5-9

If the surgeon fails to meet the target DC by 5 or more the complication is severe. The patient is immediately reduced to 0 hit points and is dying. The dying patient makes their death saving throws with advantage because of the efforts of the surgeon trying to save them. If the patient survives, the cybernetic remains unattached. Assuming the cybernetic was intended to replace an existing body part, not a missing body part, the patient still has the use of that body part. The recovery time from the surgery is 3d6 days. No NPC surgeon dares to attempt the surgery again after botching it so badly the first time, and they may be unwilling to perform any surgeries at all for the same patient.

### FAILURE BY 10 OR MORE

As failure by 5-9, but the patient receives an appropriate injury taken from the optional Injuries rule in chapter 9 of 5e's core rulebook, the *DMG*.

### ON A NATURAL 1

A natural 1 (when the number rolled on the d20 is a "1") normally has no effect on ability checks. This remains true for surgery checks that either beat the DC or that fail by 4 or less. When the surgeon rolls a natural 1 and also fails the check by 5 or more, they make a grievous mistake during the surgery. In addition to the normal effects of the complication, the patient automatically fails 2 death saving throws.

## SUCCESS

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On a success, the cybernetic is attached. The recovery time from the surgery is 3d6 days.

### POST-SURGERY COMPLICATION

Although a surgery is successful, there may still be issues with the new cybernetic. Compare the surgeon's Dexterity (Medicine) check result to the *CYBERNETIC SURGERY CHECKS* table to determine its effect on the post-surgery complication chance. Add this to the percentage modifier already determined by the surgeon's prior Intelligence (Science) check.

Roll percentile dice. If you roll equal to or less than the combined post-surgery complication chance then there is a complication. Otherwise, the cybernetic takes without issue. If the final post-surgery chance is 0% or a negative percentage, then you don't even need to roll: everything's fine.



## POST-SURGERY COMPLICATION

1D6	COMPLICATION
1	<b>REJECTION.</b> After 1d4 days your body starts to reject the cybernetics. It is so painful you have disadvantage on all checks and attack rolls until the cybernetic is removed.
2	<b>FOREIGN OBJECT.</b> Something was left in your body after the surgery. It works its way toward one of your vitals over the course of 3d20 + 30 days, at the end of which it will kill you. You begin noticing discomfort 4d8 days before the object punctures your vital.
3	<b>INFECTIOIN.</b> After 2d20 days you develop an infection. If successfully treated with antibiotics within 2 weeks, the infection dies down. Beyond that time limit there is a 10% chance, that the infection grows so severe that the cybernetic will have to be removed, along with any infected flesh. For every 7 additional days that pass, the chance increases by another 10% and you must roll again.
4	<b>MINOR FAULT.</b> The cybernetic doesn't work as expected. The first time each short rest you use the cybernetic, roll 1d6. On a roll of 1 it doesn't work as intended until your next short rest. A DC 15 Intelligence (Engineering) check is required to identify and repair the fault, and the repair costs 50 salvage. If the cybernetic is an implant or you intend to repair your own cybernetic, it must first be surgically removed before repairs can be attempted.
5	<b>SEVERE FAULT.</b> As minor fault, except when you roll to see if the cybernetic works it fails on a roll of 1, 2, or 3. Additionally, a DC 20 Intelligence (Engineering) check is required to identify and repair the fault, and the repair costs 100 salvage.
6	<b>BREAKDOWN.</b> After 3d20 days the cybernetic suddenly stops working entirely. A DC 20 Intelligence (Cybernetics) check is required to identify and repair the fault, and the repair costs 200 salvage. If the cybernetic is an implant or you intend to repair your own cybernetic, it must first be surgically removed before repairs can be attempted.

If there's a post-surgery complication, roll 1d6 and compare the result to the *Post-Surgery Complications* table.

## CRAFTING & REPAIR

Guidance for crafting and repairing items can be found starting on page 36.

Note that cybernetics aren't usually subject to damage as they're considered part of the wastelander to which they're linked. In the same way you wouldn't normally expect a player character to lose the use of a flesh and blood limb or organ, cybernetics are also body parts and have a similar degree of protection. This is especially important for prosthetics or cybernetics which double as a prosthetics, as is the case with a cybernetic arm, leg, or eye replacement.

If the group has agreed that damage to specific body parts is possible and a cybernetic does become damaged, the salvage cost to repair it is a quarter of the cybernetic's currency cost.

To craft or repair a cybernetic, a wastelander must be proficient and have Master level competency in Mechanic's Tools, Electrician's Tools, and any other tools the Guide deems necessary for the cybernetic in question. The Guide may also rule that crafting a cybernetic requires the use of industrial tools, such as when the cybernetic probably contains delicately machined parts.



# ROBOTS

Robots are a relatively common sight in some wastelands, though never so common that they're usually available for sale. Robots have exceptional value as labourers and servants, so the lucky individual or faction that discovered, repaired, or built a functional robot usually put it to use. As such, wastelanders controlled by players are most likely to acquire one of the robots presented here either as an incredibly lucky find which they then reprogram, or by building it from scratch using the crafting rules presented in the New Rules chapter.

Nevertheless, a robot owner who gets extremely desperate for funds and has no better means of raising them might be tempted to sell. In such a scenario, the currency amount given for each type of robot represents the absolute minimum the seller will accept in exchange for the robot. At the Guide's option, they can reduce the cost by up to half but introduce some faults in the robot's components or programming that prevent it from functioning entirely as intended.

## ROBOT COSTS

ROBOT	COST
Butlerbot	2,500
Commbot	2,500
Mister/Miss Helper	2,500
Private Helper	6,000
Protectorbot	4,000
Protectorbot, Construction	9,000
Protectorbot, Firefighting	5,500
Protectorbot, Medic	5,500
Protectorbot, Soldier	10,500
Securibot	4,000

## BUTLERBOT

### MEDIUM MACHINE

**ARMOR CLASS** 14 (light plating: all slots)

**HIT POINTS** 16 (3d8 + 3)

**SPEED** fly 30 ft. (limited hover)

STR	DEX	CON	INT	WIS	CHA
+0 (11)	+1 (12)	+1 (12)	+2 (14)	+1 (13)	+0 (10)

**SKILLS** Perception +3, Persuasion +2, Science +6

**DAMAGE IMMUNITIES** poison, radiation

**CONDITION IMMUNITIES** poisoned, radsick

**SENSES** passive perception 13

**LANGUAGES** English

**CHALLENGE** 1/8 (25 xp)

**FINE CONTROL.** Thanks to the butlerbot's dexterous digits, it can wield all kinds of weapons and use delicate tools like bobby pins.

**LIMITED HOVER.** The butlerbot can't ascend higher than five feet above ground level.

**MACHINE.** The butlerbot is immune to poison, radiation and all forms of disease. It doesn't need to eat or sleep, but enters an inactive state for at least 4 hours a day to conserve power. The butlerbot can't use chems or other items intended for biological creatures, but can use robot repair kits and other items intended for machine use.

## ACTIONS

**BASH.** **MELEE WEAPON ATTACK:** +2 to hit, reach 5 ft., one target. **HIT:** 2 (1d4 + 0) bludgeoning damage.

## COMMBOT

### SMALL MACHINE

**ARMOR CLASS** 16 (light plating: all slots)

**HIT POINTS** 7 (2d6)

**SPEED** fly 30 ft. (limited hover)

STR	DEX	CON	INT	WIS	CHA
-3 (5)	+3 (16)	+0 (10)	+0 (10)	+2 (15)	+0 (10)

**SKILLS** Perception +4

**DAMAGE IMMUNITIES** poison, radiation

**CONDITION IMMUNITIES** poisoned, radsick

**SENSES** passive perception 14

**LANGUAGES** understands English but doesn't speak

**CHALLENGE** 1/4 (50 xp)

**LIMBLESS.** The commbot can't perform tasks that require hands, nor wield weapons.

**LIMITED HOVER.** The commbot can't ascend higher than thirty feet above ground level.

**MACHINE.** The commbot is immune to poison, radiation and all forms of disease. It doesn't need to eat or sleep, but enters an inactive state for at least 4 hours a day to conserve power. The commbot can't use chems or other items intended for biological creatures, but can use robot repair kits and other items intended for machine use.

### ACTIONS

**LASER.** RANGED WEAPON ATTACK: +5 to hit, range 60/180 ft., one target. HIT: 5 (1d4 + 3) laser damage.

## MISTER/MISS HELPER

### MEDIUM MACHINE

**ARMOR CLASS** 14 (light plating: chassis only)

**HIT POINTS** 16 (3d8 + 3)

**SPEED** fly 30 ft. (limited hover)

STR	DEX	CON	INT	WIS	CHA
+1 (12)	+3 (16)	+1 (12)	+2 (14)	+1 (13)	+1 (12)

**SKILLS** Perception +3, Persuasion +3, Science +4

**DAMAGE IMMUNITIES** poison, radiation

**CONDITION IMMUNITIES** poisoned, radsick

**SENSES** passive perception 13

**LANGUAGES** English

**CHALLENGE** 1/4 (50 xp)

**LIMITED HOVER.** The mister/miss helper can't ascend higher than five feet above ground level.

**MACHINE.** The mister/miss helper is immune to poison, radiation and all forms of disease. It doesn't need to eat or sleep, but enters an inactive state for at least 4 hours a day to conserve power. The mister/miss helper can't use chems or other items intended for biological creatures, but can use robot repair kits and other items intended for machine use.

### ACTIONS

**BLOWTORCH.** MELEE WEAPON ATTACK: +5 to hit, reach 5 ft., one target. HIT: 5 (1d4 + 3) fire damage.

**BASH.** MELEE WEAPON ATTACK: +5 to hit, reach 5 ft., one target. HIT: 6 (1d6 + 3) slashing damage.



## PRIVATE HELPER

### MEDIUM MACHINE

**ARMOR CLASS** 16 (light plating: chassis, left/right modules, left/right propulsion, sensory)

**HIT POINTS** 48 (9d8 + 9)

**SPEED** fly 30 ft. (limited hover)

STR	DEX	CON	INT	WIS	CHA
+1 (12)	+3 (16)	+1 (12)	+2 (14)	+1 (13)	+1 (12)

**SKILLS** Intimidation +5, Perception +5

**DAMAGE IMMUNITIES** poison, radiation

**CONDITION IMMUNITIES** poisoned, radsick

**SENSES** passive perception 15

**LANGUAGES** English

**CHALLENGE** 3 (700 xp)

**LIMITED HOVER.** The private helper can't ascend higher than five feet above ground level.

**MACHINE.** The mister/miss helper is immune to poison, radiation and all forms of disease. It doesn't need to eat or sleep, but enters an inactive state for at least 4 hours a day to conserve power. The mister/miss helper can't use chems or other items intended for biological creatures, but can use robot repair kits and other items intended for machine use.

### ACTIONS

**MULTIATTACK.** The private helper makes two attacks.

**10MM MACHINE GUN.** RANGED WEAPON ATTACK: +7 to hit, range 60/180 ft., one target or burst fire. HIT: 12 (2d8 + 3) piercing damage.

## PROTECTORBOT

### MEDIUM MACHINE

**ARMOR CLASS** 18 (medium plating: all slots)

**HIT POINTS** 32 (5d8 + 10)

**SPEED** 20 ft.

STR	DEX	CON	INT	WIS	CHA
+2 (14)	+2 (14)	+2 (14)	+0 (10)	+1 (12)	+0 (10)

**SKILLS** Perception +3

**DAMAGE IMMUNITIES** poison, radiation

**CONDITION IMMUNITIES** poisoned, radsick

**SENSES** passive perception 13

**LANGUAGES** English

**CHALLENGE** 1 (200 xp)

**CLUMSY GRASP.** The protectorbot can perform most tasks that require hands, but is unable to wield firearms or use delicate instruments.

**MACHINE.** The protectorbot is immune to poison, radiation and all forms of disease. It doesn't need to eat or sleep, but enters an inactive state for at least 4 hours a day to conserve power. The protectorbot can't use chems or other items intended for biological creatures, but can use robot repair kits and other items intended for machine use.

### ACTIONS

**MULTIATTACK.** The protectorbot makes two attacks.

**LASER.** RANGED WEAPON ATTACK: +4 to hit, range 60/180 ft., one target. HIT: 4 (1d4 + 2) laser damage.

**BASH.** MELEE WEAPON ATTACK: +4 to hit, reach 5 ft., one target. HIT: 6 (1d6 + 2) bludgeoning damage.



## PROTECTORBOT, CONSTRUCTION

### MEDIUM MACHINE

**ARMOR CLASS** 19 (heavy plating: all slots)

**HIT POINTS** 97 (15d8 + 30)

**SPEED** 20 ft.

STR	DEX	CON	INT	WIS	CHA
+2 (14)	+2 (14)	+2 (14)	+0 (10)	+1 (12)	+0 (10)

**SKILLS** Perception +3

**DAMAGE IMMUNITIES** poison, radiation

**CONDITION IMMUNITIES** poisoned, radsick

**SENSES** passive perception 13

**LANGUAGES** English

**CHALLENGE** 5 (1,800 xp)

**CLUMSY GRASP.** The protectorbot can perform most tasks that require hands, but is unable to wield firearms or use delicate instruments.

**MACHINE.** The protectorbot is immune to poison, radiation and all forms of disease. It doesn't need to eat or sleep, but enters an inactive state for at least 4 hours a day to conserve power. The protectorbot can't use chems or other items intended for biological creatures, but can use robot repair kits and other items intended for machine use.

### ACTIONS

**MULTIATTACK.** The protectorbot makes two attacks.

**NAILGUN.** **RANGED WEAPON ATTACK:** +4 to hit, range 60/180 ft., one target. **HIT:** 18 (3d10 + 2) piercing damage.

**BASH.** **MELEE WEAPON ATTACK:** +4 to hit, reach 5 ft., one target. **HIT:** 5 (1d6 + 2) bludgeoning damage.

## PROTECTORBOT, FIREFIGHTING

### MEDIUM MACHINE

**ARMOR CLASS** 18 (medium plating: all slots)

**HIT POINTS** 32 (5d8 + 10)

**SPEED** 20 ft.

STR	DEX	CON	INT	WIS	CHA
+2 (14)	+2 (14)	+2 (14)	+0 (10)	+1 (12)	+0 (10)

**SKILLS** Perception +3

**DAMAGE IMMUNITIES** poison, radiation

**CONDITION IMMUNITIES** poisoned, radsick

**SENSES** passive perception 13

**LANGUAGES** English

**CHALLENGE** 2 (450 xp)

**CLUMSY GRASP.** The protectorbot can perform most tasks that require hands, but is unable to wield firearms or use delicate instruments.

**MACHINE.** The protectorbot is immune to poison, radiation and all forms of disease. It doesn't need to eat or sleep, but enters an inactive state for at least 4 hours a day to conserve power. The protectorbot can't use chems or other items intended for biological creatures, but can use robot repair kits and other items intended for machine use.

### ACTIONS

**MULTIATTACK.** The firefighting protectorbot makes two bash attacks.

**CRYOGUN.** **RANGED WEAPON ATTACK:** +4 to hit, range 40/120 ft., one target. **HIT:** 16 (4d6 + 2) cold damage.

**BASH.** **MELEE WEAPON ATTACK:** +4 to hit, reach 5 ft., one target. **HIT:** 5 (1d6 + 2) bludgeoning damage.



## PROTECTORBOT, MEDIC

### MEDIUM MACHINE

**ARMOR CLASS** 18 (medium plating: all slots)

**HIT POINTS** 32 (5d8 + 10)

**SPEED** 20 ft.

STR	DEX	CON	INT	WIS	CHA
+2 (14)	+2 (14)	+2 (14)	+0 (10)	+1 (12)	+0 (10)

**SKILLS** Perception +3

**DAMAGE IMMUNITIES** poison, radiation

**CONDITION IMMUNITIES** poisoned, radsick

**SENSES** passive perception 13

**LANGUAGES** English

**CHALLENGE** 2 (450 xp)

**CLUMSY GRASP.** The protectorbot can perform most tasks that require hands, but is unable to wield firearms or use delicate instruments.

**MACHINE.** The protectorbot is immune to poison, radiation and all forms of disease. It doesn't need to eat or sleep, but enters an inactive state for at least 4 hours a day to conserve power. The protectorbot can't use chems or other items intended for biological creatures, but can use robot repair kits and other items intended for machine use.

### ACTIONS

**MULTIATTACK.** The protectorbot medic makes two defibrillator attacks.

**DEFIBRILLATOR.** **MELEE WEAPON ATTACK:** +4 to hit, reach 5 ft., one target. **HIT:** 11 (2d8 + 2) electrical damage. If the target is dead and died within the last minute, it takes no damage and may make a DC 10 Constitution saving throw. On a successful saving throw it is alive again, but unconscious and stabilised. A creature that fails three such saving throws can't make another.

**RADPURGE INJECTION.** The protectorbot medic injects an adjacent creature with one dose of the RadPurge chem. It can use this feature three times before its internal reservoir of the chem must be refilled.

**STIMULANTS INJECTION.** The protectorbot medic injects an adjacent creature with one dose of the Stimulants chem. It can use this feature three times before its internal reservoir of the chem must be refilled.

## PROTECTORBOT, SOLDIER

### MEDIUM MACHINE

**ARMOR CLASS** 18 (medium plating: all slots)

**HIT POINTS** 130 (20d8 + 40)

**SPEED** 20 ft.

STR	DEX	CON	INT	WIS	CHA
+2 (14)	+2 (14)	+2 (14)	+0 (10)	+1 (12)	+0 (10)

**SKILLS** Perception +3

**DAMAGE IMMUNITIES** poison, radiation

**CONDITION IMMUNITIES** poisoned, radsick

**SENSES** passive perception 13

**LANGUAGES** English

**CHALLENGE** 6 (2,300 xp)

**CLUMSY GRASP.** The protectorbot can perform most tasks that require hands, but is unable to wield firearms or use delicate instruments.

**MACHINE.** The protectorbot is immune to poison, radiation and all forms of disease. It doesn't need to eat or sleep, but enters an inactive state for at least 4 hours a day to conserve power. The protectorbot can't use chems or other items intended for biological creatures, but can use robot repair kits and other items intended for machine use.

### ACTIONS

**MULTIATTACK.** The protectorbot makes four attacks.

**LASER.** **RANGED WEAPON ATTACK:** +4 to hit, range 60/180 ft., one target. **HIT:** 12 (4d4 + 2) laser damage.

**BASH.** **MELEE WEAPON ATTACK:** +4 to hit, reach 5 ft., one target. **HIT:** 5 (1d6 + 2) bludgeoning damage.

# SECURIBOT

## MEDIUM MACHINE

**ARMOR CLASS** 16 (light plating: all slots)

**HIT POINTS** 22 (4d8 + 4)

**SPEED** 20 ft.

STR	DEX	CON	INT	WIS	CHA
+2 (14)	+3 (16)	+1 (13)	+0 (10)	+2 (14)	+0 (10)

**SKILLS** Athletics +4, Intimidation +2, Perception +4

**DAMAGE IMMUNITIES** poison, radiation

**CONDITION IMMUNITIES** poisoned, radsick

**SENSES** passive perception 13

**LANGUAGES** English

**CHALLENGE** 1 (200 xp)

**FINE CONTROL.** Thanks to the securibot's dexterous digits, it can wield all kinds of weapons and use delicate tools like bobby pins.

**HANDCUFFS.** The securibot has handcuffs, which it can use to make a special attack (see below). The handcuffs open with a code known to the securibot and its owner. The code can be reprogrammed over the course of a minute while the cuffs are not in use. The handcuffs can be escaped with a successful DC 20 Dexterity check or broken with a successful DC 20 Strength check. A creature proficient with Hacking can connect a computer

and bypass the lock with a successful DC 15 Intelligence (Hacking) check. The handcuffs have 15 hit points and a damage threshold of 5. The damage of any attack against them while they are in use is divided between the cuffs and your prisoner. When the securibot completes a long rest the handcuffs regain all lost hit points, or it fabricates new handcuffs if they were destroyed.

**MACHINE.** The securibot is immune to poison, radiation and all forms of disease. It doesn't need to eat or sleep, but enters an inactive state for at least 4 hours a day to conserve power. The securibot can't use chems or other items intended for biological creatures, but can use robot repair kits and other items intended for machine use.

## ACTIONS

**MULTIATTACK.** The securibot makes two attacks.

**STUN BATON.** **MELEE WEAPON ATTACK:** +5 to hit, reach 5 ft., one target. **HIT:** 6 (1d6 + 3) bludgeoning and 2 (1d4) electrical damage. The target must make a DC 12 Constitution saving throw or be **restrained** until the end of their next turn.

**HANDCUFFS.** **MELEE WEAPON ATTACK:** +4 to hit. **SPECIAL:** This attack can only be attempted against a creature that is **grappled, incapacitated, prone, or restrained**. **HIT:** A Small or Medium creature has their arms or two equivalent limbs bound. Attempts to grapple a bound creature are made with advantage.



# GUIDANCE

This chapter includes additional advice for the Guide regarding the items in this book, along with optional rules for randomised loot generation and weird armour and weapon properties.

## THE GUN CLUB

Firearms are typical in most wasteland settings, and it's rare for anyone to brave the dangerous wastes without at least one gun in their inventory. In a typical fantasy 5e game some characters are melee-focused and only a few specialise in ranged attacks. That may be true of your wasteland game too, but chances are you'll run at least a few encounters where all your player's wastelanders are packing heat! It's important to think about how that affects the game.

## ENCOUNTERS IN MOTION

In practical terms, most combatant having one or more guns means that many engagements will start at range. In a gun fight it could be tempting for everyone to just hunker down behind the nearest cover, and consequently some combat encounters might remain firefights and never result in a melee.

Ideally you want the participants in a combat to do more than just stick to cover! To make an encounter dynamic, staying on

the move needs to be a more tempting choice than sticking to a single location for the whole fight. Here are a few ways you might accomplish that.

## RISKY COVER

One good way to ensure mobility is to make cover impermanent and even dangerous to use. If a piece of cover is likely to move or be destroyed (possibly causing damage to the creature hiding behind it in the process), then any creature intelligent enough to recognise the dangers knows they need to move quickly on. Examples of temporary scenery follow:

### BARREL OR DRUM

Barrels and drums may be made of plastic, wood, or metal. They typically occupy a 5-foot cube.

**GAME MECHANICS.** Barrels and drums provide half cover for a Medium or smaller creature immediately behind the barrel when they block an attacker's line of sight, or three-quarters cover if the protected creature is Small or is crouching.

When an attack misses a creature hidden by a barrel or drum, but only because of the object's cover bonus, the the barrel or drum is hit instead. A barrel drum is immune to poison, psychic, and radiation damage. Some drums designed for special purposes may have additional immunities. A barrel or drum has a number of hit points and its own Armor Class, as shown on the **BARREL OR DRUM** table (page 140). Use its own



## BARREL OR DRUM

MATERIAL	HIT POINTS	AC
Plastic	8 (puncture 4)	13
Wood	16 (puncture 8)	13
Metal	24 (puncture 12)	15

AC if it is directly targeted by an attack.

Once a barrel or drum's hit points are reduced to its its puncture threshold or lower (given in brackets), whatever is contained within spills out into every adjacent space. When the barrel or drum's hit points reach 0, it's destroyed.

Barrels and drums automatically fail their saving throws against area effects that deal damage, such as explosives or burst fire.

**CHEMICAL DRUM.** A radioactive drum is made of metal and contains chemical waste. When it's punctured, all creatures within 5 feet of the drum must make a DC 15 Constitution saving throw. An affected creature takes 14 (4d6) chemical damage on a failed save, or half as much on a success.

**CRYO DRUM.** A cryo drum is made of metal, and is designed to keep its contents at a temperature below freezing. When it's punctured, all creatures within 5 feet of the drum must make a DC 15 Constitution saving throw. An affected creature takes 13 (3d8) cold damage on a failed save, or half as much on a success. An object contained within the drum thaws within 1d4 hours.

**OIL DRUM.** An oil drum is made of metal. When it's punctured, all creatures within 5 feet of the drum must make a DC 15 Dexterity saving throw or become prone. The same area also becomes difficult terrain. The oil can be ignited by a source of flame or fire damage, in which case all creatures in its area must make a DC 15 Dexterity saving throw, taking 10 (4d4) fire damage on a failed save, or half as much on a success. On a failed saving throw the

## FRAGILE BARRIER

MATERIAL	HIT POINTS	AC
Plastic or Wood	5	13
Plastic or Wood, Layered	10	13
Sheet Metal	10	15
Sheet Metal, Layered	20	15

target is also set alight, taking 1d4 fire damage at the beginning of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity saving throw to extinguish the flames. Once ignited, the area is no longer difficult terrain.

**RADIOACTIVE DRUM.** A radioactive drum is made of metal and contains radioactive waste. When it's punctured, a creature that starts its turn within 10 feet of the drum or moves into that area for the first time on its turn, that creature must make a DC 15 Constitution saving throw. It takes 17 (5d6) radiation damage on a failed save, or half as much on a success.

**TOXIC DRUM.** A radioactive drum is made of metal and contains toxic waste. When it's punctured, a creature that starts its turn within 5 feet of the drum or moves into that area for the first time on its turn, that creature must make a DC 15 Constitution saving throw. It takes 14 (4d6) poison damage on a failed save, or half as much on a success.

## FRAGILE BARRIERS

Barriers of wood, plastic, or sheet metal provide concealment but make poor cover as they lack the protective capacity to stop most projectiles and easily break under the force of explosions or other area effects.

**GAME MECHANICS.** Fragile barriers provide only half cover. If the attack hits, half of the attack's damage is a dealt to the barrier and half to the target. If the damage is an odd number, the excess goes to



the barrier.

A fragile barrier is immune to poison, psychic, and radiation damage. It has a number of hit points and its own Armor Class, as shown on the **FRAGILE BARRIER** table. Use the barrier's own AC if it is directly targeted by an attack.

Once a fragile barrier reaches 0 hit points, it's destroyed. Any excess damage from an attack that was intended for a target behind a barrier carries over to that target, in addition to the half damage they've already received.

A fragile barrier automatically fails its saving throw against area effects that deal damage, such as explosives or burst fire.

### **MALFUNCTIONING AUTOMATIC DOOR**

This set of double doors spans a 10-foot wide space. When closed each door occupies 5 feet of the double door's total width, but the doors are malfunctioning and open and close sporadically. Thus, a creature using the door frame as cover may suddenly find their line of sight blocked. Similarly, a creature using a door in the closed position as cover may find their cover suddenly slides back into the frame and leaves them exposed.

**GAME MECHANICS.** Each round on initiative count 0, roll 1d6 for each of the two doors.

- 1-3. The door moves to or remains in the open position.
- 4-6. The door moves to or remains in the closed position.

### **MOVING CONVEYOR BELT**

Often found in factories, active conveyor belts are constantly on the move. Items carried by the conveyor belt can be used as

cover but are carried away as swiftly as they arrive.

**GAME MECHANICS (GRID).** If you run encounters using a grid map, draw or otherwise represent the conveyor belt on the map and decide which end of the belt is the start and which is the end. These may not be the literal start and end of the belt, which could extend beyond the limits of the encounter map.

Each round on initiative count 20, roll 1d6. On a roll of 3-6, an item appropriate to the factory appears at the start of the belt. On initiative count 0, each item or creature on the belt is carried 10 feet toward the end of the belt.

On its turn, a creature adjacent to the conveyor belt and using an item on the belt as cover can take the Ready action to move when the item does on initiative count 0.

**GAME MECHANICS (NO GRID).** If you prefer Theatre of the Mind play, the player of a wastelander adjacent to the conveyor belt can roll to determine whether an item has moved in front of them at the beginning of each turn: On a roll of 5-6 on a d6, they have cover.

On its turn, a creature adjacent to the conveyor belt and using an item on the belt as cover can take the Ready action to move when the item does on initiative count 0.

**THE CONVEYOR BELT AS COVER.** Conveyor belts are typically raised from the factory floor, but are usually raised upon legs rather than a solid platform. They may provide half cover from attacks depending on the position of attacker and defender, at the Guide's discretion.

### **ROCKS, TREES, & OTHER SCENERY**

Big objects like rocks and trees might seem like fixed cover, but they can be destroyed, knocked over, or moved.

**GAME MECHANICS.** Refer to the Objects



section in chapter 8 of 5e's *DMG* for rules on Objects which you can use to assign such cover game statistics. Objects are immune to radiation, poison and psychic damage. They may have other immunities, resistances, or even vulnerabilities at your discretion. Such large objects likely also have a damage threshold: between 5 to 10 for trees depending on size and thickness, 10 or more for large rocks or metal objects.

A creature that is at least one size larger than the object can lift and throw it. You can require a Strength (Athletics) check if the object is particularly heavy, rooted into the ground, or otherwise difficult to lift. The DC of the check is equal to the object's AC +5.

**VEHICLES AND MACHINES.** Inactive or wrecked vehicles and machines may be in danger of exploding if they take too much damage, especially electrical, fire, laser, or piercing damage. When you set up an encounter with this sort of cover you can give the object an explosion threshold. The object's explosion threshold must be equal to or less than the object's hit point maximum. As the object loses hit points, keep a separate tally of the damage, counting up. Double electrical, fire, laser, and piercing damage before adding them to the tally.

Once the damage count reaches or exceeds the explosion threshold, the object explodes. All creatures within 20 feet of the object must make a DC 15 Dexterity saving throw, taking 4d6 bludgeoning damage and 6d6 fire damage on a failed save, or half as much in damage if successful.

## ENCOUNTER GOALS

Another way to keep creatures moving is to set goals for the players beyond simply killing all opponents. Sometimes the creatures under your control can have similar goals as well! Some possible encounter goal types follow.

### ESCORT DUTY

The wastelanders may be charged with protecting one or more creatures, vehicles, or objects safe while on the move. Hostile creatures prioritise either attacking the target or attempting to capture it, and the wastelanders must therefore keep moving with the target or proactively move to engage and distract their opponents from. Escorts are a great choice for vehicle encounters using the rules in the upcoming *WASTELAND WHEELS*. The charge to be protected might be a VIP or valuable object carried in a slow moving vehicle, with the player wastelanders driving their own vehicles in convoy around their ward.

Escort duty can be combined with the limitless foes or time limit options. The wastelanders might be escorting a creature with the knowledge and skills to open pathways through their adventure environment. If the escorted creature dies they might have to retreat without accessing certain locations, or may have to resort to their own hacking and lockpicking attempts which take much longer and aren't guaranteed to succeed.

### INVULNERABLE OR TOUGH ENEMIES

One or more enemies in the counter can't be hurt, or have an exceptional number of hit points. Achieving one or more objectives switches off the invulnerability or slashes



the creatures' hit points down to a more vulnerable number.

For instance, imagine a situation where your player wastelanders are fighting robots in the heart of a pre-apocalyptic lab. The robots have powerful shield generators which prevent attacks from getting through or dramatically weaken their damage.

These shield generators might be located around the encounter location, in which case the party need to deactivate or destroy them one at a time, or split up to tackle them all at once.

Alternatively, perhaps the generators are affixed to the robots themselves. If so, how could the wastelanders deactivate them? Perhaps the shields don't work against one or more damage types, sources of which can be found in multiple locations around the battlefield. Or maybe it's possible to get inside the shields to damage the generators by moving creatively, such as through vents under the floor.

The weaknesses of the shield can be signposted, perhaps as journal entries found on computers elsewhere in the lab.

### **LIMITLESS FOES**

When wastelanders are in the heart of enemy territory, there might be too many hostile creatures around for fighting to be a reasonable goal. In such a situation the enemy threat might be functionally endless, with new foes arriving in waves after every few rounds pass.

The goal of such an encounter isn't to keep fighting but to escape to a place of comparative safety. There may or may not be additional barriers to escape which must be overcome. The wastelanders might need to open a series of security doors, or a single door with multiple locks. The computer terminals or switches to open the

way might be in several places around the encounter location. If the door has a keypad, finding the pass code might require searching computers or other documents in the area while remaining on a constant defensive.

### **OPPONENTS WITH SPECIAL POWERS**

Similar to invulnerable or tough enemies, except the hostile creatures are granted more attacks or increased damage, or might gain access to new actions or even legendary or lair actions. Finding and deactivating the source of these enhancements returns the creature to its normal state.

For example, imagine a giant mutant worm with the ability to breathe fire as though it were a red dragon! The part of the worm the wastelanders see is only the tip of its body. Its fire breathing ability is attached to three pulsing sacs spaced equidistantly across its length. Each has an AC four higher than the worm's own AC, and each has its own pool of hit points. One by one over the course of the combat encounter, each of the sacs becomes exposed somewhere in the cavern. If not destroyed within the space of a few turns, the worm moves again and that sac becomes hidden.

Destroying a sac causes an explosion which might hurt nearby creatures but also damages the worm a little even accounting for its resistance to fire. The worm's breath weapon area and damage are each reduced by a third for every sac destroyed.

### **TIME LIMITS**

Putting a clock on an encounter is a great way to light a fire under your players. For a time limit to be meaningful, it needs a significant consequence: perhaps they need to escape a lab before fail-safes kick in and release a knock-out gas, or maybe





they're in the heart of a military facility when the spiteful enemy leader activates a self-destruct protocol.

Similarly to limitless foes, the goal of an encounter with a time limit is generally to escape from the current location. This may mean overcoming barriers to progress, as described in the limitless foes entry. In fact, a time limit and limitless foes can be combined to create a particularly tense encounter.

## VARIED HOSTILES

Sure, most wastelanders prefer guns, but everyone firing at each other from a distance doesn't make for the most interesting fight. There's a whole bunch of ways you can vary a group, a few of which are described below.

For best results make sure that most enemy groups have melee-focused creatures in the mix (see Making Melee Matter, below). For instance, most Marauder gangs have a few Marauder Furies, berserker-types who prefer getting up and personal. Many gangs also deploy tamed dogs or other beasts.

You can also add creatures that have special features. These might include but aren't limited to: buffing allies or hindering hostiles, dealing automatic damage in an aura, or applying conditions.

You could even add creatures who are designed to die! How about robots that self-destruct when close enough to their targets?

## MAKING MELEE MATTER

As previously noted, melee-focused enemies help add variety to an encounter. Providing tough melee-oriented hostiles is especially important if one or more player wastelanders is a melee build, as they'll want worthy opponents they can go toe to toe with! There are also some cases in which it makes sense for most or all of the hostiles to be melee-oriented, such as when the player wastelanders are attacked by wild animals.

If you expect the two sides of an encounter to begin at a significant distance from each other, then melee-focused creatures will first need to cross that distance while under coordinated fire from the opposition. For instance, if you place a fellbeast 150 feet away from the starting location of the player's wastelanders, then at its fastest it will only get to start making attacks in its second turn (it has a speed of 50 feet, and would need to Dash on the first turn of combat). That's assuming a best case scenario in which the wastelanders don't retreat they fire on it.

You can either pick a very tough creature, improve a weaker creature's game statistics, or set the encounter up so that the chosen creature can reach the player wastelanders before it's totally overwhelmed by the powerful ranged weapons and explosives they have in their arsenal.

### MELEE-ORIENTED HOSTILES

When designing an encounter, endeavour to set up the scene so that melee creatures have enough hit points left to be a meaningful threat when they reach the players' wastelanders.



Try to set up encounters to start at closer range whenever the hostiles are primarily melee-focused. Otherwise, you need to consider the attacks your players can bring to bear as well as their movement speeds, and adjust creatures as necessary.

There are a few things you can do to ensure melee creatures are a meaningful threat:

- ❖ If possible, place the melee creatures closer to the players' wastelanders. For instance they might be hiding, ready for an ambush.
- ❖ ensure the melee creatures have a high AC
- ❖ give the melee creatures a lot of hit points
- ❖ make sure there are too many of the melee creatures for the players to be able to eliminate all of them before they reach melee range
- ❖ Give the melee creatures a powerful attack action or other damage option so they're still a meaningful threat if they're already near-dead when they reach their targets.

You don't have to use all four of these options at once, and probably shouldn't. A combination of two factors is likely best.

All of the above said, don't forget to reward careful planning: if engaging a creature from a safe distance is exactly what your players want, and if they make and successfully enact reasonable plans to make it happen, then those efforts should be rewarded. Let the creature take its beating! Just remember that no matter how careful and cunning your players are, sometimes things won't go their way: they don't always get to choose the conditions of their battlefield. Sometimes it turns out the enemy's own strategy was superior.

Other times, unpredictable events make even the best laid plans go awry.

### MELEE-ORIENTED WASTELANDERS

Player wastelanders who are built for melee also deserve to reach their opponents without being obliterated in the meantime. While it's reasonable for a few hostile creatures to focus fire on the wastelander charging toward them, avoid having every hostile do so. Some should be firing across the distances at other players' wastelanders. Sometimes they can't due to cover and concealment, in which case as harsh as it might seem they'll have to fire at the only target or targets available.

## SCARCITY AS A GUNPLAY LIMITER

When you have a particular reason to want to limit gunplay over the course of an adventure, remember the concept of wasteland scarcity. Careful control over ammunition you award as loot functions as a safety valve on the use of the player wastelanders most powerful weapons: if you don't provide ammo for a particular weapon very often, players learn to be cautious of over-using that weapon to avoid running out before they face their most fearsome foes. On the other side of that coin, when you think you think you've made a mistake and awarded too much ammo for one or more powerful weapons, you can design an adventure around a very dangerous enemy in order to tempt players into expending more ammo. Once their ammo is spent, or mostly spent, you can be more conservative about resupplying it.



## FAULTS & THEFTS

It's also worth remembering that life in the post-apocalyptic world is harsh and many people are unscrupulous. There are other ways to temporarily force wastelanders to rely on melee: for instance, ammo the characters purchase may turn out to be faulty. Some or all of their supplies might be stolen while they sleep. Don't do either of these things lightly: they can seem like unfair gotchas, or even be perceived as you "cheating". If you're still in the planning stages of your campaign, you can add a conversation about occasional setbacks like these to your Session Zero and find out whether your players are willing. If you're already playing, you can still start a dialogue about these sorts of events. You might end up telegraphing your plans for your next session, but that's better than catching your players off guard.

Even if your group is willing to experience such events, use them rarely. When you do, make them a meaningful part of your adventures. Players are typically vengeful creatures, so expect them to want to track down those who wronged them and resolve the situation... one way or another. Plan for it! Whole sessions and even arcs can revolve around faulty or stolen equipment.

## DOOMSDAY WEAPONS

Rocket launchers, nukes, and other powerful weapons are included in *WASTELAND WARES* for completeness. Just because they appear in this book doesn't mean it's always advisable to let them fall into the hand of player wastelanders. Likewise, be very

cautious when putting them in the hands of other creatures too. Powerful explosives and other weapons in the same order of magnitude can and will obliterate player wastelanders at the push of a button or pull of a trigger. Most players probably won't enjoy that kind of sudden death. They'll have a lot more fun when the weapons are in their own hands, but that could have significant and possibly catastrophic impact on your campaign if you're not careful in your approach. Introduce such weaponry only after due consideration of the pros and cons to your game.

If you do plan to introduce powerful equipment, consider adding just a little bit at any one time. Don't give your players a rocket launcher at the same time you give them a cryo cannon! Whatever weapon you're adding, make sure the ammo they have is a limited supply. That way, if the weapon becomes more disruptive than fun you can simply not award any more ammo and make it difficult or impossible to acquire from merchants. Once the current supply runs out, the problem solves itself.

## NPCS & AMMO

As noted elsewhere, ammunition can be quite scarce and any creature with a gun usually only has a small number of bullets for that gun. Nevertheless, it's usually not worth the headache of assigning each hostile creature a specific amount of each type of ammunition it needs for its weapons. Especially since most combats take so few rounds that not that many bullets will be fired in practice.

Instead, you can usually assume that an NPC has as much ammo as they need to fire their weapon until they are defeated or no



longer need to fire it. If you equip an NPC with a more powerful gun, decide in advance the maximum number of times they can fire it (2 or 3 times is best), or even use a recharge die to determine if and when it can be fired, the same way that the core 5e rules resolve a dragon's breath weapon.

## AMMO AS LOOT

When player wastelanders defeat a creature with one or more firearms, your players may quite reasonably wonder how much ammunition is left for them to take as loot. Other times, they'll be able to scavenge ammunition from their surroundings. You can control when and how your players gain access to ammunition, and you're always in your rights to decide exactly how many of each ammo type they receive. It's perfectly fine for a defeated enemy to have no ammunition remaining for their weapon, since they may have used up their last bullet during the combat. It would be extremely weird if every enemy somehow ran out of bullets just as they died though, and in most circumstances it's fairly logical that a person would have at least a few bullets left.

When you decide how much ammo for a particular weapon is found in a single instance of loot, a good rule of thumb is to keep the number in the single digits. You can relax this rule for if a looted creature is CR 11 or above, occasionally awarding above 10 but less than 20 rounds. Another sensible precaution is to be less and less generous with ammo the higher the damage output of weapons that use it.

If you don't want to determine ammo loot yourself every time, you can try the Random Loot rules that follow this section!

## RANDOM LOOT

Deciding yourself exactly when and where player wastelanders acquire loot is the best way to enforce the post-apocalyptic theme of scarcity and control the potential impact more powerful items can have on your game. However, not every Guide has the inclination for that level of fine control over the minutiae. If you don't want to specify each instance of loot player wastelanders find, you can adopt these rules to help you allocate loot for various item types.

## LOOT CACHES

Loot caches represent items found during the player wastelanders adventures in physical sites around the wasteland, as opposed to loot taken from fallen creatures.

You should include at least two or three loot caches in each adventure. Once you've decide where they are you can roll for each item type to determine if player wastelanders will find one or more of those items at the cache. The chance for each item type is given on the **LOOT CACHES** table (page 148). Refer to the relevant sections below for each item type in the cache.

Its impractical to completely randomise every item in **WASTELAND WARES**, so you will still need to make some decisions throughout this process. It does automate quite a lot of the thinking for you, however.

You can generate a loot cache as a starting point and then add specific items you think ought to be included. In some cases you'll have to: high value item types aren't included in the **LOOT CACHES** table,



## LOOT CACHES

ITEM TYPE	% CHANCE
<b>Salvage</b>	70%, or 100% if no other items are in the cache.
<b>Currency</b>	30%, or 0% in previously undiscovered locations
<b>Food</b>	20%
<b>Drink</b>	20%
<b>Chems</b>	10%
<b>Explosives</b>	10%
<b>Miscellaneous Gear</b>	40%
<b>Armour Piece</b>	25%
<b>Armour Mod</b>	10%
<b>Melee Weapon</b>	35%
<b>Melee Weapon Mod</b>	20%
<b>Ranged Weapon</b>	25%
<b>Ranged Weapon Mod</b>	10%
<b>Ammo</b>	30%
<b>PARTY LEVEL</b>	
<b>3-6</b>	+5%
<b>7-9</b>	+10%
<b>10-12</b>	+15%
<b>13-15</b>	+20%
<b>16-18</b>	+25%
<b>19-20</b>	+30%

including power armour and cybernetics. You should always decide yourself when and where such items are found, rather than leave it to chance. The following rules also explicitly exclude many items of high currency value for the same reason.

## PARTY LEVEL

The chance of finding an item of any given type increases as the player wastelanders increase in level. The **LOOT CACHES** table indicates the bonus for each party level. If wastelanders in your game level at different rates, use the average level for your party. The bonuses given aren't cumulative (for instance, the bonus for being 10th level is +15%, not +30%).

## SALVAGE

If you generate no other loot items for the cache, then it always includes salvage. Otherwise, the chance of finding salvage in a cache is 70%. Roll 5d4 and add the party's level. That much salvage is available to loot.

## CURRENCY

There's a 30% chance of finding currency in a cache provided there's a chance that other wastelanders might have been there. A location that has never been discovered before or that has had no contact with wasteland society has 0% chance of currency.

If you generate currency, roll 3d4 and multiply that amount by half the party's level, rounding down. That much currency is available to loot.

## FOOD

There's a 30% chance of finding food.

If you generate food, roll 1d4. The party finds that many solid snacks.

Additionally, roll 1d8-5 (no minimum). The party finds that many meals.

Whether the food is irradiated (or warped) or purified is up to you and depends entirely on where it's found.

## DRINK

There's a 30% chance of finding drinks.

If you generate drink, roll 1d4. The party finds that many liquid snacks.

Additionally, roll 1d8-5 (no minimum).



The party finds that many bottles of water (or equivalently hydrating liquids).

Whether the drinks are irradiated (or warped) or purified is up to you and depends entirely on where they're found.

## CHEMS

There's a 10% chance of finding chems.

If you generate chems, roll 4d100 (minimum of 40). This is the maximum currency value of the chems found. Additionally, roll 1d4-1 (minimum of 1) to determine the maximum number of chems in the cache. Assign your choice of up to that many chems to the cache that have combined costs which don't exceed the maximum currency value you already generated.

## EXPLOSIVES

There's a 10% chance of finding explosives.

If you generate explosives, roll 2d100 (minimum of 20). This is the maximum currency value of the explosives found. Explosives found in a chance are all of the same type. Select an explosive of your choice and add up to 1d4-1 (minimum of 1) of them to the cache, limited by the the maximum currency value you already generated.

## MISCELLANEOUS GEAR

There's a 40% chance of finding items from the **OTHER GEAR** table (pages 110-111).

If you generate miscellaneous gear, roll 4d400 (minimum of 40). This is the maximum currency value of any items found. Additionally, roll 1d4-1 (minimum of 1) to determine the maximum number of items from

the **OTHER GEAR** table in the cache. Assign your choice of up to that many objects from the **OTHER GEAR** table that have combined costs which don't exceed the maximum currency value you already generated. For these purposes, each entry on the table is considered a single item. For instance, a set of 10 candles counts as one item in the cache.

## ARMOUR PIECE

There's a 25% chance of finding one or more pieces of armour.

If you generate armour, first roll 1d20 and compare the result to the **CACHE ARMOUR** table to determine the tier of the armour found. If you generate a helmet or a shield, roll again and ignore any results you've already rolled. With lucky rolls it's therefore possible to generate one of the three armour tiers, a helmet, and a shield for the same cache.

### CACHE ARMOUR

D20	ARMOUR TIER
1-6	light
7-10	medium
11-12	heavy
13-16	helmet, reroll
17-20	shield, reroll

If you generate light, medium, or heavy armour pieces, next roll d100 to see which pieces of a set are in the cache. On a result of 96-100 there is a chest piece but you also get to reroll. On the reroll, a result of 72 or better means that there are also 4 limb pieces, completing the set.

## CACHE PIECES

D100	PIECES
1-28	1 limb
29-52	2 limbs
53-71	3 limbs
72-85	4 limbs
86-95	chest
96-100	chest, reroll

### ARMOUR MODS

There's a 10% chance per armour piece found that it has a mod already installed. Apply the party level percentage modifier to this value only until you've generated a mod. Once the cache has one armour mod confirmed you still roll for additional mods, but the chance for all other armour mods is always only 10%.

Roll 2d100 (minimum of 80) for each mod you generate in this way. This is the maximum currency value of the mod combined with its base armour piece. You can choose any mod that adjusts the base armour piece's market currency cost to no more than the value you generated.

### ARMOUR AND UNUSUAL BODY TYPES

Most armour found in caches is for human and mutant wastelanders who are Medium sized and humanoid in shape. Armour for large creatures, robots, and animals is rarer and may be more likely in certain contexts than others. When you have unusual wastelanders in your campaign it's up to you to decide as and when discovered armour is of a type they can wear. The comparative difficulty of finding such equipment is one of the challenges inherent in playing such wastelanders.

One way you can get around the problem is to add additional currency or salvage to a cache with the equivalent value of the armour generated. If you do this, make sure that you tell your players that the

currency or salvage is earmarked for a specific player so that they can purchase armour in a settlement. The players should have their wastelanders come to the same decision in character.

## MELEE WEAPON

There's a 35% chance of finding a melee weapon.

If you generate a melee weapon, roll 2d20 (minimum of 5). If both d20s are odd numbers, multiply the result by half the party's level, rounded down. This is the maximum currency value of the melee weapon in the cache. Select a weapon with a market cost equal to or less than this value.

### MELEE WEAPON MODS

There's a 20% chance per melee weapon found that it has a mod already installed.

Roll 2d100 (minimum of 80). This is the maximum currency value of the mod combined with its base weapon. You can choose any mod that adjusts the base weapon's market currency cost to no more than the value you generated. If there's no mod compatible with the base weapon that can be added to it while still meeting the maximum currency value you generated, then the weapon has the cheapest possible mod instead.

## RANGED WEAPON

There's a 25% chance of finding a ranged weapon.

If you generate a ranged weapon, roll d100 and compare the result to the Cache **RANGED WEAPONS** table to determine the type of weapon found and its minimum and maximum currency value. Choose a ranged weapon that meets the given criteria.



## CACHE RANGED WEAPONS

D100	WEAPON AND VALUE
1-18	low-tech ranged weapon
19-35	pipe gun
36-46	ballistic pistol, 60 currency or less
47-53	ballistic pistol, 61 to 140 currency
54-67	shotgun, 40 currency or less
68-77	shotgun, 41 to 100 currency
78-82	ballistic rifle, 150 currency or less
83-86	ballistic rifle, 151 to 250 currency
87-88	ballistic rifle, 251 to 350 currency
89-93	energy gun, 75 currency or less
94-97	energy gun, 81 to 150 currency
98-99	heavy gun, 200 currency or less
100	heavy gun, 200 to 250 currency

### RANGED WEAPON MODS

There's a 10% chance for each of a found ranged weapon's mod slots that the slot has a mod already installed. Apply the party level percentage modifier to this value only until you've generated a mod. Once the cache has one armour mod confirmed you still roll for additional mods, but the chance for all other armour mods is always only 10%.

Roll 2d100 (minimum of 80) for each mod you generate in this way, except if the base weapon's cost is 151 currency or higher. In such cases roll 4d100 (minimum of 120). This is the maximum currency value of the mod combined with its base weapon. You can choose any mod that adjusts the base weapon's piece's market currency cost to no more than the value you generated. If you've already generated other mods for the same weapon, don't factor those into this calculation. If there's no mod compatible with the base weapon that can be added to it while still meeting the maximum currency value you generated, then the weapon has the cheapest possible mod instead.

## AMMO

There's a 30% chance of finding ammo.

If you generate ammo, roll 1d4-1 (minimum of 1). The party finds that many types of ammo for ranged weapons they also find in the cache or that they possess (your choice).

Additionally, roll 1d4-2 (no minimum). The party also find that many types of ammo for weapons they don't possess (your choice).

**SINGLE FIRE WEAPONS.** Roll 2d6 and add half the party's level, rounding down. That much ammo for the weapon is available to loot.

**BURST FIRE WEAPONS.** Roll 2d4 and add a quarter of the party's level, rounding down. That much ammo for the weapon is available to loot.

**HEAVY WEAPONS.** Roll 1d3-1 (minimum of 1). That much ammo for the weapon is available to loot.

## LOOTING THE FALLEN

Items carried by defeated creatures is usually pretty easy to determine: the creature had weapons and armour assigned to it already, and sometimes explosives, mods, and other equipment too. As long as the creature wasn't killed in a way that might have destroyed its gear, then those items remains to be looted.

Nevertheless, there may some items on a creature's person that you want to determine randomly. You can use the following guidelines to do so.



## CREATURE LOOT

ITEM TYPE	% CHANCE
<b>CREATURE CR</b>	
3-4	+5%
5-6	+10%
7-8	+15%
9-10	+20%
11-12	+25%
13-14	+30%
15-16	+35%
17-18	+40%
19-20	+45%
21-22	+50%
23-24	+55%
25-26	+60%
27-28	+65%
29-30	+70%

If so, resolve the formula as normal but halve the amount.

## CURRENCY

There's a 60% chance that an NPC wastelander may carry currency:

$$\text{WASTELANDER CURRENCY} = 2D4-1 \times (\text{CREATURE'S CR} - 1, \text{ TO A MINIMUM OF } 1)$$

If the wastelander is also carrying salvage, halve the amount of currency they gain from this formula.

## CHALLENGE RATING

The greater the challenge rating (or CR) of a creature, the more the chances of finding items on them increases. The **CREATURE LOOT** table indicates the bonus for each CR. The bonuses given aren't cumulative (for instance, the bonus for a creature of CR 7 is +15%, not +30%).

## SALVAGE

There's a 60% chance a robot, turret, or other machine may be partially salvageable. Use the following formula:

$$\text{MACHINE SALVAGE} = 2D4-1 \times (\text{CREATURE'S CR} - 1, \text{ TO A MINIMUM OF } 1)$$

There's a 30% chance of a wastelander carrying some salvage in their pack.

## FOOD

There's a 20% chance the creature has a solid snack on their person or in their pack. There's also a 10% chance they carry a meal.

Food carried by creatures is almost always irradiated (or warped) unless there is good reason it should be purified.

## DRINK

There's a 20% chance the creature has a liquid snack on their person or in their pack. There's also a 10% chance they carry a bottle of water (or equivalent).

Drinks carried by creatures are almost always irradiated (or warped) unless there is good reason they should be purified.



## CHEMS

There's a 5% chance a wastelander is carrying an unused chems.

If you generate chems, roll 4d100 (minimum of 40). This is the maximum currency value of the chems found. Additionally, roll 1d4-1 (minimum of 1) to determine the maximum number of chems in the cache. Assign your choice of up to that many chems to the cache that have combined costs which don't exceed the maximum currency value you already generated.

### CHEMS BY CR

CR	MAX COST
1/8-3	50
4-9	100
10-15	200
16-30	300

## BREAKDOWNS

Much of the equipment available to a wastelander is second-hand or of jury-rigged construction. If you want to foster the idea that equipment can be unreliable in the wasteland you can implement the following rule.

When a natural d20 roll of 1 is rolled on a weapon's attack roll, or when making an ability check using another piece of equipment, there is a Break Chance – literally the possibility that it will break.

Likewise, if a critical hit is made against a creature, the attacker can choose a piece of their armour which suffers a Break Chance. If you don't want to choose, roll 1d6 and consult the **ARMOUR PIECE BREAKS** table. If there is no armour in the slot rolled, move up the rows until you find an armour piece that can be broken. If there are none, move down the rows instead.

## BREAKDOWN CHECKS

When an item suffers a Break Chance, roll 1d6. On a roll of 1 or 2, the item is broken and provides no benefits until it is repaired. Broken armour still imposes any penalties or disadvantages until removed.

If the same item suffers a second Break Chance before its owner's next short or long rest, it breaks automatically.

If the item survives until the owner's next short or long rest, its Break Chances reset.

## REPAIRS

A craftsperson must be Qualified in the relevant skill and tool proficiencies to repair a break. They charge half the item's usual market cost. If a player wastelander attempts the repair, it requires a quarter of the item's usual market cost in salvage.

### ARMOUR PIECE BREAKS

D10	PIECES
1-2	left leg
3-4	right leg
5-6	left arm
7-8	right arm
9	chest
10	helmet

# WEIRD PROPERTIES

Some of the equipment available in *WASTELAND WARES* is already pretty out there, the product of a level of scientific knowledge beyond that of our modern world. Nevertheless, the products of even wilder scientific breakthroughs might be hidden among the ruins. For that matter, wastelanders in your world might also experience strange supernatural occurrences that even science can't yet explain.

If you want to add a touch of the peculiar to your campaign, you can award powerful versions of mundane equipment with particularly strange abilities called weird properties. An item is normally limited to one weird property.

A weird property may or may not be explainable. In some cases, it's the product of "weird science". In others, it's simply "weird". In the latter cases, no one can fathom how the object does what it does. Maybe it's luck or coincidence, maybe it's some kind of paranormal force.

When you add a weird item to your campaign, it can be as a significant story point or can be left an utter mystery.

## WEIRD ARMOUR PIECE PROPERTIES

A weird armour piece can benefit from one of the following properties. Equipping multiple armour pieces with the same properties causes the benefits to be stacked unless otherwise noted.

**ACROBAT'S.** Any falling damage you suffer is halved. Equipping two acrobat's armour

pieces reduces falling damage to zero, though you can still die instantly if you fall from an exceptional height.

**ASSASSIN'S.** Reduce all damage inflicted on you by a humanoid creature or their weapon by 3.

**AUTO STIM.** When your hit points are reduced to half their normal maximum or twenty, whichever is lower, you automatically gain the benefit of a Stimulant if you have one. Once used, this feature cannot be used again until a minute has passed.

**BOLSTERING.** Whenever you have less than half your hit points, reduce all damage you suffer by 3.

**CAVALIER'S.** Whenever you move at least 30 feet or take the Dodge action on your turn, reduce any damage you suffer until the beginning of your next turn by 3.

**CHAMELEON.** The armour piece grants a +3 bonus to Dexterity (Stealth) checks as long as you're not moving.

**CHAMPION.** Your Strength and Constitution are both increased by +1. Your maximum for each of those scores is increased by the same amount.

**CRYOGENIC.** When a creature hits you with a melee attack, it takes 1d6 cold damage.

**CUNNING.** Your Dexterity and Wisdom are both increased by +1. Your maximum for each of those scores is increased by the same amount.

**DUELLIST'S.** When a creature hits you with a melee attack, you may spend your reaction to attempt to disarm them.

**HUNTER'S.** Reduce all damage inflicted on you by a beast or monstrosity by 3.

**INCENDIARY.** When a creature hits you with a melee attack, it must make a DC 13 Dexterity saving throw. On a failed save, the creature suffers 1d6 fire damage at the beginning of each of its turns. It repeats its saving throw at the end of each turn.



The effect can be ended early if the target or another creature spend an action to put out the blaze.

**MARTYR'S.** When your hit points are reduced to half their normal maximum or twenty, whichever is lower, you may take an additional action on your turn. If you use it to take the Attack action, you may only make a maximum of one attack with the action even if you have the Extra Attack feature. If you equip multiple martyr's armour pieces you still only get the use of one additional action. However, for each additional martyr's armour piece equipped you can make use of one additional attack from your Extra Attack feature (if any).

**POISONER'S.** You have resistance to poison damage. Equipping two poisoner's armour pieces grants immunity to poison damage and the poisoned condition.

**PUNISHING.** When a creature hits you with a melee attack, it suffers 1d4 untyped damage.

**RAD POWERED.** Your current and maximum Strength score increases by +2 for each level of **radsick** you possess.

**SAFECRACKER'S.** The armour piece grants a +3 bonus to Dexterity (Thieves' Tools) checks.

**SENTINEL'S.** When you don't move on your turn, reduce all damage you receive by 3 until the beginning of your next turn.

**SHARP.** Your Charisma and Intelligence are both increased by +1. Your maximum for each of those scores is increased by the same amount.

**SPRINTER'S.** Your movement speed increases by 5.

**TROUBLESHOOTER'S.** Reduce all damage inflicted on you by a robot, turret, or other machine by 3.

## WEIRD WEAPON PROPERTIES

A weird armour piece can benefit from one of the following properties.

**ASSASSIN'S.** An assassin's weapon deals an additional die of damage against humanoids.

**ARCING (RANGED WEAPON ONLY).** An arcing weapon deals 1d4 additional electrical damage, then arcs to another creature of your choice within 15 feet of the original target, which also takes 1d4 electrical damage.

**AUTOMATIC (RANGED WEAPON ONLY).** Unlike other weapons of its type, the weapon has the full auto property.

**BERSERKER'S.** A berserker's weapon deals an additional die of damage while you are unarmoured.

**BLAZING.** A blazing weapon deals 3d4 additional fire damage.

**BLOODIED.** A bloodied weapon deal two additional dice of damage whenever you have less than half your hit points.

**CAVALIER'S.** Whenever you move at least 30 feet or take the Dodge action on your turn, you gain resistance against any damage dealt by the first attack to hit you before the beginning of your next turn.

**CHARGED (MELEE ONLY).** When a creature attacks you in melee and misses, it takes 1d8 electrical damage.

**CRIPPLING.** After being hit by this weapon, a creature's movement speed is halved until the end of its next turn. Multiple hits are not cumulative.

**DEADEYE (RANGED ONLY).** The weapon has no long range category. Its short range is equal to its former long range.

**DEFIANT (RELOAD WEAPON ONLY).** The final shot this weapon fires before it must be



reloaded is always a critical if it hits.

**DUELIST'S (MELEE ONLY).** If a creature misses you with a melee attack, you may spend your reaction to attempt to disarm them.

**ENRAGING.** When you make a critical hit with this weapon, the target goes berserk as though they were hit by a Berserk Syringe and failed their saving throw.

**EXPLOSIVE.** On a hit, all creatures within 5 feet of the target suffer 1d4 fire damage.

**FREEZING.** A freezing weapon deals 2d6 additional cold damage.

**FRIGID (MELEE ONLY).** When a creature attacks you in melee and misses, it takes 1d8 cold damage.

**FURIOUS.** If you attack the same creature multiple times on your turn with a Furious weapon, with each consecutive hit the weapon deals a cumulative 1d6 extra damage (on the second hit it deals 1d8 bonus damage, on the third 2d6, and 3d6 on the fourth).

**HITMAN'S (RANGED ONLY).** A hitman's weapon deals two additional dice of damage when you attack a creature in its long range category.

**HUNTER'S.** A hunter's weapon deals an additional die of damage against beasts and monstrosities.

**INCENDIARY.** When a creature is hit by the incendiary weapon, it must make a DC 15 Dexterity saving throw. On a failed save, the creature suffers 1d8 fire damage at the beginning of each of its turns. It repeats its saving throw at the end of each turn. The effect can be ended early if the target or another creature spend an action to put out the blaze.

**INSTIGATING.** When this weapon hits a creature with maximum hit points, it deals damage as though the attack were a critical.

**IRRADIATED.** The irradiated weapon deals 2d6 radiation damage.

**JUNKIE'S.** A junkie's weapon has a +2 bonus to attack and deals an additional 2d6 damage as long as you have at least one Addiction Level.

**LUCKY.** A lucky weapon score a critical hit on a natural roll of 18 to 20 (if the wielder already has an expanded critical range, increase the size of the range by 2). In addition, on a critical you roll all the damage dice three times instead of twice.

**MEDIC'S.** Instead of damage, a medic's weapon restores hit points equal to its normal damage.

**NEVER ENDING (WEAPON WITH THE LOADING OR RELOAD PROPERTY ONLY).** As long as you have ammunition compatible with the weapon, it loses the loading or reload property and can be fired continuously.

**NIMBLE.** Your movement speed increases by 10 feet while wielding this weapon.

**NOCTURNAL.** The nocturnal weapon deals 3d6 additional damage at night.

**PENETRATING.** Roll a d12 along with your damage but don't add its result to the damage total. If the target is resistant to the weapon's damage, after they reduce the damage by half they must increase the damage again by the result of the 1d12 (to a maximum of the original damage received).

**PLASMA INFUSED.** The plasma infused weapon deals 2d6 additional fire damage. If the target dies they're reduced to a pile of goo.

**POISONER'S.** The poisoner's weapon deals 2d6 additional poison damage.

**POWERFUL.** The powerful weapon deals 3d4 additional damage of its own type.

**RESILIENT (RELOAD WEAPON ONLY).** When you reload the weapon you gain resistance to all damage until the beginning of your next turn.



**SENTINEL'S (MELEE ONLY).** When you don't move on your turn, reduce all damage you receive by 5 until the beginning of your next turn.

**SHOCKING (RANGED WEAPON ONLY).** A shocking weapon deals 1d8 additional electrical damage.

**STALKER'S (RANGED ONLY).** When you attack a surprised target you have advantage on the attack roll and you deal the maximum possible damage on a hit.

**TROUBLESHOOTER'S.** A troubleshooter's weapon deals an additional die of damage against constructs.

**TWO SHOT (RELOAD WEAPON ONLY).** You can choose to attack twice as part of your Attack action, rolling with disadvantage for both attacks. If you possess the Extra Attack feature, you can make this choice for every attack you would normally get to make during your Attack action. You cannot use the Two Shot feature if the weapon has only one bullet left.

**WOUNDING.** When a creature is hit by the wounding weapon, it must make a DC 15 Constitution saving throw. On a failed save, the creature suffers 2d4 damage of the weapon's normal damage type at the beginning of each of its turns. It repeats its saving throw at the end of each turn.



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