

# WASTEWALKER

## ROLE PLAYING GAME

# PLAYTEST PDF



# SURVIVOR'S HANDBOOK

**STARFINDER**  
COMPATIBLE

## WASTEWALKER ROKE PLAYING GAME

Post Apocalyptic Gaming

**Author:** Nate Petersen

**Cover Frame:** Rick Hershey

**Cover Illustration:** Anthony Cournoyer

**Interior Illustration:** Anthony Cournoyer

**With Assistance From:** Zane DenHartog, Nick Grantland, Genevieve Petersen, Chad Rushing, Will Thibault, and countless others

Copyright 2013-2021 Neo Productions Unlimited, all rights reserved.

Compatibility with the Starfinder Roleplaying Game requires the Starfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/starfinder> for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the Starfinder Roleplaying Game and the Starfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See <http://paizo.com/starfinder/compatibility> for more information on the compatibility license.

**Open Content:** Elements that have previously been designated as Open Game Content or are in the public domain are considered open content. At this time, all other material is reserved.

**Product Identity:** All trademarks, registered trademarks, proper names (characters, deities, etc., dialogue, plots, storylines, locations, characters, artwork, and trade dress. Any material not designated as Open Content in the previous declaration. Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.

# CONTENTS

Introduction	1
Getting Started	1
What You Will Need	2
Basic Concepts	2
Character Creation	4
Character Progression	8
Race	10
Choose A Race	10
Abominations	10
Androids	12
Humans	13
Walkers	14
Background	16
First Level Backgrounds	16
Sixth Level Backgrounds	16
Embellish Your Background	16
Backgrounds	16
Mutation	24
Gaining And Losing Mutations	24
Universal Mutation Rules	24
Major Mutations	26
Temporary Mutations	30
Class	31
Wastewalker Classes	31
Envoy	32
Operative	35
Soldier	40
Archetype	44
Gaining An Archetype	44
Archetype Perks	44
Other Considerations	44
Altered Or Replaced Class Features	45
Subclass Archetype	45
Berserker	46
Courier	47
Marine	48
Ranger	50
Reclaimer	51
Scribe	53
Stranger	55
Wanderer	56
Mutation Archetypes	58

Botanical	58
Elemental Force	59
Ghost Adept	60
Rad Child	61
Titanic Force	62
Transhumanist	62
Vampire Adept	63
Wasteland Creature Companion	64
Who's That Creature?!	64
Acquiring A Wasteland Creature Companion	64
Wasteland Creature Companions In Combat	66
Granting Additional Actions	66
Uncontrolled Companions	66
Using The Wasteland Creature Companion Table	66
Wasteland Creature Companion Templates	68
Wasteland Creature Companion Perks	70
Skills	74
Skills At 1st Level	74
Using Your Skills	75
Skill Descriptions	76
Feats	83
Feats At 1st Level	83
Choosing Feats	83
Equipment	94
Currency	94
Equipment At 1st Level	95
Carrying Capacity	95
Item Level	96
Getting New Gear	96
Weathered Equipment	96
Weapons	97
Armor	115
Power Armor	120
Adventuring Supplies	123
Chems	125
Comfort Items	126
Powers	128
What Are Powers?	128
Power Level And Power Points	128
Activating Powers	128
Reading A Power Description	128
0-level Powers	129
1st Level Powers	131
2nd Level Powers	136

Playing The Game	139
Exploration	139
Encounters	139
Skill Checks And Ability Checks	139
Movement During Exploration	140
Combat	142

## ABOUT THIS EDITION

This is a playtest PDF for the Wastewalker Roleplaying Game; an artless, somewhat laid-out, collection of rules adapted from open content sources and prepared for post-apocalyptic adventuring!

This is not the final edition and will be subject to playtesting and revision, as well as expansion with the inclusion of game master material for running games, developing worlds, and some setting material to set you off on your own apocalypse!

It is also worth noting; this uses, mixes, and remixes content from a number of sources. The book owes a serious debt of gratitude to the authors of this material for providing a structural foundation on which to hang this vision of the post-apocalypse. Please review the OGL at the end of the book for the specific sources and give them a look!

# INTRODUC- TION

Years ago, the world ended. Its not pretty. What happened, who knows. Maybe we're stranded on an alien world, a veritable Pandora's Box of horrific death waiting around every corner; maybe a bunch of egg-heads got together and said "Gee, why not open a hole in space/time and collapse all of reality?"; or simply, maybe, one bunch of assholes got pissed at another bunch of assholes and said "Bomb's away!" Whatever. Not much of that matters right now. What does matter is making it through another day around these parts. Because its not easy; there's no rest for the wicked and trust me, none of of us are saints.

## GETTING STARTED

This book lays out the fundamentals of the Wastewalker Role Playing Game. This includes a basic overview of what a role playing game is and how to build a character to adventure through the wastelands!

## WHAT IS A ROLEPLAYING GAME?

Fantastic question that; a roleplaying game, or RPG, is typically an adventure game played from the perspective of a cast of characters, each controlled by a player at the table, featuring exploration, excitement, danger, and more! A Game Master (or GM) is a player at the table who helps weave the tale, providing puzzles (and clues!), opposition (and assistance!) and helps move the story, and experience, forward.

The rules of a roleplaying game, such as what you hold here, are intended to be aids in telling these stories; they provide the element of suspense and danger to questions of what characters can do and what heroics they can achieve! While it is often important to adhere to the letter of these rules, it can

also be fun to "wing it" and go with an attempt, and a result, that seems incredibly cool for the simple sake of seeming cool.

At the end of the day, roleplaying games aren't very adversarial in nature; they're collaborative theater as a group strives to tell a dramatic story of action, heroism, and the triumphs or failures of a cast of characters. So long as everyone is having fun, the game is "won!"

## ABOUT WASTEWALKER

So, just what exactly is Wastewalker? An adventure? A supplement? A coffee table ornament? A map to untold riches?

Well, to answer the questions: Not quite, yes, maybe if you print it, and we're legally obligated to say no to the last one but that's entirely up to you.

Wastewalker is a 10-level setting hack for the Stafinder Role Playing Game, a collection of some of the most popular post-apocalyptic settings and game tropes and ideas to date. What it does is incorporate the best of the classic post-apocalyptic games (fast character creation, wacky potential, easy ways to riff off simple charts and allow imagination to run wild) with the best of the SFRPG (strong, stable gameplay, unified and templated rules and abilities, little guess work, simple underlying game). We've thrown in a good measure of CRPG influences as well and ditched a portions of the alien material from the core system, though you can bet on it rearing its wild and weird head on its own.

I'd close with "Sit back, relax, and enjoy the ride!", but we are talking about the apocalypse. Too much gun fire, mutants, monsters, and insane technology to take it easy. So duck, run, and good luck out there!

## MORE TO COME

The ruined world is vast, as are the possibilities! Several hooks exist in this manual, the Wastewalker's Survival Guide, which will be further explored in material to come!



## WHAT YOU WILL NEED

- To play Wastewalker, you will need the following:
- Wastewalker Survival Guide
  - A blank copy of the Wastewalker Character Sheet
  - A "standard" set of dice (see below)
  - Writing Utensils
  - Scrap Paper
  - A ready team of adventurers!

## DICE

The game uses an array of dice to determine outcomes; this keeps efforts at action somewhat arbitrary and provides that element of danger and suspense. The "name" of a given die is based on the number of faces it has and is denoted with a preceeding "d"; hence, "d4" is a four-sided die, with numbers ranging from 1 to 4 stamped on it.

A full set of dice used in Wastewalker include the d4, d6, d8, d12, d20, and two d10; one numbered 0-9 and the other numbered in increments of ten: 00, 10, 20, 30, 40, 50, 60, 70, 80, and 90.

## ROLLING DICE

When an effect would have a player roll dice, it instructs how many through similar notation, with a number preceding the "d" explained above. Thus, "2d" would be two dice and "2d6" would be two six-sided dice.

Additional effects would have you add or subtract from the result of the roll. This is expressed with "+" or "-" after the dice instruction; "2d6-3" would mean to roll two six-sided dice and subtract 3, while "2d6+3" would mean to roll the same two six-sided dice but add 3 to the result.

Several effects may instruct you to roll a "d10" or "d20"; without a direct expression, it is to be assumed you roll one die.

## ROUNDING NUMBERS

Wastewalker deals in whole numbers, not partial. If you would multiple or divide, you would round down toward the next whole number. If, for example, you divide a result of 9 by 2, your final result would be 4, rounded down from 4 1/2.

## READING DICE

Several dice have numbers which may be confused for others depending on how the die sits when it stops rolling. These dice will usually have an indicator to help differentiate confusing results, such as 6 and 9, from each other. Common indicators are lines at the bottom of the digit to indicate its orientation.

Additionally, the two d10 dice mentioned above will often be rolled together to provide a percentile result, or a result between 1 and 100. The die with the increments of 10 is meant to indicate that tens space, while the second die indicates the ones space; as such a result of 00 and 5 would mean 5, while a result of 80 and 9 would be 89. 00 and 0 represents 100 in this paired-die situation.

## BASIC CONCEPTS

Wastewalker operates on a series of basic concepts and ideas common to other roleplaying game systems: players have a sheet which represents their character's powers and abilities, and an array of numbers. While daunting at first, the basics come quickly once you see them all in action. Ahead, we outline some of the common terms and functions you'll interact with, and then expand upon them when they become more relevant.

## RULE 0: EXCEPTIONS WIN

At different points, you will find some abilities and powers which contradict "The Rules." This is alright; the contradiction wins, and that's the point! The normal rules of the game set the standard, while unique powers and abilities are meant to help players operate beyond the normal bounds. As such, if a character has

the ability "darkvision," which allows them to see in the dark, but the game text says that the room is dark and cannot be seen in, the ability supersedes the rule.

At all points, players and Game Masters should strive to use the rules as a guideline and embrace challenges and contradictions; so long as everyone at the table are enjoying themselves, the game is a success! If getting it "just right" by the rules takes too much focus, the experience tires everyone out and it's just not fun at that point.

## THE BASIC RULE: D20 ROLL

Wastewalker is built upon a general d20-based system; what this means is each effort your character undertakes is based on a simple roll: d20 plus (or minus) modifiers. This will be compared either to a number predetermined by the adventure or in a more dynamic situation, such as opposing another character, by a similar roll. You succeed if you meet or beat that number, and fail if you do not!

**D20 + MODIFIER**

## DEFINITIONS

### ABBREVIATIONS

There are several game terms that are typically expressed as abbreviations, including Armor Class (AC), Hit Points (HP), and Resolve Points (RP). If you miss or forget what an abbreviation means, they're explained in the glossary on .

### ARMOR CLASS (AC)

This value represents how hard it is for an enemy to strike you in combat.

### ATTACK ROLL

This is a d20 roll that represents your attempt to strike another creature in combat.

### BOOST

A boost is an increase in an ability score's value. These are granted during character creation, when a character reaches certain levels, and additional effects can provide a boost. Unless noted in an effect, a boost is a permanent increase. These are normally a +2 increase, unless the stat value is 18 or greater, in which case it is a +1 increase.

### CHECK

A check is a d20 roll that may or may not be modified by your statistics or another value. The most common types of checks are skill checks and ability checks (which determine whether you successfully perform a task using the rules specifically laid out for that task), and initiative checks (which determine when you act in combat in relation to the other participants).

### CREATURE


A creature is an active participant in the story or world. This includes player characters (PCs), nonplayer characters (NPCs), and monsters.

### DAMAGE TYPES

When something causes damage, it is often expressed as a damage type, such as fire damage. There are three physical damage types (bludgeoning, piercing, and slashing) and six energy damage types (acid, cold, electricity, fire, radiation and sonic). All damage reduces a target's HP, and the damage type matters only if some other ability or interaction refers to it. Even if the ability or interaction doesn't mention the damage type, it can still be fun to imagine what the attack looks like as it flies toward an enemy!

### DIFFICULTY CLASS (DC)

This is the target number that a check's result must be equal to or greater than for the check to succeed—normally a skill check or saving throw. Usually, when a task has a DC associated with it, either from instructions



in an adventure or the rules associated with the task, the Game Master (see below) relays that target number to the player attempting the task.

## ENCOUNTER

An encounter is a situation that presents characters with a challenge. This could be a skill challenge where the characters must obtain information, a physical battle they must survive, a trap to disable, a puzzle to solve, or some other obstacle. Characters typically earn experience points for completing encounters.

## EXPERIENCE POINTS (XP)

This is a way of tracking your character's increasing expertise gained as a result of overcoming challenges. When characters earn enough experience points, they advance in level, or "level up" (see Level Up! ahead).

## GAME MASTER (GM)

The Game Master is the player who adjudicates the rules and controls elements of the Wastewalker world to shape the story that the players tell together. A GM's duty is to provide a fair and fun game—they want the other players to succeed in their goals, but only after attempting heroic feats and surviving danger.

## HIT POINTS (HP)

Hit Points represent how badly injured you can be before you fall unconscious or die. Weapon attacks, spells, and other effects can cause you to lose (or regain) Hit Points.

## LEVEL

A level is an indication of the relative power of a rules element within the game. Your character level starts at 1 and can increase up to 20 as you gain experience points. Level can also refer to a weapon or armor's level, allowing you to know which items are equally powered, and which are more powerful.

## NONPLAYER CHARACTER (NPC)

A nonplayer character is controlled by the GM for the purpose of interacting with players and helping advance the game's story or influencing the state of the world. An NPC includes any creature that a player isn't roleplaying.

## RESOLVE POINTS

Resolve points are an action currency, allowing you to take unusual risks or recover from some terrible rolls.

## ROUND

In combat, a round is a unit of time equal to 6 seconds in the game world; every character who can act in a round gets a turn once per round.

## SAVING THROW

A saving throw is a d20 roll representing your character's attempt to avoid or reduce some harmful effect.

## CHARACTER CREATION

Character creation in Wastewalker is meant to be swift and immediately have an impact; as a result, characters are built, not rolled or assigned. Several steps go into character creation, largely selecting options from a menu and making adjustments as each choice occurs.

## CHARACTER BUILDING OUTLINE

---

### SELECT YOUR RACE

Occasionally referred to as race, bloodline, or species, this selection represents your basic genetic structures, familial bloodlines, skills and talents you are born to rather than cultivated. Common elements in fantasy games include elves and dwarves, while science-fiction

games may include mutants or robots. This is your basic physical representation, along with some abilities common to those of your kind. See Chapter 2's Races for options specific to Wastewalker.

## SELECT YOUR BACKGROUND

This is a recognition of your past, your upbringing, earlier training, connections, and who you might have been before you set out adventuring. This can include past professions or how you may have been brought up. See Chapter 2's Backgrounds.

## SELECT YOUR MUTATION

Your mutation is your unique attribute, what sets you apart from those others of your kind. These can manifest in one of several ways, from subtle alterations to overt physical differences and/or deformities thanks to life in the wasteland. See Chapter 2's Mutations.

## SELECT YOUR CLASS

A class is your current profession or target skill set. This is one of the largest decisions regarding how you will explore in Wastewalker. Classes offer your basic training, unique class features, and a path on which to build your character. See Class Progression ahead and Chapter 3: Classes.

## SET YOUR ABILITY SCORES

Each of the prior steps will have notes indicating how to set your character's ability scores. All ability scores begin with an initial value of 10; the previous steps will add and subtract from that value as you total everything up and finally you will have some discretionary options to use as you see fit.

## CALCULATE

Some quick math will determine important traits of your character: hit points, skill points, resolve, and modifiers to your actions, all of which are based on the previous steps! See Class Progression ahead.

## SET YOUR SKILLS

All of the prior steps will inform your options regarding skills, specific areas of knowledge for your character. This determines how good you are at things like climbing, hacking, modifying, intimidating, etc. See Chapter 4: Skills.

## SET YOUR FEATS

Feats are additional abilities, skills, and unique talents almost all characters get to pick from, provided they meet certain requirements. With your previous steps finished, you have enough information to select one or more feats, as directed by the options you selected. See Chapter 5: Feats.

## EQUIP YOUR CHARACTER

While adventuring by wits alone can be done, it is dangerous to go alone! At the very least, stock up on reasonable equipment before heading out into the maw of danger; each character has 1000 credits to spend outfitting their character. What equipment will be optimal will depend heavily on those earlier choices. See Chapter 7: Equipment.

## APPLY FINAL TOUCHES

Your character is ALMOST complete! Your final steps will be to determine the last details about who your character is and how they may see themselves. Many of these are cosmetic, but some such as alignment can play an important role at various times in game play.

**Your Name:** Your name; given, call-sign, however you wish to be addressed.

**Your Gender:** Your gender as appropriate for your choices and preferences.

**Your Pronouns:** Preferred pronouns for the character.

**Your Alignment:** The character's philosophical alignment (see Alignment, ahead).

**Your Description:** A brief description of your character, including any stark features, personality traits, etc. Consider, if you walked into a room, how might a narrator describe the first impression of your character?



## ABILITY SCORES

You have six ability scores, which are numbers that represent your raw talent in physical and mental tasks. The higher your ability score, the better you are in that category. Each class also has a key ability score, and therefore you likely want a high score in that ability. The six abilities are as follows.

### STRENGTH

This is how strong you are. A high Strength means your melee weapons deal more damage.

### DEXTERITY

This is how agile you are. A high Dexterity means you're better with ranged weapons and harder to hit in combat.

### CONSTITUTION

This is how tough you are. A high Constitution means you have more health and are better at resisting physical stress and exhaustion.

### INTELLIGENCE

This is how smart you are. A high Intelligence means you get more skills.

### WISDOM

This is how aware and intuitive you are. A high Wisdom means you're perceptive.

### CHARISMA

This is how persuasive you are. A high Charisma means you can talk your way out of trouble and influence people through social interaction.

## GENERATING ABILITY SCORES

There are two ways to generate ability scores; using an array or building your ability scores through character creation using Boosts.

### ABILITY SCORE ARRAYS

The fastest way to generate ability scores is to select one of the following arrays: the focused array, the split array, or the versatile array. Write the numbers from your array on a piece of scratch paper.

**Focused Array:** Use this if you want to focus on one ability score over any other.

18, 14, 10, 10, 10, 10

**Split Array:** Use this if you want to split your focus between two ability scores.

16, 16, 10, 10, 10, 10

**Versatile Array:** Use this if you want to have modest bonuses in several different ability scores.

14, 14, 14, 10, 10, 10

### ABILITY SCORE BOOSTS

Potentially at character creation, and then as you gain levels and experience, you unlock various "Boosts," which provide increases to ability scores.

If you choose to build your ability scores in character creation, each aspect of selecting your options; race, background, mutation, and class, provides a Boost to a specified score. At the end of the character creation process, you have an additional two Boosts to apply as you see fit.

While an ability score is less than 18, a Boost provides a +2 bonus to the ability score permanently. Should the ability score be equal to or greater than 18 after a Boost would be applied, it provides a +1 bonus instead. During character creation, this ability cannot exceed 18, though for later levels it can.

**Race Boosts:** Who are your people? Who, or what, are you descended from? While nature is not everything, your race impacts early life, experiences, and some potential. Your race will typically offer either a +2 Boost to any one ability score of your choice or two

Boosts and a -2 penalty, usually offering a Boost each to a Physical and Non-Physical ability score while the penalty will vary.

**Background Boosts:** Where have you been? What have you learned so far? Your background provides a baseline training and experiences, as well as unlockable benefits and knowledge as your experiences take you further than your old stomping grounds. Backgrounds provide a Boost to a relevant ability score as well as a series of abilities unlocked as the story unfolds.

**Mutation Boosts:** What has this world done to you? Living in the wastelands is hard for anyone, and as a traveler and adventurer you have already seen your fair share of hardship. Your mutation can vary, from subtle to overt, and your options may be impacted by your bloodline. Each mutation offers a Boost to a relevant ability score, usually an unusual power or ability, and a hook for further exploration.

**Class Boosts:** How are you going to get from here to there? Your class represents your choice of tactics, how you will accomplish your grand goals. Your class provides almost all important aspects of your character's suite of powers as they gain levels and experience and include a single Boost to a relevant ability score important to that class's operation.

**Free Boosts:** Finally, you are able to set two Boosts as you see fit at character creation.

## ASSIGNING ABILITY SCORES

Ability scores are defined almost wholly by you, the player, and the choices you make as you make selections for your character and/or apply your Boosts during character creation and beyond. All ability scores begin with a base value of 10 and are added to, and subtracted from, as you make choices during play. If you are using an array, simply assign the values as given to the ability scores as you choose. If you are using the Boosts provided by each character element, add or subtract the values as noted to the specific ability scores.

## ABILITY SCORE MODIFIERS

Your ability modifiers are numbers based on your ability scores. You add these numbers to (or subtract them from) many of the dice rolls you make in this game. Use your ability scores and the table below to figure what your ability modifiers are. When you see an abbreviation such as STR, DEX, CON, INT, WIS, or CHA,, it refers to your ability modifier (which will be between -4 and +4), not your ability score (which will be between 3 and 18).

TABLE: ABILITY SCORE MODIFIERS

Ability Score	Ability Modifier
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18	+4

## ALIGNMENT

Every creature has an "alignment" that indicates its general morals and attitude—it's mostly just shorthand for what kind of person your character is. Choose one of the following.

**Lawful Good (lg):** You combine honor with compassion and an appreciation for rules that protect everyone.

**Neutral Good (ng):** You believe in doing what is good and right without bias for or against law and order.

**Chaotic Good (cg):** You combine a good heart with a free spirit and appreciation for liberty.

**Lawful Neutral (ln):** You are reliable and honorable without being devoted to doing good deeds.

**True Neutral (n):** You act without excessive prejudice or compassion.

**Chaotic Neutral (cn):** You are free from society's restrictions and the strict ethics of do-gooders.



# CHARACTER PROGRESSION

As characters gain experience points (XP) and levels, they earn new abilities and expand existing ones. As each character advances, review the following and add on to your characters as directed. New features, feats, perks, augments, etc. are cumulative, meaning you have all previously earned abilities as well as your new ones, while items such as skill points, hit points, and resolve are recalculated each level and set at their new values.

## HIT POINTS, RESOLVE POINTS, SKILLS: EVERY LEVEL

Each time a character gains a level, they gain additional hit points, resolve points, and skills.

Hit Points (HP) are equal to  $12 \text{ or } 14 + \text{Constitution modifier} * \text{Level}$ .

Resolve Points are equal to  $\frac{1}{2} \text{ Level} + \text{Key Ability modifier}$ , as determined by your class.

Skills are assigned at character creation; bonuses to these skills grow as you gain levels

These are recalculated each level, using your current ability modifiers. If an ability score or modifier changes, all gains are retroactive. For instance, at level 4 a character with a +2 Con modifier may have 52 Hit Points: 12 from the base, plus 2 for their Constitution modifier, times 4 for their level. At 5th level, after they apply their Boosts, they now have a +3 Con modifier and 75 Hit Points; 12 from the base, plus 3 for their Con modifier, times 5 for their level.

Skill Points do not exist for Wastewalker. Instead, skills are selected at character creation and are considered trained or class skills, adding the character's level to both and a +3 bonus for class skills, in addition to any miscellaneous modifiers to produce a total skill bonus.

## BACKGROUND BENEFITS: 1ST AND 6TH LEVEL

At first level, you gain the benefits of your background's unique knowledge or ability as described. At 6th level, you gain an additional benefit from your background, as described.

## FEATS: 1ST LEVEL + EVERY 2 (1, 3, 5, 7, 9)

At first level, and every other level afterward, you can select a new Feat. These must be feats for which you meet the prerequisites, including class, class features, race, skill ranks invested, levels acquired, or other mechanical and potentially story-based milestones.

## WEAPON SPECIALIZATION: 3RD LEVEL

All characters gain Weapon Specialization for all weapons their class is proficient in at 3rd level, which means you add your character level to damage with the given weapon type, or half your character level for small arms. You can never have specialization in grenades.

## ABILITY SCORE BOOSTS: 5TH LEVEL AND 10TH LEVEL

At fifth level, you gain four ability score Boosts, applicable to any four, different, ability scores. Boosts provide a permanent increase to an ability score. If the ability score is less than 18, a Boost increases that ability by 2; if this would increase an ability score beyond 18, it increases the ability score by 1 instead.

As you apply Boosts, recalculate any ability score dependent or ability modifier dependent attributes of your character using the new ability scores and modifiers. To reiterate from above: at level 4 a character with a +2 Con modifier may have 32 Hit Points; 6 from their class, plus 2 for their Con modifier, times 4 for their level. At 5th level, after they apply their Boosts, they

now have a +3 Con modifier and 45 Hit Points; 6 from their class, plus 3 for their Con modifier, times 5 for their level.

**TABLE: CHARACTER PROGRESSION**

Level	Experience Point Total	Wealth (Credits)	Base Attack Bonus		Saving Throws		Feature
			Basic BAB	Full BAB	Good Save	Bad Save	
1st	0	1000	+0	+1	+2	+0	Background Benefit, Feat
2nd	1300	2000	+1	+2	+3	+0	
3rd	3300	4000	+2	+3	+3	+1	Feat, Weapon Specialization
4th	6000	6000	+3	+4	+4	+1	
5th	10000	9000	+3	+5	+4	+1	Boosts x4, Feat
6th	15000	15000	+4	+6	+5	+2	Background Benefit
7th	23000	23000	+5	+7	+5	+2	Feat
8th	34000	33000	+6	+8	+6	+2	
9th	50000	45000	+6	+9	+6	+3	Feat
10th	71000	66000	+7	+10	+7	+3	Boosts x4

# RACE

Wastewalker is a game of post-apocalyptic exploration, and sometimes the strangest things to discover are other people! After the apocalypse, the world changed and humanity changed with it; the races presented here represent those changes, and what powers, and burdens, humanity now holds!

## CHOOSE A RACE

The first step in creating a character in Wastewalker is choosing a "race;" this selection marks you as a representative of a sentient, though sometimes unpleasant, dweller in the wastelands. Each race grants particular powers and abilities and all provide unique, and interesting, ways to explore Wastewalker!

TABLE: RACIAL ADJUSTMENTS

Race	Adjustments
Abomination	+2 Dexterity, +2 Strength, -2 Intelligence
Android	+2 Dexterity, +2, Intelligence, -2 Charisma
Human	+2 to Any
Walker	+2 Constitution, +2 Wisdom, -2 Charisma

# ABOMINATIONS

Abominations are heavily mutated human stock. Hulking monsters of low intelligence, its hard to say what made these "things" what they are today; a viral mutation from the old world, exceptional radiation exposure, absurd use of drugs and stimulants... no one really knows. Maybe some of them do; or did. Abominations among civilization are unique; they've taken enough exposure to whatever it is to bulk them out like a pro-wrestler on steroids and achieve most all of the benefits of their kind, but have not had the unfortunate side effect of having their mind blasted. Not smart by any means, these abominations are also far more expressive than their brethren; not exactly friendly and still prone to rages, they're at the very least capable of keeping a lid on that aggression...for a time. If you meet one who speaks in relatively complete sentences, or at least uses the occasional proper pronoun, you should be fine. When all they do is grunt and roar, probably better open fire.

## ABILITY ADJUSTMENTS

+2 Strength, +2 Dexterity, -2 Intelligence

## SIZE AND TYPE

Abominations are large humanoid with the mutant subtype and space and reach of 10 feet.

## ABOMINATION RACIAL FEATURES

### ABOMINATION FEROCITY

Once per day, an abomination brought to 0 Hit Points but not killed can fight on for 1 more round. The abomination drops to 0 HP and is dying (following the normal rules) but can act normally until the end of her next turn, when she becomes unconscious as normal. If she would lose additional Hit Points before this, she

ceases to be able to act and falls unconscious.

## DARKVISION

Abominations have darkvision with a range of 60 feet.

## IRRADIATED

Abominations have radiation resistance 5, which stacks with one other source of radiation resistance.

## SWIFT

An abomination has a base speed of 40 feet.

## ABOUT ABOMINATIONS

---

No one in the wastelands is really treated any better than another, but “abominations” end up filling the lowest ranks in the hierarchy of bad. Almost universally larger, more aggressive, and much more obvious than pretty much any other group, they are an easy scapegoat. Radiation exposure seems to bring mental deterioration, and the most feared abominations have devolved into aggressive, rampaging brutes, but a great many of them are no where near this stage and might never reach that. Instead they are prideful, seeing their strength as an asset in surviving the apocalypse, and protective, usually of each other on account of their treatment elsewhere but they are known to reciprocate shown kindness, however rare that might be, with a sense of honor and loyalty. Either as a trait of their mutation, exposure to radiation, brain damage, or something else entirely, abominations lack certain forward brain functions, typically what most consider a “filter.” As a result, abominations are almost universally incapable of deception or subtly; they are quite forward about their thoughts and plans. While not brilliant by most standards, they aren't the dullards others believe them to be either; there is a certain cunning in their actions which includes trapping, reasonable battle tactics, and crude but effective engineering to produce destructive, simple, weapons.

## NAMES

---

Abominations are apt to keep, or take, simple names, nicknames, and types of anagrams or portmanteaus of relatable words and concepts. One who had a simple name before their mutation, or a simple nickname like Ben, Kim, Drew, will likely keep theirs. Ones who didn't, or who forgot, may take new simple ones like Meat, either for their notable diet, because they had a “good bite” taken out of them, or as a general nickname for their size.



# ANDROIDS

These guys aren't human. Literally. They're synthetic people, androids. Stretch out on the east coast is said to have produced these guys, a robotic slave meant to make life in the new world easier on the survivors. Except, like most cases in science fiction, they gained sentience and went off on the deep end. The end result were these: they look human, act human, hell a lot of them THINK they're human. But they're not, and don't forget it. Doing so could cost you, bad. Remember those eggheads out east? Yea, all that's up there is a series of smoking ruins. Not all that different from the rest of the wasteland, true, but these sure are fresh smoking ruins.

## ABILITY ADJUSTMENTS

---

+2 Dexterity, +2 Intelligence, -2 Charisma

## SIZE AND TYPE

---

Androids are Medium humanoids with the android subtype.

## ANDROID RACIAL FEATURES

---

### CONSTRUCTED

For effects targeting creatures by type, androids count as both humanoids and constructs (whichever effect is worse). They receive a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, androids do not breathe or suffer the normal environmental effects of being in a vacuum or irradiated space.

## EXCEPTIONAL VISION

Androids have low-light vision and darkvision. As a result, they can see in dim light as if it were normal light, and they can see with no light source at all to a range of 60 feet in black and white only.

## FLAT AFFECT

Androids find emotions confusing and keep them bottled up. They take a -2 penalty to Interaction checks, but the DCs of Interaction checks to sense motive attempted against them increase by 2.

## UPGRADE SLOT

Androids have a single armor upgrade slot in their bodies. Regardless of whether androids are wearing physical armor, they can use this slot to install any one armor upgrade that could be installed into light armor.

## ABOUT ANDROIDS

---

Androids tend to make people paranoid. While the earliest are nearly clockwork models with just a semblance of an exterior shell, the highest mark models are virtually indistinguishable from humans leading many to fear an insidious plot to replace humans with mechanical monstrosities. While that plot cannot be fully put to rest, the truth of the matter is no one is fully certain where androids, derisively referred to as "synths," or appliance names such as "toaster" or "can opener," come from. All indications are these beings were commonly constructed in the old-world, though the degree of the old-world example's sophistication is in question. Thus far, androids have show the same general psychological and emotional range as humans, with the same propensity for loyalty, love, hate, and violence.

## NAMES

---

Androids will run a gamut of naming conventions. Some are born and raised in a way that they believe themselves human, or did for a good long time. These androids will take, or keep, a human-esque name, usually a gender conforming first and last name pair though ambiguous or non-binary identifiers are not unheard of. Some understand their nature well, and take names that are more “identifiers,” variations or plays on model numbers. Yet another group effectively splits the difference, falling into what was known in the old world as “screen names;” these will say a lot more about the android's personality and outlook than register any sort of physically identifying characteristics.

## HUMANS

“Stock” humans are still the general default of the population. After everything happened, despite the radiation, freak energy surges, and the general weirdness, humanity essentially trudged on. Four arms, three eyes, all of that stuff doesn't really come to pass, or at least not often. Instead, the survivors, if they're not an abomination or a walker, are a tough and hardy breed of folk ready to take the challenges of the wasteland head on.

## ABILITY ADJUSTMENTS

---

+2 to any one ability score of your choice

## SIZE AND TYPE

---

Humans are Medium humanoids and have the human subtype.

## HUMAN RACIAL FEATURES

---

### BONUS FEAT

Humans start the game with an extra feat.


### SKILLED

Humans start the game with an extra trained skill.

## ABOUT HUMANS

---

Humans are about as bland and boring as you can get in a radioactive wasteland where other creatures glow, robots dance rowdy jigs, and mutant walls of meat throw down at a moment's notice. Still, humans are the progenitors of it all and still have a place in the open apocalypse. They comprise the majority of the general population, and the majority of any settlement not founded specifically by another group in the wastelands. Adaptable, varied, and numerous, humans don't get flak for existing but can dish it out. Given the



lawlessness of the wastes, however, that doesn't tend to go over well in mixed company and they quickly find themselves changing their tune or pushing up daisies.

## NAMES

---

Humans are most often going to have the most boring, typical, generic names and overall identities in the wastelands. Their names will typically conform with their regional and family histories, and include a first and last name common to most Western-dwelling individuals. Variations in that will of course occur, and many people have a nickname or handle they occasionally go by. Dwellers in the open wastelands will lean toward names of prominence, with their trends including naming children after important community and regional leaders. Personal identity preferences will vary by region; the influx of other travelers will color unique identities as their concept of the world around the broadens. Bunker dwellers, however, will hew to older trends, giving names more common in the old-world or naming children after their own community leaders and people of importance. Identity preferences will vary, but general naming conventions will still be more apt toward "traditional" as that pool of names and concepts is closer to what their sheltered experience offered.

## WALKERS

The sorriest son's a bitches in the bleak landscape. If its something in the air that turns folks into abominations at least it has the decency to also punch nuke-sized holes in their memory too. Walkers aren't so lucky. "Immortal", really, if you wanted the worst possible way to live forever. These guys look like, and smell like, corpses but they're alive. Full memory for most of them; some are older than the new world even, having been around before everything went to hell. Bunch of them are new of course, landscape dotted with biological and nuclear terrors that it is, but you can never really tell. A lot of them tell stories about "the world before", sometimes I think just to fuck with the rest of us. Really, if I were to live forever I'd get pretty bored too.

## ABILITY ADJUSTMENTS

---

+2 Constitution, +2 Wisdom, -2 Charisma

## SIZE AND TYPE

---

Walkers are Medium humanoids and have the mutant subtype.

## WALKER RACIAL FEATURES

---

### DARKVISION

Walkers have darkvision with a range of 60 feet.

### OLD WORLD KNOWLEDGE

Walkers receive a +2 racial bonus to Culture, to recall knowledge as it relates to old-world history, culture, and technologies, as well as Perception.

## RADIOACTIVE AFFINITY

Though a living creature, a walker reacts to radiation differently — anti-radiation chemicals and fields harms it, while radiation “damage” actually heals it.

## UNNATURAL

Walkers receive a +2 racial bonus to saving throws against disease, mind-affecting effects, paralysis, poison, sleep, and stunning, unless those effects specifically target mutant creatures.

## ABOUT WALKERS

---

Walkers are mutants of a sort themselves, once human like abominations but unlike them tend not to suffer quite the same. Like other mutants in the wastelands the mechanisms that transform a human into a “walker,” what others refer to as “the walking dead,” is unknown. The end result is a zombie-like appearance as the skin tends to blister, rot, and even fall off at times, but the muscle remains sturdy and active. Their condition is associated with long life, with some walkers claiming to be survivors of the earliest days after everything fell apart. While they tend to keep their minds better than abominations, and have a leg up on androids in that they were once human, that last bit causes walkers to meet with more hesitancy and revulsion than other non-human folks...at the worst stages of their condition, walkers are known to turn “feral” and assail anything that moves mindlessly, like the zombies of the old movies. Fact is, walkers tend to go feral quickly if they are indeed going to turn, meaning anyone who is coherent will likely remain so for quite some time without concern.

## NAMES

---

Young walkers still see themselves as humans first, and often keep their given name. As time wears on, however, their attitudes begin to change. Older walkers, especially those who lived in the old-world, have reached an exceptional stage of just not caring. To paraphrase a popular song in the old world, “Does

anybody really know what their name is? Does anybody really care?” They come to eschew human contact and have little desire to open up to anyone, and as such end up with appellations given to them by others; these are sort of pet names, descriptions, and references. “Dusty” for a traveler, “Crusty” as a play on their looks though such a term would often be derogatory, “Stranger,” “Buddy,” “Lady” when someone can't quite get a handle on them. For better or worse, they may accept the call sign or offer a similar one of their own in lieu of a name. Other walkers embrace their appearance and people's fear, crafting a unique identity for themselves out of the literal ashes of their old life. Embracing their “zombie” like appearance, they may lean heavily on foreign languages term for the dead, corpses, and traditional afterlife ghosts and ghouls. Latin, with its old-world cultural connotations of the supernatural, is a favorite basis, as are characters of mythology. “Diablo,” Latin for devil, and “Charon” or “Styx” for the Roman afterlife elements are examples, whereas “Dead” in various Romantic languages offer a dark play, such as “Muerto” or “Muerta” in Spanish, “Morte” or simply “Mort” for French, and “Morto” or “Morta” in Italian. Especially for those of advanced age and experience, those who don't care or who are crafting new identities out of their situation have little concern for their presentation and naming convention.



# BACKGROUND

Not everyone, or almost not everyone, is an adventurer first, last, and everything in between. People who set off in pursuit of adventure, glory, revenge, etc all started somewhere. Backgrounds help tell that story of your character while expanding their features and abilities. Depending on your goals, choose a Background from ahead that best represents either your character's past, and the experiences that came with it, or the background that best supports your goals with your character. The choice is yours! Each background provides one ability score boost, and additional benefits at 1st and 6th levels. All abilities are extraordinary abilities unless otherwise noted. With your game master's permission, you can even create your own theme that fits your character concept perfectly!

## FIRST LEVEL BACKGROUNDS

All characters start out with a similar package for their first level background features: a bonus to recall facts and information, a class skill or bonus, and a given ability score boost. Some backgrounds may come with unique penalties due to their reception in open wastelands.

**Ability Boost:** During character creation, if you are building your ability scores instead of using a provided array you receive a +2 Boost to the specified Ability Score.

**Class Skill:** You gain a given as a class skill. If you would gain this skill through other means, you gain a +1 Misc. bonus to this skill.

**Background Knowledge:** You typically gain a +5 bonus to Culture skill checks to recall knowledge about something relevant to your background. This represents training, lived experiences, and general awareness.

## SIXTH LEVEL

# BACKGROUNDS

By your sixth level, your reputation has grown. More than simply a factor of your past, you have some renown in the present making life easier even as your prior training has improved.

**Common Ground:** You can locate a friendly or helpful character of the same background or association within an appropriate settlement with minimal effort; this takes 2d4 hours. It is up to the GM to determine if a settlement is appropriate, as you're unlikely to find an active raider in a generally peaceful settlement or an abomination or walker in a xenophobic settlement, but the GM can make appropriate exceptions. This character will generally perform one task or favor on your behalf, secure one item of the community's level at a base cost, provide one somewhat broad piece of knowledge, or otherwise point you in the direction you need to go.

## EMBELLISH YOUR BACKGROUND

The provided backgrounds are hooks as well as mechanical boons; many reference various organizations, from communities to cults to raider gangs, old-world corporate and military influences, and more. A Game Master is of course free to devise their own corner of the setting and could provide lists of these communities, gangs, and organizations to join but, with their permission, you're also encouraged to add your own flair. Feel free to build upon the provided hook; set up challengers to canon agencies, devise splinter groups or independent operators, or develop a tragic backstory about an annihilated clan, leaving a lone survivor.

# BACKGROUNDS

**TABLE: BACKGROUND SUMMARIES**

<b>Name</b>	<b>Description</b>
Amnesiac	You awoke. That's it. That's all you remember. The rest can only be found on the open road...
Cabal	When the old world fell, you or your predecessors saw an opportunity.
Chosen One	From a young age, you were groomed to be an emissary of your people, to be the first to set out into the new world and establish contact. If only your people could see you now...
Corporate Lackey	You hail from one of the corporations who survived. Your connections give you options, but earn the enmity of the wastelands as well...
Cultist	At some point, you have given yourself over, body and soul, to a bizarre, otherworldly cult.
Hunter	A hunter of secrets, you roam the blasted landscape in search of technology, treasure, power, or glory.
Initiate	As a recruit or as a member of the insular community, you have been initiated into an old-world order of soldiers and technologists. You may pine for the world that was, but you are ready for the world that is.
Made	You have a variety of underworld connections as well as obligations.
Merchant	Violence is sometimes necessary, but only after trade has failed. Trading is best.
Outcast	You are an outcast; your place in the wastelands has been revoked.
Postman	You hail from, or have adopted, the lore of a simple civil servant of a restored government.
Prisoner	For crimes committed or accused, you were found guilty and sentenced.
Raider	The strong are meant to rule the weak! Blood for the Blood God!
Responder	Through survival or training, you have been trained as a "first responder."
Separatist	Before the end of the world, or even after it, you never did trust authority and never trusted sweeping plans by "governments."
Settler	Growing up in the wastes has made you heartier than some other folk.
Sheltered	Since you didn't grow up in the dirt outside, your life in a shelter or bunker gave you a freedom to pursue more...intellectual pursuits.
Survivor	Somehow, you survived the fall of the old world. Radioactive unlife, cryogenic freezing, or other means kept you safe; but it means this is a whole new world for you.
Traitor	You or an ancestor were traitors, loyal to a motherland who left you to the ruins of a final assault.
Warrior	You have elevated survival into an art form.



## AMNESIAC

---

You awoke. That's it. That's all you remember. The rest can only be found on the open road...The amnesiac background is suitable for someone who doesn't feel a particular background fits their vision.

**Boost:** +2 to any ability score

**Class Skill:** You can choose any skill as a class skill.

## AMNESIAC KNOWLEDGE - 1ST LEVEL

Once per day, you gain a +5 bonus to a Culture skill check of your choice to recall knowledge.

## CERTAINTY - 6TH LEVEL

Once per day, before you roll a skill check, you can gain a +2 bonus to that skill check.

## CABAL

---

When the old world fell, you or your predecessors saw an opportunity. As a hidden cabal, the power behind the power, this was the moment they had been waiting for. Today agents of the cabal, soldiers as well as politicians, spread the "good news" through the wasteland of salvation and order under one power...by any means necessary.

**Boost:** +2 to Strength or Charisma

**Class Skill:** You gain Science as a class skill.

## CABAL INTIMIDATION - 1ST LEVEL

The lore of the cabal is enough to give some of the heartiest wastelanders pause. Cabalists get a +5 to Intimidate in order to bully others.

## UNSHAKEABLE - 1ST LEVEL

The cabal has a strong propaganda office. As such, agents of the cabal have a misinformed sense of history, the cabals place in it, and an unshakable sense of their role. Cabalists get a -5 to recall knowledge regarding the old-world, and a +2 to Will saving throws.

## COMMON GROUND - 6TH LEVEL

In a major settlement, you can locate a helpful character through secretive means. Doing so takes 2d4 hours normally, though settlements known to be cabal influenced it can take as little as 1d4 hours.

## CHOSEN ONE

---

From a young age, you were groomed to be an emissary of your people, to be the first to set out into the new world and establish contact. If only your people could see you now...

**Boost:** +2 to Charisma

**Class Skill:** You gain Interaction as a class skill.

## CHOSEN ONE KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to recall knowledge about area settlements, area leaders, and prominent area factions.

## COMMON GROUND - 6TH LEVEL

You can locate a helpful village elder, scholar or character with the Chosen One background in an appropriate settlement. Doing so takes 2d4 hours.

## CORPORATE LACKEY

---

You hail from one of the corporations or organizations who survived the event, likely in their own bunker or behind the shielded walls of a sanctuary city. Your employer and connections give you options, but earn the enmity of the wastelands as well...

**Boost:** +2 to Charisma

**Class Skill:** You gain Interaction as a class skill.

## CORPORATE KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to recall knowledge about corporations and prominent civilian organizations, both of the old-world and of the new.

## OSTRASIZED - 1ST LEVEL

In communities allied to your corporation or organization, you are just another Joe. In any other settlement, you are regarded with a certain disdain, an obvious example of old-world corporate greed and the wealth of the sanctuary cities rubbed in the face of the wastelands. Tribal characters are especially affected; at best, they are indifferent to you and at worst are openly hostile.

## STIPEND - 6TH LEVEL

In a community allied with your corporation or organization, you can access corporate accounts and utilize a stipend in the name of furthering the business' interests in the open wastelands. Once per week, you have a 100 cr stipend you can spend on minor goods, services, and clothing, but not on essentials, travel goods, weapons, armor, or the like. You can, for example, purchase lodging for you and your party, you can acquire comfort items to trade with locals, or you can bribe bartenders, officials, and others for information. You cannot purchase trail rations, weapons, ammunition, or the like. Any unspent credits are lost at the beginning of the following week.

## CULTIST

---

At some point, you have given yourself over, body and soul, to a bizarre, otherworldly cult. You have, or had, complete faith in...something; An otherworldly horror, a bizarre cryptid, a radioactive freak of nature, a random piece of weaponry or technology, or even just an even crazier charismatic weirdo. While your sect is largely benign, others of "the Faith" might not be so welcoming to the unbelievers.

**Boost:** +2 to Wisdom

**Class Skill:** You gain Mysticism as a class skill.

## INSANE - 1ST LEVEL

You receive a penalty to Interaction checks equal to your Wisdom bonus, your otherworldly knowledge and mannerisms putting others off.

## CULT KNOWLEDGE - 1ST LEVEL

Your indoctrination into your cult runs deep. You get a +5 to recall information about occult elements of the world; artifacts, history, other cults.

## COMMUNE - 6TH LEVEL

Once per day, you can ask a boon of your patron either directly, while hoping for the best, or of a fellow cult member or leader. This can take many forms but is largely limited to immediate survival as well as minor personal goods. Be it items or services, the value cannot exceed 10 credits in worth. Companions known to be enemies of your cult may result in your request being denied.

## HUNTER

---

A hunter of secrets, you roam the blasted landscape in search of vaults, enclaves of lost technology, treasure, power, or glory.

**Boost:** +2 to Dexterity

**Class Skill:** You gain Interaction as a class skill.

## HUNTER KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to recall knowledge about area scavenging sites, area scavenging teams, and any major discoveries.

## COMMON GROUND - 6TH LEVEL


You can locate a helpful traveler, explorer or character with the Hunter background in an appropriate settlement. Doing so takes 2d4 hours.

## INITIATE

---

As a recruit or as a newly minted member of an insular community, you have been initiated into a select order of old-world preservationists. You may pine for the world that was, but you are ready for the world that is.

**Boost:** +2 to Intelligence



**Class Skill:** You gain Technology as a class skill.

## INITIATE KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to recall knowledge about prominent sources of technology in the area, as well as old-world sites of significant technological development or manufacture.

## COMMON GROUND - 6TH LEVEL

You can locate a helpful scrapper, tinkerer, or character with the Initiate background in an appropriate settlement. Doing so takes 2d4 hours.

## MADE

---

In the old world, crime families were prevalent in various major cities, wherever vice and graft were abundant there was always someone running the show. Though the old world fell away, similar families found their way to power as they always do. You were born into or ingratiated yourself to such a family and, as such, can occasionally reap the fruits of this network.

**Boost:** +2 to Charisma

**Class Skill:** You gain Interaction as a class skill.

## CARTEL KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to recall knowledge about area crime families and cartels.

## COMMON GROUND - 6TH LEVEL

In a major settlement, you can locate a helpful character by invoking your family ties. Doing so takes 1d4 hours, but may incur taking on a marker, a favor to be called on of you at a later date.

## MERCHANT

---

Violence is sometimes necessary, but only after trade has failed. You have a history as a traveling merchant, roaming from community to community peddling wares, water, and general junk. This has taught you a

number of lessons about the open wastelands. While some believe in rule through force, or even bribery, you have learned the true lesson: Trading is best.

**Boost:** +2 to Charisma

**Class Skill:** You gain Stealth as a class skill.

## MERCHANT KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to generally appraise goods and their usefulness, as well as any area demand for those items.

## COMMON GROUND - 6TH LEVEL

You can locate a helpful farmer, gadgeteer, trader or character with the Merchant background in an appropriate settlement. Doing so takes 2d4 hours.

## OUTCAST

---

You are an outcast; your place in the wastelands has been revoked, either your choice to part ways with an ideology you feel has strayed from its righteous place or your former comrades' choice in exiling you for crimes of reason, thought, or act which go against their own beliefs. The outcast background is suitable for someone who doesn't feel the associations of a particular background fits their vision.

**Boost:** +2 to any ability score

**Class Skill:** You gain the 1st level class skill of your chosen background.

## CAST OUT - 1ST LEVEL

Choose another background and make note of it. All members in good standing of your chosen background consider you an outcast and heretic; at best, they are indifferent to you and at worst are openly hostile.

## OUTCAST KNOWLEDGE - 1ST LEVEL

You gain the 1st level knowledge ability of your chosen background

## CERTAINTY - 6TH LEVEL

Once per day before you roll a skill check, you can gain a +2 bonus to that skill for that check.

## POSTMAN

---

You hail from, or have adopted, the lore of a simple civil servant of a restored government. A small act, chosen by boredom, chance, or seeking a sense of normality has spread a legend throughout the wastes and encouraged a belief in something greater, out there.

**Boost:** +2 to Charisma

**Class Skill:** You gain Interaction as a class skill.

## POSTMAN KNOWLEDGE - 1ST LEVEL

Your satchel provides you with insight about virtually any community; once per day, you can gain either a +5 bonus to recall knowledge about the community you are currently in or you can roll one Interaction check twice, using the better result.

## LEGENDARY SERVICE - 6TH LEVEL

All lawful settlements begin as friendly toward you.

## PRISONER

---

For crimes committed or accused, you were found guilty and sentenced.

**Boost:** +2 to Wisdom if you chose "accused" or +2 to Strength if you chose "guilty."

**Class Skill:** You gain Interaction as a class skill.

## PRISONER KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to locate criminal elements, as well as major crime organizations distinct from raider factions regardless of your guilt or innocence.

## COMMON GROUND - 6TH LEVEL

You can locate a helpful former prisoner, cellmate, or character with the Prisoner background in an appropriate settlement. Doing so takes 2d4 hours.

## RAIDER

---

The strong are meant to rule the weak! Blood for the Blood God! You are a current or former raider, someone who has their act together well enough to pass in normal civilization but your rather anarchic ties still linger.

**Boost:** +2 to Dexterity

**Class Skill:** You gain Athletics as a class skill.

## RAIDER KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to recall knowledge about area raider groups as well as settlement locations, fortifications, and general wealth.

## COMMON GROUND - 6TH LEVEL

You can locate a helpful active or former raider or character with the Raider background in an appropriate settlement. Doing so takes 2d4 hours.

## RESPONDER

---

Through survival or training, you have been trained as a "first responder," skilled in speedy, life saving techniques which are important as the wastes broker no sympathy or reprieve.

**Boost:** +2 to Dexterity

**Class Skill:** You gain Medicine as a class skill.

## RESPONDER KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to recall knowledge about local healers, sources of medical supplies, equipment, and even common locations for natural herbs.



## COMMON GROUND - 6TH LEVEL

You can locate a helpful doctor, medic, shaman or character with the Responder background in an appropriate settlement. Doing so takes 2d4 hours.

## SEPERATIST

Before the end of the world, or even after it, you never did trust authority and never trusted sweeping plans by "governments." Perhaps that's the reason you survived while others didn't...or perhaps your contrary outlooks simply ostracized you, putting you in the right place at the right time.

**Boost:** +2 to Wisdom

**Class Skill:** You gain Survival as a class skill.

## SEPERATIST KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to recall knowledge about the current political climate, conspiracy theories, and major political players.

## COMMON GROUND - 6TH LEVEL

You can locate a helpful conspiracy theorist, survivalist, or character with the Separatist background in an appropriate settlement. Doing so takes 2d4 hours.

## SETTLER

Settlers are the descendants of the original survivors, the folks who made it through without the hoity-toity safety of bunkers and corporate or political perks. Growing up in the wastes has made you heartier than those other folks. This is your world. The rest of them? Amateurs.

**Boost:** +2 to Constitution

**Class Skill:** You gain Survival as a class skill.

## SETTLER KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to recall knowledge about current area politics, recent history, and general social conditions.

## SURVIVAL SKILLS - 6TH LEVEL

Once per day when you would roll a Survival skill check, you may choose to roll twice and take the better result.

## SHELTERED

While you didn't grow up in the dirt outside, your life in a shelter or bunker gave you a freedom to pursue more...intellectual pursuits.

**Boost:** +2 to Intelligence

**Class Skill:** You gain Science as a class skill.

## SHELTERED KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to recall knowledge about old-world scientists and scientific breakthroughs or prominent area locations where major research or development may have occurred.

## NOSTALGIC - 6TH LEVEL

Your time in the shelter exposed you to old world memorabilia, which you have your own nostalgia for. Once per day, you gain a +2 bonus when using a comfort item instead of a +1.

## SURVIVOR

Somehow, you survived the fall of the old world. Radioactive unlife, cryogenic freezing, or other means kept you safe; but it means this is a whole new world for you.

**Boost:** +2 to Wisdom

**Class Skill:** You gain Perception as a class skill.

## SURVIVOR KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to recall knowledge about the "old world" in general, including pop-culture, prominent historical elements, local history and development.

## COMFORTED - 6TH LEVEL

Your familiarity with the old world allows you to maintain comfort items better than your new world raised compatriots. You can use a single non-food comfort item a second time, gaining its morale bonus. After this the item is considered too worn for another character to utilize.

## TRAITOR

You, your family, or your ancestors are, or should be, regarded as traitors. In the days and weeks leading up to the event, loose lips spilled sensitive secrets which aided your homeland in striking a blow, but left you and yours to rot in the ruins left behind.

**Boost:** +2 to Dexterity

**Class Skill:** You gain Interaction as a class skill, and a +5 bonus to bluff about or disguise your ancestry.

## BACKGROUND KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to recall knowledge about the event, the major players, and especially unique details about your ancestral homeland.

## COMMON GROUND - 6TH LEVEL

You can locate a helpful former comrade and country member in an appropriate settlement, but must locate and meet them alone; including any other party member not also a Traitor causes your contact to begin hostile toward you. Doing so takes 2d4 hours, and will be at the GM's discretion.

## WARRIOR

While you must fight for survival in the wastelands, you have elevated survival into something of an art form. Courage, duty, and honor have become important values to you, replacing the sense of lawlessness the world evokes.

**Boost:** +2 to Strength

**Class Skill:** You gain Athletics as a class skill.

## WARRIOR KNOWLEDGE - 1ST LEVEL

You gain a +5 bonus to Culture skill checks to recall knowledge about militant factions in the area including former military operations, mercenary teams, and militarized settlements..

## COMMON GROUND - 6TH LEVEL

You can locate a helpful soldier, fighter, battle-hardened character or character with the Warrior background in an appropriate settlement. Doing so takes 2d4 hours.



# MUTATION

While most of the population is “ok” out there in the wastelands, player characters are much more...unique. Some of this uniqueness is their charming personality, while other parts are literally unique reactions to the world around them. Mutations in Wastewalker represent these kinds of X-factors, granting various boons from winning a genetic lottery.

## GAINING AND LOSING MUTATIONS

Exposure to the world outside gives plenty of opportunities for genetic code to mutate. Sometimes this is more radical than others.

Major Mutations represent fundamental aspects of your character. During character creation, you choose one major mutation and receive along with it a Boost to a listed ability score. This mutation cannot ever be removed.

In addition to the features and boosts each major mutation, several unlock powerful archetype options, sets of abilities which embrace the mutation at a cost of class and skill advancement elsewhere.

Additional effects will grant (or burden) players with mutations. These mutations can be removed as directed by the source of the effect granting it. A granted major mutation does not include the ability score Boost; simply the additional effect. Minor mutations can occur more frequently; sometimes these are simply cosmetic, while other times they will have various boons or drawbacks associated with it.

## UNIVERSAL MUTATION RULES

Certain mutations grant similar abilities under unique circumstances and abide by “universal mutation rules” as follows:

## AUGMENTED

---

You are “augmented,” meaning you have incorporated biological and technological “upgrades” into yourself. Most commonly this acts as an identifier, allowing you to interact with limited number of others on a unique basis.

## INFECTED

---

You are “infected,” indicating you are carrying a disease or are host to an unusual living organism which normally acts as a hivemind and subsumes its hosts. Most commonly this acts as an identifier, allowing you to interact with limited number of others on a unique basis.

## LIMITED TELEPATHY

---

You can mentally communicate with any qualified creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speaking. **Action:** Use A Special Ability

## RADIATION SENSE

---

You detect radiation in the surrounding area, out to a specified distance, and you can determine the specific intensity of the radiation of one area or object within the spell’s area each round without taking an action (see Radiation for more details). The ability can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it. **Action:** Use A Special Ability


## PHASE

---

You have a number of phase charges per day equal to a specified modifier. As a reaction to an attack, you may spend a phase charge to attempt to phase out of normal reality just for an instant. Roll 1d4; on a roll of 1, the attack misses you. You might learn additional options for your phase ability, but you can only select one option each time you spend a phase charge. **Action:**

**TABLE: MAJOR MUTATIONS**

<b>Mutation Name</b>	<b>Stat Boost</b>	<b>Prerequisite</b>
Augmented Chassis	Dexterity	Android or Human Race
Bonded	Wisdom	Abomination or Human Race
Brilliant-But-Tiny	Intelligence	Human Race
Called	Wisdom	Abomination or Walker Race
Charred	Constitution	Walker Race
Cyborg	Strength or Dexterity	Human Race
Elemental Link	Dexterity	Android or Human Race
Emotion Chip	Charisma	Android Race
Flicker	Dexterity	Abomination Race
Florida Man	Constitution or Dexterity	Abomination Race
Ghost	Charisma	Human Race
Gifted	Wisdom	Abomination or Human Race
Hivemind	Constitution	Human or Walker Race
Mariner	Dexterity	Human Race
Mutated	Any	Any
Networked	Charisma	Android or Human Race
Old World Blues	Intelligence	Abomination or Walker Race
Pint-Sized Terror	Dexterity	Human Race
Plague Bearer	Strength	Walker Race
Pure Strain	Any	Any
Rad Sponge	Constitution	Abomination or Walker Race
Radioactive	Constitution	Abomination or Walker Race
Touched	Any	Wisdom
Vampiric	Constitution	Human Race
Walking Databank	Intelligence	Android Race
War Machine	Strength	Android Race



Use A Special Ability

## MAJOR MUTATIONS

Major mutations are chosen at character creation. Typically, a character has one major mutation and does not ever lose it.

### AUGMENTED CHASSIS

---

Through minor implants or manipulating existing technological upgrades, you have managed to achieve optimal settings, slightly overclocking these mechanical marvels keeping you going.

**Prerequisite:** Android Or Human Race

**Boost:** +2 to Dexterity

#### BENEFIT

You are Augmented. You get a +1 bonus to Reflex saving throws while avoiding traps.

### BONDED

---

You are bonded, physically and mentally, with a unique plant which makes your body its home as well. This offsets your otherwise low intelligence with its casual wisdom and will to survive.

**Prerequisite:** Abomination Or Human Race

**Boost:** +2 to Wisdom

#### BENEFIT

You are plantlike. For effects targeting creatures by type, plantlike creatures count as both their type and plants (whichever type allows an ability to affect them for abilities that affect only one type, and whichever is worse for abilities that affect both types). They also receive a +2 racial bonus to saving throws against mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning, unless the effect specifies that it works against plants.

### BRILLIANT-BUT-TINY

---

You have spent a lifetime proving your usefulness to these idiots; while intellectually you are a giant, physically...you need their help.

**Prerequisite:** Human Race

**Boost:** +2 to Intelligence

#### BENEFIT

You are Small. You gain a +2 bonus to Technology skill checks.

### CALLED

---

As a product of man's folly, you find yourself attuned to its presence and feel...something...tugging at your mind, toward the glow. As a result of your underlying connection, you can tell where and generally how strong patches of radiation lie.

**Prerequisite:** Abomination Or Walker Race

**Boost:** +2 to Wisdom

#### BENEFIT

You have radiation sense (120 ft.)

### CHARRED

---

Your time in the wastes has seen you ravaged by the fires of the apocalypse. Though much of it has past, you carry an ember of with you always...

**Prerequisite:** Walker Race

**Boost:** +2 to Constitution

#### BENEFIT

Your unarmed attacks are treated as having the burning weapon upgrade; creatures damaged by you catch fire. At the beginning of their next turn, the creature must give up its move to smother the flames or take an additional 1d6 damage.

## CYBORG

---

You seek perfection not by excising the world around you, but by melding with the technology which has survived, and with more that is yet to come...

**Prerequisite:** Human Race

**Boost:** +2 to Strength Or Dexterity

### BENEFIT

You are Augmented. You have a single armor upgrade slot in your body. Regardless of whether you are wearing physical armor, you can use this slot to install any one armor upgrade that could be installed into light armor.

## ELEMENTAL LINK

---

You are a conduit for the natural forces of the world around you. As an android, you are perhaps powered by the elements, and able to direct flares of energy for your own needs; as a human, your exposure to the elements may linger in your cells.

**Prerequisite:** Android Or Human Race

**Boost:** +2 to Dexterity

### BENEFIT

You gain an elementally charged ray attack. When you select this mutation choose acid, cold, electricity, or fire. This attack is a ranged attack with a range of 25 ft which deals 1d4 damage of the chosen energy type.

## EMOTION CHIP

---

You or your developer have installed a rudimentary Emotion chip; this allows you to interact with normal people more freely and pass as human more often.

**Prerequisite:** Android Race

**Boost:** +2 to Charisma

### BENEFIT

You no longer suffer the penalty to Interaction checks as a part of the android Flat Affect racial feature.

## FLICKER

---

Your mutation coupled with addiction to various chems and technology has allowed you to consistently change how well others in combat can target you.

**Prerequisite:** Abomination Race

**Boost:** +2 to Dexterity

### BENEFIT

You gain the phase special ability, using your Dexterity modifier.

## FLORIDA MAN

---

You are attuned to a mythical old-world "Florida Man." Or an alligator. Compared to other abominations, your skin is a darker green, a little scallier, and your features have much more...feral...aspects...

**Prerequisite:** Abomination Race

**Boost:** +2 to Constitution Or Dexterity

### BENEFIT

Choose one: Your tough, scaly, hide makes you harder to hurt. You receive a +1 natural armor bonus and a Boost to Constitution. OR You can make powerful unarmed attacks. Your unarmed strikes deal 1d4 kinetic damage. At 3rd level this increases to 1d6 kinetic damage and a Boost to Dexterity.

## GHOST MUTATION

---


You have unlocked a potent, potentially psychic, ability to step out of phase with the world around you, at least temporarily.

**Prerequisite:** Human Race

**Boost:** +2 to Charisma

### BENEFIT

You gain the phase special ability, using your Charisma modifier. Whenever you use your phase ability and call on your powers, you glow brightly until the beginning of your next turn, negating any darkness



within 30 feet of you, and you generate a phantasmal image, the nature of which is yours to describe.

## GIFTED

---

Your time in the wastelands has honed a sixth sense, an ability to see just ahead of where you are now to what might be and avoid the worst possibilities.

**Prerequisite:** Abomination Or Human Race

**Boost:** +2 to Wisdom

## BENEFIT

Once per day, you can reroll any one failed skill check.

## HIVEMIND

---

You have been "touched" by an infection, at the root of which is a malevolent intelligence. While others succumb rapidly, you have held back the tide of the other mind and instead can use it to your advantage, namely the ability to communicate with or sense those likewise affected around you.

**Prerequisite:** Human Or Walker Race

**Boost:** +2 to Constitution

## BENEFIT

You are Infected. You gain Limited Telepathy, except only with other Infected creatures.

## MARINER

---

An evolutionary fluke has prepared you for a brand new world; discrete gills allow you to breathe underwater and a lifetime of using that advantage has developed impressive aquatic skills.

**Prerequisite:** Human Race

**Boost:** +2 to Dexterity

## BENEFIT

You have the amphibious trait and the aquatic subtype, as well as a swim speed of 40 feet.

## MUTATED

---

Your time in the wastelands has severely mutated your body. Where various wasteland dwellers have encountered and recovered from the warping, damaging, effects of radiation your experiences have permanently altered yourself. You can turn these to an advantage, but doing so takes serious effort.

**Prerequisite:** Any Race

**Boost:** +2 to Any

## BENEFIT

Roll on the Minor Mutations table (see ahead). You permanently gain the mutation described in an inactive state. You may spend 1 Resolve Point to activate the mutation, either targeting yourself or another creature after a successful unarmed attack. This effect lasts for a number of rounds equal to 1d4 + your key modifier.

## NETWORKED

---

You are augmented, equipped with a wireless network transmitter. At the most basic level, this allows you to listen to the wireless chatter around you.

**Prerequisite:** Android Or Human Race

**Boost:** +2 to Charisma

## BENEFIT

You are Augmented. You gain Limited Telepathy, except only with Androids and other Augmented creatures.

## OLD WORLD BLUES

---

You long for a world that was, a world tantalizingly on edge of your consciousness. Even after a considerable time, you can still see those bygone days clearly...

**Prerequisite:** Abomination Or Walker Race

**Boost:** +2 to Intelligence

## BENEFIT

You receive +2 to attempts to recall knowledge as it pertains to old world references.

## PINT-SIZED TERROR

Your size in the chaotic wasteland has given you a lot of practice dodging and darting away from giants. A few too many close calls has also rendered your psyche a little on the frayed side...

**Prerequisite:** Human Race

**Boost:** +2 to Dexterity

## BENEFIT

You are Small. You have a land speed of 40 feet and a climb speed of 20 feet.

## PLAGUE BEARER

Your unique, already-almost-dead, physiology, won't succumb to disease but that doesn't mean disease doesn't get a free ride...

**Prerequisite:** Walker Race

**Boost:** +2 to Strength Or Dexterity

## BENEFIT

The first time you strike a living character with a melee attack, it is staggered for one round unless they succeed a Fortitude saving throw with a DC equal to 10 + your character's level + your Constitution modifier.

## PURE STRAIN

You are a prime specimen and an exemplar of your species.

**Prerequisite:** Any Race

**Boost:** +2 to Any

## BENEFIT

You receive Skill Focus as a bonus feat at 1st level.

## RAD SPONGE

You are a child of the wasteland, imbued with its power and ever growing.

**Prerequisite:** Abomination Or Walker Race

**Boost:** +2 to Constitution

## BENEFIT

While in an irradiated area, you have Fast Healing equal to your key ability score bonus.

## RADIOACTIVE

That which cannot kill you makes you stronger. In the case of a radioactive wasteland, it lends its strength to you, and you carry it with you wherever you go.

**Prerequisite:** Abomination Or Walker Race

**Boost:** +2 to Constitution

## BENEFIT

You emit an aura of low-level radiation. Creatures within 5 feet of you must succeed at a Fortitude save equal to 10 + 1-1/2 x your character level or become hampered. An affected creature recovers as soon as it moves out of your aura. A creature that succeeds at its saving throw is immune to your radiation for 24 hours. This is a poison effect.

## TOUCHED

You have been "touched" by an infection, at the root of which is a malevolent intelligence. While others succumb rapidly, you have held back the tide of the other mind and instead can use it to your advantage, namely seeing with the countless eyes of those likewise touched.

**Prerequisite:** Any Race

**Boost:** +2 to Any

## BENEFIT

You are Infected. You receive a +2 racial bonus to Perception skill checks.



## VAMPIRIC

---

The shadows of the apocalypse are long and have snared you in their cold embrace. Like a lord of the night, you stalk the shadows, slaking an inhuman thirst, terrorizing the weak like the sheep that they are...

**Prerequisite:** Human Race

**Boost:** +2 to Constitution

### BENEFIT

You gain a bite attack; it is a natural weapon and deals 1d4 (P) damage.

## WALKING DATABANK

---

Humans have always detested a "know it all." Just wait till they meet you!

**Prerequisite:** Android Race

**Boost:** +2 to Intelligence

### BENEFIT

Once per day, you may reroll a skill check to recall knowledge.

## WAR MACHINE

---

While others of your kind seek greater affiliation with your human creators, you have concluded the best means of survival is being the biggest, strongest, force to walk, or roll, across the wastes and your augmentations take you further from humanity and closer to total war machine...

**Prerequisite:** Android Race

**Boost:** +2 to Strength Or Dexterity

### BENEFIT

You are Large and occupy 10 sq feet and posses a reach of 10 ft.

## TEMPORARY

## MUTATIONS

Extreme exposure to radiation causes a target to sprout tumors that erupt at the beginning of its next turn, causing a random mutation (roll 1d20 on the following table) that persists for 24 hours. An affected creature can negate this transformation with a successful Fortitude saving throw, DC equal to 15 + a relevant CR. Once a creature has been affected by a particular creature or irradiated spaces' mutating effect, it becomes immune to that particular mutating effect for 24 hours.

# CLASS

Classes provide your meat and potatoes of powers and abilities. As you grow in experience, you earn class levels which enhance your core abilities and add new features and powers!

## WASTEWALKER CLASSES

The classes on the following pages are adapted from the basic class of the Starfinder Role Playing Game. These include the Envoy, Operative, and Soldier. Each class has been adapted for use the abbreviated systems found in Wastewalker and may behave slightly differently than their counterparts. Read through each entry completely.

# ENVOY

Envoys of the new world fill a variety of rolls; record keepers, strategists, diplomats, and more. While survivors of the old-world may envision stuffy negotiators, these new world envoys don't have the luxury of safe havens, of universities, embassies, and the like. Instead, they are battle-tested in their own ways as they hunt for lost knowledge and technology, accompany bandit kings and military commanders alike on the front lines, and engaging with a wide variety of survivors as well as monsters. As adventurers, envoys are still hunting for information. Some are treasure hunters, recreating the old world on paper so they can pillage its goods today. Others are simply seekers of history, searching to understand. While not highly skilled in one-on-one combat, they are talented at reading a room and its players; this skill allows them to guide allies and distract enemies, putting everyone in advantageous positions to do the most damage.

## ENVOY EXPERTISE - 1ST LEVEL

You are an expert at dealing with challenges that test your skills. You gain an expertise die (d6) which can be rolled and added to specific checks and abilities. Add +1 to your roll at 5th level and +2 to your roll at 9th level. At 5th and 9th level you can select another skill to gain expertise with. Choose from one of the following expertise uses.

### COMBAT EXPERTISE

You're able to use your social skills and abilities to gain the upper hand during a confrontation, often depending on deception, misdirection, and pure confidence to defeat your foes instead of brute force. At 1st level, choose one of the following skills: Culture, Interaction, Intimidation, or Technology. You gain expertise in that skill. If you would choose a new skill to gain expertise with, it must be one of these skills. When you take a Melee or Ranged attack action, you can make an expertise attack. Prior to your attack roll, attempt a skill check using the chosen skill with which you have expertise with a DC equal to  $15 + 1-1/2 \times$  your target's CR. If you succeed at the check and your attack hits, you roll your expertise die and add the result to your

TABLE: ENVOY CLASS PROGRESSION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Envoy improvisation, expertise (1d6)
2nd	+1	+0	+3	+3	Envoy improvisation
3rd	+2	+1	+3	+3	Expertise talent, weapon specialization
4th	+3	+1	+4	+4	Envoy improvisation
5th	+3	+1	+4	+4	Expertise (1d6+1)
6th	+4	+2	+5	+5	Envoy improvisation
7th	+5	+2	+5	+5	Expertise talent
8th	+6	+2	+6	+6	Envoy improvisation
9th	+6	+3	+6	+6	Expertise (1d6+2)
10th	+7	+3	+7	+7	Envoy improvisation

damage roll, and the target is hampered for 1 round. You can use this ability as long as you have at least 1 Resolve Point remaining.

## MOTIVATIONAL EXPERTISE

You're an expert at making people happy and high-spirited, allowing them to press forward when they might otherwise quit. At 1st level, whenever you take an action that restores a creature's Hit Points, you can restore additional Hit Points equal to the result of the roll of your expertise die. You can use your expertise die on Interaction checks and any other skills in which you have expertise, but you always add the minimum possible result. If you would choose a new skill to gain expertise with, you may choose any class skill you know.

## SKILL EXPERTISE

At 1st level, choose one of the following skills: Culture, Interaction or Medicine. If you would choose a new skill to gain expertise with, you may choose any class skill you know. When you attempt a skill with which you have expertise, you can also roll your expertise die and add that result to your total.

## ENVOY IMPROVISATION - 1ST LEVEL

As you gain experience, you learn envoy improvisations—little tricks that bolster allies, confound enemies, or change the ebb and flow of battle using guile, inspiration, or luck. You learn your first envoy improvisation at 1st level, and you learn an additional improvisation at 2nd level and every 2 levels thereafter. If an improvisation allows you to grant an effect to an ally, you cannot grant yourself that effect unless the improvisation states otherwise. If an envoy improvisation allows a saving throw to resist its effects, the DC is equal to 10 + half your envoy level + your Charisma modifier...

## GET 'EM - 1ST LEVEL

Once during your turn, you can choose an enemy within 60 feet. You and your allies gain a +1 bonus to your attack rolls to hit that enemy until the start of your next turn. At 6th level, you can spend 1 Resolve Point to grant this bonus to attack rolls and damage rolls against all enemies who are within 60 feet.

## INSPIRING BOOST - 1ST LEVEL

You can restore a number of Hit Points (up to her maximum) equal to twice your character level + your CHA modifier to an ally within 30 feet who took damage after your last turn. You can't use this again on the same ally until she has recuperated (spent 1 Resolve Point to take a 10-minute rest and regain Hit Points). At 6th level, you can spend 1 Resolve Point to add your character level to the number of Hit Points regained. **Action:** Use A Special Ability

## DISPIRITING TAUNT - 2ND LEVEL

You taunt an enemy within 60 feet. Attempt an Interaction skill check with a DC of 15 + the enemy's CR. If you succeed, that enemy is hampered until the end of your next turn. If you fail the check, that enemy takes a 2 penalty to attack rolls until the end of your next turn. **Action:** Use A Special Ability

## DON'T QUIT - 2ND LEVEL

You signal a single ally within 60 feet. That ally ignores the hampered and staggered conditions until the start of your next turn. **Action:** Use A Special Ability

## LOOK ALIVE - 2ND LEVEL

When you recuperate (spend a Resolve Point to regain Hit Points after a 10-minute rest), allies who stay within 60 feet of you throughout the rest gain a +2 bonus to Perception skill checks and initiative checks. This lasts for an hour or until the next time you use this improvisation, whichever comes first.



## NOT IN THE FACE - 2ND LEVEL

Once during your turn, you can choose one enemy within 60 feet. That enemy must succeed at a Will saving throw (DC = 11 + CHA) or it takes a -4 penalty to attack rolls it makes against you until the end of your next turn.

## WATCH YOUR STEP - 2ND LEVEL

Once per round, you can give an ally within 60 feet a +2 bonus to a Reflex saving throw (before he rolls the dice).

## QUICK DISPIRITING TAUNT - 4TH LEVEL

You can use your dispiriting taunt improvisation once per turn, and it no longer requires an action. You can choose this only if you chose the dispiriting taunt improvisation.

## WATCH OUT - 4TH LEVEL

Once per round, when an enemy makes a ranged attack against an ally within 60 feet of you (but before the d20 is rolled), you can offer that ally a +4 bonus to his Armor Class against that attack. If the ally accepts the bonus, he loses his move on his next turn.

## EXPERTISE TALENT - 3RD LEVEL

You find new ways to use your skills. At 3rd level and every 4 levels thereafter, you choose an expertise talent, which gives you an extra option when using a skill with which you have expertise.

## ADDITIONAL EXPERTISE

Choose another class skill you can not already expertise with; you can use expertise with that skill.

## CONVINCING LIAR

When you attempt an Interaction skill check to lie, you can choose not to roll your expertise die until later. After you determine what the check's roll would be, you can choose to either roll your expertise die and add the result to the total or forgo your expertise die and reroll the check. At 9th level, you can spend 1 Resolve Point to reroll the check and add the result of your expertise die.

## ENGINEERING ADEPT

When you attempt a Technology skill check to disable or repair a device, you can forgo rolling your expertise die to instead halve the time it takes to make the attempt.

## INSPIRED MEDIC

When you attempt a Medicine skill check, you can choose not to roll your expertise die until later. After you determine what the check's roll would be, you can choose to either roll your expertise die and add the result to the total or forgo your expertise die and reroll the check. At 9th level, you can spend 1 Resolve Point to reroll the check and add the result of your expertise die.

## MENACING GAZE

When you attempt an Intimidation skill check to demoralize an enemy, you can try to affect multiple enemies. They must be within 60 feet of you and within 20 feet of one another, and you can't add your expertise die to the check. **Action:** Use A Skill

## SLICK CUSTOMER

When you attempt a Culture skill check, you can choose not to roll your expertise die until later. After you determine what the check's roll would be, you can choose to either roll your expertise die and add the result to the total or forgo your expertise die and reroll the check. At 9th level, you can spend 1 Resolve Point to reroll the check and add the result of your expertise die.

## SURGEON

You can attempt a Medicine skill check to treat deadly wounds a second time each day for each ally. **Action:** Use A Skill

## WEAPON SPECIALIZATION - 3RD LEVEL

---

You can deal extra damage with certain weapons. You gain specialization in each weapon type with which you are proficient, which means you add your character level to damage with the selected weapon type, or half your character level for small arms or basic melee weapons. You can never have specialization in grenades.

## OPERATIVE

Operatives of the new world are one of the most varied skill sets in the open wastelands. Talented in various ways, operatives use their skills in many different ways. Skilled combatants, tacticians, and survivors, they fill roles ranging from mercenary for hire to defender of the weak to cruel oppressor quite easily. Operatives in the wastelands cultivate a wide array of skills and develop particular specialties to assist with their walk of life. Some operatives are simply explorers, depending on themselves and perhaps a tight-knit crew to make it through the ruins alive. Others are law keepers, using their skills to maintain order, "talking softly" while "carrying a big stick" as it were. And still others are sly, cunning, and dangerous, as apt to set a settlement on fire as they are to put it out.

## OPERATIVE'S EDGE - 1ST LEVEL

---

You gain a +1 bonus to initiative checks and skill checks, except the two skills in which you are specialized (see specializations).

## SPECIALIZATION - 1ST LEVEL

---

You have a primary area of expertise. Choose one of the Operative Specializations provided. This grants you a +3 bonus to two class skills, the ability to use either of those skills while making a trick attack, and at 5th level you gain a specialization exploit as described.

## TRICK ATTACK - 1ST LEVEL

---

When you take the Melee Attack or Ranged Attack action with a basic melee weapon or small arm, you can first attempt a Stealth skill check (page 50) with a DC of 20. If you succeed, you gain a +2 bonus to your attack roll. If your attack hits and you deal damage, you also roll 1d4 and add the result to that damage. Even if you fail the Stealth check, you can still attack; you simply

don't gain a bonus to your attack roll and don't add any extra damage if you hit.

## EVASION - 2ND LEVEL

When you succeed at a Reflex saving throw and would take half damage (or suffer some other effect), you instead take no damage (and ignore any effects). You can't use this when you have the helpless condition.

## OPERATIVE EXPLOIT - 2ND LEVEL

As you gain experience, you learn special tricks called operative exploits. You learn your first operative exploit at 2nd level, and you learn an additional exploit every 2 levels thereafter. If an operative exploit allows a saving throw to resist its effects, the DC is equal to 10 + half your operative level + your Dexterity modifier. If it requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 your operative level + your Dexterity modifier. The list of operative exploits appears ahead. You cannot learn the same exploit more than once unless it specially says otherwise.

## WEAPON SPECIALIZATION - 3RD LEVEL

You can deal extra damage with certain weapons. You gain specialization in each weapon type with which you are proficient, which means you add your character level to damage with the selected weapon type, or half your character level for small arms or basic melee weapons. You can never have specialization in grenades.

## QUICK MOVEMENT - 3RD LEVEL

Your speed increases by 10 feet.

## OPERATIVE'S EDGE - 3RD LEVEL

Your bonus from your operative's edge ability is now +2 instead of +1.

## TRICK ATTACK - 3RD LEVEL

When you add damage from your trick attack ability, add 1d8 instead of 1d4.

TABLE: OPERATIVE CLASS PROGRESSION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	operative's edge +1, specialization, trick attack +1d4
2nd	+1	+0	+3	+3	evasion, operative exploit
3rd	+2	+1	+3	+3	operative improvements, weapon specialization
4th	+3	+1	+4	+4	debilitating trick, operative exploit
5th	+3	+1	+4	+4	operative improvements, specialization exploit
6th	+4	+2	+5	+5	operative exploit
7th	+5	+2	+5	+5	operative improvements, skill mastery, uncanny agility
8th	+6	+2	+6	+6	operative exploit, triple attack
9th	+6	+3	+6	+6	operative improvements
10th	+7	+3	+7	+7	operative exploit

## DEBILITATING TRICK - 4TH LEVEL

When you hit an enemy with your trick attack, they are flat-footed until the beginning of your next turn. You might learn exploits that grant you additional options for your debilitating trick, but you can select only one option each time you hit with a trick attack.

## SPECIALIZATION EXPLOIT - 5TH LEVEL

You gain a new exploit based on your specialization.

## TRICK ATTACK - 5TH LEVEL

When you add damage from your trick attack ability, add 3d8 instead of 1d8.

## SKILL MASTERY - 7TH LEVEL

You become so confident in certain skills that you can use them reliably, even under adverse conditions. When attempting a skill check with a skill in which you have specialization, you can take 10 even if stress or distractions would normally prevent you from doing so.

## UNCANNY AGILITY - 7TH LEVEL

You are immune to the flat-footed condition, and support fire doesn't provide any advantage against you.

## OPERATIVE'S EDGE - 7TH LEVEL

Your bonus from your operative's edge ability is now +3 instead of +2.

## TRICK ATTACK - 7TH LEVEL

When you add damage from your trick attack ability, add 4d8 instead of 3d8.

## TRIPLE ATTACK - 8TH LEVEL

When making a full attack using only basic melee weapons or small arm, you can make up to three attacks instead of two.

## QUICK MOVEMENT - 9TH LEVEL

Your speed increases by 20 feet

## TRICK ATTACK - 9TH LEVEL

When you add damage from your trick attack ability, add 5d8 instead of 4d8.

## OPERATIVE EXPLOITS

### COMBAT TRICK - 2ND LEVEL

You gain a bonus combat feat. You must meet all of that feat's prerequisites.

### INOCULATION - 2ND LEVEL

You've trained to resist various chemicals and hazards. You add your operative's edge bonus to Fortitude saving throws.

### JACK OF ALL TRADES - 2ND LEVEL

You double your operative's edge bonus when using a skill that is not a class skill or a trained skill.

### NIGHT VISION - 2ND LEVEL

You gain darkvision with a range of 60 feet.

### WASTELAND ARCHIVE - 2ND LEVEL

You gain a +3 bonus to Science skill checks to identify a creature; if you succeed, you gain a +2 bonus to your Stealth skill check when you make a trick attack against that creature.



## BLEEDING SHOT - 6TH LEVEL

For your debilitating trick, you can afflict your target with an amount of bleed damage equal to your operative level (the target takes damage equal to your operative level at the beginning of their turn unless they succeed at a DC 15 Medicine skill check or an effect restores HP)

## CERTAINTY - 6TH LEVEL

You can spend 1 Resolve Point to reroll one of your specialization's associated skill checks.

## HAMPERING SHOT - 6TH LEVEL

For your debilitating trick, you can reduce your target's speed by half until the beginning of your next turn.

## IMPROVED QUICK MOVEMENT - 6TH LEVEL

You can move even faster than other operatives. You gain double the benefits of your quick movement ability, up to a maximum additional increase of +20 feet. You must have quick movement to learn this exploit.

## SURE-FOOTED - 6TH LEVEL

You move at your full speed when moving over difficult terrain and without penalty when using Acrobatics or Stealth at your full speed.

## SPECIALIZATIONS

---

### DAREDEVIL

You specialize in missions requiring courage and athleticism.

*Skill Specialization - 1st Level*

You gain a +3 bonus to Acrobatics and Athletics skill checks. Acrobatics is a class skill for you.

### *Specialist Perk - 5th Level*

Versatile Movement (Ex) - You gain a climb speed and a swim speed equal to your land speed. This speed is not increased by the quick movement class feature or improved quick movement perk.

## DESERT RANGER

You have made a life in the wild wastelands.

### *Skill Specialization - 1st Level*

You gain a +3 bonus to Stealth and Survival skill checks. When you use Stealth to make a trick attack, you gain a +4 bonus to the skill check.

### *Specialist Perk - 5th Level*

Terrain Concealment (Ex) - When you perform a trick attack, you make exceptional use of nearby cover and concealment until the beginning of your next turn. If you have cover and would be hit by an attack or fail a Reflex save, you can spend 1 Resolve Point to increase the cover? bonus to your AC and Reflex saves by 2 against that effect; this ability can cause the attack to miss or cause your saving throw to succeed.

## ENFORCER

You're significantly larger than most and use that to your advantage...

### *Skill Specialization - 1st Level*

Athletics and Intimidation Specialization: You gain a +3 bonus to Athletics and Intimidation skill checks. Intimidation is a class skill for you.

### *Specialist Perk - 5th Level*

Intimidating Presence (Ex) - When you fail an Interaction or Intimidation check, you can spend 1 Resolve Point to either reroll the check and use the new result or add 5 to your result and use the new value to determine whether you succeed at the check. You can't use this ability on trick attack attempts. Once you've used this ability, you can't use it again until you recuperate (taken a 10-minute rest to recover Hit Points).

## GHOST SPECIALIZATION

You specialize in clandestine missions and can move from place to place without being noticed.

### *Skill Specialization - 1st Level*

You gain a +3 bonus to Athletics and Stealth skill checks.

### *Specialist Perk - 5th Level*

**Cloaking Field:** You can cast the invisibility spell, though you must recuperate (spend a Resolve Point to take a 10-minute rest) before you can do so again. The power lasts for 1 minute.

## MANIAC

You exhibit unhinged and unnerving behavior, enough to throw opponents off their game.

### *Skill Specialization - 1st Level*

You gain a +3 bonus to Acrobatics and Intimidation skill checks. Intimidation is a class skill for you.

### *Specialist Perk - 5th Level*

**Spider Climber (Su)** - You can traverse surfaces-even perfectly smooth or vertical ones-with as little effort as a spider. You gain spider climb as a constant spell-like ability. If your spider climb spell is dispelled or dismissed, you can spend 5 minutes of uninterrupted concentration to reestablish it. You must have a climb speed to choose this perk. **Action:** Use A Power

## SCRAPPER

You are adept at scavenging the wasteland and cobbling together the right answer to the problem.

### *Skill Specialization - 1st Level*

You gain a +3 bonus to Survival and Technology skill checks. You can attempt a Technology check with a +4 bonus to make a trick attack while wielding a powered weapon.

### *Specialist Perk - 5th Level*

**Utility Belt (Ex)** - You can spend credits to store supplies in your utility belt, effectively depositing credits for later use. The maximum amount is equal to 1,000 credits per ranger level you have. As a

move action, you can produce any item with light or negligible bulk from your utility belt that does not have a price that exceeds the amount of credits currently deposited in the belt and that has an item level no greater than your level - 2. This reduces the number of credits stored in the belt by a value equal to the item's price. Once you have spent the credits deposited in the belt, you must spend 1d4 hours buying supplies in a typical settlement before you can use the utility belt again.

## THIEF

You specialize in acquisition, from quick swipes to complex heists.

### *Skill Specialization - 1st Level*

You gain a +3 bonus to Perception and Stealth skill checks.

### *Specialist Perk - 5th Level*

**Holographic Distraction (Ex)** - You can cast the mirror image spell, though you must spend a Resolve Point to take a 10-minute rest before you can do so again. The spell lasts for 1 minute. **Action:** Use A Power

## URBAN EXPLORER

You have a love of the twisted steel and old world, exploring it at every opportunity.

### *Skill Specialization - 1st Level*

You gain a +3 bonus to Athletics and Perception skill checks. You can attempt an Athletics check with a +4 bonus to make a trick attack.

### *Specialist Perk - 5th Level*

**Daring Explorer (Ex)** - When you fail an Acrobatics or Athletics check, you can spend 1 Resolve Point to either reroll the check and use the new result or add 5 to your result and use the new value to determine whether you succeed at the check. You can't use this ability on trick attack attempts. Once you've used this ability, you can't use it again until you recuperate (take a 10-minute rest to recover Hit Points).



## WASTELAND EXPLORER

You are at home in the open spaces of the blasted wasteland.

### *Skill Specialization - 1st Level*

You gain a +3 bonus to Athletics and Survival skill checks. You can attempt a Survival check with a +4 bonus to make a trick attack by using your surroundings to your advantage.

### *Specialist Perk - 5th Level*

Ghost Step (Ex) - You can't be tracked using the Survival skill, though magical methods of following your tracks or finding your location function normally. When you would activate a trap with a proximity trigger, you can spend 1 Resolve Point to attempt a Stealth check whose DC equals the Perception DC to find the trap. If you succeed, you don't trigger the trap for 1 round. The trap becomes immune to this ability for 24 hours afterward. This ability doesn't prevent you from triggering the trap if you remain in the area, nor does it prevent other creatures from triggering the trap.

## SOLDIER

Violence never changes. Soldiers of the new-world are the same, ultimately, as soldiers of the old. Some are heroes, fighting for the good of their community, to protect those they love, ideals they hold dear. Others are thugs, brutal warlords and petty mercenaries. Well versed in all forms of technologies of war, soldiers suit up for a host of reasons, causes, and leaders in all times and this new world is no exception. Focusing on particular avenues of fighting, soldiers frame much of their world view in tactical senses, and develop the skills, technology, and acquire the tools of their preferred means.

## PRIMARY FIGHTING STYLE - 1ST LEVEL

---

You have a preferred fighting style that represents the type of soldier you are. Each fighting style is composed of various style techniques that you learn as you gain experience. You must pick one fighting style upon taking your first soldier level, and once made, this choice cannot be changed. Descriptions of the fighting styles you can choose from appear ahead. At 1st level and every 4 levels thereafter, you gain a style technique unique to your primary fighting style.

## SOLDIER PERK - 2ND LEVEL

---

As you gain experience, you learn special tricks called perks. You learn your first perk at 2nd level, and you learn an additional perk every 2 levels thereafter. If a perk allows a saving throw to resist its effects, the DC is equal to  $10 + \text{half your class level} + \text{your key ability modifier}$ . If it requires an enemy to attempt a skill check, the DC is equal to  $10 + 1\text{-}1/2 \times \text{your class level} + \text{your key ability modifier}$ . The list of perks appears ahead. You cannot learn the same perk more than once unless it specially says otherwise.

## GEAR BOOST - 3RD LEVEL

You get better at using your weapons to devastating effect. Choose one gear boost from the list below.

## WEAPON SPECIALIZATION - 3RD LEVEL

You can deal extra damage with certain weapons. You gain specialization in each weapon type with which you are proficient, which means you add your character level to damage with the selected weapon type, or half your character level for small arms or basic melee weapons. You can never have specialization in grenades.

## SECONDARY FIGHTING STYLE - 9TH LEVEL

You choose another fighting style. Once you choose this second style, it cannot be changed. You gain a style technique unique to your secondary fighting style. For the purposes of these style techniques, treat your soldier level as equal to your soldier level - 8.

## FIGHTING STYLES

### ARMORED FIGHTING

Your armor is a second skin as well as a weapon.

#### *Power Fist - 1st Level*

While wearing heavy or power armor, your unarmed strikes deal 1d4 damage and are considered lethal damage. This increases to 1d8 damage at 3rd level, 3d8 at 5th level, and an additional +1d8 at 7th and 9th level. Add half your STR (rounded down) to this damage in addition to all of your normal damage bonuses. If you have the melee striker gear boost, you gain a +2 bonus to damage rolls with this ability.

#### *Guard's Protection - 5th Level*

Once per turn, when an ally adjacent to you is dealt damage by an attack, you take half the damage and your ally takes the other half. This has no effect on powers and any conditions delivered by the attack (such as critical hit effects) apply to both of you.

TABLE: SOLDIER CLASS PROGRESSION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Primary fighting style, primary fighting technique
2nd	+2	+3	+0	+3	Soldier perk
3rd	+3	+3	+1	+3	Gear boost, weapon specialization
4th	+4	+4	+1	+4	Soldier perk
5th	+5	+4	+1	+4	Primary fighting style
6th	+6	+5	+2	+5	Soldier perk
7th	+7	+5	+2	+5	Gear boost
8th	+8	+6	+2	+6	Soldier perk
9th	+9	+6	+3	+6	Primary style technique, secondary fighting style, secondary style technique
10th	+10	+7	+3	+7	Soldier perk



## MELEE FIGHTING

Punching things is the quickest solution to most problems, though some tools can help make up close and personal experiences more impactful.

### *Rapid Response - 1st Level*

You gain a +4 bonus to initiative checks and increase your speed by 10 feet.

### *Quick Backup - 5th Level*

If you give up your move before you use the Melee Attack action, you can move up to twice your speed and make one melee attack, but your target must be a creature adjacent to an ally. Once you have used this ability, you must recuperate (spend a Resolve Point to

take a 10 minute rest) before you can do so again.

### *Rapid Recovery - 9th Level*

You can spend Resolve Points to ignore detrimental conditions. If you give up your move, you can spend 1 Resolve Point to suppress one of the following conditions for 10 minutes: frightened, hampered, nauseated, or staggered. After 10 minutes, if the condition's duration hasn't ended, the condition's effects return. You can suppress only one condition at a time; if you are both frightened and hampered, you can avoid the effects of only one of them, and if you are affected by two different instances of the same condition, you're still affected by the second one.

## RANGED FIGHTING

They never see you coming.

### *Sniper's Aim - 1st Level*

When you make a ranged attack against a target with cover, you gain a +2 to your attack roll.

### *Focus Fire - 5th Level*

If you gave up your move to make two attacks, you can make both attacks with a -3 penalty instead of a -4 penalty as long they both target the same creature. If your first attack kills or knocks out the target, you can instead make the second attack against a different creature at a -4 penalty.

### *Intense Focus - 9th Level*

When you make a ranged attack against a target with cover, you can spend 1 Resolve Point to gain an additional +2 to your attack roll (this stacks with Sniper's Aim).

## GEAR BOOSTS

---

### ARMORED ADVANTAGE

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

## BULLET BARRAGE

You gain a +1 bonus to damage with ranged weapons. This bonus increases by 1 for every 4 soldier levels you have.

## MELEE STRIKER

When you deal damage with a melee weapon, add half your STR (rounded down) to that damage in addition to all your normal damage bonuses.

## RANGED ACCURACY

You gain a +1 bonus to attack rolls with ranged weapons.

## UNYIELDING FORCE

While wearing heavy armor or powered armor, you gain a +4 insight bonus to your AC against hinder foe and support fire actions.

## FLASH FREEZE - 7TH LEVEL

When you hit a creature with a weapon that deals cold damage, that creature's speeds are reduced by 10 feet for 1 round, to a minimum of 10 feet.

## IMMOLATION - 7TH LEVEL

When you hit a creature with a weapon that deals fire damage, if your attack roll is a 19 (the d20 shows a 19) and the attack hits your target, the target gains the burning condition. At the beginning of its next turn after being hit, the target must give up its move (to smother the flames) or take another 1d6 damage.

## PERFECT FIT - 7TH LEVEL

You feel at home in heavier armor, including powered armor, as though it were a second skin. While you are wearing powered armor, increase its land speed by 10 feet, up to your normal land speed, and reduce the speed adjustment from heavy armor you wear by 5 feet.

## SOLDIER PERKS

---

### COMBAT TRICK

You gain a bonus combat feat. You must meet all of that feat's prerequisites. You may select this perk more than once, choosing a new combat feat each time.

### TEAM PLAYER

You gain a bonus teamwork feat. You must meet all of that feat's prerequisites. You may select this perk more than once, choosing a new teamwork feat each time.

### WEAPON FOCUS

You have increased training with one type of weapon, making it easier to hit your targets. Choose one type of weapon from the following: Basic melee weapons, Advanced melee weapons, Small arms, Longarms. You gain a +1 bonus to attack rolls with that type of weapon. You may select this perk more than once, choosing a new weapon type each time.



# ARCHETYPE

An archetype in Wastewalker is a variant path; something more elaborate and detailed than a background, but something less robust compared to a class. Often, these are expansions of mutations, giving characters of all backgrounds and classes the chance to delve deeper into their unique traits picked up in the wastelands. Alternatively, they can provide additional support for specialized skills that transcend class, allowing a "raider" to be a military machine via the soldier class and berserker archetype, or a scrappy wildman via the operative and berserker archetype.

## GAINING AN ARCHETYPE

You gain an archetype when you achieve a new level while possessing the requirements and matching the earliest level for which the archetype offers an alternate class feature. The archetype is then considered a part of the class you gain a level in when you level up. For example, if you are playing a walker envoy interested in being a little more dangerous, you might select the Stranger archetype. Whenever you gain a class level, you should check whether you gain an alternate class feature from the Stranger archetype, as well as if any of your class features are altered or replaced. When you first gain an archetype, read through all the altered or replaced class features that will affect your character and note these down.

When an archetype refers to class level, it is referring to the number of levels you have in the class associated with the archetype.

## ARCHETYPE PERKS

As you gain experience, you can learn special tricks called perks. Starting at 2nd level, and every other level after that, whenever your base class would allow you to choose an option from a given list you may choose one of your mutation or subclass' perks instead. If a perk allows a saving throw to resist its effects, the DC is equal to  $10 + \text{half your class level} + \text{your key ability modifier}$ . If it requires an enemy to attempt a skill check, the DC is equal to  $10 + 1\text{-}1/2 \times \text{your class level} + \text{your key ability modifier}$ .

Perks all require you to meet a minimum class level, and they are organized accordingly. Some perks require you to satisfy other prerequisites, such as having other perks or specific class abilities.

Each archetype has a list of perks which appears ahead. You cannot learn the same perk more than once unless it specially says otherwise.

## OTHER CONSIDERATIONS

While having an archetype may represent your training with or membership in a specific faction, having the archetype is generally not required for you to be considered part of a faction. The archetype represents only one possible path within the society, not the sole choice for characters tied to that faction.

Archetypes can generally be added to any class, though some archetypes might note they are available only to specific classes or might have other prerequisites you must meet to select them. An archetype notes in its description whether it has any prerequisites or restrictions.

## ALTERED OR REPLACED CLASS FEATURES

For any level at which an archetype provides an alternate class feature, a character who takes the archetype alters or replaces the listed class features.

**Multilevel 2nd, 4th, And 6th:** You don't gain the normal improvisation, exploit, or perk for these levels. If you are playing beyond level 10, you do not gain the normal option for 12th and 18th Levels either.

**9th Level:** If an existing class feature would gain an additional effect at 9th level, you do not gain that additional effect.

**9th Level:** You don't gain the class feature at 9th level. Instead, you gain it at 10th level, and you don't gain the perk normally gained at 10th level.

**All Classes:** If you chose a subclass at 1st level, you do not gain a feat at 1st level. Instead, you gain the subclass archetype's ability.

**Envoy Features:** Starting at 2nd level, whenever you could choose an envoy improvisation you may instead choose a subclass or mutation archetype's perk. You must meet all prerequisites for this perk.

**Operative Features:** Starting at 2nd level, whenever you could choose an operative exploit, you may instead choose a subclass or mutation archetype's perk. You must meet all prerequisites for this perk.

**Soldier Features:** Starting at 2nd level, whenever you could choose a soldier perk, you may instead choose a subclass or mutation archetype's perk. You must meet all prerequisites for this perk.

## SUBCLASS ARCHETYPE

Subclass archetypes are a collection of talents and skills often associated with a organization or way of life in the wastelands. You can choose a subclass archetype at 1st level, which provides a unique ability and at later levels access to perks appropriate for the archetype's associations and background. If you do, you do not gain a feat at 1st level and instead gain the subclass archetype's 1st level ability.

Starting at 2nd level, and every other level after that, whenever your class would allow you to choose a given option you may choose one of the subclass archetype's perks instead.



# BERSERKER

Berserkers exult in the chaos of battle; be it a simple bar brawl or being swarmed by hordes of abominations or walkers, the berserker greets combat with an ear to ear grin and a crack of their knuckles. The lawless wastelands are the perfect home for such a madman, though berserkers often make excellent mercenaries and enforcers: the pay is appreciated, but the opportunity to engage in sanctioned battle warms their terrifying hearts all the more. Anyway you slice it, the berserker is deadly and revels in it. Keep them on your good side if at all possible because running won't help.

## FRENZY - 1ST LEVEL

On your turn, you can enter a frenzy that empowers your attacks and deadens you to fear and pain for a number of rounds equal to 1d4 + half your class level (rounded up). While frenzied, you gain a +2 bonus to damage rolls and Will saves, as well as a -1 penalty to AC. At 3rd level and every 2 levels thereafter, the bonus to damage rolls granted by your frenzy increases by 1. While frenzied, you can't use any ability that requires patience or concentration, such as power use or any Charisma-, Dexterity-, or Intelligence-based skills except Acrobatics and Intimidate. After your frenzy ends, you can't use this ability again until after you recuperate (spend a Resolve Point to take a 10 minute rest) before you can do so again.

## BERSERKER PERK - 2ND LEVEL

As you gain experience, you learn special tricks called perks. You learn your first perk at 2nd level, and you learn an additional perk every 2 levels thereafter. If a perk allows a saving throw to resist its effects, the DC is equal to 10 + half your class level + your key ability modifier. If it requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 × your class level + your key ability modifier. The list of perks appears ahead. You

cannot learn the same perk more than once unless it specially says otherwise.

## BLOODY MANIAC

While you are bloodied (have half or fewer of your maximum hit points), add half your character level to Intimidate skill checks to demoralize an opponent.

## BRAWLER

While frenzied, your unarmed strike damage increases to 1d6 at 1st level, 2d6 at 6th level, and 3d6 at 9th level. Your unarmed strikes don't count as archaic, can deal lethal damage, and gain the wound critical hit effect.

## COMBAT TRICK

You gain a bonus combat feat. You must meet all of that feat's prerequisites.

## MANIAC DISPLAY

While frenzied you may give up your move to add half your character level to Intimidate skill checks to demoralize an opponent.

## PYRO

While frenzied, powered weapons and weapons which use ammunition you wield gain the fiery special weapon property. Fiery weapons you wield gain burn 1d6 as a critical hit effect.

## ROCK OUT

Add half your character level to saving throws against effects that would blind or deafen you.

## SLASHER

While frenzied, archaic weapons you wield do not have their damaged reduced; Archaic weapons you wield gain bleed 1d8 as a critical hit effect.

## STAGEROG

While frenzied, powered weapons and weapons which use ammunition you wield gain the bright special weapon property. Bright weapons you wield gain blind as a critical hit effect.

## BLOODY MESS - 6TH LEVEL

Whenever you drop an enemy to 0 HP while frenzied, you may spend 1 Resolve Point. If you do the attack used results in a bloody, messy carnage that unsettles even the fiercest wasteland denizen. All enemies within 60 feet who can witness this are hindered until the start of your next turn.

## COURIER

The wastelands are held together by tenuous threads of communication. Civilized settlements know this of course, but so too do warlords and despots. As such, couriers hold a unique place in the society; regardless of what job they might be on now, their importance surpasses any vendetta anyone might have against an employer.

## WHEN IN ROME - 1ST LEVEL

Culture is a class skill for you. If Culture is already a class skill for you (or becomes a class skill) from a source other than this archetype, you ... . In addition, you can use Culture to change the attitude of an NPC toward friendly. You are skilled at reading a room and understanding a community at a glance. You gain a +1 bonus to Culture skill checks at 1st level and an additional +1 for every 4 character levels you have.

## COURIER PERK - 2ND LEVEL

As you gain experience, you learn special tricks called perks. You learn your first perk at 2nd level, and you learn an additional perk every 2 levels thereafter. If a perk allows a saving throw to resist its effects, the DC is equal to  $10 + \text{half your class level} + \text{your key ability modifier}$ . If it requires an enemy to attempt a skill check, the DC is equal to  $10 + 1\text{-}1/2 \times \text{your class level} + \text{your key ability modifier}$ . The list of perks appears ahead. You cannot learn the same perk more than once unless it specially says otherwise.

## DON'T SHOOT THE MESSENGER

When you attempt a skill check to change a creature's attitude, the creature's attitude worsens only if you fail the check by 10 or more, rather than if you fail the check by 5 or more. You can use Culture to identify humanoids and monstrous humanoids when you spend one round studying them.



## INDEPENDENT

You may give up your move to grant yourself a bonus as if an ally had succeeded at an aid another check or successfully used support fire against a foe of your choice. This does not stack with any use of those options. Once you have used this ability, you cannot use it again until you recuperate (spend 1 Resolve Point to take a 10-minute rest to recover Hit Points)

## LADY LUCK

Fortune smiles from time to time and you experience a burst of luck. Once per day, you can reroll any one failed saving throw.

## MULLIGAN

If you fail a skill check to change a creature's attitude by 10 or more, you can attempt to change it again. You can use Culture in place of Intimidation for checks to demoralize.

## ONE GETS UP

Fortune smiles from time to time and you experience a burst of luck. Once per day, you can reroll any one failed skill check.

## TWO TO THE HEAD

You prove you're a hard one to kill. Once per round when you are hit by a critical hit, you don't take additional damage from the critical hit, but you do take any special critical effects.

## MARINE

You are one of the few, the proud. A tradition carried on since the fall of the old world through military orders who have long since disbanded, yet whose traditions have not only survived but in pockets around the world have thrived. No longer beholden to specific governments who have let them down, the descendants have bonded with their families, units, and tribes, vowing to preserve that which they can. Order keeps their people safe, and order keeps the wastelands at bay. Wastewalker's marines are power armor specialists and soldiers. Their fighting styles build upon the power of the old-world tech, as do their gear boosts and combat prowess.

## PATRON ORGANIZATION - 1ST LEVEL

---

You begin play as a member of an organization, who acts as a patron. This patron is largely hands-off, but will pass directives to you to be accomplished. In exchange for remaining in good standing with your patron organization, your requisitioned armor is always considered charged and ready and you can avail yourself of the assets of the organization as with the stipend background ability. If, at any time, you lose good standing with this organization, you are treated as per the outcast background, lose access to the organization's assets, and treat your requisitioned armor as any other powered armor for the purposes of charging it.

## REQUISITIONED ARMOR - 1ST LEVEL

---

You begin play with one suit of special powered armor with an item level of 1 for free, or you can buy any armor normally and designate it as your requisitioned armor. While it may be similar in aesthetics and function to an existing type of armor, it is fundamentally unique from any commonly available

product. Due to its custom fitting, you are the only one who can benefit from wearing this armor. As you gain levels, your armor advances in sophistication. If you acquire a different suit of armor, you can disassemble your existing armor and turn the new armor into your requisitioned armor with 8 hours of work. Your requisitioned armor works as normal for a suit of its type, but it also gains specific benefits based on perks you acquire. You can have only one suit of armor designated as your requisitioned armor at a time.

## MARINE PERK - 2ND LEVEL

As you gain experience, you learn special tricks called perks. You learn your first perk at 2nd level, and you learn an additional perk every 2 levels thereafter. If a perk allows a saving throw to resist its effects, the DC is equal to  $10 + \text{half your class level} + \text{your key ability modifier}$ . If it requires an enemy to attempt a skill check, the DC is equal to  $10 + 1\text{-}1/2 \times \text{your class level} + \text{your key ability modifier}$ . The list of perks appears ahead. You cannot learn the same perk more than once unless it specially says otherwise.

## COMBAT TRICK - 2ND LEVEL

You gain a bonus combat feat. You must meet all of that feat's prerequisites.

## GEAR BOOST - 2ND LEVEL

You may choose a soldier's gear boost. You must meet all prerequisites for this gear boost.

## TEAM PLAYER - 2ND LEVEL

You gain a bonus teamwork feat. You must meet all of that feat's prerequisites.

## ARMORED NIGHTMARE - 6TH LEVEL

When wearing heavy armor or powered armor, you gain a +4 bonus to your AC against support fire actions.

## EXTRA UPGRADE - 6TH LEVEL

Your armor's efficient design allows you to install one additional armor upgrade beyond what that armor's upgrade slots would normally allow. You must purchase the upgrade to be installed in this slot at its normal price.

## ADVANCED GEAR BOOST - 8TH LEVEL

You may choose a soldier's gear boost. You must meet all prerequisites for this gear boost.



# RANGER

Rangers are hunters, organized scavengers, and scouts. They spend a great deal of their time alone in the wastelands on missions, helping establish some semblance of order in the chaotic open world. Rangers are available for hire, but they are not mercenaries. Many of the first rangers of the wastelands were former law enforcement and military operatives in the old-world, owing as much to the Texas Rangers and military rangers for their moniker as park rangers and their like. As a result, organized ranger groups commonly fill law enforcement roles in various communities, keeping raider camps and violent gangs in their place and hunting those who would present a threat to their communities.

## BEAST HUNTER - 1ST LEVEL

Thanks to your experience hunting in the wilds, you are capable of tracking creatures in your most often traveled terrains, and you can easily take down creatures larger than yourself. Select one of the following terrains: Cold, Desert, Forest, Jungle, Mountains, Plains, Swamp, Urban. You gain a +2 bonus on Survival checks to track animals, humanoids, magical beasts, monstrous humanoids, and vermin native to that terrain. Additionally, against creatures native to that terrain, you gain a +1 bonus to your AC and a +1 bonus on damage rolls. At 3rd level and every two levels thereafter you can choose an additional terrain to gain the listed benefits in.

## RANGER PERK - 2ND LEVEL

As you gain experience, you learn special tricks called perks. You learn your first perk at 2nd level, and you learn an additional perk every 2 levels thereafter. If a perk allows a saving throw to resist its effects, the DC is equal to  $10 + \text{half your class level} + \text{your key ability modifier}$ . If it requires an enemy to attempt a skill check, the DC is equal to  $10 + 1\text{-}1/2 \times \text{your class level} + \text{your key ability modifier}$ . The list of perks appears ahead. You

cannot learn the same perk more than once unless it specially says otherwise.

## COMBAT TRICK

You gain a bonus combat feat. You must meet all of that feat's prerequisites.

## PARKOUR

You add half your level to Reflex saves in urban terrain.

## SUBLIME SCRAPPER

Add half your level to your skill checks when scavenging. Once per day, if this would change the scavenged level of the site it remains unchanged. This perk can be learned two times; the first at 2nd level or higher, and the second at 8th level. If you learn this perk a second time, the bonus is instead equal to your class level.

## SURVIVAL INSTINCT

You are skilled at navigating the wastelands and dealing with the myriad of challenges. You gain a +1 bonus to Survival skill checks. At 6th level, every 4 levels thereafter this bonus increases by 1.

## TEAM PLAYER

You gain a bonus teamwork feat. You must meet all of that feat's prerequisites.

## TECHSMITH

Add half your level to your skill checks to remove the weathered status from an item. Once per day, if a weathered item you use would glitch, you may ignore that. This perk can be learned two times; the first at 2nd level or higher, and the second at 8th level. If you learn this perk a second time, the bonus is instead equal to your class level.

## WELL TRAVELED

You gain a bonus terrain feat. You must meet all of that feat's prerequisites. You can select this multiple times, choosing a new terrain feat each time.

## ARCHAIC TRAPSMITH - 8TH LEVEL

Your experience with the wastelands has helped you understand a great deal about the failed engineering of the old world, and the diabolical traps laid since. You a +2 bonus to Medicine skill checks. You also gain +4 to disable analog locks and traps, to arm analog traps, and to repair a damaged settlement.

## RECLAIMER

Its a dirty world out there, and someone's got to be the one to clean it all up. Reclaimers are the men, women, and...creatures...for that job. Originating from old world organizations who prized preparation, planning, and envisioned a day when this would happen, they were often laughed off as paranoid, delusional, and just plain crazy. Their training and work, however, live on even as their detractors do not. Reclaimers in the open wastelands hail from a number of different backgrounds, but all have heard a calling; to use technology to restore that which technology run amok has destroyed. Through training in old world organizations, discovery of the ethos of reclaimer-related organizations through scavenging, or just plain need of their own settlements, reclaimers have developed the skills necessary to safeguard and rebuild.

## MOBILE OPERATING PLATFORM - 1ST LEVEL

Upon setting out into the wasteland, you were assigned, discovered, or acquired through less-than-moral means an old-world device known as a MOP, or a "Mobile Operating Platform." Originally built and associated with various programs, bunkers and the ARC corporation, they are intended to assist survivors with the task of resettling the world after its untimely demise. The MOP is stored normally as a backpack, with a wrist or eyepiece interface which relays important data back to its user. In combat, the MOP's programs analyze the battlefield and provide assistance to the wielder, determining the best course of action. As a reclaimer grows in experience, the MOP adapts its programming as well to further aid the user in their role. Additional programs can be obtained on an open market, from defunct terminals, or even from other MOP cores. This device counts as a medical kit, tool kit, and you can use your MOP as a personal comm unit.



## RECLAIMER PERK - 2ND LEVEL

As you gain experience, you learn special tricks called perks. You learn your first perk at 2nd level, and you learn an additional perk every 2 levels thereafter. If a perk allows a saving throw to resist its effects, the DC is equal to 10 + half your class level + your key ability modifier. If it requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 × your class level + your key ability modifier. The list of perks appears ahead. You cannot learn the same perk more than once unless it specially says otherwise.

### CHEMICAL ANALYZER

Your MOP now has a built-in chemical analyzer and with it the ability to render potent chemical compounds, mixing random wasteland trash to produce something halfway useful. You're able to salvage enough materials to create a chem without paying for it. Creating a chem takes 10 minutes. You can use your MOP to create any chem whose item level is less than or equal to your character level, but this chem is unstable outside of the MOP's systems and only you can use it effectively. If anyone else tries to use the chem, it is a dud. You, however, can apply the chem to a willing or unconscious ally. You can have only one chem created by this ability at one time (if you create a new chem using this ability, the old chem "spoils" and no longer works). **Action:** Use A Special Ability

### RECHARGE

Your knowledge of old-world technology allows you to restore power to batteries and power systems. You can spend 10 minutes in contact with a technological device and restore some amount of power. This action provides 1 minute of continuous power to a computer system or restore a battery charges to full. Once you have used this ability a number of times per day equal to your Intelligence bonus (minimum 1), you can't do so again for 24 hours. **Action:** Use A Special Ability

## SCRAP GRENADE

Your MOP now possesses a small fabricator, capable of taking loose bits of material and stray chemicals to produce explosive devices. You're able to salvage enough materials to create a grenade without paying for it. Creating a grenade takes 10 minutes. You can create any grenade whose item level is less than or equal to your character level, but this grenade is unstable and only you can use it effectively. If anyone else tries to use the grenade, it is a dud. You can have only one grenade created by this ability at one time (if you create a new grenade using this ability, the old grenade no longer works). **Action:** Use A Special Ability

## MOP ASSISTED - 6TH LEVEL

You have modified your MOP to apply one of the following mods to yourself. You can select this again at 10th level, choosing a new mod.

### *Cargo Rack*

Your Strength score counts as 4 higher for the purpose of how determining much bulk you can carry, but all of this extra bulk must be stored gear and cargo, not mounted weapons, armor mods, or the like. This does not affect your actual Strength score in any way, merely how much you can carry.

### *Climbing Claws*

You gain a climb speed equal to half your land speed.

### *Enhanced Armor*

Your MOP provides a +2 bonus to your AC.

### *Enhanced Senses*

You gain low-light vision, darkvision to 60 feet, and a +2 bonus to Perception skill checks.

### *Repair Bay*

Your MOP is able to utilize its fabrication systems to augment armor or weaponry. Once per day, you can give up your move action so that your MOP can modify a suit of armor or weapon to function more efficiently. The exact effect of this ability depends on the object or system you are modifying. **Action:** Use A Special Ability

#### — Armor

You grant a +2 bonus to a suit of armor for 10 rounds.

## — Weapon

You grant a +2 bonus to a weapon's attack and damage rolls for 10 rounds.

### *Smuggler's Compartment*

Your MOP holds a specialized compartment that can hold a single item of light bulk or smaller. A successful Perception check (DC = 15 + your class level) is needed to notice or find the compartment. You may give up your move to access this compartment.

## SPYBOT - 6TH LEVEL

Your MOP is able to host and maintain a small spy bot. You gain the Wasteland Creature Companion feat, with the following: your spybot is a small construct with a camera which feeds video and audio to your MOP, without an independent AI; it is untrained in all skills and has a +0 bonus in all of them, though it can use your Perception bonus while using its camera. It has a land speed of 30 feet and you can give up your move to use your MOP to control the spybot directly. Once deployed, the spybot will remain active for 1 minute per class level you possess unless otherwise destroyed, and you must recuperate (spend 1 Resolve Point and take a 10-minute rest) before deploying it again.

# SCRIBE

Scribes are agents within several new-world organizations and governments who specialize in their study of the old world. As scholars, they help amass, study, and curate knowledge about the world, often information unavailable through any other means. In the field, they are adept at manipulating tech to their own means and well versed in traversing the ruins of the old-world.

## SCHOLARLY TECHNOLOGIST - 1ST LEVEL

You gain Technology as a Class Skill. If Technology is already a class skill for you (or becomes a class skill) from a source other than this archetype, you ... . In addition, you can use Technology to recall knowledge. You gain a +1 bonus to Technology skill checks at 1st level and an additional +1 for every 4 character levels you have.

## SCRIBE PERK - 2ND LEVEL

As you gain experience, you learn special tricks called perks. You learn your first perk at 2nd level, and you learn an additional perk every 2 levels thereafter. If a perk allows a saving throw to resist its effects, the DC is equal to 10 + half your class level + your key ability modifier. If it requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 × your class level + your key ability modifier. The list of perks appears ahead. You cannot learn the same perk more than once unless it specially says otherwise.

## DEEP DIVE

You can roll a skill check to recall knowledge twice and take the better of the two results. Once you have used this ability, you can't use it again until you recuperate (spend 1 Resolve Point during a 10-minute rest to regain Hit Points).



## EMPOWERED WEAPON

You can jury-rig a weapon for greater output; you gain a +1 bonus to to your next attack roll and the weapon deals an extra 1d6 damage if you hit. You must recuperate (spend 1 Resolve Point and take a 10-minute rest) before you can use this ability again.

## IDENTIFY

Once per day, you can intensely study an occult or technological item to determine its functions, properties, and any codes, passwords, or keys required to activate it. You gain a +10 bonus to the Mysticism or Technology skill checks to identify the item. **Action:** Use A Power

## INDEPENDENT

You may give up your move to grant yourself a bonus as if an ally had succeeded at an aid another check or successfully used support fire against a foe of your choice. This does not stack with any use of those options. Once you have used this ability, you cannot use it again until you recuperate (spend 1 Resolve Point to take a 10-minute rest to recover Hit Points)

## RECHARGE

Your knowledge of old-world technology allows you to restore power to batteries and power systems. You can spend 10 minutes in contact with a technological device and restore some amount of power. This action provides 1 minute of continuous power to a computer system or restore a battery charges to full. Once you have used this ability a number of times per day equal to your Intelligence bonus (minimum 1), you can't do so again for 24 hours. **Action:** Use A Special Ability

## RUINS SPELUNKER

You can jury-rig traps to prevent them from triggering or alter parameters so as to hit someone else. You can choose to reduce the DC to disable a trap by 1, and an additional 1 at level 4 and every three levels

thereafter. You must recuperate (spend 1 Resolve Point and take a 10-minute rest) before you can use this ability again. **Action:** Use A Skill

# STRANGER

The stranger, a lone gunslinger with a wit as fast as their draw. An enigma to many, sometimes even themselves, they roam the wastelands looking for something, but often finding only trouble... something they are quite prepared for. The stranger is a charismatic, enigmatic individual; a traveler who relies on charm and wit to outfox opposition. Like scribes, they too amass knowledge but of people, not always the old-world. They know what to say, when to say it, and how to say it and get the most rise out of the worst tempers, ultimately giving themselves the advantage.

## SIGNATURE WEAPON - 1ST LEVEL

You possess a signature weapon, one that you are well-known for carrying, or that is itself recognizable (either as a unique weapon, or as one of a class of renowned weapons). You can choose what weapon this is each time you gain a new level, and if lost you can replace it with another weapon with 24 hours of adjustments and spreading rumors. You can draw this weapon without taking an action as part of any move action or full action, and as part of rolling for initiative. When you draw the weapon in this way outside of combat or in the surprise round of combat, you may make an Intimidate check to demoralize a single creature within 30 feet of you also without taking an action. Any creature within 60 feet of you when you do this is immune to this ability of yours for 24 hours.

## STRANGER PERK - 2ND LEVEL

As you gain experience, you learn special tricks called perks. You learn your first perk at 2nd level, and you learn an additional perk every 2 levels thereafter. If a perk allows a saving throw to resist its effects, the DC is equal to 10 + half your class level + your key ability modifier. If it requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 × your class level + your

key ability modifier. The list of perks appears ahead. You cannot learn the same perk more than once unless it specially says otherwise.

## COMBAT TRACKING - 2ND LEVEL

You can give up your move on your turn to track an enemy, giving you a +1 bonus to attack rolls against that enemy. You can track only one enemy at a time.

## COMBAT TRICK - 2ND LEVEL

You gain a bonus combat feat. You must meet all of that feat's prerequisites.

## FINESSE STRIKER - 4TH LEVEL

You add half your class level to damage rolls using a small arms weapon as your signature weapon.

## JUST IN CASE - 4TH LEVEL


At the beginning of combat, if you do not have a Ammunition Marker, you may spend 1 Resolve Point. If you do, you can use your signature weapon during this combat.

## WEAPON DEDICATION - 4TH LEVEL

You are quite adept in the use of your signature weapon. When using a Full Attack action to make an attack with your signature weapon and only your signature weapon, you take a -3 penalty to those rolls instead of the normal -4 penalty.

## SIGNATURE TOUCH - 6TH LEVEL

When you designate a weapon as your signature weapon, in addition to its normal benefits, the weapon gains one of the following weapon upgrades of your choice: bloody, burning, inspiring, or venomous. The weapon can't gain an upgrade it already has, and this bonus upgrade doesn't count toward the maximum total number of upgrades the weapon can have at once. The bonus upgrade ends when the weapon ceases to



be your signature weapon.

## WANDERER

The wilds of the wastelands are an open road, metaphorically as well as literally. Various souls seek out safety, security, settlements, but even in this blasted age there are those who yearn for the open wilderness. The wanderer is such a soul. Eschewing a home of their own, they wander the wastelands open spaces, exploring the new world and making friends and allies where ever they go. Aiding them is often a furred, feathered, or even scaled companion, one of the wasteland's animal kind diligently raised, trained, and loyal to the wanderer and more than helpful on the hunt, be that for creatures, raiders, or information. Where the reclaimer is a mechanic repairing the broken technology, the wanderer is often found exploring the broken world. Their affinity for the new natural setting around them has taught them a great deal about working together for the betterment of all.

### TRAVELING COMPANION - 1ST LEVEL

---

You begin play with an animal companion loyal to you (See Wasteland Creature Companions). You train and guide this companion, which accompanies you on your adventures. As you gain levels, your companion advances in training as well; you do not have to pay any cost associated with training and as you gain a level your companion gains a level as well. At 1st level you gain Wasteland Creature Companion Adept as a bonus feat.

### WANDERER PERK - 2ND LEVEL

---

As you gain experience, you learn special tricks called perks. You learn your first perk at 2nd level, and you learn an additional perk every 2 levels thereafter. If a perk allows a saving throw to resist its effects, the DC is equal to 10 + half your class level + your key ability modifier. If it requires an enemy to attempt a skill check,

the DC is equal to  $10 + 1\text{-}1/2 \times$  your class level + your key ability modifier. The list of perks appears ahead. You cannot learn the same perk more than once unless it specially says otherwise.

## BOLSTER COMPANION

Once per round, when your companion is hit with an attack (including special attacks), your companion's AC increases by +4 for the purposes of that attack. If the attack still hits, the companion only takes half damage (if any). The companion must be able to see and hear you to benefit from this effect.

## TEAM PLAYER

You gain a bonus teamwork feat. You must meet all of that feat's prerequisites.

## ANIMAL AFFINITY - 4TH LEVEL

As you take an action on your turn, you can also grant an action to your animal companion as if you had used Direct Companion. You cannot do this in the same round you use Direct Companion to grant your animal companion another action. Once you have used this ability, you must spend a Resolve Point and take a 10-minute rest before you can do so again.

## TRAVELING COMPANION EXPERT - 4TH LEVEL

You gain Wasteland Creature Companion Expert as a bonus feat.

## VENGEANCE STRIKE - 4TH LEVEL

Once per round, when an enemy adjacent to you hits your companion with a melee or ranged attack you can make a single melee attack against the creature who initiated the attack.

## COMPANION TRAINING - 6TH LEVEL

You can choose one of the following as a bonus feat: Wasteland Creature Training, Wasteland Creature Advanced Training, and Wasteland Creature Versatile Training. You must meet all of that feat's prerequisites. You can select this multiple times, choosing a new feat from the list each time.

## TRAVELING COMPANION MASTER - 8TH LEVEL

You gain Wasteland Creature Companion Master as a bonus feat.

## TRAVELING COMPANION INTENSE TRAINING - 10TH LEVEL

Your companion gains a pool of Resolve Points equal to 1 per 2 levels it has (minimum 1). Your companion can spend 1 Resolve Point and give up its free move to take a Full Attack Action at a -4 penalty instead of the -6 penalty. Your companion regains Resolve Points after a full 8-hour rest as normal.



# MUTATION ARCHETYPES

Mutation archetypes are an archetype extension of the mutation options selected at character creation. These archetypes can be chosen along with another archetype provided you have the prerequisite mutation.

Starting at 2nd level, and every other level after that, whenever your class would allow you to choose a given option you may choose one of the mutation archetype's perks instead.

Mutation archetypes can be chosen in addition to another archetype, provided the character meets the mutation's requirements.

## BOTANICAL

Your unique physiology makes you almost more plant than human at this point. This is due perhaps to radiation radically altering your genetic structure, making you more plant than mutant or perhaps as an undying, shambling, corpse portions of you have been steadily replaced with green, vibrant, symbiotic life. Regardless, you find yourself invigorated during the day and very capable of taking on this ruined, new, world.

**Prerequisite:** Abomination Or Walker Race, Bonded Mutation

## BOTANICAL PERK - 2ND LEVEL

As you gain experience, you learn special tricks called perks. You learn your first perk at 2nd level, and you learn an additional perk every 2 levels thereafter. If a perk allows a saving throw to resist its effects, the DC is equal to 10 + half your class level + your key ability modifier. If it requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 × your class level + your key ability modifier. The list of perks appears ahead. You cannot learn the same perk more than once unless it specially says otherwise.

## ALLERGENS

Your plant sprouts a bulb which bursts, spewing pollen and spores triggering an allergic response. Adjacent enemies must make a Fort save, DC equal to 10 + 1/2 your level + your key ability modifier, or become hindered until the beginning of your next turn. Once you have used this ability, you cannot do so again until you recuperate. **Action:** Use A Special Ability

## BARK SKIN

You develop a bark-like texture to your skin. This hardened exterior grants you a +1 bonus to AC.

## BIOLUMINESCENCE

You increase the light level by one step out to a radius of 20 feet. You can suppress or reactivate this light as a move action, and you receive a +4 racial bonus to Stealth checks when your light is suppressed.

## GROVE TENDER

Your affinity for plant life can allow you to rapidly grow a patch of bramble around you. You may give up your move to grow this patch; this is a burst with a radius of 30 feet. Terrain around you becomes difficult terrain for enemies and you have cover from all attacks. This effect lasts for a number of round equal to 1d4 + your key ability modifier.

## LEAFY APPENDAGE

You have an amount of control over a leafy, vine-like appendage grown by your plant. You possess a prehensile tentacle that increases the your natural reach by 5 feet. You can use it as a special unarmed strike that deals lethal damage and doesn't count as archaic. If you have Weapon Specialization, add 1 $\frac{1}{2}$  × your character level to your damage rolls for this unarmed strike (instead of just adding your character level, as usual).

## NATURE'S WISDOM

Once per day, after you fail a Will saving throw against an effect, your leafy cohort takes the reins for a moment saving you both. You are unaffected by that effect. Once you have used this ability, you cannot do so again until you recuperate. **Action:** Use A Special Ability

## SOLAR POWERED

You gain a bonus to Perception and Athletics skill checks and Dexterity ability checks equal to 1/2 your character level while in sunlight during the day.

## ELEMENTAL FORCE

The wastelands have seeped into your blood and you find yourself charged with the wrath and fury of the ruined world. Channeling elemental power, you have the ability to tear into the wastelands like no other.

**Prerequisite:** Elemental Link Mutation

## ELEMENTAL RAY - 2ND LEVEL

You can unleash an elemental ray as a ranged attack, targeting any foe within 30 feet. This ray deals 1d6 points of damage of your energy type + 1 for every two levels you possess. You can use this ability a number of times per day equal to 3 + your key ability modifier (minimum 1). **Action:** Use A Special Ability

## ELEMENTALLY CHARGED - 2ND LEVEL


For all subsequent abilities, your chosen element is the same element chosen as a part of the Elemental Link mutation.

## ELEMENTAL RESISTANCE - 6TH LEVEL

You gain energy resistance 10 against your energy type. At 9th level, your energy resistance increases to 20.

## ELEMENTAL BLAST - 9TH LEVEL

You can unleash a blast of elemental power once per day. This 20-foot-radius burst does 1d6 points of damage of your energy type per class level. Those caught in the area of your blast receive a Reflex save for half damage. Creatures that fail their saves gain vulnerability to your energy type until the end of your



next turn. The DC of this save is equal to  $10 + 1/2$  your level + your key ability modifier. This power has a range of 60 feet. **Action:** Use A Special Ability

## GHOST ADEPT

Ghosts are caught between two worlds; perhaps this one and the next, if you're a philosophical sort, or perhaps our real world and some alternate dimension if you're more... shall we say...practical. Using their special gifts, they bring a portion of that other side with them to potent effect in our world in the form of various phase effects. While their display of power is said to be beautiful and awe-inspiring, the effects leave enemies terrorized and allies grateful they're on the same side.

**Prerequisite:** Human Race, Ghost Mutation

### IMPROVED PHASE - 2ND LEVEL

---

If you have no phase charges, you can spend 1 Resolve Point to use your phase ability.

### PHASE EFFECT - 2ND LEVEL

---

As a ghost adept gains experience she manifests new ways to utilize her phase power and can call upon her deepest reserves to release a wave of energy from within herself. Whenever you could choose an improvisation, exploit, or perk, you may learn one phase effect instead, chosen from the list below. When you use your phase ability, you can choose instead to use a phase effect you know, creating a burst of energy that affects all creatures in a 15 to 30-foot radius centered on your character.

### DAZZLING MANIFESTATION - 2ND LEVEL

Enemies within her phase 30 foot burst area must succeed a Reflex save, DC equal to  $10 +$  her character level + her key ability modifier, or be visually hampered for the next round.

## FOCUSED - 2ND LEVEL

Instead of a 30 foot burst, the ghost adept can focus her energy into a line effect, with a 60-foot reach.

## KNOCKBACK - 2ND LEVEL

You attempt a Hinder Foe action on all enemy creatures within your 30 foot burst area. **Action:** Use A Special Ability

## PHASE BURST - 2ND LEVEL

You deal 1d6 points of damage for every 2 levels you possess to enemies within your 15 foot burst area and they are pushed back, away from you, 5 feet. Creatures that would take damage from this effect receive a Reflex save to halve the damage. The DC of this save is equal to 10 + 1/2 your character level + your key ability modifier. **Action:** Use A Special Ability

## PSYCHIC MENDING - 2ND LEVEL

You can heal yourself and your allies within your 30 foot burst area. This energy restores 2d8 Hit Points for every 3 levels you possess. **Action:** Use A Special Ability

## TERRIFYING MANIFESTATION - 2ND LEVEL

Enemies within her burst area must make a Will save, DC equal to 10 + her character's level + her key ability modifier, or be frightened for a number of rounds equal to 1 + her key ability modifier (minimum 1). **Action:** Use A Special Ability

# RAD CHILD

**Prerequisite:** Mutant Creature Subtype

## CHANNEL RADIATION - 2ND LEVEL

You can spend 1 Resolve Point to channel radioactive energy and affect yourself or an adjacent creature. You may give up your free move to affect all appropriate creatures within 30 feet. This effect starts at 2d8 and increases by 2d8 at 3rd level and every 3 levels thereafter. Radioactive energy heals mutants and harms non-mutants. Non-mutants can attempt a Fortitude saving throw, DC equal to 10 + 1-1/2 x your character level + your key ability modifier, for half damage. **Action:** Use A Special Ability

## RESERVE ENERGY - 6TH LEVEL

You can channel radiation once without spending a Resolve Point to do so. Once you have used this ability, you cannot do so again until after you recuperate.

## RADIOACTIVE CONDUIT - 9TH LEVEL

When you start your turn, you can choose a mutant ally within 30 feet who has fewer than half their Hit Points left (rounded down). You can choose to take damage equal to or less than your character level and restore that many Hit Points to that ally.



## TITANIC FORCE

Abominations are already a mutant of a unique stripe; they are not only unharmed by radiation, they draw strength from it. Unique among even them are "titans," abominations who absorb considerable amounts of radiation and other energies which transforms them into literal titanic creatures.

**Prerequisite:** Abomination Race

### TITAN SMASH - 2ND LEVEL

At the beginning of your turn, you can enter a frenzy that empowers your attacks and deadens you to fear and pain for a number of rounds equal to 1d4 + half your class level (rounded up). While frenzied, you gain a +2 bonus to melee damage rolls and Will saves, as well as a -2 penalty to AC. At 4th level and every 2 levels thereafter, the bonus to melee damage rolls granted by your frenzy increases by 1. While frenzied, you can't use any ability that requires patience or concentration, such as power use or any Charisma-, Dexterity-, or Intelligence-based skills except Acrobatics and Intimidate. After your frenzy ends, you can't use this ability again until after you recuperate (spend a Resolve Point to take a 10 minute rest). **Action:** Use A Special Ability

### TITAN SIZE - 6TH LEVEL

While in a frenzy the titan increases it's size by up to two size categories, to a maximum of Huge. If it grows two sizes, its weight increases by a factor of 25, it gains a +4 size bonus to Strength, and takes a -4 size penalty to Dexterity and a -2 penalty on attack rolls and to AC because of its increased size. A creature whose size increases to Huge has a space of 15 feet and a natural reach of 10 feet.

## TRANSHUMANIST

**Prerequisite:** Android Or Human Race, Augmented Feature

### TRANSHUMANIST PERK - 2ND LEVEL

As you gain experience, you learn special tricks called perks. You learn your first perk at 2nd level, and you learn an additional perk every 2 levels thereafter. If a perk allows a saving throw to resist its effects, the DC is equal to 10 + half your class level + your key ability modifier. If it requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 × your class level + your key ability modifier. The list of perks appears ahead. You cannot learn the same perk more than once unless it specially says otherwise.

#### ABSORPTION CELLS - 2ND LEVEL

When you are damaged by an energy type, you gain immunity to that that energy type until the end of your next turn. You gain [a number of temporary hit points equal to X/1 Resolve Point.] Once this has happened, your internal power systems are super charged and this ability cannot be used again until you recuperate. **Action:** None

#### EXPLOSIVE BURST - 2ND LEVEL

You can expend a portion of your internal power systems in an explosive burst; □ Once you have used this ability, you cannot do so again until you recuperate. **Action:** Use A Special Ability

#### VICE GRIP - 2ND LEVEL

Your mechanical appendages can lock into place for a variety of effects. Treat your unarmed attacks as though you are wearing a battle glove [?] Items held in any mechanical appendage cannot be forced to be dropped.

# VAMPIRE ADEPT

The new world has produced a wave of terrors in the years after the event. While mutants, radiation, and others are horrific on their own, one of the most terrifying is the willingness of man to do almost anything. There are, however, those seized by the hunger who yearn for a return to a more civilized time. These otherwise lost souls have found inspiration in the classic lore of the vampire, fighting away primal urges to sate their thirst in a controlled, directed, manner. Now, as to whether or not these disturbed folks really are night stalkers no one can say, but they certainly believe it themselves and...they're a little more sneaky, a little more cool, a little more collected, and a frightfully bit heartier than their compatriots. There just may be something to their insanity after all.

**Prerequisite:** Human Race, Vampire Mutation

## VAMPIRE ADEPT PERK - 2ND LEVEL

As you gain experience, you learn special tricks called perks. You learn your first perk at 2nd level, and you learn an additional perk every 2 levels thereafter. If a perk allows a saving throw to resist its effects, the DC is equal to 10 + half your class level + your key ability modifier. If it requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 × your class level + your key ability modifier. The list of perks appears ahead. You cannot learn the same perk more than once unless it specially says otherwise.

### HEMATOPHAGE

Whenever you use Hinder Foe and succeed, you may make a melee attack with your bite. If this attack damages a living, non-construct, creature you gain 1/2 of this damage as temporary hit points.

### LOOK INTO MY EYES

You gain limited telepathy with any sentient, living, creature with whom you lock eyes.

### NIGHT PERSON

You gain a bonus to Perception skill checks and Intelligence ability checks equal to 1/2 your character level during the night.

### NIGHT VISION

You can see in the dark as if you had low-light vision and darkvision with a range of 60 feet.

### SHADOWWALKER


You gain a +1 bonus to Stealth checks. This bonus increases by 1 for every four character levels beyond your first.

### VAMPIRE'S FIRST LAW

You are adept at siphoning the blood of the slain for your own purposes. After combat, you may prepare a blood pack, a healing chem, without paying for it. Creating a blood pack takes 10 minutes. You can use this ability to create any healing chem whose item level is less than or equal to your character level as a blood pack, but this blood pack is unstable only you can use it effectively. If anyone else tries to use the blood pack, it is a dud. You, however, can apply the blood pack to a willing or unconscious ally. You can have only one blood pack created by this ability at one time (if you create a new blood pack using this ability, the old blood pack "spoils" and no longer works).

### VAMPIRE'S STEALTH

You gain Stealth as a class skill. If stealth is already a class skill for you (or becomes a class skill) from a source other than this archetype, you can attempt Stealth checks in interior or darkened environments while moving at full speed without penalty. In addition,



you can use Stealth in place of Intimidate in interior or darkened environments, using the shadows to cause additional unease in your enemies.

### VAMPIRIC PROWESS

Select one of the following combat feats as a bonus feat: Improved Hinder Foe, Improved Initiative

# WASTELAND CREATURE COMPANION

The wasteland is a ruined world for everyone and while the first thoughts turn to streams of refugees, resettlers from bunker programs, and mutant enclaves, other creatures are displaced by the apocalypse as well. Sometimes, in the burned out ruins of the old world, its is possible to establish a relationship with a kindred soul, a lost creature in need of companionship as much as you are. The accompanying rules allow characters to support a friendly companion, a creature whose loyalty they have earned and whose skills come in handy.

## WHO'S THAT CREATURE?!

The Wasteland Creature Companion feats allow you to acquire a creature companion. You have significant freedom to describe who your companion is without being hung up on specifics; the basic version of the feat tends to provide thematic boosts, while additional feats grant the ability to award additional actions and greater power. As such, feel free to describe your companion in anyway that you see fit; a canine companion could be a Jack Russel Terrier or a German Shepherd. A drone could be a floating eye or a bubble-headed tripod, a bird could be an obnoxious cockatiel or a sleek bird of prey.

## ACQUIRING A WASTELAND

# CREATURE COMPANION

You must acquire your wasteland creature companion through one of two means; befriending or purchasing.

**Befriending A Companion:** Befriending a wasteland creature typically requires a series of checks over a period of time. A strong showing, however, can earn a creature's trust faster; rescuing the would-be companion from certain death or taking a dramatic action on their behalf can win them over instantly. This can include the repair of a damaged robot, tending to an animal's wounds, or in potential cases avenging the companion's prior master, such as defeating a band of raiders who ambushed a traveler and his dog.

**Purchasing A Companion:** Purchasing a creature is a simple matter of finding a relevant dealer in a settlement or merchant on the road and striking a deal. A first level companion be purchased for between 100 and 450 credits, with the price reflecting how amicable the creature is apt to be. At the lower end of the transaction, the creature will be more wild and untamed, while a drone may be badly damaged. At the higher end of the scale, the creatures are more apt to be trained and accepting of commands. That said, there are unscrupulous dealers who would happily manipulate circumstances to their favor; a creature may not be as well heeled as they appear, or they may owe loyalty to one master alone, and that is not likely to change.

**Bonding With A Companion:** However you obtain a creature companion, you must first bond with it by attempting skill checks to improve its attitude toward you to helpful. You can use either the Interaction skill or Survival skill to do so. The DC of this check is equal to  $10 + 1-1/2 \times$  the companion's level, and you can attempt this check once per day. Most purchased creature companions start with an attitude of indifferent, but the GM might determine that a companion instead starts with an attitude of friendly, unfriendly, or even hostile. If you acquire a creature companion at character creation, it automatically begins with an attitude of helpful. All the special rules of creature companions function only with a creature companion you have successfully

bonded with. No matter how many creature companions you purchase or otherwise acquire, you can be bonded to only a single creature companion at a time.

**Companion Level:** Your companion does not have a separate pool of experience points. It is eligible to gain a level whenever you do, but its level doesn't actually increase until it spends the time and effort training to match your new, greater degree of expertise. This requires you to pay credits equal to the cost of a new companion of the companion's new level on the Wasteland Creature Companion Statistics table, minus the cost of its previous level. If you are more than 1 level higher than your companion, it can gain multiple levels, each requiring the appropriate credit expenditure, until its level matches yours. Normally a companion cannot gain more than 1 level in a week.

**Replacing A Companion:** You can have only one companion at any time. If your companion is lost or killed, or if you release it (see below), you can purchase, hire, recruit, or your GM can provide you a new one.

**Releasing A Companion:** Sometimes you must part ways with even the most stalwart companion. Perhaps you reunite an orphaned creature with others of its species, or maybe you don't want to endanger your friend on a dangerous journey. Whatever the reason, you can end the bond with your creature companion at any time by rolling a Survival or Interaction check with a DC equal to  $10 +$  double the companion's level. If you succeed, your companion understands and complies, remaining friendly toward you for 1d10 years. If you fail the skill check, your separation is less amicable. The creature or character becomes indifferent to you immediately, and its attitude toward you is unaffected by your past relationship after 2d10 weeks. Regardless of the check result, you are then free to bond with a new companion.

**Languages:** Creature companions don't speak any language and are immune to language-dependent effects, unless their description says otherwise. Intelligent companions at least understand a shared language, while many will speak the common language.



## WASTELAND CREATURE COMPANIONS IN COMBAT

The basic creature companion provided by the Wasteland Creature Companion feat is considered an NPC and under the nominal control of the Game Master. As such, you are not required to track your companion's location, hit points, or needs. Your companion is assumed to have all common protections the party possesses, and has their basic needs met among the party members. As long as you have access to your gear, you are considered to have access to your companion and any bonus they provide. Their actions are ultimately dictated by the GM as an NPC, with input from you as their handler. In combat and on your initiative your creature companion can take a single move action, which you can influence with simple commands such as "Over here!" or "Stay!"; your creature companion will move accordingly, avoiding combat and threat to reach a rough destination.

The Wasteland Creature Companion feat is recommended as a story-based award or a given mechanical indicator should a character adopt a wayward creature. Without additional investment in training and support represented by taking on additional feats, a creature companion granted by this feat has a maximum level of 1 and will not readily engage in combat. This companion makes for an excellent mascot, story award, and incidental boon, but a poor combat operative.

Taking the Adept and later Wasteland Creature Companion feats opens more combat options and allows the companion to gain levels. Upon doing so, the base Wasteland Creature Companion feat is replaced by Wasteland Creature Training and the companion may engage in combat. At the same time, you must now more closely track your companion's needs. Their position, hit points, and combat relevant stats become important.

## GRANTING ADDITIONAL ACTIONS

To guide your companion in combat requires the ability to grant the creature actions, awarded with the Wasteland Creature Companion Adept feat and subsequent feats. Utilizing this, a player may forgo their own movement or action to grant their companion creature the ability to act as indicated. The Master and Expert feats provide additional actions, extend the limit of your ability to direct your companion, and increase the maximum level to which your wasteland creature companion can train.

## UNCONTROLLED COMPANIONS

If you become unconscious or otherwise unresponsive, or if your creature companion is ever out of range, your companion can't take any actions except the following until you are again able to command it or it is once more within range. At the beginning of each of your turns, your companion attempts a DC 15 Will save. On a success, it takes a move action to move its speed toward you, unless it's already adjacent to you, in which case it takes the Defend action. If it fails its save, it uses one move action to flee to the best of its ability, using any special abilities that help it do so.

## USING THE WASTELAND CREATURE COMPANION TABLE

Use the following table to determine your companion's statistics. Use the statistics presented on the table without applying ability modifiers unless otherwise stated. Other than these aspects determined by your companion's concept block, the exact details of your companion's appearance and personality are up to

you.

## LEVEL

Your companion's statistics, and sometimes its abilities, are based on its level.

## PRICE

This is the price in credits to purchase or hire a companion of the listed level. This might represent the cost of advanced training, basic supplies, food used to win a creature's friendship, or licenses and vaccinations. Companions granted as a class feature have no cost to initially acquire, though training or hiring a new companion may incur some or all of this fee. The GM might waive the price for companions you gained during adventures.

## HIT POINTS

This is the companion's Hit Point total. A creature companion does not normally have Resolve Points.

## ATTACK BONUS

This is the total attack bonus for any of the companion's melee or ranged attacks.

## DAMAGE

This is the damage a creature companion deals with its natural weapons. It adds its Strength modifier to this damage for melee attacks.

## ARMOR CLASS (AC)

The companion's AC bonus.

## GOOD SAVE BONUS AND POOR SAVE BONUS

These are the companion's saving throw bonuses. Each companion lists which one of its saving throws uses the good bonus and which two use the poor bonus.

TABLE: WASTELAND CREATURE COMPANION

Level	Price	Hit Points	Base Attack Bonus	Damage	Armor Class	Good Save Bonus	Poor Save Bonus	Ability Modifiers		Skill Bonus
								Versatile	Focused	
1st	100	10	+2	1d4+1	+1	+4	+1	+2, +1	+3, +0	+5
2nd	500	20	+3	1d4+2	+2	+5	+1	+2, +1	+3, +0	+6
3rd	1200	30	+4	1d4+3	+3	+5	+2	+2, +1	+3, +0	+7
4th	1800	40	+5	1d4+4	+5	+5	+2	+2, +1	+3, +0	+8
5th	2700	55	+6	1d4+5	+6	+7	+3	+2, +1	+3, +0	+9
6th	4900	65	+7	1d6+6	+7	+7	+3	+2, +1	+3, +0	+10
7th	5400	80	+9	1d8+7	+9	+8	+4	+3, +2	+4, +1	+12
8th	8400	90	+10	1d12+8	+10	+8	+4	+3, +2	+4, +1	+13
9th	12000	105	+11	3d4+9	+11	+8	+4	+3, +2	+4, +1	+14
10th	17000	120	+13	2d8+10	+13	+10	+5	+3, +2	+4, +1	+15

## ABILITY MODIFIERS

These are the companions two highest ability modifiers, as determined by its specific stat block. Unless otherwise noted, a creature companion's Intelligence modifier is -4 and all other ability modifiers are +0.

## SKILL BONUS

This is the total bonus for the companion's skill checks. Creature companions can attempt only Athletics, Perception, and Stealth checks, and Survival skill checks to endure severe weather, follow tracks, live off the land, and orienteer. Some companions may possess additional skills as a part of their concept, and may acquire skills as class skills later as a perk.

# WASTELAND CREATURE COMPANION TEMPLATES

The following are wasteland creature companion templates. Using the provided Wasteland Creature Companion Statistics table, apply the modifications indicated by a chosen template to determine the stat block for a creature companion.

**Name:** The name for the template; this encompasses a general concept, not a specific breed or designation. As such, you are free to specify the details.

**Size, Type, And Subtypes:** This is the companion's size and type. If it has any subtypes, those are listed here. The companion type, intelligent or creature, will be listed in parenthesis.

**Senses:** All companions are assumed to have vision as a precise sense unless otherwise stated. Many have one or more additional senses, listed here.

**Good Save:** This is the companion's best type of saving throw. This saving throw uses the Good Save Bonus progression on the Companions Statistics table.

**Poor Saves:** These are the companion's worst types of saving throws. This saving throw uses the Poor Save

Bonus progression on the Companions Statistics table.

**Defensive Abilities And Weaknesses:** The lists any defensive abilities, damage reduction (DR), immunities, resistances, or weaknesses that it has.

**Speed:** These are the creature's speeds. If it has a fly speed, this entry lists whether it is an extraordinary or supernatural ability, and its maneuverability.

**Melee Attack And Ranged Attack:** This lists the companion's primary melee or ranged attack, along with its damage type and additional effects. The damage amount depends on its level (and, for melee attacks, its Strength modifier), as given on the Companions Statistics table.

**Space And Reach:** This is the creature's space and reach.

**Ability Modifiers:** These are the companion's two ability modifiers, listed from higher to lower, and if it is a versatile or focused set. These use the ability modifier progression on the appropriate Companions Statistics table.

**Special Abilities:** Any special abilities the companion has are listed here, along with their type (extraordinary, supernatural, or spell-like) and the minimum level at which the can use them, if applicable.

## ANIMALS

Especially predators. Birds of prey, such as falcons, as well as dogs, are well suited companions for wasteland travel. Often pack hunters to begin with, they can offer greater assistance in combat scenarios, harrying attackers and targets while you use the confusion to your advantage. With keen senses, these animals also offer greater assistance in defense, alerting you sooner to nearby threats.

### AVIAN

**Size:** Small Animal

**Senses:** low-light vision

**Good Save:** Reflex

**Poor Saves:** Fortitude, Will

**Speed:** 10 ft.; fly 80 ft.

**Melee Attack:** Bite (P) or 2 talons (S)

**Space:** 2 1/2 feet

**Reach:** 0 feet

**Ability Modifiers:** Dex, Wis

*Special Abilities*

**Winged:** The companion has a flight speed of 30 feet.

## CANINE

**Size:** Medium Animal

**Senses:** low-light vision, scent

**Good Save:** Fortitude, Reflex

**Poor Saves:** Will

**Speed:** 50 ft.

**Melee Attack:** Bite (P)

**Space:** 5 feet

**Reach:** 5 feet

**Ability Modifiers:** Str, Con

*Special Abilities*

**Tracking:** The companion can use Perception to perform the follow tracks task of the Survival skill, using scent.

## FELINE

**Size:** Small Animal

**Senses:** low-light vision, scent

**Good Save:** Reflex, Will

**Poor Saves:** Fortitude

**Speed:** 50 ft.

**Melee Attack:** Bite (P)

**Space:** 5 feet

**Reach:** 5 feet

**Ability Modifiers:** Dex, Wis

*Special Abilities*

**Compression:** Your companion can move through an area as small as one-quarter of its space without squeezing or one-eighth its space when squeezing.

## INSECTS

Rarely, some of the "giant" breed of insects can be domesticated and trained as valuable allies.

### ANT

**Size:** Medium Vermin

**Senses:** darkvision 60 ft.

**Good Save:** Fortitude

**Poor Saves:** Reflex, Will

**Speed:** 20 ft.

**Melee Attack:** mandibles (P)

**Space:** 5 feet

**Reach:** 5 feet

**Ability Modifiers:** Str, Con

*Special Abilities*

**Climber:** The companion has a climb speed of 20 feet.

## SCORPION

**Size:** Medium Vermin

**Senses:** darkvision 60 ft.

**Good Save:** Reflex

**Poor Saves:** Fortitude, Will

**Speed:** 30 ft.

**Melee Attack:** mandibles (P), stinger (P)

**Space:** 5 feet

**Reach:** 5 feet

**Ability Modifiers:** Dex, Con

*Special Abilities*

**Burrowing:** The companion has a burrow speed of 30 feet.

## ROBOTIC

Often patchwork constructs but occasionally commercial, and even military, grade units, robots offer a veritable array of options to a wasteland traveler. Unlike animals, robots are less versatile but more powerful and focused: a combat unit will be quite effective in combat, but weaker for general survival actions, while a unit made to scout will provide excellent feedback and data but offer weak assistance in an actual life-or-death situation.

### COMBAT DRONE

**Size:** Medium Construct

**Senses:** darkvision 60 ft.

**Good Save:** Fortitude, Reflex

**Poor Saves:** Will



**Speed:** 30 ft.  
**Melee Attack:** slam (B)  
**Space:** 5 feet  
**Reach:** 5 feet  
**Ability Modifiers:** Dex, Str

#### *Special Abilities*

**Technician:** The companion can attempt Technology checks using its skill bonus. While your companion is adjacent to you, you gain a +1 bonus to Technology checks.

## RECON DRONE

**Size:** Tiny Construct  
**Senses:** darkvision 60 ft.  
**Good Save:** Reflex  
**Poor Saves:** Fortitude, Will  
**Speed:** 40 ft.  
**Melee Attack:** slam (B)  
**Space:** 5 feet  
**Reach:** 5 feet  
**Ability Modifiers:** Dex, Wis

#### *Special Abilities*

**Technician:** The companion can attempt Technology checks using its skill bonus. While your companion is adjacent to you, you gain a +1 bonus to Technology checks.

## UNUSUAL

The wastelands are a strange place. Occasionally, an accident of nature or science will spawn a new lifeform. While popular fiction might see these creatures as dangerous, they actually might be much friendlier than first anticipated.

## METAMORPHIC OOZE

**Size:** Tiny Ooze  
**Senses:** blindsight (life) 60 ft., sightless  
**Good Save:** Fortitude  
**Poor Saves:** Reflex, Will  
**Speed:** 20 ft.  
**Melee Attack:** pseudopod (B)

**Space:** 5 feet  
**Reach:** 5 feet  
**Ability Modifiers:**

#### *Special Abilities*

**Mimic:** The companion can look like any solid object of 1 bulk or less that it comes into contact with. It can't imitate such an item's function, moving parts, or the like. A creature that closely examines a mimicking companion can determine its true nature with a successful Perception check (DC = 15 + 1-1/2 x the companion's level).

## WASTELAND CREATURE COMPANION PERKS

Your wasteland creature companion develops unique talents and abilities as they gain experience with you, referred to hereafter as "perks." They begin with an appropriate perk at 1st level and learn a new perk every 2 levels thereafter. Many perks have a noted type; each named perk can only be learned once unless they specify otherwise, and aside from improved versions of a perk they already have a creature can only learn one perk of a noted type.

As perks represent various training and skills as well as physical characteristics, adaptations, and even mutations, appropriateness of a perk for a given template is up to the GM to determine. A dog may not have an acid bite, for instance, but perhaps a "burning" claw.

## PERK TYPES

Creature companion perks fall into the follow perk types:

**Attack:** The perk awards some form of new attack or enhances an existing one.

**Equip:** The perk allows the companion the ability to use or equip an item.

**Movement:** The perk grants a new form of movement for the companion or enhances an existing one.

**Save:** The perk grants a bonus to a saving throw

for the companion or the character under particular circumstances.

**Skill:** The perk grants a bonus to a skill for the companion or the character under particular circumstances.

**Special:** The perk is unique.

## CREATURE COMPANION PERKS

### ADORABLE - 1ST LEVEL

While your companion is adjacent to or sharing your space, you gain a +2 bonus to Interaction skill checks to gather information when your GM determines your companion could help you calm others and develop a rapport.

### ARMOR TRAINING - 1ST LEVEL

Your companion is trained to wear some form of armor. It gains an armor upgrade slot for an armor upgrade. If you do not already have an armor upgrade to provide, you must purchase one separately. You can add the armor upgrade only if your companion has enough open upgrade slots to meet the upgrade's requirements. You can select this perk up to two times, each time adding an additional slot.

### BIOLUMINESCENT - 1ST LEVEL

The companion can give up its move to increase the light level two steps (to a maximum of normal light) in a 10-foot radius centered on itself for 1 minute.

### CARRYING STRENGTH - 1ST LEVEL

Your companion is conditioned to carry heavier loads. The companion's Strength score counts as 4 higher for the purpose of how determining much bulk it can carry, but all of this extra bulk must be stored gear and cargo, not mounted weapons, armor mods, or the like. This does not affect the companion's actual Strength score in any way, merely how much it can carry. Due to its size, a companion might still be unable to carry

awkward or unwieldy items.

### CLIMBER - 1ST LEVEL

Your companion gains a climb speed equal to half its land speed. This perk can be selected by only companions with appropriate limbs.

### DISRUPTIVE - 1ST LEVEL

While your companion is within range or sharing your space, you gain a +2 bonus to Technology skill checks to disable a device or trap when your GM determines your companion could help short circuit or disable a device or trap from the inside.

### DISTRACTING - 1ST LEVEL


Your companion is distracting. If your companion is sharing your space or within 10 feet of you, you gain a +2 bonus to Hinder Foe actions.

### EARLY WARNING - 1ST LEVEL

While your companion is sharing your space, you gain a +2 bonus to Reflex saving throws against...

### ENHANCED SENSES - 1ST LEVEL

Your companion gains low-light vision, darkvision to 60 feet, and a +2 insight bonus to Perception skill checks. If your companion has the shared sight perk, the shared sight possesses these senses as well.



## FLURRY - 1ST LEVEL

Your companion provides a flurry of motion, indistinguishable from an attack. If your companion is sharing your space or within 10 feet of you, you gain a +2 bonus to Support Fire actions.

## GROWTH - 1ST LEVEL

The companion grows one size category. It can choose this option twice to become Huge.

## HARDENED MIND - 1ST LEVEL

Your companion's mind is protected against outside influence, through intense mental training or through technological safeguards. Any attempt to charm, psionically dominate, or hack your companion takes a -4 penalty, and your companion receives a +4 insight bonus to saving throws against powers or effects that attempt to take control of the companion or otherwise dictate its actions.

## LOOKOUT - 1ST LEVEL

While your companion is within range or sharing your space, you gain a +2 bonus to Survival skill checks to orienteer or avoid becoming lost when your GM determines your companion could help by scouting just ahead or from on high.

## MAESTRO - 1ST LEVEL

The companion can give up its move action to imitate any instrument or sound (but not speech), giving you a +4 bonus to any skill checks which can be aided by a musical instrument.

## MENACING - 1ST LEVEL

While your companion is within range or sharing your space, you gain a +2 bonus to Intimidation skill checks to bully or demoralize a foe when your GM determines your companion be intimidating toward another.

## MORAL SUPPORT - 1ST LEVEL

While your companion is sharing your space, you gain a +2 bonus to saving throws against emotion and pain effects.

## NATURAL ARMOR - 1ST LEVEL

Your companion has or develops a thick hide. Your companion gains a +2 bonus to its AC.

## OBSERVANT - 1ST LEVEL

While your companion is adjacent to or sharing your space, you gain a +2 bonus to Perception skill checks to notice and search when your GM determines your companion could help notice threats and danger.

## RESISTANCE - 1ST LEVEL

Your companion gains resistance to an energy type of your choice acid, cold, electricity, fire, or sonic equal to your class level, to a maximum of 10. You can select this perk multiple times. Its effects do not stack; each time you select this mod, it must apply to a different energy type from the list above.

## SCAVENGER - 1ST LEVEL

While your companion is adjacent to or sharing your space, you gain a +2 bonus to Survival skill checks to scavenge when your GM determines your companion could help you discover lost supplies.

## SENSITIVE - 1ST LEVEL

While your companion is adjacent to or sharing your space, you gain a +2 bonus to Interaction skill checks to detect a lie when your GM determines your companion could help rattle a subject and make them slip up and reveal themselves.

## SHARED SIGHT - 1ST LEVEL

You and your companion share sight, through psychic means of shared vision or technological means such as a camera or surveillance system, as long as your companion is within your range. This sight is capable of seeing whatever an ordinary human could see.

## SMUGGLER'S HOLD - 1ST LEVEL

Your companion has the ability to deftly conceal small items, such as a secret compartment built into a robot or android, an unusual body mutation, or a well-hidden pouch on their own armor or collar that can hold or conceal a single item of light bulk or smaller. A successful Perception check (DC = 15 + your class level) is needed to notice or find the item. Accessing this item or storage space is a move action.

## SNAP BACK - 1ST LEVEL

While your companion is sharing your space, you gain a +2 bonus to saving throws against fascination effects.

## SPEED - 1ST LEVEL

Your companion's land speed increases by 10 feet.

## SPRINGY - 1ST LEVEL

The companion can take 20 on Athletics checks to jump and the DC is not doubled for lacking a running start.

## STRIDER - 1ST LEVEL

Choose a terrain. When in a given terrain, the companion's speed is not impeded by native or natural difficult terrain.

## SWIMMER - 1ST LEVEL

Your companion has a swim speed equal to half its land speed. This perk can be selected only by companions with appropriate limbs and capabilities.

## FILCH - 3RD LEVEL

Your companion can Use a Special Ability action to attempt to steal an item that isn't being wielded or worn from a creature within 60 feet of you. Your companion's bonus to this check is 4 + the companion's level. The target automatically succeeds at noticing the attempt.

## CRITICAL - 3RD LEVEL

When your companion scores a critical hit against a living creature with a natural attack, it imposes one of the following critical hit effects; bleeding, burning, or corrode. This effect must be appropriate for the base creature template.

## IMPROVED MORAL SUPPORT - 3RD LEVEL

If your companion is within 30 feet of you at the beginning of your turn, you can attempt a new saving throw against any emotion and pain effects currently affecting you without taking an action. If the new saving throw is successful, the effect ends. This has no effect on abilities that do not allow saving throws.

## IMPROVED SNAP BACK - 3RD LEVEL

If your companion is within 30 feet of you at the beginning of your turn, you can attempt a new saving throw against any fascination effects currently affecting you without taking an action. If the new saving throw is

successful, the fascination effect ends. This has no effect on abilities that do not allow saving throws.

## STABILIZE - 3RD LEVEL

Once per day, your companion can take the Use a Special Ability action to stabilize a dying creature in its space. If you are dying, your companion can take the action as though you were consciously directing it, but only to attempt to stabilize you.

## BREATH WEAPON - 7TH LEVEL

Every 1d4 rounds, the companion can unleash a breath weapon as a Ranged Attack. This attack is a 60-foot cone and has the blast weapon special property.

## SPEED SURGE - 7TH LEVEL

If your companion takes two move actions to move its speed, its speed increases by 10 for each of those actions.

## SCREECH - 7TH LEVEL

Your companion can use the Use a Special Ability action to unleash a terrifying screech, causing each creature within 30 feet to become shaken for 1d4 rounds unless it succeeds at a Will saving throw (DC = 10 + 1-1/2 x the companion's level). Regardless of whether a creature succeeds at this check, it is immune to that companion's screech for 24 hours.

# SKILLS

Regardless of your background and class, be it a backwater trader serving as courier or a sheltered scribe from a well-preserved shelter, skills are what pay the bills. And in Wastewalker, having your wits about you may be the only thing separating yourself from the unfortunates scattered along the roadside. Wastewalker uses 12 different skills. Below is a list of each skill and its most common uses (also called tasks).

TABLE: SKILL TASKS

SKILL	TASKS
Acrobatics	Balance, escape, fly
Athletics	Climb, jump, swim
Culture	Decipher writing, recall knowledge
Interaction	Change attitude, lie, gather information
Intimidation	Bully, demoralize
Medicine	First aid, treat deadly wounds
Mysticism	Identify an occult item, recall knowledge
Perception	Notice, search
Science	Identify a creature, recall knowledge
Stealth	Hide
Survival	Follow tracks, orienteer
Technology	Disable a device, pilot, use a computer

## SKILLS AT 1ST LEVEL

At 1st level, you decide which skills you're especially good at.

## CHOOSE YOUR SKILLS

At 1st level, your class tells you which skills are your class skills. Your background might also give you another class skill. You're quite good at using these skills.

At 1st level, you also choose one skill (two if you're human) to be your trained skill, representing your further investment in specific abilities, knowledge, and talents. You can't choose a skill that's already a class skill. You're better than average at using a trained skill.

Note that you can still use any skill, even if it's not a class or trained skill; it will just be harder to succeed with the ones that aren't in your wheelhouse.

## ADD UP YOUR TOTAL BONUSES

Your total skill bonus comes from adding up the following modifiers and bonuses. Do this once for each skill; you'll change it only when you gain new bonuses or, for class and trained skills, when you gain a level.

### ABILITY MODIFIER

Each skill is linked to an ability modifier. Athletics uses STR, Interaction uses CHA, and so on.

### CLASS SKILL BONUS

If the skill is a class skill, you add your level + 3.

### TRAINED SKILL BONUS

If the skill is a trained skill, you add your level.

### MISC. MODIFIERS

Your race, background, equipment, or feats might give you bonuses or penalties to skills.

## USING YOUR SKILLS

When you want to use a skill to accomplish a specific task—such as using Athletics to jump, Technology to identify a failing computer's issue, or Perception to search—you roll a skill check (see how below), which represents how well you execute that task in a specific moment. Then you compare your result to a number that represents the difficulty of the task. This number is called the Difficulty Class (DC), and it varies depending on the skill and the circumstances. If your skill check result is equal to or greater than the DC, you succeed!

**Use A Skill:** During combat, some skill tasks require you to take the Use a Skill action; these tasks say "Action: Use a Skill" in their descriptions. Other tasks aren't attempted with the Use a Skill action, whether because they're a reaction to something that happens, you use them as part of your move, or they can't be used in combat (often because they take longer than one action).

**Using A Computer:** When you attempt a Culture, Mysticism, or Science skill check to recall knowledge, you gain a +10 bonus if you have access to a computer or downloaded data set. This is most common in settlements where advanced technology is ubiquitous.

## ROLL A SKILL CHECK

To attempt a skill check, roll a d20 and add your total skill bonus for the specific skill. For instance, when attempting a Technology check, you add your total skill bonus for the Technology skill. See above for how to calculate your total skill bonus. As with many d20 rolls, various other temporary bonuses or penalties might also affect your result.

$$\text{SKILL CHECK} = \text{D20} + \text{TOTAL SKILL}$$

## BONUS

### BEAT THE DIFFICULTY CLASS

You compare the result of your skill check to the Difficulty Class (DC) of the task you're attempting. Higher DCs are harder than lower DCs. Each skill task lists its usual DC, though some vary depending on the circumstances. The Game Master might also increase (or decrease) DCs by 5 to 10 to represent conditions that make a task particularly difficult (or easy). If your skill check result is equal to or greater than the DC, you succeed! If your skill check result is lower than the DC, you fail, but don't worry! Part of the fun of a roleplaying game is describing, in-game, how or why a character failed to do something and what happens next!

**Opposed Skill Checks:** Sometimes a skill task's Difficulty Class isn't set by the task or by the Game Master; it's instead set by a different character's skill check result. This is called an opposed check. For example, if a raider is hiding and you're trying to find them, you attempt a Perception check to notice and they attempt a Stealth check—your Perception check is opposed by the raider's Stealth check. Their check result is the DC for your Perception check to find them. If your Perception check result is equal to or greater than the raider's Stealth check result, you see them!

### SKILL DESCRIPTIONS

This section describes each skill in detail, including its associated ability modifier (in parentheses) and some of its common tasks. The GM can also allow or require you to use skills for tasks other than those listed here.

#### ACROBATICS (DEX)

You can perform acts associated with physical grace, such as balancing on uneven ground, escaping tight situations, and maneuvering in mid-air.

#### BALANCE DC 10-20

As part of your move when trying to walk on a narrow ledge (or even a cable), you must attempt an Acrobatics check to balance. The DC depends on the width of the surface. If you succeed, you can move half your speed (rounded down). If you fail, you fall! If you take damage while walking on a narrow surface, you also have to succeed at this check or you fall.

TABLE: BALANCE DCs

SURFACE WIDTH	DC
7-11 inches wide	10
2-6 inches wide	15
Less than 2 inches wide	20

#### JUMP DC 5+

As part of your move when trying to jump horizontally or vertically, you must get a 10-foot running start and attempt an Athletics check to jump. If you succeed, you jump a distance no greater than your remaining amount of movement. If you fail, you fall! The DC is equal to the number of feet you're trying to jump horizontally, or four times the number of feet you're trying to jump vertically.

#### ATHLETICS (STR)

You can perform acts associated with physical might, such as scaling vertical surfaces, leaping over obstacles, and swimming.

#### CLIMB DC 10-25

As part of your move when trying to climb, you must attempt an Athletics check to climb. The DC depends on what you're climbing. If you succeed, you can move half your speed (rounded down). If you fail, you don't move unless you fail by 5 or more, in which case you fall! You can't climb on a perfectly smooth surface, but you can climb on a ceiling if it has appropriate handholds. While climbing, you have the flat-footed condition (you take a -2 penalty to your AC), and you can't attack with

advanced melee weapons or longarms.

TABLE: CLIMB DCS

OBJECT BEING CLIMBED	DC
An unknotted cable with a wall to brace against, or a knotted cable without a wall to brace against	10
A rough surface with good handholds, an unknotted cable without a wall to brace against, or a ledge from which you are dangling by your hands	15
An uneven surface with narrow handholds, like a stone or brick wall	20
A relatively smooth surface with occasional handholds, like a space station wall or an ice wall	25

## JUMP DC 5+

As part of your move when trying to jump horizontally or vertically, you must get a 10-foot running start and attempt an Athletics check to jump. If you succeed, you jump a distance no greater than your remaining amount of movement. If you fail, you fall! The DC is equal to the number of feet you're trying to jump horizontally, or four times the number of feet you're trying to jump vertically.

## SWIM DC 10-20

As part of your move when trying to swim, you must attempt an Athletics check to swim. The DC depends on the condition of the water. If you succeed, you move half your speed (rounded down). If you fail, you don't move unless you fail by 5 or more, in which case you sink beneath the surface and must hold your breath to

avoid suffocation!

TABLE: SWIM DCS

CONDITION OF WATER	DC
Calm	10
Rough	15
Stormy	20

## CULTURE (INT)

You are a student of the vast number of known cultures in the galaxy, and you have a deep and rich understanding of the undercurrents of cultures.

## DECIPHER WRITING DC 20-30

You can use Culture to try to decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. It takes 1 minute to decipher up to 250 words, and the DC depends on the complexity of the text. If you succeed at the check, you understand the general content of the text. If you fail, you don't understand the text.

TABLE: DECIPHER WRITING DCS

COMPLEXITY OF TEXT	DC
Simple	20
Standard	25
Ancient, intricate, or unusual	30

## RECALL KNOWLEDGE DC 15

You can use Culture to try to recall things you know about a specific culture's customs, government, history, laws, leaders, legends, prominent inhabitants, religion, and other information related to the way the culture functions or its unique history. The DC to recall most general knowledge is 15.

## INTERACTION (CHA)

You are adept at presenting yourself during social situations, whether it's guiding a discussion diplomatically, bluffing your way through a tense confrontation, or using your force of will to intimidate an opponent.

### CHANGE ATTITUDE DC 15–20

You can use Interaction to spend 1 minute trying to persuade creatures to agree with you, influence them, or otherwise resolve your differences peacefully. The DC and result of this check depends on the creature's attitude toward you.

### DETECT A LIE DC VARIES

You can use Interaction to try to tell whether a creature you're interacting with is lying. This is an opposed check; when you attempt this check, the creature attempts an Interaction check. If your Interaction check result is equal to or greater than the creature's result, you know whether the creature is lying. Otherwise, you believe the creature is telling the truth.

### GATHER INFORMATION DC 10+

You can use Interaction to spend several hours talking to people within a settlement or local region to try to gather information about a specific topic or individual. The DC for this check is based on the topic or individual. If you succeed, you learn something about that topic or individual, though the GM may determine that some information is simply unknown by the general populace.

TABLE: GATHER INFORMATION DCs

TOPIC OR INDIVIDUAL	DC
Common facts or rumors	10
Obscure or secret knowledge	20
Prominent or well-known individual	10

TOPIC OR INDIVIDUAL	DC
Average individual	15
Mysterious or obscure individual	20

### LIE DC VARIES

You can use Interaction to try to deceive someone into thinking that a lie is the truth. This is an opposed check; when you attempt this check, the creature you are trying to deceive attempts an Interaction check to detect your lie as false. If the creature's check result is less than your check result, you succeed, and they believe you! If the creature's result is equal to or greater than your result, you fail. The Game Master might decide that a lie is so improbable that it's impossible to convince someone it is true.

## INTIMIDATION (CHA)

You are savvy in the arts of eliciting aid or reaction through fear.

### BULLY DC 15+

You can use Interaction to spend 1 minute trying to bully a creature into helping you. The DC of this check is 15 + the creature's CR. If you succeed, the creature gives you the information you want or otherwise grants you limited assistance (but doesn't endanger itself). After 10 minutes (or if you fail this check), the creature refuses to help you and further and probably thinks you're a real jerk for the way you bullied them into submission!

### DEMORALIZE DC 15+

You can use Interaction to try to demoralize a creature within 30 feet, giving it the hampered condition (–2 to most of its rolls;) for 1 or more rounds. The DC of this check is 15 + the opponent's CR. If you succeed, the target gains the hampered condition for 1 round. The duration increases by 1 round for every 5 by which your Interaction result exceeds the DC. **Action:** Use A Skill

## MEDICINE (INT)

You have knowledge of the biology of many species and can treat a number of different types of wounds and ailments.

### FIRST AID DC 15

If you have a medkit, you can use Medicine to try to render first aid to an unconscious creature with 0 Hit Points. The DC of this check is 15. If you succeed, the creature regains 1 Hit Point and regains consciousness.

**Action:** Use A Skill

### SCAVENGE MEDICINE DC 10+

You can use Medicine to search for something useful, such as basic medical aids, salvageable medical aids and tools, and discarded but potentially viable medications. The DC of this check depends on the circumstance. For every 10 by which the DC is beaten, roll an additional die as indicated. On a success, the area becomes the next level of Scavenged. A location which is barren yields nothing; no check, successful or not, will turn up anything valuable.

TABLE: SCAVENGE DCS

Level of Scavenging	DC to Succeed
Lightly Picked	DC 10
Heavily Picked	DC 20
Stripped Bare	DC 30
Barren	No DC Possible

### TREAT DEADLY WOUNDS DC 25

If you have a medkit, you can use Medicine to try to restore Hit Points to a wounded living creature. This takes 1 minute. The DC of this check is 25. If you succeed, you restore 1 Hit Point per level or CR of the creature you are treating. If you exceed the DC by 5 or more, you add your INT to the amount healed. A creature can receive this treatment only once every 24-hour period.

## MYSTICISM (WIS)

The world of Wastewalker typically eschews "magic," though catastrophes have revealed there may be more to the fabric of reality, and the potential of humanity, than originally believed. You are thoroughly educated in the fields of the occult, as well as religion and psionic powers. You are also familiar with many types of occult items and are adept at identifying them.

### DISABLE OCCULT DEVICE DC VARIES

You can use Mysticism to try to disable or reset an occult trap, an unattended occult weapon fusion, or an occult item. The DC of this check is based on the trap or item. If you succeed, you disable the occult device. If you fail by 5 or more when trying to disable a trap, you trigger it. **Action:** Use A Skill

TABLE: DISABLE OCCULT DEVICE DCS

DEVICE	EXAMPLE	TIME	DC
Equipment	Disable an occult weapon fusion or occult item	2d4 rounds	18
Trap	Disarm or reset a trap	2d4 rounds	Varies

### IDENTIFY A OCCULT ITEM DC 15

When you use the detect occult power, you can use Mysticism to try to identify the properties of an occult item. The DC of this check is 15. If you succeed, you know what the item does and how to use it. If you fail to identify an occult item, you can't use this skill to try to identify that item again for 24 hours.

### IDENTIFY A POWER BEING ACTIVATED DC 15+

You can use Mysticism to try to identify a psionic power that a creature is using. The DC of this check is 15 + the level of the power being used.

## RECALL KNOWLEDGE DC 15

You can use Mysticism to try to recall knowledge about alchemical theory, arcane symbols, deities, occult traditions, the planes, religious traditions and symbols, and related topics. The DC to recall most general knowledge is 15.

## PERCEPTION (WIS)

You use your physical senses in combination with your experience and savvy to notice danger, pick out fine details, and search for hidden objects or creatures.

### NOTICE DC 10+

You can use Perception to try to notice important things nearby. You usually attempt this check because the Game Master wants to find out whether you spot something important out of the corner of your eye, overhear something, or realize there are hidden creatures or traps.

Once per turn, you can also attempt this check to search for hidden creatures. This is an opposed check; if you do, each nearby hidden creature attempts a Stealth check to hide (low). If your Perception check result is equal to or greater than a creature's Stealth check result, it's no longer hidden from you.

TABLE: NOTICE DCS

CIRCUMSTANCE	DC
Hear the sound of a creature walking	10
Hear the details of a whispered conversation	15
Hear a pistol being drawn or an automatic door opening	20
Notice or search for a hidden creature	Opposed by Stealth
Notice a trap	Varies

## SEARCH DC 10+

You can use Perception to search for something in particular, such as a stealthy creature you know is in the area, nearby traps, secret compartments, or hidden treasure. The DC of this check depends on the circumstance. **Action:** Use A Skill

TABLE: SEARCH DCS

CIRCUMSTANCE	DC
Find an unmarked cargo hatch	10
Find a secret compartment	20
Search for an invisible creature	25
Search for a trap	Varies

## SCIENCE (INT)

You are educated in the scientific study of living and nonliving things, from the smallest organisms to the largest biological systems, and from the tiniest atoms to the largest celestial bodies.

### IDENTIFY A CREATURE DC 15

You can use Science to try to identify a creature. The DC of this check is 15. If you succeed, you recall a useful piece of information about a specific creature, such as one of its special powers or vulnerabilities. For every 5 points by which the result of your check exceeds the DC, you recall another piece of useful information.

## RECALL KNOWLEDGE DC 15

You can use Science to try to recall knowledge about bioengineering, biology, botany, ecology, genetics, xenobiology, zoology, and other fields of biological science; or about astronomy, chemistry, climatology, geography, geology, hyperspace, meteorology, oceanography, physics, and other fields of natural science. The DC to recall most general knowledge is 15.

## SCAVENGE SCIENCE DC 10+

You can use Science to search for something useful, such as scientific notes, useful tools, and the like. The DC of this check depends on the circumstance. For every 10 by which the DC is beaten, roll an additional die as indicated. On a success, the area becomes the next level of Scavenged. A location which is barren yields nothing; no check, successful or not, will turn up anything valuable.

TABLE: SCAVENGE DCs

Level of Scavenging	DC to Succeed
Lightly Picked	DC 10
Heavily Picked	DC 20
Stripped Bare	DC 30
Barren	No DC Possible

## STEALTH (DEX)

You can stay hidden and move silently to avoid detection, allowing you to sneak past foes or strike from an unseen position.

## HIDE DC VARIES

If you have cover, you can use Stealth as part of your move to try to hide from other creatures. If you move more than half your speed (rounded down), you take a -10 penalty to this check. This is an opposed check; when you attempt this check, any creature in the area that would normally be able to see you can attempt a Perception check to notice your presence. If a creature's Perception check result is equal to or greater than your Stealth check result, that creature can see you. Otherwise, you are hidden from that creature until the beginning of your next turn; it can't see you or choose you as a target (see Hiding and Invisibility ahead).

## SURVIVAL (WIS)

You can survive in and make your way safely through almost any kind of wilderness, follow a creature's tracks, and keep yourself and your allies fed by hunting and foraging.

## FOLLOW TRACKS DC 5+

You can use Survival to try to find or follow a creature's tracks. The DCs for Survival checks to follow tracks depend on the surface. While following tracks, you move at half your speed (rounded down). If you move at your full speed instead, you take a -5 penalty to the check.

TABLE: FOLLOW TRACKS DCs

SURFACE	DC
Very soft (fresh snow, thick dust, wet mud)	5
Soft (tilled earth, drying mud)	10
Firm (fields, woods)	15
Hard (bare rock, most flooring)	20

## LIVE OFF THE LAND DC 10

You can use Survival to keep yourself and others fed in the wild by hunting and foraging, enabling you to move up to half your overland speed without needing food and water supplies. Typically, one check determines the success of your efforts for a single day. You can provide food and water for one other character for every 2 points by which the result of your check exceeds 10. In some cases, an environment may be so inhospitable (such as an irradiated wasteland) that it is impossible to live off the land.

## ORIENTEER DC 15

You can use Survival to try to avoid a natural hazard (such as quicksand or a patch of poisonous atmosphere) or to try to keep from getting lost. The DC of this check is 15. Usually the Game Master will ask you to attempt this check when you move close to a natural hazard, or once each hour while traveling through unfamiliar terrain.

## SCAVENGE SURVIVAL DC 10+

You can use Survival to search for something useful, such as overlooked preserved food stuffs, general trinkets, etc. The DC of this check depends on the circumstance. For every 10 by which the DC is beaten, roll an additional die as indicated. On a success, the area becomes the next level of Scavenged. A location which is barren yields nothing; no check, successful or not, will turn up anything valuable.

TABLE: SCAVENGE DCS

Level of Scavenging	DC to Succeed
Lightly Picked	DC 10
Heavily Picked	DC 20
Stripped Bare	DC 30
Barren	No DC Possible

## TECHNOLOGY (INT)

You understand how most common forms of technology work and often can use them with basic proficiency. You can figure out how to use most simple computer systems, and you can readily manipulate technological items and locks.

## DISABLE A DEVICE DC 10+

If you have a tool kit, you can use Technology to try to disable a computer, a lock, a trap, or an unattended mechanical or technological device. You can also use this task to try to disarm an explosive. The DC of this check and how long it takes is based on the device you're trying to disable. If you succeed, you disable the device. If you fail by 5 or more and the device is an explosive or a trap, you trigger it. If you fail by 5 or more when attempting some sort of sabotage, you think the device is disabled, but it still works normally. **Action:** Use A Skill

**Special:** When you try to sabotage something, the Game Master rolls this check for you (using your total skill bonus) in secret so you might not know whether

you succeed!

TABLE: DISABLE A DEVICE DCS

DEVICE	EXAMPLE	TIME	DC
Simple device	Jam a door	1 action	10
Average device	Sabotage a simple propulsion system	1d4 rounds	15
Equipment	Disable an armor upgrade, technological item, or weapon	2d4 rounds	18
Complex device	Disarm a security system from a control panel	2d4 rounds	25
Average lock	-	1 action	25
Trap	Disarm or reset a trap	2d4 rounds	Varies

## IDENTIFY TECHNOLOGY DC 15

You can use Technology to try to identify the properties and uses of technological items and devices, such as robots or advanced technology and weapons. The DC for Technology checks to identify common technology is 15. This check isn't required to identify technological weapons, armor, armor upgrades, and adventuring gear that are commonly available in the modern world.

## PILOT DC 15+

While you can automatically pilot most vehicles without attempting a skill check, you can use Technology to try to pilot a particularly strange vehicle. The DC of this task is 15. If you fail, you can't figure out how to pilot the vehicle, though you can try again after spending 4 hours studying its system.

## REPAIR DC 15-20

If you have a tool kit, you can use Technology to try to repair an object. The DC of this check is 15 for simple objects (such as a door or wall) and 20 for complex objects (such as a computer console). If you succeed, you restore a number of Hit Points to the item equal to the result of your Technology check. If you fail the check by 10 or more, you deal 1d4 damage to the object instead (oops!). Repairing takes 10 minutes for simple objects and 30 minutes for complex objects.

## SCAVENGE TECHNOLOGY DC 10+

You can use Technology to search for something useful, such as working minor electronics, spare parts for technological devices, etc. The DC of this check depends on the circumstance. For every 10 by which the DC is beaten, roll an additional die as indicated. On a success, the area becomes the next level of Scavenged. A location which is barren yields nothing; no check, successful or not, will turn up anything valuable.

TABLE: SCAVENGE DCs

Level of Scavenging	DC to Succeed
Lightly Picked	DC 10
Heavily Picked	DC 20
Stripped Bare	DC 30
Barren	No DC Possible

## USE A COMPUTER DC 10-20

You can use Technology to try to access a computer system's most basic functions. The DC of this check is 10 for a computer with a minimal security system or 15 for a computer with standard security. For computers with more advanced security (and those without a user interface you can use), you need a tool kit, the DC is 20, and the Game Master might decide that it takes 1 minute or longer. **Action:** Use A Skill

# FEATS

Feats are special training, tricks, or talents that let you do certain things especially well. They help make your character stand out from other adventurers. All characters start out with at least one feat, and every character gets another feat at every odd level. Some classes also get extra feats as they level up!

## FEATS AT 1ST LEVEL

At 1st Level you choose one feat (unless you selected the human race, in which case you choose two).

## CHOOSING FEATS

Feats are a great way to make your character more effective in areas where you are weak, or to give you new interesting options during the game. You can choose each feat only once. You can choose any feat as long as you meet the prerequisites.

At 1st level, you choose one feat (unless you selected the human race, in which case you choose two).

Replacing Free Move: Some abilities include "You may give up your free move before taking an action..." When giving up your free move, you are still able to take an action. This will usually offer an additional effect of some kind, such as allowing a second attack, allowing enhanced damage, or allowing a companion to take an additional action.

## READING A FEAT

### PREREQUISITE

Some feats have one or more special requirements. You can choose a feat only if you meet (or exceed) all the prerequisites for it. For example, your DEX must be +2 (or higher) to choose the Nimble Moves feat. The "Attack Bonus" and "Reflex Save" prerequisites refer to the "Class" bonuses, not your total bonuses after other feats, items, etc are accounted for.



## BENEFIT

This is what the feat does. Most feats don't require you to use an action to gain their benefits. A feat that requires an action lists that action in its Benefit entry.

## PENALTY

Some feats impose penalties when you use them; a feat that has a penalty lists it in its Penalty entry.

## SPECIAL

Some feats have options that break even the feat's normal rules; these are included here.

## ADRENALINE RUSH

---

**Prerequisite:** 5th-level character

### BENEFIT

Whenever you kill another creature for the first time each day, you regain 1 Resolve Point.

## AMPLIFIED GLITCH

---

**Prerequisite:** 3rd-level character, Interaction and Technology as class skills or trained skills

### BENEFIT

You can make nearby technological devices briefly malfunction in loud, surprising ways that can distract your enemies. When you use this feat, choose up to three targets that are carrying or near technological devices, and attempt a Technology skill check with a DC of 15. If you succeed, all targets gain the hampered condition (-2 penalty to most d20 rolls;) for 1 round. Targets are hampered 1 round longer for every 5 by which your result exceeds the DC (2 rounds total if your result is 20-24, 3 rounds total if your result is 25-29, and so on). Once you have targeted an enemy with this feat, that enemy can't be affected by it again for 24 hours.

**Action:** Use A Special Ability

## BARRICADE

---

**Prerequisite:** Technology as a class skill or trained skill

### BENEFIT

You can use this feat to turn one empty, adjacent square (including one that's diagonally adjacent) into a makeshift defensive barricade. You and any ally adjacent to one or more such barricades gains a +2 bonus to Armor Class. A barricade lasts 1d4 rounds before its makeshift nature causes it to collapse. **Action:** Use A Special Ability

## BLIND-FIGHT

---

**Prerequisite:** none

### BENEFIT

You can use this feat when you're required to attempt a Perception check to attack an enemy that's in darkness (usually because you don't have darkvision). If you succeed at the Perception check, the enemy doesn't get the normal +4 bonus to its Armor Class from cover.

## BODYGUARD

---

**Prerequisite:** none

### BENEFIT

Allies (other than yourself) gain a +1 bonus to their Armor Class as long as they are adjacent to you (including diagonally).

## CLEAVE

---

**Prerequisite:** STR +1, Attack Bonus +1

## BENEFIT

You can potentially attack multiple enemies. When you use this feat, you use all the normal rules for the Melee Attack action, except if you hit your target, you get to take a second, free Melee Attack action against a second enemy. The second enemy must be adjacent (including diagonally) to the first enemy and to you. This feat lets you make only one extra attack per turn.

**Action:** Use A Special Ability

## PENALTY

When you use this feat, take a -2 penalty to your Armor Class until your next turn.

## CLIMBING MASTER

---

**Prerequisite:** Athletics as a class skill or trained skill

## BENEFIT

You automatically succeed at Athletics checks to climb.

## CLOSE COMBAT

---

**Prerequisite:** Attack Bonus +1

## BENEFIT

When you're close to a foe, it is difficult for other creatures to hit you with ranged attacks. When you end your turn adjacent to an enemy (including diagonally) that you hit this turn using the Melee Attack action, you gain a +2 bonus to your Armor Class against attacks from any enemy that is not adjacent to you (including diagonally). This bonus lasts until the beginning of your next turn.

## COLLECTIMANIAC

---

**Prerequisite:** none

## BENEFIT

You are obsessed with some old-world collectible comfort item. Choose a type of comfort item, such as action figures, bobbleheads, comic books, soft drinks, or any other with GM approval. You gain the following: +5 to relevant skill checks to recall knowledge about the type of comfort item, including details about specific unique items, history of the product and its manufacture, merchandise, etc. When you use a skill check to scavenge at a relevant site, on a natural 20 (the d20 shows a 20) you find a comfort item of the chosen type, of the GM's description

## CONSERVE AMMO

---

**Prerequisite:** none

## BENEFIT

While in an encounter, you can use any weapon you own for one attack without expending an Ammunition Marker. If you use a weapon for more than one attack in an encounter, you must spend the Ammunition Marker as usual.

## COORDINATED SHOT

---

**Prerequisite:** Attack Bonus +1

## BENEFIT

You can set up foes to make them easier for your allies to shoot. When you end your turn adjacent to an enemy (including diagonally) that you hit this turn using the Melee Attack action, your allies gain a +1 bonus to ranged attacks against that enemy until the beginning of your next turn.

## CRAZY IS AS CRAZY DOES

---

**Prerequisite:** none



## BENEFIT

You can perform a daring act, with the GM's approval. As a general guideline, a daring act should be risky and dramatic. It should take a good deal of guts, and its outcome should have a low probability of success. Each time a character successfully performs a daring act, she regains 1 Resolve Point. Before attempting a daring act, the player should ask the GM whether the act qualifies. The GM is the final arbiter of what's considered a daring act, and can grant regained RP for a daring act even if the player does not ask beforehand whether the act qualifies.

## DEADLY AIM

---

**Prerequisite:** Attack Bonus +1

## BENEFIT

When you take the Melee Attack action or Ranged Attack action, you can use this feat to gain a +3 bonus to your melee or ranged damage rolls this turn.

## PENALTY

When you use this feat, take a -1 penalty to your melee and ranged attack rolls until the end of your turn.

## DIVE FOR COVER

---

**Prerequisite:** Reflex Save +2

## BENEFIT

You can leap away from explosions and other threats, leaving you sprawled on the floor and needing to take time to pick yourself back up. When you're required to attempt a Reflex saving throw, but before you roll the die, you can give up your next move to gain a +4 bonus to the saving throw. You can't use this feat if you've already given up or lost your next move.

## EXTENDED TELEPATHY

---

**Prerequisite:** limited telepathy trait

## BENEFIT

The range of your telepathic communication extends to 60 feet. The full rules for your limited telepathy can be found in the description of your effect.

## EXTRA RESOLVE

---

**Prerequisite:** 5th-level character

## BENEFIT

Your resolve is stronger than most; You have 2 additional Resolve Points in your pool.

## FAR SHOT

---

**Prerequisite:** Attack Bonus +1

## BENEFIT

You double the range of ranged weapons you use.

## FLEET

---

**Prerequisite:** none

## BENEFIT

While you're wearing no armor or light armor, your speed increases by 10 feet.

## FLEET RETREAT

---

**Prerequisite:** none

## BENEFIT

Discretion is the better part of valor; while you are badly injured, your fight-or-flight instincts tend toward "flight" and looking forward to live another day. While you are bloody, your land speed increases by 10 feet.

## GREAT FORTITUDE

---

**Prerequisite:** none

## BENEFIT

You gain a +2 bonus to Fortitude saving throws .

## GREATER ASSISTANCE

**Prerequisite:** 8th-level character

## BENEFIT

If you would use your Common Ground background benefit, it takes 1d4 hours to find a relevant assistant, instead of 2d4.

## HAIL OF BULLETS

**Prerequisite:** none

## BENEFIT

You're an artisan of gunfire. While wielding two firearms, you may make a full attack action. If you do, make a ranged attack roll as for Support Fire, designating your target, and expend one ammunition marker. If you are successful, your target takes both a -2 penalty to their attack rolls and a -2 penalty to their AC until the start of your next turn.

## IMPROVED HINDER FOE

**Prerequisite:** none

## BENEFIT

When you take the Hinder Foe action, you gain a +4 bonus to your melee attack roll.

## IMPROVED INITIATIVE

**Prerequisite:** none

## BENEFIT

You gain a +4 bonus to initiative checks .

## IN HARM'S WAY

**Prerequisite:** Bodyguard feat

## BENEFIT

At the end of your turn, you can pick one adjacent ally (including diagonally) to protect with this feat. The first attack before your next turn that would hit that ally hits you instead, as long as that ally is still adjacent to you. You take the damage from the attack, preventing your ally from taking the damage.

## IRON WILL

**Prerequisite:** none

## BENEFIT

You get a +2 bonus to Will saving throws .

## LATENT MUTANTANCY

**Prerequisite:** unable to use powers

## BENEFIT


Choose two 0-level powers and and one 1st-level power. As long as you have 1 Power Point, you can use your 0-level powers at-will and you have a number of Power Points (PP) equal to 1/3 your character level. The key ability score for these powers is Charisma. The Use a Power section has more information on how to use powers. **Action:** Use A Power

## LATENT PSYCHIC POWER

**Prerequisite:** unable to use powers

## BENEFIT

Choose one of the following 0-level powers: psychokinetic hand, telekinetic projectile, or telepathic message. Once this choice is made, it can't be changed. You have 3 Power Points (PP). The key ability score for this power is Wisdom .The Use a Power section has



more information on how to use powers.

## LIGHT STEP

---

**Prerequisite:** none

### BENEFIT

You get a +4 bonus to Perception checks to spot manufactured floor-based traps.

## LIGHTNING REFLEXES

---

**Prerequisite:** none

### BENEFIT

You get a +2 bonus to Reflex saving throws.

## MEDICAL EXPERT

---

**Prerequisite:** Medicine as a class skill or trained skill

### BENEFIT

When you succeed at a Medicine check to treat deadly wounds, you double the amount of Hit Points you restore.

## NIMBLE MOVES

---

**Prerequisite:** DEX +2

### BENEFIT

Your movement is not slowed by difficult terrain.

## OPENING VOLLEY

---

**Prerequisite:** none

### BENEFIT

Whenever you deal damage to an enemy with a ranged attack on your first turn in a combat, you gain a +2 bonus to your next melee attack roll against that enemy. You must make this melee attack roll before the

end of your next turn to get the bonus.

## POINT BLANK SHOT

---

**Prerequisite:** Attack Bonus +1

### BENEFIT

You get +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

## PORTABLE ARMORY

---

**Prerequisite:** none

### BENEFIT

You're a firearms hoarder and always managed to keep an unusual amount of firearms at the ready. You decrease the bulk of weapons; treat all small-arms as Light, and reduce the bulk of all other weapons by 1. If this would reduce a weapon to 0 bulk, treat it as Light instead.

## POWER RESISTANCE

---

**Prerequisite:** unable to use powers

### BENEFIT

You gain a +2 bonus to saving throws against powers.

## PSYCHIC FOCUS

---

**Prerequisite:** 3rd-level character, can use powers

### BENEFIT

The Difficulty Class of powers you use increases by 1.

## RAO CHILD

---

**Prerequisite:** none

## BENEFIT

You are especially well adapted to radiation. You gain Fast Healing 1 while you are hindered or impaired from radiation exposure.

## RADIATION SENSE

**Prerequisite:** Abomination or Walker race

## BENEFIT

You detect radiation in the surrounding area, out to 120 feet, and you can determine the specific intensity of the radiation of one area or object within the spell's area each round without taking an action (see Radiation for more details). The ability can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it.

## SHORT WICK

**Prerequisite:** Possess a creature companion

## BENEFIT

Once per day when an enemy causes your creature companion to take Hit Point damage, you can fly into a frenzy, gaining a +2 bonus to melee attack rolls and a -2 penalty to AC for 1 minute. While frenzied, you can't use any ability that requires patience or concentration, such as power use or any Charisma-, Dexterity-, or Intelligence-based skills except Acrobatics and Intimidate.

## SKILL FOCUS

**Prerequisite:** none

## BENEFIT

You are particularly adept at a certain skill. Choose a skill. You gain a +3 bonus to checks involving the chosen skill.

## SKILL SYNERGY

**Prerequisite:** none

## BENEFIT

Choose two skills. Once this choice is made, it can't be changed. You gain a +2 bonus to checks with those two skills.

## SPECIAL

You can take this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a new skill.

## TINKER

**Prerequisite:** none

## BENEFIT

You can give up your move to remove the penalties associated with the broken condition from a single piece of equipment until the start of your next turn. The item then becomes unusable for 10 minutes (and retains the broken condition after that until it is fixed).

**Action:** Use A Move Action

## TOUGHNESS

**Prerequisite:** none

## BENEFIT

Your total Hit Points increase by a number equal to your character level when you choose this feat. Each time you gain a new level, your total Hit Points increase by 1. You also gain a +4 bonus to your saving throws against the effects of thick or thin atmospheres, and a +4 bonus to Constitution ability checks to avoid suffocation.

## FIELD MEDIC

**Prerequisite:** Medicine as a class skill or trained skill



## BENEFIT

Whenever you use Medicine to provide first aid to a team member, you can take 10 on the check.

## BACK-TO-BACK

**Prerequisite:** none

## BENEFIT

Whenever two or more members of the team are adjacent to each other, foes gain no benefit from having allies adjacent to the team members.

## BOLSTER

**Prerequisite:** none

## BENEFIT

Whenever a team member restores Hit Points to another team member, the number of points restored is increased by half your character level (minimum +1).

## BOUNDING OVERWATCH

**Prerequisite:** none

## BENEFIT

Team members gain a +2 bonus to Perception checks, and to AC against adjacent enemies, when within 15 feet of another team member.

## CLOSE SUPPORT

**Prerequisite:** none

## BENEFIT

A team member can exclude any one other team member from any area attack or instantaneous area effect.

## COORDINATED FIRE

**Prerequisite:** none

## BENEFIT

Team members gain a +2 bonus to attack rolls made for support fire, and the benefit of such actions increases by 1 with regard to other team members.

## DUCK AND COVER

**Prerequisite:** none

## BENEFIT

When a team member makes a Reflex save while within 15 feet of another team member, he gains a +2 bonus to his Reflex save. If an initiating team member makes a Reflex save and an adjacent team member fails a save against the same effect, the initiating team member may choose to fail their saving throw instead, and cause the adjacent team member to succeed at their own save.

## GOT YOUR BACK

**Prerequisite:** none

## BENEFIT

An initiating team member can take the Use a Special Ability action to grant an adjacent team member the ability to take 10 on a skill or ability check, even when circumstances would normally prevent it, until the beginning of the initiating team member's next turn.

## LOAD OUT

**Prerequisite:** none

## BENEFIT

A team member can carry any one other team member of the same size or less, with just a 5 foot reduction to the carrying team member's speed, regardless of bulk. This takes 1 hand.

## SET UP

---

**Prerequisite:** none

## BENEFIT

An initiating team member can give up their move to give other team members a +2 bonus to hinder foe or support fire attack rolls against a target adjacent to the initiating team member until the beginning of the initiating team member's next turn. Alternatively, the initiating team member can take the Use a Special Ability action to grant a +4 circumstance bonus instead.

## ARCTIC ADAPTATION

---

**Prerequisite:** Beast Hunter (cold), Survival as a class skill or trained skill

## BENEFIT

You treat cold environments as though they were one step less severe than they normally are. Additionally, you gain a +2 bonus on Perception checks against creatures that gain a racial bonus on Stealth checks in snowy conditions, and you gain a +4 bonus on saving throws and checks to avoid becoming blinded or dazzled.

## DESERT DWELLER

---

**Prerequisite:** Beast Hunter (desert), Survival as a class skill or trained skill

## BENEFIT

You treat hot environments as though they were one step less severe. You need to consume only half the normal amount of water for a creature of your size, and you gain a +4 bonus on Constitution checks to resist the effects of thirst. You also gain a +4 bonus on saving throws and checks to avoid being deceived by illusions (including desert mirages).

## DROVER

---

**Prerequisite:** Beast Hunter (plains), Survival as a class skill or trained skill

## BENEFIT

You, your mount, and an a number of allies (and their mounts) equal to your ranks in Survival add +2 hours to how long you can walk or be otherwise active before needing to attempt Constitution checks for a forced march, and you can hustle for 1 extra hour per day during overland travel instead. You reduce the penalty for following tracks using Survival while moving at double speed by 5. In plains terrain, you gain a +4 bonus to Survival checks to avoid getting lost, to find food and water, to protect yourself from severe weather, and to predict the weather.

## FORESTER

---

**Prerequisite:** Beast Hunter (forest), Survival as a class skill or trained skill

## BENEFIT

You ignore difficult terrain created by light or heavy undergrowth, and you ignore increased DCs for Acrobatics and Stealth checks in light or heavy undergrowth. In addition, you can use trees to shield yourself from attacks, gaining a +1 bonus to your AC whenever you are adjacent to a tree (including while climbing). If you are adjacent to two or more trees simultaneously, you gain a +2 bonus to your AC and a +1 bonus on Reflex saving throws.



## JUNGLE SURVIVALIST

**Prerequisite:** Beast Hunter, Survival as a class skill or trained skill

### BENEFIT

You gain a +2 bonus on saving throws against diseases, poisons, and the distraction ability of creatures with the swarm subtype. You also gain a +2 bonus on Acrobatics and Athletics checks when climbing trees and a +2 bonus on Perception checks against creatures that gain a racial bonus on Stealth checks in vegetation.

## WASTELAND CREATURE COMPANION

**Prerequisite:** A bonded creature

### BENEFIT

You have gained the trust of a lost soul of the wasteland, a companion animal who lost its master or a battered drone without a master program. Its loyalty earned, it will perform basic tasks on your behalf; it won't put itself in harm's way and is considered a non-combatant ultimately under GM control, but it will act in your best interests. You can control only one creature at a time. Your companion has a maximum level of 1.

### SPECIAL

This feat can be awarded on the successful bonding with a companion creature.

As a non-combatant under the GM's control, you do not need to track your creature companion's location, hit points, or requirements. Your creature companion is assumed to remain out of harm's way, is assumed to share in rations, and assumed to have the same basic protections as yourself. As long as you have access to your gear, you are assumed to have access to your creature companion and any benefits it provides.

If you gain the Wasteland Creature Companion Adept, replace this feat with Wasteland Creature Training. Your

creature companion must then track all aspects as appropriate.

## WASTELAND CREATURE COMPANION ADEPT

**Prerequisite:** A bonded creature, Survival as a class or trained skill

### BENEFIT

You gain the benefits of the Wasteland Creature Companion feat, except as follows: Your wasteland creature companion has a free move, which they can use before or after taking a granted action. On your turn, you can use the Direct a Companion action to allow your wasteland creature companion to take one of the following actions: Make a Melee or Ranged Attack, Defend, or take an Extra Move. You can direct your companion as long as they are within 30 feet of you. Your companion has a maximum level equal of 3.

## WASTELAND CREATURE COMPANION EXPERT

**Prerequisite:** Wasteland Creature Companion Adept, 4th-level character

### BENEFIT

On your turn, you can give up your move to use the Direct a Companion action, instead of using an Action. In addition, you can use the Direct a Companion action to grant one of the following: Use a Skill or Use a Special Ability as your companion's abilities allow. You can direct your companion as long as they are within 50 feet of you. Your companion has a maximum level equal of 9.

## WASTELAND CREATURE COMPANION MASTER

---

**Prerequisite:** Wasteland Creature Companion Expert, 10th-level character

### BENEFIT

On your turn, after you have taken your action and if you did not use the Direct a Companion action, your wasteland creature companion can Take an Action on their own, without your direction, in addition to their free move. You can direct your companion as long as they are within 80 feet of you. Your companion has a maximum level equal to your class level.

## TOASTER REPAIR

---

**Prerequisite:** unable to use powers, Technology as a class skill or trained skill

### BENEFIT

Choose Junk Armor, Junksword, or Junk HUD. You can use the level 0 powers "Fabricate Scrap" and "Junk Gizmo" at will and your chosen power as a level 1 power once per day for every 3 character levels you have. For these powers, your level is equal to your character level and the key ability score is Intelligence. If you later gain levels in a class which bestows powers you lose the benefits of this feat and can replace it with either Power Focus or Power Penetration. **Action:** Use A Power

## GREAT CLEAVE

---

**Prerequisite:** STR +1, Cleave, Attack Bonus +4

### BENEFIT

If you strike a second target with the Cleave feat, you can spend 1 Resolve Point to take a Melee Attack action against each subsequent foe that is both adjacent to the last target and within your reach, as long as you hit the previous foe. You can't attack an individual foe more

than once during this attack action.

## WEAPON FOCUS

---

**Prerequisite:** Proficiency with selected weapon type

### BENEFIT

Choose one weapon type (small arms, longarms, heavy weapons, etc). You gain a +1 bonus to attack rolls with that weapon type.

## WASTELAND CREATURE TRAINING

---

**Prerequisite:** A bonded creature

### BENEFIT

Choose a 1st level wasteland creature companion perk appropriate for your bonded creature that does not share a perk type and that your companion does not already know. Your companion learns this perk.

## WASTELAND CREATURE ADVANCED TRAINING

---

**Prerequisite:** Wasteland Creature Training

### BENEFIT

Choose a 3rd level wasteland creature companion perk appropriate for your bonded creature that does not share a perk type and that your companion does not already know. Your companion learns this perk.

## WASTELAND CREATURE VERSATILE TRAINING

---

**Prerequisite:** A bonded creature



## BENEFIT

Select three appropriate 1st level wasteland creature companion perks that your companion does not have but whose prerequisites they meet. Once per day they may give up their move to gain the benefit of one of these perks for 1 minute. Each time you gain a level, you can replace one of these three selected perks with a different perk that your companion doesn't have but meets the prerequisites for.

## EQUIPMENT

Stuff. That's what it's all about. He who has the most toys wins, or at least survives the apocalypse longer. The right armor and weapons give you a better chance of surviving such encounters, and other equipment can be useful in a broad range of situations.

## CURRENCY

Yes, the world ended. Yes, money as you know it is worthless. But a marker of some-kind is a lot better than toting around a whole coop of raptor-chickens hoping that the one merchant in town with ammunition wants to have a limb torn off by his dinner. Currency evolves in communities when lugging around commodities just can't be done. Add to it that in a post-apocalyptic variant of our world people are accustomed to money, its appearance is inevitable. What passes as currency, now there's a different story.

## PORTABLE COMMODITIES

---

Smaller, portable commodities can act as a currency quite easily. Cigarettes, especially in an industrialized society with a strong nicotine habit, pass the test. Likewise, ammunition would almost always be valued, and not just for the threat of force. Gasoline will be a powerful trading tool in worlds where vehicles still run. While you might want to hoard all of the firepower you can find, it does you a fat lot of good if you're starving, dehydrated, poisoned, and at death's door. Just trade a little ammo, get yourself patched up, and get back on the road!

## TOKENS OR STAND-INS

---

Bits, slugs, coins, and a number of names representing one concept: a simple token or marker with an agreed upon value by the community. What that is can ultimately be up to your GM; for our purposes, we're using "credits" in all official material. Feel free as Game Master to attach whatever flavor

you see fit to that and remember as well; not every community is going to value the same things! While it might be 100 credits for an item, a credit in one community could be plastic soda pop caps while in another its washers and in another still its nuts!

## EQUIPMENT AT 1ST LEVEL

At 1st level, you start with 1,000 credits. You can spend credits on armor, weapons, and other equipment. Most adventurers want to buy at least one or two weapons, one suit of armor, and a smattering of adventuring gear (ranging from flashlights to rations to tents). While you won't be able to afford most advanced items at 1st level, it's worth considering buying a healing serum or two for emergencies.

You get to keep any credits you don't spend. As you gain more credits (as payment for jobs, or taken as spoils of war from defeated foes who meant you harm), you should consider buying better (more expensive) equipment.

## CARRYING CAPACITY

These carrying capacity rules determine how much your character's equipment slows you down. Carrying capacity is based on the bulk of items, which accounts for both their weight and their unwieldiness.

### ITEM BULK

Each item in this chapter has a representation of its bulk, which is a number, the letter "L" if it has light bulk, or a dash (-) if it has negligible bulk. For example, a hunting rifle has 2 bulk, a tactical knife has light bulk, and a packet of documents would have negligible bulk.

Every 10 items that have light bulk count as 1 bulk, and fractions don't count—so 10 items with light bulk have a total of 1 bulk, and 19 such items also have a total of 1 bulk. Items that have negligible bulk count toward your bulk limit only if the GM determines that you are carrying an unreasonable number of them. Add together the numerical bulk values of all items you are

wearing and carrying to determine the total amount of bulk you are carrying.

### BULK LIMITS

You can carry an amount of bulk up to half your Strength score without difficulty. If you carry more than that, you gain the encumbered condition, as described below, until the amount of bulk you carry becomes less than or equal to half your Strength score. You can't voluntarily wear or hold an amount of bulk that is greater than your Strength score. If you are forced to do so (due to changing gravity, for example), you gain the overburdened condition, as described below, until the bulk you carry becomes less than or equal to your Strength score.

If you are wearing armor, use the worse penalty (from armor or bulk) for speed adjustments and skill checks. The penalties do not stack.

### ENCUMBERED

While encumbered, you reduce each of your movement speeds by 10 feet and take a 5 penalty to Strength- and Dexterity-based checks.

### OVERBURDENED

If you have the overburdened condition, you reduce each of your movement speeds to 5 feet and take a 5 penalty to Strength and Dexterity-based checks.

### ESTIMATING BULK

As a general rule, an item that weighs around 5 to 10 pounds is 1 bulk (and every multiple of 10 is an additional bulk), an item weighing a few ounces is negligible, and anything in between is light. An awkward or unwieldy item might have a higher bulk.



## ITEM LEVEL

In Wastewalker, all armor, equipment, and weapons are assigned an item level. While characters can utilize items of any level, Game Masters should keep in mind that allowing characters access to items far above their current level may imbalance the game.

An object's item level represents the scarcity and value of the technology employed in its construction; higher-level items generally incorporate more advanced technology. An object's item level is an indicator of the level at which a character should typically expect to both have access to the item and be able to craft it.

Item level also helps convey the fact that buying equipment is more involved than just placing an order. Even finding the items you desire isn't always easy, and those who have access to things such as powerful weapons and armor tend to deal only with people they trust. Legitimate vendors don't want to get reputations for selling hardware to pirates or criminals, and even criminal networks must be careful with whom they do business.

Rather than meticulously track every arms dealer, contact, guild, and license a character has access to, the game assumes that in typical settlements you can find and purchase almost anything with an item level no greater than your character level + 1, and at major settlements items up to your character level + 2. The GM can restrict access to some items (even those of an appropriate level) or make items of a higher level available for purchase (possibly at a greatly increased price or in return for a favor done for the seller) as it suits the settlement and environment.

## GETTING NEW GEAR

As your character gains experience (and additional wealth), you will periodically want to buy new equipment. There are lots of things you can't afford at 1st level that will be of significant use once you can acquire them. Some of these things you might find as treasure or be offered as rewards, but you might also be able to buy new equipment once you can afford it.

You cannot always know when equipment will be available; the GM will let you know when it's time for a shopping spree! Sometimes you may encounter random, wandering merchants, and other times a settlement is just plain cleaned out, from other customers or from a raider assault. If you can afford to buy better armor or more effective weapons, it's a good idea to do so. As you gain levels, better gear helps you survive more dangerous encounters.

## SELLING EQUIPMENT

In general, you can sell equipment of any type anywhere you could buy the same equipment. Since any equipment sold by PCs comes without the guarantees and reputation of major merchants and producers (and may be broken, defective, or stolen), in general PCs can sell equipment for only 10% of its purchase price. A GM may change this based on the spare credits of a community, market conditions, or the factors an adventure dictates. Trade goods are the exception to this, since they are considered more universal, more easily checked for defects, and less traceable (and thus less likely to cause issues if they are of a questionable provenance). Trade goods can generally be sold for 100% of their purchase price, and in some cases can be used as money themselves (subject to the GM's discretion).

## WEATHERED EQUIPMENT

Weathered equipment are items which have been exposed to the elements, radiation, and have otherwise had ample opportunity to be compromised in the years since the event. Almost all scavenged items discovered, taken from slain enemies and creatures, or found in the wilds of the wasteland will be "weathered."

## GLITCHES

A glitch is really any unexpected or unusual behavior, which can be good or bad. Analog and archaic weapons, armors, and items do not glitch, but any sufficiently advanced piece of technology, chemical or pharmaceutical, or food item the GM deems appropriate can glitch, essentially have a chance of having spoiled, gone bad, or short circuiting. A weathered item glitches under a handful of circumstances:

- If the item requires a d20 roll, such as a weapon, it glitches on a natural roll of 1
- If the item is a powered piece of armor or shield, it glitches on an attacker's roll of 20
- If the item is a consumable, such as a chem or a compromised food item, roll a d20 as the item is consumed and the item glitches on a roll of 1.
- The first time an item is used, or the first time it is used after an extended period of time, roll a d20 and the item glitches on a roll of 1.

TABLE: GLITCHES

d10	Result
1	Does Not Function, very bad effect
2-3	Does Not Function, mild bad effect
4-5	Does Not Function
6-7	Functions
8-9	Functions, minor boost
10	Functions, major boost

**Does Not Function, Very Bad Effect:** The item doesn't function and it has a fairly radical blowback. The user is impaired (-4 to most rolls) for a number of rounds equal to the item's level. Weapons expend an ammunition marker.

**Does Not Function, Mild Bad Effect:** The item doesn't function it has a mildly troublesome side effect. The user is hampered (-2 to most rolls) for a number of rounds equal to the item's level.

**Does Not Function:** The item simply doesn't function,

though if it is consumable it is used up.

**Functions Normally:** The item simply functions normally; no drawback, but no perk.

**Functions, Minor Boost:** The item functions somewhat better than it otherwise would; a concentrated dose of the chems, an energy spike in a weapon, or a spare component in a kit. Increase any skill check benefit or saving throw increase by +1, any time-based benefit by 1 round.

**Functions, Major Boost:** The item functions far better than it otherwise would. Increase any skill check benefit or saving throw increase by +2, any time-based benefit by 2 rounds.

## SELLING WEATHERED EQUIPMENT

Weathered equipment sell for 1/2 of their normal sale price; in many cases it is only good for spare parts.


## REMOVING THE WEATHERED CONDITION

Salvaged items can have the weathered condition removed. A skill check, DC 20 + the item's level, appropriate to the item will suffice in removing that status. The skills required are not hard and fast; a character with an appropriate skill and reasonable background can attempt their highest skill from among Medicine, Science, and Technology as appropriate; a chem or pharmaceutical item may use Medicine or Science, a laser pistol could use Science or Technology.

Removing the weathered condition takes an uninterrupted 8 hours effort. You cannot Take 10 or 20 on this task.

## WEAPONS

The saying goes, "live by the sword, die by the sword." Of course, when the world is out to eat you, you're much more apt to live by the sword and die by something bigger, nastier, or meaner. So play it safe and carry that sword. Or gun. Or plasma grenade. In



Wastewalker, weaponry plays an important role in survival. Weapons are tools; used for killing, sure, but for providing sustenance through hunting, for using unusual effects to blast or bomb elements and open passageways, and more. It's what you do with the tool that makes the difference, and even the most ascetic among the survivors knows this.

## WEAPONS AND TYPE PROFICIENCY

---

Weapons are broken into six types: basic melee, advanced melee, small arms, longarms, heavy arms, and grenades. To use a weapon, one must be proficient with it; characters who make attacks with weapons without being proficient take a -4 penalty to attack rolls with such weapons. Characters are proficient with any weapons their class grants them proficiencies to, basic melee weapons, and small arms.

Basic melee weapons and small arms are easy to operate, hence anyone can use them. Advanced melee weapons are more difficult to master and be able to use them without penalty. Longarms also require more training, while heavy arms usually require very specialized training. Properly activating grenades and throwing them so they affect enemies and not allies is fairly difficult, and only select classes are able to use them without penalty.

## WEAPON DAMAGE

---

The energy and kinetic damage types are described below, including the abbreviations for each that appear in the weapon tables. Weapons that deal multiple types of damage have an ampersand between the types (such as "B & E" for a weapon that deals bludgeoning and electricity damage). For such weapons, half the damage dealt is one type, and half is the other (if the damage done is an odd number, select one damage type to round up, rounding down the other damage type normally).

## ENERGY DAMAGE

The following types of damage are energy damage. Other, rare forms of energy damage exist, and such weapons specify any unique traits in their descriptions. All energy weapons receive a +1 bonus to hit.

Acid (A): Damage dealt by corrosive substances and effects.

Cold (C): Damage dealt by ice and cryogenic energy.

Electricity (E): Damage dealt by lightning and other electric shocks.

Fire (F): Damage dealt by flames, lasers, and extreme heat.

Radiation (Ra): Damage is dealt by radiation and radioactive particles.

Sonic (So): Damage dealt by loud noise or damaging frequencies.

## KINETIC DAMAGE

The following are types of kinetic damage.

Bludgeoning (B): Damage from blunt force.

Piercing (P): Damage from spikes, bullets, and punctures.

Slashing (S): Damage from blades, claws, and sharp edges.

## WEAPON SPECIAL PROPERTIES AND CRITICAL HIT EFFECTS

---

Although, weapons come in a wide variety of styles and types, they all deal damage. In general, when you hit a creature with a weapon attack, you roll the dice indicated by the weapon and your target loses that many Hit Points.

Some weapons also have special rules that can change how they make attacks or deal damage (Special Properties), or cause an additional effect on a critical hit (Critical Hit Effects).

## SPECIAL PROPERTIES

Some weapons have special properties that impact how they are used. The special properties used in Wastewalker are defined below.

### *Analog*

Analog weapons are strictly mechanical and non-electronic. They typically include most old world firearms and “classic” guns. Analog weapons are unaffected by various electric and radiation fields designed or inadvertently hampering the operation of sensitive electronic devices.

### *Archaic*

Analog weapons are strictly mechanical and non-electronic. They typically include most old world firearms and “classic” guns. Analog weapons are unaffected by various electric and radiation fields designed or inadvertently hampering the operation of sensitive electronic devices.

### *Blast*

Rather than attack a single target, a blast weapon attacks all creatures in a cone. Make a ranged attack roll against each target in the cone—even your allies! If you hit one or more targets, roll the weapon’s damage once and apply it to each target you hit.

### *Boost*

A boost weapon can be briefly supercharged to deal more damage, but doing so takes effort. If you give up your free move before taking the Ranged Attack action with a boost weapon, the weapon deals 1d6 extra damage if you hit with it.

### *Shotgun*

A shotgun can fire slugs or shot (which have the same cost).

Slugs work as normal for a typical kinetic weapon.

Shot means firing a cluster of balls that spread into a widening pattern the further they get from the muzzle of the shotgun. As the pattern expands, the chance you hit a target with one or two balls goes up, but the chance you hit them with most of the balls goes down. For each range increment after the first, your attack gains a +1 bonus to attack rolls, but does -1 damage per die. If the damage is reduced to 0 or less, the target

takes no damage.

A sawed-off shotgun has a shorter barrel, causing the balls to spread more quickly. A sawed-off shotgun has a shorter range increment (of your choice, to the nearest 5-feet, to a minimum of a 5 foot range increment).

## CRITICAL HIT EFFECTS

When you use the Melee Attack or Ranged Attack action and get a natural 20 (the d20 comes up 20), you automatically hit. Your weapon deals double damage, and if it has a critical hit effect, that also applies. (When using a weapon with the blast weapon special property, the critical hit effect applies to every target in the blast.) The rules for the critical hit effects are explained below.

### *Irradiate*

If you score a critical hit with a weapon with the irradiate critical hit effect, the target takes an extra 1d4 radiation damage. Creatures in heavy armor or creatures with the unliving trait ignore this damage.

### *Knockdown*

If you score a critical hit with a weapon with the knockdown critical hit effect, the target is knocked to the ground and loses its next move.

### *Stagger*

If you score a critical hit with a weapon with the stagger critical hit effect, the target gains the staggered condition (it can either move or take an action on its turn, but it can’t do both) for 1 round.

### *Wound*

A creature hit with your weapon suffers an egregious wound. It takes an additional 1d4 damage at the start of each of their turns. The creature or one of its allies may use the Use A Skill action and attempt a Medicine skill check with a DC of 15 to end this effect.

If the attack roll exceeds the creature’s AC + 6, the creature instead suffers your choice of one of the following effects: injures their eye (blinded; -2 to some rolls), injures their leg (-10 to speed), or is staggered for one round.



## AMMUNITION

---

Speaking of shooting things...while savaging the wastelands, the most important thing to keep your eyes peeled for is ammunition. Cold hard cash might be great, but it can't save your ass no matter how much you have if that abomination doesn't want it and you're going to probably spend it on ammo anyway.

Many weapons use batteries, fuel, or bullets as ammunition or to power their effects. For the sake of expediency, Wastewalker does not require you to track such materials closely, but operates on a simple premise; you either have ammo loaded and ready to rock and roll or you don't. If you do have ammunition, you are assumed to have enough ammunition for a firefight and you can reload quickly enough to fire at will.

At character creation, and occasionally as you scavenge the ruins, you receive an Ammunition Marker, an allotment of ammunition for whatever guns you might have. At the beginning of combat, you decide to spend an ammunition marker to use for the round or not.

At any given time you can carry up to three (3) ammunition markers.

## READING WEAPON TABLES

---

The following weapon tables contain several columns, providing the details about that given item.

- Name; as appropriate, the common name of the weapon
- Level; the level of the weapon. Generally the appropriate level of armor for the character.
- Price; a general valuation of the weapon.
- Bulk; the weapon's bulk weight
- Damage; the damage output of the weapon and any damage types
- Range; the weapon's range or "melee" if its a melee weapon.
- Special Property; a short note about any special properties the weapon possesses

- Critical Hit Effect; any additional effect in the event of a critical hit

**TABLE: MELEE WEAPONS**

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Bone Club	1	250 CR	1d6 B	Analog, Archaic	
Bopper	1	250 CR	1d6 B	Analog, Non-lethal	
Bowie Knife	1	250 CR	1d6 S	Analog	
Boxing Glove	1	250 CR	1d6 B	Analog	
Combat Knife	1	250 CR	1d6 S	Analog	
Fire Axe	1	250 CR	1d6 B	Analog, Slow	
Hatchet	1	250 CR	1d6 B	Analog	
Machete	1	250 CR	1d6 S	Analog	
Meteorite Sword	1	250 CR	1d6 S	Analog	
Multi-Purpose Axe	1	250 CR	1d6 B	Analog, Slow	
Officer's Sword	1	250 CR	1d6 S	Analog	
Pipe Wrench	1	250 CR	1d6 B	Analog	
Rolling Pin	1	250 CR	1d6 B	Analog	
Security Baton	1	250 CR	1d6 B	Analog	
Sickle	1	250 CR	1d6 S	Analog	
Throwing Knives	1	250 CR	1d6 S	Analog, Thrown	
Tire Iron	1	250 CR	1d6 B	Analog	
Tomahawk	1	250 CR	1d6 S	Analog, Thrown	
Walking Cane	1	250 CR	1d6 B	Analog	
Wrench	1	250 CR	1d6 B	Analog	
Revolutionary Sword	2	625 CR	1d6 S	Analog	
Switchblade	2	625 CR	1d6 S	Analog	
Golf Club	3	1,405 CR	1d6 B	Analog, Slow	
Rockin' Sword	3	1,405 CR	1d6 S	Analog	
Ski Sword	3	1,405 CR	1d6 S	Analog	
Spear	3	1,405 CR	1d6 P	Analog	
War Drum	3	1,405 CR	1d6 B	Analog, Slow	
Cultist Blade	4	2,180 CR	1d8 S	Analog	
Cultist Dagger	4	2,180 CR	1d8 S	Analog	
Drill	4	2,180 CR	1d8 P	Powered	
Miner's Gauntlet	4	2,180 CR	1d8 S	Analog	
Rusted Death Tambo	4	2,180 CR	1d8 S	Analog	

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Creature's Gauntlet	6	4,500 CR	1d8 S	Analog	
Legendary Blade	6	4,500 CR	1d8 S	Analog, Archaic, Slow	
Robot Blade	6	4,500 CR	1d8 S	Analog	
Scuffed Death Tambo	6	4,500 CR	1d8 S	Analog	
Scuffed Pickaxe	6	4,500 CR	1d8 P	Analog, Slow	
Dusty Death Tambo	8	9,135 CR	2d6 S	Analog	
Legendary Blade	8	9,135 CR	2d6 S	Analog, Archaic, Slow	
Robot Blade	8	9,135 CR	2d6 S	Analog	
Scuffed Lead Pipe	9	13,245 CR	2d8 B	Analog	
Almost-New Death Tambo	10	17,880 CR	4d4 S	Analog	
Dusty Pickaxe	10	17,880 CR	4d4 P	Analog, Slow	
Legendary Blade	10	17,880 CR	4d4 S	Analog, Archaic, Slow	
Robot Blade	10	17,880 CR	4d4 S	Analog	
Dusty Lead Pipe	11	24,140 CR	2d10 B	Analog	

TABLE: TWO-HANDED MELEE WEAPONS

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Baseball Bat	1	250 CR	1d6 B	Analog, Archaic, Slow	
Board	1	250 CR	1d6 B	Analog, Archaic, Slow	
Bone Hammer	1	250 CR	1d6 B	Analog, Archaic, Slow	
Nail Board	1	250 CR	1d6 B & P	Analog, Archaic, Slow	
Pitchfork	1	250 CR	1d6 P	Analog	
Pool Cue	1	250 CR	1d6 B	Analog, Slow	
Protest Sign	1	250 CR	1d6 B	Analog, Slow	
Rebar	1	250 CR	1d6 B & P	Analog	
Shovel	1	250 CR	1d6 B	Analog, Slow	

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Barbed-wire Board	2	625 CR	1d8 B & P	Analog, Archaic, Slow	
Sledgehammer	2	625 CR	1d8 B	Analog, Slow	
Black Diamond	3	1,405 CR	1d8 S	Analog	

TABLE: ADVANCED MELEE WEAPONS

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Rocket Sledge	5	3,215 CR	2d6 B	Powered	
Rocket Fist	6	4,500 CR	2d6 B		
Skewer	7	6,300 CR	2d8 S	Fire	
Ripper	8	9,135 CR	3d6 S	Analog	

TABLE: SMALL ARMS

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Flare Gun	1	250 CR	1d6 F	Analog	
Rusted Pipe Bolt-action Pistol	1	250 CR	1d6 P	Analog	
Rusted Pipe Pistol	1	250 CR	1d6 P	Analog	
Rusted Pipe Revolver	1	250 CR	1d6 P	Analog	
Battered Pipe Bolt-action Pistol	2	625 CR	1d8 P	Analog	
Battered Pipe Pistol	2	625 CR	1d8 P	Analog	
Battered Pipe Revolver	2	625 CR	1d8 P	Analog	
Rusted .44 Pistol	2	625 CR	1d8 P	Analog	
Rusted 10mm Pistol	2	625 CR	1d8 P	Analog	
Rusted Laser Pistol	2	625 CR	1d6 F		
Rusted Black Powder Pistol	3	1,405 CR	2d4 P	Analog	
Rusted Single Action Revolver	3	1,405 CR	2d4 P	Analog	
Scuffed Pipe Bolt-action Pistol	3	1,405 CR	2d4 P	Analog	

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Scuffed Pipe Pistol	3	1,405 CR	2d4 P	Analog	
Scuffed Pipe Revolver	3	1,405 CR	2d4 P	Analog	
Rusted Plasma Pistol	4	2,180 CR	1d8 F & A		
Scuffed .44 Pistol	4	2,180 CR	1d10 P	Analog	
Scuffed 10mm Pistol	4	2,180 CR	1d10 P	Analog	
Scuffed Laser Pistol	4	2,180 CR	1d8 F		
Pipe Bolt-action Pistol	5	3,215 CR	1d12 P	Analog	
Pipe Pistol	5	3,215 CR	1d12 P	Analog	
Pipe Revolver	5	3,215 CR	1d12 P	Analog	
Scuffed Alien Blaster	5	3,215 CR	1d8 F		Burning
Scuffed Black Powder Pistol	5	3,215 CR	1d12 P	Analog	
Scuffed Single Action Revolver	5	3,215 CR	1d12 P	Analog	
Dusty .44 Pistol	6	4,500 CR	2d6 P	Analog	
Dusty 10mm Pistol	6	4,500 CR	2d6 P	Analog	
Dusty Laser Pistol	6	4,500 CR	2d4 F		
Scuffed Plasma Pistol	6	4,500 CR	2d4 F & A		
Dusty Black Powder Pistol	7	6,300 CR	3d4 P	Analog	
Dusty Pipe Bolt-action Pistol	7	6,300 CR	3d4 P	Analog	
Dusty Pipe Pistol	7	6,300 CR	3d4 P	Analog	
Dusty Pipe Revolver	7	6,300 CR	3d4 P	Analog	
Dusty Single Action Revolver	7	6,300 CR	3d4 P	Analog	
Almost-New .44 Pistol	8	9,135 CR	2d8 P	Analog	

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Almost-New 10mm Pistol	8	9,135 CR	2d8 P	Analog	
Almost-New Laser Pistol	8	9,135 CR	3d4 F		
Dusty Plasma Pistol	8	9,135 CR	3d4 F & A		
Almost-New Black Powder Pistol	9	13,245 CR	4d4 P	Analog	
Almost-New Pipe Bolt-action Pistol	9	13,245 CR	4d4 P	Analog	
Almost-New Pipe Pistol	9	13,245 CR	4d4 P	Analog	
Almost-New Pipe Revolver	9	13,245 CR	4d4 P	Analog	
Almost-New Single Action Revolver	9	13,245 CR	4d4 P	Analog	
Almost-New Plasma Pistol	10	17,880 CR	4d4 F & A		
Pristine .44 Pistol	10	17,880 CR	3d6 P	Analog	
Pristine 10mm Pistol	10	17,880 CR	3d6 P	Analog	
Pristine Laser Pistol	10	17,880 CR	4d4 F		
Dusty Alien Blaster	11	24,140 CR	3d6 F		Burning
Pristine Black Powder Pistol	11	24,140 CR	5d4 P	Analog	
Pristine Pipe Bolt-action Pistol	11	24,140 CR	5d4 P	Analog	
Pristine Pipe Pistol	11	24,140 CR	5d4 P	Analog	
Pristine Pipe Revolver	11	24,140 CR	5d4 P	Analog	

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Pristine Single Action Revolver	11	24,140 CR	5d4 P	Analog	

**TABLE: LONG ARMS**

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Rusted Hunting Rifle	1	250 CR	1d8 P	Analog	
Syringer	1	250 CR	1d8	Analog	
Battered Hunting Rifle	2	625 CR	1d8 P	Analog	
Rusted Black Powder Blunderbuss	2	625 CR	1d8 P	Analog, Shotgun, Slow	Knockback
Rusted Laser Rifle	2	625 CR	1d8 F		
Rusted Pipe Bolt-action Rifle	2	625 CR	1d8 P	Analog	
Rusted Pipe Revolver Rifle	2	625 CR	1d8 P	Analog	
Rusted Pipe Rifle	2	625 CR	1d8 P	Analog	
Rusted Pump Action Shotgun	2	625 CR	1d8 P	Analog, Shotgun	Knockback
Gamma Gun	3	1,405 CR	1d8 P		
Rusted 10mm SMG	3	1,405 CR	1d10 P	Analog	Stagger
Rusted Perfect Storm (SMG)	3	1,405 CR	1d10 P	Analog, Automatic	
Rusted Submachine Gun	3	1,405 CR	1d10 P	Analog	
Rusted Black Powder Rifle	4	2,180 CR	1d12 P	Analog	
Rusted Double-barrel Shotgun	4	2,180 CR	1d12 P	Analog, Double, Shotgun	Knockback
Rusted Handmade Rifle	4	2,180 CR	1d12 P	Analog	
Rusted Laser Sniper Rifle	4	2,180 CR	1d8 F	Sniper	

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Rusted Lever-action Rifle	4	2,180 CR	1d12 P	Analog	
Scuffed Black Powder Blunderbuss	4	2,180 CR	1d12 P	Analog, Shotgun, Slow	Knockback
Scuffed Hunting Rifle	4	2,180 CR	1d12 P	Analog	
Scuffed Laser Rifle	4	2,180 CR	2d4 F		
Scuffed Pipe Bolt-action Rifle	4	2,180 CR	1d12 P	Analog	
Scuffed Pipe Revolver Rifle	4	2,180 CR	1d12 P	Analog	
Scuffed Pipe Rifle	4	2,180 CR	1d12 P	Analog	
Scuffed Pump Action Shotgun	4	2,180 CR	1d12 P	Analog, Shotgun	Knockback
Rusted Combat Rifle	5	3,215 CR	2d6 P	Analog	
Rusted Combat Shotgun	5	3,215 CR	2d6 P	Analog, Shotgun	Knockback
Scuffed 10mm SMG	5	3,215 CR	2d6 P	Analog	Stagger
Scuffed Perfect Storm (SMG)	5	3,215 CR	2d6 P	Analog	Stagger
Scuffed Submachine Gun	5	3,215 CR	2d6 P	Analog	
Dusty Black Powder Blunderbuss	6	4,500 CR	2d8 P	Analog, Shotgun, Slow	Knockback
Dusty Hunting Rifle	6	4,500 CR	2d8 P	Analog	
Dusty Laser Rifle	6	4,500 CR	2d6 F		
Dusty Pipe Bolt-action Rifle	6	4,500 CR	2d8 P	Analog	
Dusty Pipe Revolver Rifle	6	4,500 CR	2d8 P	Analog	
Dusty Pipe Rifle	6	4,500 CR	2d8 P	Analog	

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Dusty Pump Action Shotgun	6	4,500 CR	2d8 P	Analog, Shotgun	Knockback
Scuffed Black Powder Rifle	6	4,500 CR	2d8 P	Analog	
Scuffed Double-barrel Shotgun	6	4,500 CR	2d8 P	Analog, Boost, Shotgun	Knockback
Scuffed Handmade Rifle	6	4,500 CR	2d8 P	Analog	
Scuffed Laser Sniper Rifle	6	4,500 CR	2d8 F	Sniper	
Scuffed Lever-action Rifle	6	4,500 CR	2d8 P	Analog	
Assault Rifle	7	6,300 CR	4d4 P	Analog	Stagger
Dusty 10mm SMG	7	6,300 CR	4d4 P	Analog	Stagger
Dusty Perfect Storm (SMG)	7	6,300 CR	4d4 P	Analog	Stagger
Dusty Submachine Gun	7	6,300 CR	4d4 P	Analog	
Railway Rifle	7	6,300 CR	4d4 P	Analog	
Scuffed Combat Rifle	7	6,300 CR	4d4 P	Analog	
Scuffed Combat Shotgun	7	6,300 CR	4d4 P	Analog, Shotgun	Knockback
Almost-New Black Powder Blunderbuss	8	9,135 CR	2d10 P	Analog, Shotgun, Slow	Knockback
Almost-New Hunting Rifle	8	9,135 CR	2d10 P	Analog	
Almost-New Laser Rifle	8	9,135 CR	4d4 F		
Almost-New Pipe Bolt-action Rifle	8	9,135 CR	2d10 P	Analog	
Almost-New Pipe Revolver Rifle	8	9,135 CR	2d10 P	Analog	

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Almost-New Pipe Rifle	8	9,135 CR	2d10 P	Analog	
Almost-New Pump Action Shotgun	8	9,135 CR	2d10 P	Analog, Shotgun	Knockback
Dusty Black Powder Rifle	8	9,135 CR	2d10 P	Analog	
Dusty Double-barrel Shotgun	8	9,135 CR	2d10 P	Analog, Boost, Shotgun	Knockback
Dusty Handmade Rifle	8	9,135 CR	2d10 P	Analog	
Dusty Laser Sniper Rifle	8	9,135 CR	2d8 F	Sniper	
Dusty Lever-action Rifle	8	9,135 CR	2d10 P	Analog	
Scuffed Gauss Rifle	8	9,135 CR	4d4 P		
Almost-New 10mm SMG	9	13,245 CR	2d12 P	Analog	Stagger
Almost-New Perfect Storm (SMG)	9	13,245 CR	2d12 P	Analog	Stagger
Almost-New Submachine Gun	9	13,245 CR	2d12 P	Analog	
Assault Rifle	9	13,245 CR	2d12 P	Analog	Stagger
Dusty Combat Rifle	9	13,245 CR	2d12 P	Analog	
Dusty Combat Shotgun	9	13,245 CR	2d12 P	Analog, Shotgun	Knockback
Railway Rifle	9	13,245 CR	2d12 P	Analog	
Almost-New Black Powder Rifle	10	17,880 CR	4d6 P	Analog	
Almost-New Double-barrel Shotgun	10	17,880 CR	4d6 P	Analog, Boost, Shotgun	Knockback
Almost-New Handmade Rifle	10	17,880 CR	4d6 P	Analog	

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Almost-New Laser Sniper Rifle	10	17,880 CR	4d8 F	Sniper	
Almost-New Lever-action Rifle	10	17,880 CR	4d6 P	Analog	
Dusty Gauss Rifle	10	17,880 CR	5d4 P		
Pristine Black Powder Blunderbuss	10	17,880 CR	4d6 P	Analog, Shotgun, Slow	Knockback
Pristine Hunting Rifle	10	17,880 CR	4d6 P	Analog	
Pristine Laser Rifle	10	17,880 CR	5d4 F		
Pristine Pipe Bolt-action Rifle	10	17,880 CR	4d6 P	Analog	
Pristine Pipe Revolver Rifle	10	17,880 CR	4d6 P	Analog	
Pristine Pipe Rifle	10	17,880 CR	4d6 P	Analog	
Pristine Pump Action Shotgun	10	17,880 CR	4d6 P	Analog, Shotgun	Knockback
Almost-New Combat Rifle	11	24,140 CR	3d10 P	Analog	
Almost-New Combat Shotgun	11	24,140 CR	3d10 P	Analog, Shotgun	Knockback
Assault Rifle	11	24,140 CR	3d10 P	Analog	Stagger
Pristine 10mm SMG	11	24,140 CR	3d10 P	Analog	Stagger
Pristine Perfect Storm (SMG)	11	24,140 CR	3d10 P	Analog Stagger	
Pristine Submachine Gun	11	24,140 CR	3d10 P	Analog	
Railway Rifle	11	24,140 CR	3d10 P	Analog	

TABLE: HEAVY ARMS

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Radiation Beam	3	1,405 CR	1d10 R		Irradiate
Rusted Crossbow	4	2,180 CR	3d6 P	Analog, Archaic	Knockback

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Rusted Grenade Launcher	4	2,180 CR	3d6 F	Analog	
Rusted Missile Launcher	5	3,215 CR	2d10 F	Analog	
Cryoblaster	6	4,500 CR	2d8 C		Stagger
Gatling Laser	6	4,500 CR	2d8 F		Burning
Mini Nuke Launcher	6	4,500 CR	5d4 R	Analog	
Scuffed Crossbow	6	4,500 CR	5d4 P	Analog, Archaic	Knockback
Scuffed Grenade Launcher	6	4,500 CR	5d4 F	Analog	
Flamethrower	7	6,300 CR	3d6 F	Analog	Burning
Gatling Plasma	7	6,300 CR	3d6 F & A		Corrode
Harpoon Gun	7	6,300 CR	2d12 P	Analog	
Scuffed Missile Launcher	7	6,300 CR	2d12 F	Analog	
Cryolator	8	9,135 CR	2d10 C		Stagger
Dusty Crossbow	8	9,135 CR	4d6 P	Analog, Archaic	Knockback
Dusty Grenade Launcher	8	9,135 CR	4d6 F	Analog	
Gatling Laser	8	9,135 CR	2d10 F		Burning
Mini Nuke Launcher	8	9,135 CR	4d6 R	Analog	
Scuffed Minigun	8	9,135 CR	4d6 P	Analog	Stagger
Dusty Missile Launcher	9	13,245 CR	3d10 F	Analog	
Flamethrower	9	13,245 CR	2d12 F	Analog	Burning
Gatling Plasma	9	13,245 CR	2d12 F & A		Corrode
Harpoon Gun	9	13,245 CR	3d10 P	Analog	
Almost-New Crossbow	10	17,880 CR	3d12 P	Analog, Archaic	Knockback
Almost-New Grenade Launcher	10	17,880 CR	3d12 F	Analog	
Cryoblaster	10	17,880 CR	3d8 C		Stagger
Dusty Minigun	10	17,880 CR	3d12 P	Analog	Stagger
Gatling Laser	10	17,880 CR	3d8 F		Burning

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Mini Nuke Launcher	10	17,880 CR	3d12 R	Analog	
Almost-New Missile Launcher	11	24,140 CR	4d10 F	Analog	
Flamethrower	11	24,140 CR	4d6 F	Analog	Burning
Gatling Plasma	11	24,140 CR	4d6 F & A		Corrode
Harpoon Gun	11	24,140 CR	4d10 P	Analog	

TABLE: GRENADES

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Baseball Grenade lvl 2	2	625 CR	-	Explode (1d12, 15 ft.)	
Fragmentation Grenade lvl 2	2	625 CR	-	Explode (1d12, 15 ft.)	
Fragmentation Mine lvl 2	2	625 CR	-	Explode (1d12, 15 ft.)	
Gas Grenade lvl 2	2	625 CR	-	Explode (1d12, 15 ft.)	
Molotov Cocktail lvl 2	2	625 CR	-	Explode (1d12, 15 ft.)	
Plasma Grenade lvl 2	2	625 CR	-	Explode (1d12 F & A, 15 ft.)	
Pulse Mine lvl 2	2	625 CR	-	Explode (1d12 E, 15 ft.)	
Radical Soda Grenade lvl 2	2	625 CR	-	Explode (1d12 R, 15 ft.)	
Soda Grenade lvl 2	2	625 CR	-	Explode (1d12, 15 ft.)	
Soda Mine lvl 2	2	625 CR	-	Explode (1d12, 15 ft.)	
Baseball Grenade lvl 6	6	4,500 CR	-	Explode (5d4, 15 ft.)	
Fragmentation Grenade lvl 6	6	4,500 CR	-	Explode (5d4, 15 ft.)	
Fragmentation Mine lvl 6	6	4,500 CR	-	Explode (5d4, 15 ft.)	
Gas Grenade lvl 6	6	4,500 CR	-	Explode (5d4, 15 ft.)	

Name	Level	Price	Damage	Special Property	Critical Hit Effect
Molotov Cocktail lvl 6	6	4,500 CR	-	Explode (5d4, 15 ft.)	
Plasma Grenade lvl 6	6	4,500 CR	-	Explode (5d4 F & A, 15 ft.)	
Pulse Mine lvl 6	6	4,500 CR	-	Explode (5d4 E, 15 ft.)	
Radical Soda Grenade lvl 6	6	4,500 CR	-	Explode (5d4 R, 15 ft.)	
Soda Grenade lvl 6	6	4,500 CR	-	Explode (5d4, 15 ft.)	
Soda Mine lvl 6	6	4,500 CR	-	Explode (5d4, 15 ft.)	
Baseball Grenade lvl 8	8	9,135 CR	-	Explode (4d6, 15 ft.)	
Fragmentation Grenade lvl 8	8	9,135 CR	-	Explode (4d6, 15 ft.)	
Fragmentation Mine lvl 8	8	9,135 CR	-	Explode (4d6, 15 ft.)	
Gas Grenade lvl 8	8	9,135 CR	-	Explode (4d6, 15 ft.)	
Molotov Cocktail lvl 8	8	9,135 CR	-	Explode (4d6, 15 ft.)	
Plasma Grenade lvl 8	8	9,135 CR	-	Explode (4d6 F & A, 15 ft.)	
Pulse Mine lvl 8	8	9,135 CR	-	Explode (4d6 E, 15 ft.)	
Radical Soda Grenade lvl 8	8	9,135 CR	-	Explode (4d6 R, 15 ft.)	
Soda Grenade lvl 8	8	9,135 CR	-	Explode (4d6, 15 ft.)	
Soda Mine lvl 8	8	9,135 CR	-	Explode (4d6, 15 ft.)	



## WEAPON UPGRADES

Weapon upgrades are special components that can be added to melee weapons, small arms, and longarms. Adding a weapon upgrade to a weapon costs 400 credits and is done in the same kinds of shops that sell weapons and other equipment. Weapons between Level 1 and 4 can have one upgrade applied; weapons between level 5 and 10 can have two upgrades applied, though each upgrade must be different and cannot affect the same feature. A weapon cannot, for example be both calibrated and bloody, as both deal additional damage, but a weapon can be both accurate and bloody.

You can replace a weapon's existing upgrade with a new one, but the old upgrade is lost. When a weapon upgrade is added to a weapon its appearance often changes to match the theme of the upgrade. For example, applying a burning upgrade might cause a weapon to be etched with flames, burning runes, or even symbols of a god of fire.

### ACCURATE

An accurate weapon can be aimed more carefully to make particularly accurate attacks with it. If you give up your move before taking an attack action with an accurate weapon, you gain a +1 bonus to your attack roll.

### BLASTING

You can add the blasting upgrade only to a small arm or longarm. Once per day, you can use a blasting weapon to make one attack using the blast weapon special property, treating its range as 15 feet.

### BLOODY

Your weapon responds to you; while you are bloody (at 50% or less of your maximum Hit Points), attacks from the weapon deal 1d4 extra damage.

### BURNING

You can add the burning upgrade only to a weapon that deals fire damage. Creatures damaged by a burning weapon catch on fire. At the beginning of its next turn after being hit by a burning weapon, a target must give up its move (to smother the flames) or take another 1d6 fire damage.

### CALIBRATED

The weapon has been finely balanced and calibrated, honed to do additional damage to a specific target. When the upgrade is added, choose one of the following groups: aberrations, animals, humanoids, insects, or robots. Attacks from the weapon deal 1d4 extra damage to creatures of the chosen type.

### CALLED

You can teleport a called weapon you own to your hand at the beginning of your turn, even if another creature is holding it. This doesn't require taking an action.

### CORROSIVE

You can add the corrosive upgrade only to a weapon that deals acid damage. Creatures damaged by a corrosive weapon burn from acidic exposure. At the beginning of its next turn after being hit by a corrosive weapon, a target must give up its move (to neutralize the acid) or take another 1d6 acid damage.

### CUTTING

The weapon is especially sharp and capable of breaking most armor, and even tough hide. The weapon ignores up to 5 points of damage reduction.

### DEFENDING

When you take the Defend action while holding a defending weapon, you gain an additional +2 bonus to your Armor Class.

## DISRUPTIVE

A disruptive weapon is especially harmful to undead creatures (those with the undead immunities defensive ability). Attacks from a disruptive weapon deal 1d4 extra damage to undead creatures.

## ILLUMINATING

Any target you damage with an illuminating weapon glows brightly until the end of your next turn, negating any darkness within 30 feet of it.

## INSPIRING

Attacks from an inspiring weapon can fill you and your allies with confidence. When you score a critical hit with an inspiring weapon, you and allies within 60 feet gain a +2 bonus to saving throws for 1 minute.

## KNOCKDOWN

You can add the knockdown upgrade only to weapons that deal kinetic damage. A knockdown weapon gains the knockdown critical hit effect. If the weapon already has that effect, the target loses its move for 2 rounds on a critical hit, rather than just 1 round.

## SEEKING

A target does not gain any bonus to its Armor Class from cover against attacks made by a seeking weapon.

## STAGGERING

A staggering weapon gains the stagger critical hit effect. If the weapon already has the stagger critical hit effect, the target is staggered for 2 rounds on a critical hit, rather than just 1 round.

## VENOMOUS

When you score a critical hit with a venomous weapon, the target is impaired for 1d4 rounds as it is sickened by poison.

# ARMOR

All suits of armor are either light armor or heavy armor. Light armor does not slow you down—you move at your normal speed and any character can wear it. Heavy armor reduces your speed by 5 feet. A suit of armor gives you a bonus to your Armor Class. While wearing armor, you add this number to your Armor Class. It takes 1 minute to put on or remove a suit of armor.

## ENVIRONMENTAL PROTECTIONS

Unless a given suit calls it out, armor does not provide any distinct environmental protections. A common suit of clothing will suffice for normal, every-day, living but surviving extreme conditions will require clothing, armor, or an outfit suited to that purpose. Of special concern is radiation exposure; specialty suits and armor are needed to survive these regions.


## LIGHT ARMOR

As a player character with a class, you can wear any of the suits of armor listed as “light armor.” All classes are proficient with light armor. All light armor is considered “analog,” free of technological or electronic devices.

Some light armor is considered “archaic,” generally referring to its quality. While sturdy, the armor is likely not mass manufactured and instead is handmade or piecemeal; as such, it does not always confer the same benefits or stand up to the same punishments. Archaic armor is often cheaper, and several modifications and upgrades can be made to them because of how easy it is to work with their materials.

## HEAVY ARMOR

If your character is proficient with heavy armor, they can wear the suits of armor listed as “heavy armor.” Heavy armor typically provides more protection against the dangers of combat, but it is often more expensive,



and it reduces your speed by 5 feet.

## READING ARMOR TABLES

The following armor tables contain several columns, providing the details about that given suit.

- Name; as appropriate, the common name of the armor
- Level; the level of the armor. Generally the appropriate level of armor for the character.
- Price; a general valuation of the armor.
- AC Bonus; the bonus the armor provides.
- Special Quality; Notes about any special qualities the armor might possess. Most will be elaborated in the armor's description.
- Bulk; if a character is not wearing this suit of armor, this would be the suit's bulk rating.

**TABLE: COMMON ARMOR**

Name	Level	Price	AC Bonus	Special Quality	Bulk
Clothing					
Faction Wear	1	95	1	Social Interaction Bonuses	L
Old-World Outfits	1	10	0	Ability Score Bonus	L
Utility Wear	1	95	1	Ability Score Bonus	L
Light Armor					
Light Leather Armor	1	250	1		
Light Leather Armor, Reinforced	2	450	2		
Leather Armor	3	1415	4		L
Leather Armor, Reinforced	4	2195	5		L
Plastic Armor	5	3230	6		L
Tactical Armor, Light	6	4425	7		1
Heavy Armor					
Leather Armor, Heavy	3	1415	5		3
Plastic Armor, Heavy	5	3230	7		L
Tactical Armor, Heavy	8	9175	9		L
Combat Armor	10	17950	12		L



## FACTION WEAR

---

Faction wear is a collective name. Almost all organizations in the wastelands have taken steps to identify themselves; it gives their members a sense of unity and familiarity often lacking in the ramshackle settlements and wild, open, wastelands. While anyone can wear apparel of a given faction, the consequences of fraudulently doing so are dire.

Faction wear provides a +2 circumstance bonus to Interaction skill checks when dealing with a member of the faction and new characters of the faction are automatically neutral when interacting. Should it be revealed you are not actually a member of the faction, however, all characters who have seen you in the faction's apparel become hostile and you lose all benefit. Rival factions are automatically hostile and you suffer a -2 penalty to Interaction checks with rival faction members.

Unless the faction wear is otherwise designed, it is usually light enough to be worn under proper light and heavy armor.

## OLD WORLD OUTFITS

---

Salvaged old world outfits are useful, if not exceptionally protective. They lack any form of unusual environmental protection, though some have been repaired to provide some amount of assistance against common elements. Wearers are free to describe their outfits as they see fit; the general classification of apparel provides some concept and its bonuses, a +1 circumstance bonus to relevant abilities and skills.

**Formal Wear:** Perfect for a date night, night on the town, or classing up the wastelands. Formal wear is highly unusual and certain to draw attention. You receive a +1 circumstance bonus to Charisma ability checks and Interaction skill checks.

**Laboratory Wear:** Lab coats make you feel smarter already! Or it might be the notes tucked into the pockets. Either way, while wearing laboratory wear, you receive a +1 circumstance bonus to Intelligence ability checks and Science skill checks.

**Outdoor Wear:** Outdoor wear is actually far more

practical than other old world outfits. Counts as protection against the elements for Survival checks.

**Road Leathers:** You're ready for the wastelands and anything it throws at you, or at least that's what the leather outfit says. Its up to you to back up the promised threat, however. You receive a +1 circumstance bonus to Charisma ability checks and Intimidate checks to bully others.

**Sports Outfits:** Designed for athletes and sports aficionados, offers a large range of motion and cutting edge old world technical design to break through the wind! Offers a +1 circumstance bonus to Dexterity ability checks and Athletics skill checks.

**Work Clothes:** Designed for the working man or woman about the factory, mechanics shop, or farm. Offers a +1 circumstance bonus to Strength ability checks and Athletics skill checks.

## UTILITY WEAR

---

While the dangers were far less prevalent in the old-world, there remained a need to don protective gear on occasion. Some of these pieces can still be salvaged today, while others were deliberately stocked in bunkers against future need. Old-world protective and utility wear offers some protection against specific elements, but offers little to no protection as armor against combat threats. It is more common, in fact, that the suits be fully intact or lose all benefit. Due to their bulky nature, these outfits cannot be worn with other forms of armor.

**Firefighter Gear:** Old world firefighter gear consists of heavy jacket, pants, gloves, as well as helmet and face mask. These offer high heat resistance.

**Biohazard Gear:** A classic of science-fiction movies, the head-to-toe biohazard gear limits exposure to biological hazards.

## LEATHER ARMOR

---

An oldie and a goodie, traditional leather armor has been with humanity for a considerable length of time. Often made of tanned animal hides, furs, and natural elements, it makes a sturdy suit for light combatants

while offering relatively free range of motion. Layered hides can provide exceptional damage protection against common weaponry, and any suit can offer protection from the elements. "Modern" equivalents can include mass-produced items, fitted and reinforced to take more punishment but the same basic structures apply.

Leather armor is considered "analog," meaning it has no modern elements such as plastics, electronics, or copious metal forms aside from rivets and latching hardware. Because of this, it holds up well in areas where technology runs amok.

## PLASTIC ARMOR

In the old world sporting arenas, players donned suits of plastic armor, pads, and more to duel on open fields while throwing balls, slapping pucks, and badgering one another. In the post-apocalypse, these same arena armors provide durable protection from a great deal of physical assault. These suits are often pieced together and do not represent a coherent suit of armor aesthetically but functionally provide solid protection. Some more coherent collections of equipment are employed by law enforcement, and will often bear the branding of a given department or unit.

## TACTICAL ARMOR

Police and military in the old world moved away from traditional armors a long time ago, but the concept was certainly worthwhile. Modern warfare specialists continued to develop technology aimed at keeping fighters active and protected, resulting in the creation of various tactical armors.

Light tactical armor consists of a series of strategically placed Kevlar, or "bulletproof," pads, usually on the torso, legs and thighs, and forearms, topped off with a tactical helmet with communication devices for interacting with teammates and providing some measure of protection against snipers. The suit is designed to protect the likeliest target limbs in a firefight while allowing the wearer mobility. Not truly bulletproof, the design of the material certainly

deadens impact and allows a wearer to survive otherwise assuredly deadly encounters.

Heavy tactical armor builds on the concepts, using advanced materials to provide thick padding and protection. These suits are deployed in various environments, such as bomb disposal, and are not practical in most battlefield situations but in an apocalypse any protection is better than none sometimes.

## COMBAT ARMOR

Shy of powered armor suits, combat armor typically represents the high end of personal protection. Developed as military-grade equipment it is intended to hold up under more aggressive conditions than tactical armors. Combat armor suits can typically be scavenged from military check points and national guard armories. These typically consist of sleek, almost form-fitted, plastic and metal components, comparatively lightweight and mobile while offering heavy defense against harm.

## ARMOR UPGRADES

Light armor can have a single armor upgrade added to it at an additional cost. Heavy armor can have up to two or more armor upgrades at a time.

Armor Spikes Price 125 CR


The armor has been modified to include spikes at crucial points, including the hands. This creates an imposing effect, giving the wearer +1 bonus to Intimidation checks, and allows the wearer to make unarmed attacks which deal 1d6 damage. Can only be applied to analog armors.

Respirator Price 25 CR

The armor comes equipped with a respirator, or one has been salvaged for use with the suit. This reduces exposure to smoke, thick and thin air, and airborne contaminants.

Radiation Shielding Price 200 CR

The armor comes equipped with radiation shielding, reducing the degree to which you are exposed to airborne or geographically fixed deposits of radioactive



materials. Cannot be applied to archaic armors.

Communications System      Price 10 CR

The armor has a built-in communications system, either from a military or police set of equipment or salvaged from such a suit. It has limited range, up to 30 feet, and allows communication with other characters with similar equipment. This qualifies as a technological upgrade; anything which would interfere with or disable a technological device interferes with or disables these comm systems.

Energy Shielding      Price 1600 CR

Energy shielding varies from type to type, and how it is applied, but it works to diffuse and diminish energy attacks of a given type. Choose one of the following energy types: cold, fire, or electric. Whenever you would be struck by a source of that chosen energy type, reduce the damage taken by 5 (to a minimum of 1).

## POWER ARMOR

Power armor is something beyond weaponry and beyond traditional armor. A little bit of everything plus “walking tank,” power armor is a rare and exceptional find in a post-apocalyptic landscape.

### POWER ARMOR BASICS

Power armor requires proficiency in at least heavy armor to utilize its basic functions, and proficiency in power armor to get the full effect. If you have only proficiency with heavy armor, you must give up your move action in order to use any built-in weapons. You cannot take a full attack action while wearing this armor. If you possess proficiency with power armor you can use built in weapons and take full attack actions as normal.

Entering or exiting a suit of power armor takes an entire turn.

The cockpit of powered armor is too small to fit a person wearing heavy armor. If you're wearing light armor while in powered armor, you gain the higher of the AC bonuses between the two suits of armor. Powered armor is designed to be operated by any humanoid creature of Small or Medium size.

Power armor suits have a base speed of 30 feet when powered, but cannot move if unpowered.

A suit of power armor can mount a number of one or two handed ranged weapons, as indicated by its weapon slot value. The weapons mounted in powered armor's weapon slots require no hands to wield or carry as long as the armor has power, but reloading such weapons requires a free hand (unless you have an automated loader upgrade). It takes a full action to mount or remove a weapon. A weapon can't be removed and you cannot be disarmed of the weapon if the armor has power and you do not wish the weapon to be removed.

As with weapons, you can improve your powered armor with upgrades (see below). Each entry shows how many total upgrades that powered armor model can accommodate. Some larger or more complicated upgrades take up multiple upgrade slots.

When wearing powered armor, the armor determines your effective physical modifiers for Dexterity and Strength. You use it for all Dexterity-and Strength-based rolls. If your character's modifiers are higher, you're still limited to the armor's modifiers. When you make an unarmed melee attack with powered armor, it deals damage equal to the armor's listed damage value plus its Strength modifier.

### POWERING POWER ARMOR

Unlike light and heavy armor, powered armor requires its own battery, which can present an issue in a depleted wasteland. As Wastewalker doesn't track ammunition directly, there are two options to power a suit of powered armor.

First, at the start of each day, any character can attempt to jury-rig a charge, a Technology skill check with a DC equal to  $15 + 1\frac{1}{2}$  times the item's level. A success indicates the armor has been successfully jump started, and will function for the rest of the day. A suit of powered armor can only attempt one such skill check each day.

The other is to expend an Ammunition Marker; using a random collection of power cells, the user is able to guarantee a charge for at least a little while. The armor

is charged and will function for the rest of the day.

If you're in armor that's out of power, you are flat-footed, you don't benefit from the armor's Dexterity, Strength or damage, and you can't attack with it or cause it to move. None of its mounted weapons (see below) or upgrades (see Armor Upgrades below) function, even if they have their own power sources. You can't attempt any Strength- or Dexterity-based skill checks, and the armor's Dexterity modifier is +0. You can still exit the armor.

## COMMUNICATION

All power armor has built in personal comm systems for ease in difficult environments.

## ENVIRONMENTAL PROTECTIONS

Unlike common armors, power armor has built in environmental protections using special seals to provide breathable air, a comfortable temperature, and safe atmospheric pressure, even in harsh environments. This allows a wearer to breathe underwater or in a vacuum, survive crushing depths, and be comfortable in temperatures as low as -20 F or as high as 140 F. The armor can maintain these protections for a sustained 48 hours or as long as it has power.

## BASIC MODELS

Power armor has a handful of basic models, based largely on its craft and its intention.

TABLE: POWER ARMOR

Level	AC	Weapon Slots	Upgrade Slots	Dexterity	Strength	Damage	Price
Salvaged Power Armor							
1	4	3	1	12(+1)	16(+3)	1d8	650
5	9	4	2	14(+2)	18(+4)	1d8	3350
10	15	5	3	16(+3)	20(+5)	1d10	25500
Industrial Power Armor							
4	4	0	0	10(+0)	20(+5)	1d8	2225
8	9	1	1	12(+1)	22(+6)	1d10	11325
Military Power Armor							
2	7	1	1	12(+1)	16(+3)	1d8	975
6	12	2	2	14(+2)	18(+4)	1d10	5025
10	17	3	3	16(+3)	20(+5)	1d10	25500
Prototype Power Armor							
9	16	2	2	18(+4)	22(+6)	1d10	23250
10	18	3	3	18(+4)	24(+7)	1d10	34875



## SALVAGED POWER ARMOR

Salvaged power armor is a rough approximation of old-world power armor, frequently built from rusted scraps of damaged power armor, makeshift components, and unusual customization. Typically the weakest or least reliable of the power armor sets available, it is also far more common and can be easily assembled with the right tools and skill sets.

You cannot run when wearing a salvaged suit and all salvaged suits are Large, have a bulk of 20, and a base speed of 20 ft.

## INDUSTRIAL POWER ARMOR

Industrial power armor includes commercially available suits typically designed for use in industrial applications as well as hazardous environments. Suits in good condition are well fortified, but generally suited to one, non-combat, application. This includes mining, environmental exploration, factory welding, and other practical purposes.

Industrial suits are Large, can carry an additional 10 Bulk, have a bulk of 30, and have a base speed of 15 ft.

## MILITARY POWER ARMOR

Military-grade power armor was designed to be used on the open battlefield. Usually the most rare, it is further more desirable because it includes the most built-in functions while allowing the greatest options. Heavily armored, prepared for most contingencies common to both battlefields and post-apocalyptic life, and widely enhance-able, these suits command respect and a premium on the open market.

Military suits are Large, have a bulk of 30, and a base speed of 30 ft.

## PROTOTYPE MODELS

Power armor design was a hot field of study and exploration in the old-world. As a result, aside from the mass-produced suits of armor, various prototype designs and proof-of-concept builds were made. Exceptionally rare, as only one or two models were

made in the first place, these will most often be discovered as parts, jealously guarded suits, or possibly even blueprints as opposed to being available on an open market.

## POWER ARMOR UPGRADES

The following armor upgrades can be applied to the various suits. If a suit can take such an upgrade depends on the basic model.

Weapon Spikes      Level 1   Slots 1   Bulk -0  
Price -0 CR

You can add a one-handed basic melee weapon of light or negligible bulk to your armor to act as weapon spikes. You pay 125% of the cost of the selected basic melee weapon to add it as an upgrade.

Automated Loader      Level 2   Slots 1   Bulk 1  
Price 750 CR

The device functions as a backpack for power armor and can contain up to 2 bulk of ammunition and batteries. Once per turn, you can reload or recharge a weapon that's mounted to the powered armor. Action: Use a Special Ability

Exit Pod      Level 4   Slots 1   Bulk 2   Price 1750 CR

This body harness fits into a suit of powered armor or is built into the frame, allowing you to exit the armor by taking a move instead of as a full turn action. Entering the armor is no faster with an exit pod. Action: Use a Move Action

Filtered Rebreather      Level 1   Slots 1   Bulk 1  
Price 750 CR

This upgraded rebreather supplements your armor's ability to provide fresh air and filters out common toxins and poisonous vapors. Armor with this upgrade can provide fresh air for a number of weeks equal to its level. You also gain acid resistance 5 and a +2 bonus to saving throws against poison and disease.

Infrared Sensors      Level 1   Slots 1   Bulk 1  
Price 750 CR

You gain darkvision with a range of 60 feet.

Jump Jets      Level 1   Slots 1   Bulk 1   Price 750 CR

You can activate jump jets as part of a move action in order to fly during your movement. You can fly up to 30

feet (average maneuverability) with a maximum height of 10 feet, or you can fly up to 20 feet straight up. You must land at the end of your move action. Jump jets can't lift you if you're encumbered.

Load Lifter Level 1 Slots 1 Bulk 1 Price 750 CR

This set of artificial muscles increases the amount of bulk you can carry while wearing your armor by 3.

Radiation Buffer Level 1 Slots 1 Bulk 1

Price 750 CR

A robust set of filters and shielding grants you full protection from the effects of radiation, allowing you to ignore damage and conditions caused by radiation

Sonic Dampener Level 1 Slots 1 Bulk 1

Price 750 CR

This device muffles the incidental sounds you make, and sonic attacks lose power in your vicinity. You gain sonic resistance 5 and reduce your armor check penalty by 1 when making Stealth checks.

Targeting Computer Level 1 Slots 1 Bulk 1

Price 750 CR

A targeting computer tracks potential targets using a heads-up display on your helmet's visor, recommending angles of attack and likely vulnerabilities. You gain a +1 bonus to ranged attacks.

Force Field Level 4 Slots 1 Bulk 1 Price 1600

CR

A force field grants you a small amount of protection against all damage. The first time each round you take damage, reduce that damage by 1 (to a minimum of 1).

## ADVENTURING SUPPLIES

"Adventuring" supplies is something of misnomer, as the populaces of the old world didn't adventure quite the way explorers and adventurers in fantasy lore might have. That said, they weren't exactly slouches either. Various organizations would prepare for the worst, including the military, scout and camping troops, as well as doomsday preppers.

These are some of the most common items found and used in emergency or survival situations, as well as ready-made kits from various organizations or

programs.

TABLE: ADVENTURING SUPPLIES

name	price
canteen	10
compass	10
emergency rations	10
first-aid kit	10
flashlight	10
manual can opener	10
map packet	10
matches	10
mosquito netting	10
pocket knife	10
short range communication device	10
sleeping bag	10
small fire extinguisher	10
small hand axe	10
disaster kit	100
ammunition canister	150
spare parts	425

Canteen Bulk L Price 10 CR

A canteen of drinking water is immensely valuable at all times, regardless of location. Old world stores are potentially more so as, though it may be stale, barring any other contamination or infection these will provide radiation-free nourishment as well. Provides liquid sufficient for one creature for 1 day.

Compass Bulk L Price 10 CR


A stock item, especially if one does not know where they might even be as is the case with military organizations and pilots or soldiers caught unexpectedly behind enemy lines. **Action:** Use Item, Provides A +1 Bonus To Survival Checks To Orientate.

Emergency Rations Bulk L Price 10 CR

Likely less than tasty, they beat starvation. Emergency rations packed in military and doomsday prep kits are made to last, not taster well. Provides sustenance for one creature for one week.

First-aid Kit Bulk L Price 10 CR

A small first-aid kit packed into emergency kits gives



users the chance to address urgent situations. Its light on supplies, however, and pales next to a properly stocked emergency medical kit. Still, it can get you through an initial trauma and hopefully patched up to be back on the road to some real help. **Action:** Use A Skill, Acts As A Medkit Except It Also Provides A +2 Bonus To Medicine Checks To Provide First Aid. The Item Is Expended After One Use.

Flashlight Bulk L Price 10 CR

A common flashlight and a handful of batteries, enough too power the device for 1d4 days. The batteries could possibly be salvaged for use in another small item of a personal benefit but cannot reasonably power any item of significant power consumption such as a computer or weapon.

Manual Can Opener Bulk L Price 10 CR

A manual can opener can be a life saver, allowing survivors access to canned stores quickly. Bar-style puncture can openers can also be used for other metal crafting purposes.

Map Packet Bulk L Price 10 CR

A packet of area maps, potentially with handwritten annotations about the area, caches of supplies, and the like.

Matches Bulk L Price 10 CR

Matches in a waterproof container provide a user a wealth of opportunities. While starting a fire is possible in numerous ways, matches make it much faster to do so giving a user opportunities to spend time readying other resources.

Mosquito Netting Bulk L Price 10 CR

Useful in humid and boggy climates, mosquito netting provides situational aid to wearers. It does not obscure vision, but prevents minuscule insects from accessing exposed areas around the face and neck. Can provide a +1 to Fortitude to avoid contracting a disease from the environment and some attacks.

Pocket Knife Bulk L Price 10 CR

A useful tool, or multitool as a swiss army knife, a catch all of basic tools. **Action:** Use Item, Provides A +1 Bonus To Almost Any Practical Or Technical Check, With GM Discretion. For Example, Checks Regarding Carving, To Pick Locks, Or Perform Basic Repairs, Etc.

Short Range Communication Device Bulk L

Price 10 CR

A short range communications device, such as a walkie-talkie.

Sleeping Bag Bulk L Price 10 CR

A personal comfort, sleeping bags provide a minimally comfortable resting space for up to one medium creature. Creatures sleeping outdoors with a sleeping bag can receive a +1 Fortitude bonus to avoid contracting an environmental illness and may enjoy additional benefits regarding rest and readiness at the GM's discretion.

Small Fire Extinguisher Bulk L Price 10 CR

A small, hand-held fire extinguisher is useful for dousing small electrical fires, such as those in a breaker box, a wiring panel in a vehicle, or ensuring a small campfire is quickly extinguished. **Action:** Use Item, Extinguishes A Small Flame In A 5 Foot Square. The Item Is Expended After One Use.

Small Hand Axe Bulk L Price 10 CR

Small enough to be useful, but not exactly large enough to be a weapon, a small hand axe makes clearing debris, cutting soft or loose material, or carving dramatically easier. **Action:** Use Item, Provides A +2 Bonus To Survival Checks, Crafting Wood-based Spears Or Simple Carvings, Or Starting A Fire.

Disaster Kit Bulk 1 Price 100 CR

A disaster kit contains 2d6 of the preceding items, packed for use in fallout shelters, military bases, and "go bags" for the paranoid or overly prepared. The items contained are in decent working order as listed.

Ammunition Canister Bulk 1 Price 150 CR

You can carry an additional Ammunition Marker. This counts as a Bulk 1 item.

Spare Parts Bulk 1 Price 425 CR

"Spare parts" are a one time use collection of various parts and pieces often critical to repairing damaged systems, including electrical systems, water pumps, and more. These include wires, transistors, resistors, tubes, fly backs, capacitors, and more general electronics parts. A single kit is typically sufficient to repair most common damage, age, and even a reasonable number of mishaps resulting from other failed repair efforts. Any remainder parts are usually too small to track or add up to a meaningful kit. Spare parts contain everything

needed to attempt a repair of a damaged system.

## CHEMS

Chems are a mix of commercial medicines, adapted chemicals, experimental drugs and other efforts to stave off the worst of the post apocalyptic wastelands. All are single-use items; once used, they are worthless and provide no amount of scrap or salvage.

TABLE: CHEMS AND ADDITIONAL SUPPLIES

name	level	price
stimulant packs	1	50
super s-packs	5	425
mut-b-gon	1	50
xtra mut-b-gon	5	450
bananas	1	50
C-41	6	700
honey pot	5	450

Stimulant Packs Level 1 Bulk L Price 50 CR

A stimulant pack rejuvenates a target, restoring energy and vitality. A single stimulant pack restores 1d8 Hit Points. You can use this on yourself or you can administer it to a willing or unconscious ally. **Action:** Use An Item.

Super S-packs Level 5 Bulk L Price 425 CR

Super S-Packs are enhanced stimulant packs, capable of greater recovery in less time. A single super s-pack restores 3d8 Hit Points. You can use this on yourself or you can administer to a willing or unconscious ally.

**Action:** Use An Item.

Mut-b-gon Level 1 Bulk L Price 50 CR

A crude chemical cocktail developed by survivors, "mut-b-gon" eliminates some side effects of radiation. One dose removes the hindered effect from radiation exposure. You can use this on yourself or you can administer it to a willing or unconscious ally. **Action:** Use An Item.

Xtra Mut-b-gon Level 5 Bulk L Price 450 CR

A juiced-up version of the basic cocktail, this treatment can remove the hindered and impaired conditions earned through radiation exposure. You can use this on yourself or you can administer it to a willing or unconscious ally. **Action:** Use An Item.

Bananas Level 1 Bulk L Price 50 CR

A slang term regarding the chemical "potassium iodide," this chem helps reduce the risks associated with radiation exposure. Once taken, you have a +2 bonus to Fortitude saving throws to prevent radiation sickness for 24 hours. You can use this on yourself or you can administer it to a willing or unconscious ally. **Action:** Use An Item.


C-41 Level 6 Bulk L Price 700 CR

C-41 is an experimental chemical developed in the old-world to produce an invisibility serum. The original product was abandoned as its effects were permanent, though remarkably the apocalypse seems to have cured it of that particular issue. C-41 found in the open wastelands is of questionable origin; possibly a balance of old-world reserves has been found, more likely someone has found a way to distill its effects from blink cats and any possible surviving rodents. Either way, a shot of C-41 gives characters a temporary enhancement in stealth: for 1d4 minutes, the character is functionally invisible. They cannot be attacked or targeted by an effect unless the attacker has a way to see invisible things. The effect ends if the creature attacks or utilizes a harmful effect. **Action:** Use An Item.

Honey Pot Level 5 Bulk L Price 450 CR

"Honey pots" are carefully constructed canisters, pressurized and packed with a bumble's stomach contents, namely its honey-like substance and related juices which allow it to rapidly harden. This is a rather scarce item due to the difficulty in retrieving samples of the material before it hardens, though bumbles are happy to work with travelers to assist in their manufacturing providing doing so does not expose the bumble or its hive to any danger or lack of defense.

A honey pot is thrown as a grenade, and where it strikes it dispenses its contents, freezing the subject in place as the aerosolized substance hardens around them. Like the bumble's ability, an affected creature is aware of its surroundings and breathes normally even if their face is covered, but it can't move, take any actions, and while their face is covered cannot talk. It can attempt a Strength ability score check with a DC of 15 at the end of each of its turns to break out. Otherwise, the material weakens gradually, and after 5 turns has



dissolved enough the affected creature is freed. **Action:** Use An Item.

## COMFORT ITEMS

Among the prizes that can be found in the rubble are "comfort items." This includes comfort foods, such as snack cakes and candies, as well as collectibles, including action figures, bobble heads, comic books, snow globes, and the like. Possessing or consuming comfort items bestows a character with a +1 morale bonus to a given ability, skill, or check for the day, their spirits lifted with the discovery of a connection long lost. Comfort items are always in demand as trade items, sometimes for dramatically higher values than you may consider sane or reasonable though its difficult to put a price on comfort in such a harsh world.

Comfort items can be used during a 10 minute rest to consume, read, or interact with and unlock their inspiration. A single non-food comfort item can only be used by a given character once and receive its bonus; after that, it has lost some amount of luster. Characters are free to trade comfort items among each other to share the benefits of their use. Well used comfort items, however, may be ruled in poor condition and valueless to another character.

**Action Figures:** They are not dolls but rather action figures! These can be multiple-points-of-articulation figures, bobbleheads, novelty pop culture figurines, and even ceramic collectibles of small animals and angels. Action figures typically inspire confidence in one's self; a given action figure provides a morale bonus to a given ability score. A great athlete might provide a bonus to Strength or Dexterity, while an admired robotic leader might provide a bonus to Wisdom.

**Artwork:** While some pieces can be slightly unwieldy, artwork can be as small as a sketch on a napkin all the way to a large framed portrait. When it is appropriate to appreciate a given piece, it can inspire characters in one of many ways. Choose a single skill or Will saving throws to apply the bonus toward.

**Candy Bars:** Candy bars, and any candy or sweet really, sugars you up and gets you ready to brawl! Thanks to old world science, a large number of such sweets can

still be found, all of these years later, still wrapped and ready to eat! Consuming such an old world candy bar grants a bonus to initiative checks.

**Comic Books:** Comics are for everyone, or so it was said in the old world. Today, they have other uses, namely as inspiration for overeager adventurers. Adventure comics award characters a +1 morale bonus to basic melee weapon damage, while "pulp" comics award a +1 morale bonus to small arms weapon damage. Romance comics can award a bonus to Interaction checks with the appropriate gender, while detective comics can award a bonus to efforts to gather information.

**Music:** Music, especially portable players such as cassette tapes, some CDs, early MP3 players, and more, helps drive you. This only applies to newly-discovered music; music played over local and regional radio frequencies is rather tired and boring, but its all a community might have. Awesome mixes and custom soundtracks power your resolve to make it yet another day, just living on a prayer. You receive a bonus to Will saves.

**Snow Globes:** Snow-globes depicting the world give the character insight into the old world, and its landmarks. All snow-globes provide a bonus to Survival checks to avoid getting lost as well as Culture checks regarding their point of origin.

**Soft Drinks:** Soda, pop, perhaps the war over what to call this is what the event was over? Regardless of how your region calls it, soft drinks are a treasure in the wastes as a source of caffeine. Consuming a soda pop grants a bonus to Perception. Specialized flavors may provide alternate bonuses.

**Trading Cards:** Trading cards bestow a bonus to general knowledge regarding a subject. Sports cards can award bonuses to Culture checks regarding geography and major old-world landmarks relating to sports such as arenas, and the like, while nature or animal cards can award a bonus to Survival checks to identify tracks and animal elements in an area. All trading cards impart some unique facts and knowledge, of which sharing can make a character more personable and netting them a bonus to Interaction checks to improve the disposition of other characters.

Unlike old world candy bars however, they never did

sort out how to keep the gum in trading card packs from getting nasty; any gum found in old world trading card packs is at best bland and at worst makes you sick to your stomach.

**Video Games:** While most video games are played on televisions, neither of which really work, some handheld games can be recovered and restored. Practice at the game awards a bonus to Reflex saving throws.

## CONTEST KEYS

Back in the day, before the disasters, companies the world over would host special contests to drive sales. Usually, this would involve hiding specially marked products or tags in their merchandise. Depending on your region, some of these contests would remain unfulfilled and may have attained legendary status in the new world.

Contest keys are a special form of comfort item, and part curse. The details of the contest are open ended, but the general idea is there are keys: codes, collectible items, specially marked packages and the like which can be redeemed with the company for a wondrous prize. The keys themselves do nothing, but they are indeed the key to the fabled treasures. Collect enough and you can redeem your hard won glory for the greatest prize!

The catch is: having these keys draws you in deeper. They can be found, they can always be found, but finding enough is the trick. While you hold any keys, when you encounter a key held by another character you must make a Will save with a DC equal to  $15 + 1\frac{1}{2}$  times the number of keys, or increment of keys, you have to resist the allure. On a success, you're free to decide how to proceed; on a failure, you are driven to obtain the key no matter the cost in coin or blood.

What are some of these contests? Your game master is free to devise their own, but common contests include:

**Golden Tickets:** a very limited number of items have been randomly distributed around the region or world. One of them may be enough to unlock a great treasure, while two, or five, could throw possibilities wide open! The DC for such a contest key may require a multiple,

such as +5 for each of the limited tickets held, instead of the normal  $+1\frac{1}{2}$  the number of keys held.

**Points:** the company has issued points as a quasi-currency, usually underneath bottle tops or attached to the scan-able codes on their product. Each product is worth between 10 and 100 points, for instance, and customers can accumulate points to purchase branded items from the company catalog. Common comfort items can be had for a couple hundred points at redemption, while amazing items can be acquired for thousands of points. The DC for such a contest key would be based on increments, 10s or 100s of points, as opposed to per-point.

**Stars:** each item the company has sold may or may not have a star or similar icon. They are somewhat common, but not exceptionally so. Prizes can be obtained for as few as five or ten keys redeemed, while larger prizes may cost up to fifty keys.

**Lucky Winner:** each key is a ticket into a random drawing, a lottery or raffle. The raw number of keys accumulated means little on their own, there is only one winning ticket or number; having more just increases the odds that you will have that winner!



# POWERS

Your race, class, or other traits might give you the ability to use powers; exceptional, unusual, abilities which can turn shape the world around you.

## WHAT ARE POWERS?

"Powers" are a catch all mechanic for unusual abilities that defy, or exemplify, science. They represent anything from intuition, to mutations, to potent psychic abilities, advanced technology, and even, in the right settings, magic.

Specific races, classes, and abilities offer access to powers and power points. Powers are ranked by level, indicating relative strength and effectiveness and determine how often it can be used. Each power has a power point cost, deducted from a character's pool of power points when used, based on that level.

You can learn or develop powers as instructed by the source of your power, and use any powers you know as long as you have enough power points to activate a power of that level (see Power Level and Power Points below). Some special abilities and items also allow you to utilize powers; these detail in their descriptions what powers you have access to and how often you can use them.

Each source specifies a relevant ability modifier, Charisma (CHA), Intelligence (INT) or Wisdom (WIS). This modifier determines a number of factors including bonus power points, powers known, and the DC of effects generated by the power used.

## POWER LEVEL AND POWER POINTS

A power's level expresses that power's relative power. The source of your powers tells you how many power points you have, which determines how many times you can use powers per day. Power points are typically awarded by a race, class, or other ability. Most effects are explicit about how many points a

character has to use. Other effects, particularly those tied to class features, award additional power points for higher relevant ability scores. A character's pool of power points is determined by the total provided by their source as well as any bonus points as indicated on Table: Bonus Power Points. The source of your powers also tells you which powers you know at each level. Some sources tell you which specific powers you know. Other sources allow you choose the powers you know from a list and then use them in any combination you like. You get your power points back every 24 hours, as long as you rest for 8 hours.

## ACTIVATING POWERS

To activate a power you know, you must spend an indicated number of power points (PP), usually determined by level. Depending on the power's options and descriptions, you can expend additional power points to increase the power's effect, damage, or range. Read each power carefully to see what your possibilities are! Typically, a power of a given level will cost the following:

## READING A POWER DESCRIPTION

This section describes how to read and use a power.

### POWER RANGE

A power's range indicates how far from you it can reach. This is often a number of feet, but some powers instead have a range of "personal" or "touch."

### PERSONAL

You can use the power only on yourself.

## TOUCH

You must touch your target, which means it must be in an adjacent square (including diagonally). If the target is willing or unconscious (such as an ally you're using a beneficial power on), the power works automatically. If the target is unwilling, you first have to make a melee attack roll. You can target yourself with powers that have a range of touch.

## DURATION

This is how long the power remains in effect, usually a number of rounds, minutes, or hours. Some powers have a duration of "instantaneous"; these happen right when you use them and then the power stops, like the heat from an overheat power.

## EFFECT

The text of the power describes what it does, what it targets, and how it interacts with other rules. If a power says you can use it on an ally, you can instead use it on yourself. If you can expend additional PP to enhance the power in any way, that will be described here, along with any additional costs.

## SAVING THROW

Usually a harmful power allows a target to attempt a Fortitude, Reflex, or Will saving throw to avoid some or all of the effect. The power will tell you how to calculate the Difficulty Class for these saving throws, and what happens if the target succeeds at its saving throw.

## POWER AREAS

Some powers affect an area instead of specific targets.

## CONE

A cone power fills a quarter-circle area that starts at you and points away. See the diagram for examples of how to measure these areas on a grid.

## POWERS WITH ATTACK ROLLS

Some powers require you to make a melee attack roll or a ranged attack roll. In those cases, you roll using the corresponding attack roll calculation. If your result is equal to or greater than your target's Armor Class, you hit and the power takes effect. If the d20 shows a 20, you score a critical hit and roll the power's damage (if any) twice! If the d20 shows a 1, you automatically miss. You don't use a weapon for these attacks, and this doesn't count as taking the Melee Attack or Ranged Attack action.

## 0-LEVEL POWERS

### DANCING LIGHTS

**Range:** 100 feet

**Duration:** 1 minute

#### EFFECT

You create up to four lights that resemble small headlights. The lights must stay within 10 feet of each other, but they can otherwise move 100 feet per round. A light winks out if the distance between you and it exceeds 100 feet. You can have only one dancing lights power active at a time.

### DAZE

**Range:** 25 feet

**Duration:** 1 round

#### EFFECT

You target an enemy with a CR of 2 or lower, causing it to lose its next turn! It can attempt a Will saving throw (DC = 10 + relevant ability modifier) to negate this effect. A creature dazed by this power can't be affected by it again for 1 minute. This power does not affect creatures with the unliving defensive ability.



## DETECT POWERS

---

**Range:** 60 feet

**Duration:** 1 minute/character level

### EFFECT

You detect all unusual occult and mutation powers, effects, items, and objects (including those on or affecting creatures) that you can see in range. When you use this, you sense whether any are in range. One round later, you know how many there are. Another round later, you know exactly which things are empowered. You can't detect traps in this way.

## ENERGY RAY

---

**Range:** 25 feet

**Duration:** instantaneous

### EFFECT

You shoot a ray of acid, cold, electricity, or fire (choose each time you cast this) at an enemy or object. Make a ranged attack roll against it. If you hit, the ray deals 1d4 damage of the chosen energy type.

## FATIGUE

---

**Range:** touch

**Duration:** 1 round/character level

### EFFECT

Make a melee attack roll against an adjacent enemy (including diagonally), with a +2 bonus to your attack roll. If you hit, the target attempts a Fortitude saving throw (DC = 10 + relevant ability modifier). If it fails, the target gains the hampered condition for the power's duration.

## GHOST SOUND

---

**Range:** 25 feet

**Duration:** 1 round/character level

## EFFECT

You create a volume of sound as noisy as 20 normal humans. Thus, you can create shouting, singing, talking, or marching sounds, as well as sounds of battle or small explosions. You can make noises that sound like machines or the roar of a predator, but you can't make specific sounds such as intelligible speech or the exact hum of a particular engine.

## PSYCHOKINETIC HAND

---

**Range:** 25 feet

**Duration:** 1 round/character level

### EFFECT

You can lift and move a small unattended object from a distance. Once per round, you can propel the object as far as 15 feet in any direction. The power ends if the distance between you and the object exceeds 25 feet. You can't perform complex operations, such as firing a gun or using a computer, but you can shut a mechanical door or press a simple button.

## TELEKINETIC PROJECTILE

---

**Range:** 25 feet

**Duration:** instantaneous

### EFFECT

You fling an object weighing up to 5 pounds at an enemy, making a ranged attack roll against your target. If you hit, you deal 1d6 kinetic damage to the target.

## TELEPATHIC MESSAGE

---

**Range:** 100 feet

**Duration:** 10 minutes/character level

## EFFECT

You can send a short telepathic message to up to one creature per character level you have. Creatures that receive the message can reply telepathically, but you can send at most one message each round, and each message can't exceed 10 words. This power does not affect creatures with the unliving defensive ability.

## TOKEN POWER

---

**Range:** 10 feet

**Duration:** 1 hour

## EFFECT

Once used, token power enables you to perform simple occult or psionic effects for 1 hour. The effects are minor. You can slowly lift an unattended object weighing 1 pound or less. You can alter items in a 1-foot cube each round, coloring, cleaning, soiling, cooling, warming, or flavoring them. You can create small objects, but they look artificial and are extremely fragile (they can't be used as tools or weapons). Any actual change to an object (beyond moving, cleaning, or soiling it) persists for only 1 hour.

## JUNK GIZMO

---

**Range:** touch

**Duration:** 1 hour/character level

## EFFECT

You turn a pile of technological junk into a minor technological item. You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above, as long as the junk is found in sufficient quantity. You can create any minor piece of equipment with a real-world equivalent (alarm clock, camera, digital keys for vehicles you own, timer, watch, and

so on) that a GM would allow you to buy at a typical settlement as an item level 0 piece of equipment with a cost of 5 credits or less and light bulk. See the Technological Items section of the Equipment chapter of the core rulebook for notes on the vast array of technological devices beyond the number that could possibly be presented in any real-world book that can potentially be purchased with GM approval. The item is clearly worthless junk, and always looks like it is just about to break down, but can be used by anyone. You can only have 1 junk gizmo active at a time, and casting the spell again causes any previously created junk gizmo to cease functioning.

## FABRICATE SCRAP

---

**Range:** touch

**Duration:** instantaneous

## EFFECT

You turn 1 bulk of inert matter, such as debris, dust, rocks, or other unattended 0-level items, into 1 bulk of junked electronic equipment suitable for targeting with spells such as junk armor, junk gizmo, junk hud, junk sword, and others. The junked electronics have no resale value and can't be repaired into any functioning item. Any direct examination by a character trained in Science or Technology reveals the useless nature of the junk.

# 1ST LEVEL POWERS

## CHARM PERSON


---

**Range:** 25 feet

**Duration:** 1 hour/character level

## EFFECT

You make a creature regard you as a trusted ally. It can attempt a Will saving throw (DC = 11 + relevant ability modifier) to negate this effect. If you or your allies have attacked the creature in the past minute,



it gets a +5 bonus to its saving throw. You can't directly control a charmed creature, but you can give it suggestions. A charmed creature ignores obviously harmful suggestions. Any act by you or your allies that threatens the charmed creature breaks the power. This power does not affect creatures with the unliving defensive ability.

## COMMAND

**Range:** 25 feet  
**Duration:** 1 round

### EFFECT

You give a living creature one of the following commands, which it obeys to the best of its ability on its next turn. It can attempt a Will saving throw (DC = 11 + relevant ability modifier) to negate this effect. This power does not affect creatures with the unliving defensive ability.

**Approach:** The target moves toward you as quickly and directly as possible for 1 round, taking no other actions.

**Drop:** The target drops whatever it is holding. It can't pick up any dropped item until its next turn.

**Flee:** The target moves away from you as quickly and directly as possible for 1 round, taking no other actions.

**Stop:** The target loses its next move. It can otherwise act normally.

## DETECT RADIATION

**Range:** 120 feet  
**Duration:** 10 minutes/character level

### EFFECT

You detect any radiation in range. The power can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it.

## DETECT THOUGHTS

**Range:** 60 feet  
**Duration:** 1 minute/character level

### EFFECT

You detect the surface thoughts of creatures around you. For the duration of the power, you can forgo taking other actions to gain more and more information. When you cast this power, you detect the presence or absence of thoughts from conscious creatures in range. One round later, you detect the number of thinking minds. The next round, and each round thereafter, you can read the surface thoughts of a target mind in the area. A target can attempt a Will saving throw (DC = 11 + relevant ability modifier) to negate this effect. This power does not affect creatures with the unliving defensive ability.

## FEAR

**Range:** 25 feet  
**Duration:** 1d4 rounds

### EFFECT

With a single mental nudge, you can unlock the deepest nightmares of a living creature of CR 4 or lower. It attempts a Will saving throw (DC = 11 + relevant ability modifier). If it succeeds, it gains the hampered condition for 1 round. If it fails, it gains the frightened condition. This power does not affect creatures with the unliving defensive ability.

## GREASE

**Range:** 25 feet  
**Duration:** 1 minute/character level

## EFFECT

You cover a 10-foot-square area with a layer of slippery grease. Any creature in the area when the power is cast must succeed at a Reflex saving throw (DC = 11 + relevant ability modifier) or fall, losing its next move. A creature that tries to walk within or through the area of grease must first attempt an Athletics skill check (DC = 10). If a creature succeeds, it can move, though each square covered in grease takes an extra 5 feet (1 square) of movement. If a creature fails the check, it can't move. If a creature fails by 5 or more, it also falls, losing its next move.

## HOLD PORTAL

**Range:** 100 feet

**Duration:** 1 minute/character level

## EFFECT

You magically hold shut a door, gate, shutter, or window made of any standard material (metal, plastic, stone, wood, and so on) as if it were securely closed and locked. A knock power can negate a hold portal power. Add 5 to the normal DC for breaking through a door or hacking an electronic lock affected by this power.

## JOLTING SURGE

**Range:** touch

**Duration:** instantaneous

## EFFECT

You touch an enemy or object with an object you're holding that uses electricity. Make a melee attack roll against the target. If you hit, your electrical device surges out of control, dealing 4d6 electricity damage to your target. Alternatively, you can touch an electrical device your target is wearing (or a target that is itself an electrical device, such as a robot) directly, gaining a +2 bonus to your attack roll.

## KEEN SENSES

**Range:** touch

**Duration:** 1 minute/character level

## EFFECT

You or an ally gains a +2 bonus to Perception skill checks.

## LESSER REMOVE CONDITION

**Range:** touch

**Duration:** instantaneous

## EFFECT

You remove either the hampered condition or the staggered condition from yourself or an ally.

## MAGIC MISSILE

**Range:** 100 feet

**Duration:** instantaneous

## EFFECT

You fire two missiles of magical energy that strike enemies unerringly (the creatures must still be valid targets) and deal 1d4+1 force damage each. You can't target specific parts of a creature, and objects aren't damaged by this power.

You can target one or two enemies within 15 feet of one another, but each missile can strike only one creature. You must choose targets before you roll damage.

If you give up your move on the turn you cast this, you can fire three missiles instead of two (at up to three enemies).

## MINOR HOLOGRAPHIC IMAGE

**Range:** 400 feet

**Duration:** 1 round



## EFFECT

You weave nearby photons into an illusory holographic image that can take almost any form you can imagine. These holograms are usually effective against cameras, robots, and living creatures. The image has no sound, smell, texture, or temperature, and it can't extend beyond four 10-foot cubes. You can move the image within the limits of the size of the effect. Each time you cast this, you can take the Use a Special Ability action on subsequent turns to maintain the hologram; this doesn't use more power slots.

## MIND THRUST

**Range:** 25 feet

**Duration:** instantaneous

## EFFECT

You overload an enemy with a glut of psychic information, dealing 2d10 damage to it. The target can attempt a Will saving throw (DC = 11 + relevant ability modifier) to take half damage (rounded down). This power doesn't affect creatures with the unliving defensive ability.

## MYSTIC CURE

**Range:** touch

**Duration:** instantaneous

## EFFECT

With a touch, you heal a living creature, restoring a number of Hit Points equal to 1d8 + relevant ability modifier. If the target regains all of its Hit Points as a result of this healing, you can apply the remaining healing to yourself. On the other hand, if this isn't enough to restore all the target's Hit Points, you can transfer any number of your own Hit Points to the target, healing the target that amount. You can't transfer more Hit Points than you have or more Hit Points than the target is missing.

## OVERHEAT

**Range:** 15 feet

**Duration:** instantaneous

## EFFECT

You collect the heat generated by nearby bodies and devices and vent it outward in a 15-foot cone, dealing 2d8 fire damage to creatures and objects in the area. Each creature in the area can attempt a Reflex saving throw (DC = 11 + relevant ability modifier), taking only half damage (rounded down) if it succeeds.

## REFLECTING ARMOR

**Range:** personal

**Duration:** 10 minutes/character level

## EFFECT

During this power's duration, when you take damage from an enemy's melee or ranged attack, you can end this power. If you do, energy arcs through the air to strike the attacking creature, which takes an amount of damage equal to the damage dealt to you at the time this power was dismissed (maximum 10). The target can attempt a Reflex saving throw (DC = 11 + relevant ability modifier) to take half damage (rounded down). The damage type is the same as that of the initial attack.

## SLOW FALL

**Range:** 25 feet

**Duration:** 1 round/character level

## EFFECT

You target one falling object or creature per level. All targets must be within 20 feet of each other. The affected targets instantly fall slower, taking no damage upon landing. You can cast this when it's not your turn (so you can cast it as soon as a creature falls, before they hit the ground), but if you do, you lose your action on your next turn.

## SUPERCHARGE WEAPON

**Range:** touch

**Duration:** 1 round

### EFFECT

You supercharge a weapon. If the weapon's next attack hits (provided it is made before the end of the next round), the attack deals 4d6 additional damage, though if the weapon deals damage to multiple creatures, it deals 2d6 additional damage instead. This bonus damage is of the same type as the weapon's normal damage.

## JUNKSWORD

**Range:** touch

**Duration:** 10 minutes/character level

### EFFECT

You turn a pile of technological junk into a one-handed melee weapon that you can wield against your foes. You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above, as long as the junk is found in sufficient quantity. You are automatically proficient with this melee weapon, and you add 1-1/2 times your caster level to damage rolls with it (in place of a Weapon Specialization bonus). A junksword functions only for its creator, and once created it cannot leave your hand. Should you wish to sheathe it, the junksword obliges by collapsing into a wreath of junk that surrounds your hand like a glove. You can grant your junksword additional abilities based on the spell's level. You can change one modification to your junksword as a move action, or you can completely reconfigure all of its modifications as a full action. Your junksword deals 1d4 bludgeoning and slashing damage and has the analog weapon special property. In addition, you can

grant your junksword up to two of the following special properties: block, disarm, nonlethal, reach, or trip.

## JUNK ARMOR

**Range:** touch

**Duration:** 24 hours

### EFFECT

You turn a pile of technological junk into a suit of light armor, or use it to upgrade a suit of light armor into heavy armor. You must target inert, nonworking electronic equipment of at least 1 bulk. You can cause the armor to be created on yourself or an adjacent willing or unconscious ally. Light or heavy armor you create requires proficiency to use without penalties as normal. If you use this spell to create light armor, the armor has an AC bonus equal to your caster level +1. Using junk armor to temporarily turn light armor into heavy armor increases the armor's AC bonus by 2.

## JUNK HUD

**Range:** touch

**Duration:** 10 minutes/character level

### EFFECT

You turn a pile of technological junk into a Heads Up Display (HUD) that collates information and gives it to the HUD's wearer. You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above, as long as the junk is found in sufficient quantity. You can cause the HUD to be created on yourself or an adjacent willing or unconscious ally. This grants the wearer additional combat awareness. As a result, the character cannot be flanked. Additionally the DC to successfully trick attack the target is increased by 5. If using the hazardous junk rules, this counts as junk armor for interactions with those rules.



## 2ND LEVEL POWERS

### CAUSTIC CONVERSION

---

**Range:** 100 feet  
**Duration:** 2 rounds

#### EFFECT

You fling magical nanites that convert water vapor around your target into deadly acid. Make a ranged attack roll against one enemy or object. If you hit, the target takes 4d4 acid damage, and it takes 5 additional acid damage at the end of its turn each round for the power's duration.

### DAZE MONSTER

---

**Range:** 100 feet  
**Duration:** 1 round

#### EFFECT

This power works just like the daze power, except it can affect any one creature that is CR 5 or lower, and the DC of the target's Will saving throw is 12 + relevant ability modifier. This power does not affect creatures with the unliving defensive ability.

### FORCE BLAST

---

**Range:** 30 feet  
**Duration:** instantaneous

#### EFFECT

You gather mystical energy and blast it outward in a 30-foot cone. Creatures in the area take 2d6 damage and are pushed back 5 feet. Each creature can attempt a Reflex saving throw (DC = 12 + relevant ability modifier). A creature that succeeds takes half damage (rounded down) and is not pushed back.

### GREATER FEAR

---

**Range:** 100 feet  
**Duration:** 1 minute

#### EFFECT

This power works just like the fear power, except the DC of the target's Will saving throw is 12 + relevant ability modifier. This power does not affect creatures with the unliving defensive ability.

### GREATER MIND THRUST

---

**Range:** 25 feet  
**Duration:** instantaneous

#### EFFECT

You overload an enemy with a glut of psychic information, dealing 4d10 damage to it. The target can attempt a Will saving throw (DC = 12 + relevant ability modifier) to take half damage (rounded down). This power does not affect creatures with the unliving defensive ability.

### GREATER MYSTIC CURE

---

**Range:** touch  
**Duration:** instantaneous

#### EFFECT

This power works just like the mystic cure power, except you restore a number of Hit Points equal to 3d8 + relevant ability modifier.

### HOLD PERSON

---

**Range:** 100 feet  
**Duration:** 1 round/character level

## EFFECT

You freeze a creature in place. It is aware and breathes normally, but it can't move, take any actions, or even talk. It can attempt a Will save (DC = 12 + relevant ability modifier) to negate this power when you cast it, and while affected by the power, at the end of each of its turns it can attempt a new saving throw to end it. This power does not affect creatures with the unliving defensive ability.

## HOLOGRAPHIC IMAGE

**Range:** 400 feet  
**Duration:** 1 round

## EFFECT

This power works just like the minor holographic image power, except the hologram can include minor sounds (but still not understandable speech). The hologram also persists for 2 rounds (12 seconds) after you stop taking the Use a Special Ability action to maintain it.

## INJECT NANOBOTS

**Range:** touch  
**Duration:** instantaneous

## EFFECT

You create tiny nanobots and inject them into a living or robotic enemy. Make a melee attack roll against the target. If you hit, the target takes 4d8 damage and gains the staggered condition for a number of rounds equal to your character level. The target can attempt a Fortitude saving throw (DC = 12 + relevant ability modifier); if it succeeds, it takes only half damage (rounded down) and doesn't gain the staggered condition.

## INFLICT PAIN

**Range:** 25 feet

**Duration:** 1 round/character level

## EFFECT

You telepathically rack an enemy with agonizing pain that imposes a -2 penalty on its ability checks, attack rolls, and skill checks. It can attempt a Will saving throw (DC = 12 + relevant ability modifier). If it succeeds, the duration is only 1 round. This power does not affect creatures with the unliving defensive ability.

## INVISIBILITY

**Range:** touch  
**Duration:** 1 minute/character level

## EFFECT

You make an ally (and the ally's equipment) invisible. An invisible creature can't be attacked or targeted with a power unless the attacker has a way to see invisible things (such as the see invisibility power below). The invisibility power ends early if the invisible creature attacks or casts a harmful power.

## KNOCK

**Range:** 100 feet  
**Duration:** instantaneous

## EFFECT

You choose one physical or electronic lock within range and the power tries to unlock it. Roll a d20 and add 14; if the result is equal to or exceeds the DC of the lock, then the lock opens and remains open.

## LEVITATE

**Range:** 25 feet  
**Duration:** 1 minute/character level



## EFFECT

During this power's duration, you can give up your normal move to move yourself or one willing or unconscious creature up or down (but not horizontally) up to 20 feet per round. A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack roll takes a  $-1$  penalty, the second a  $-2$  penalty, and so on, to a maximum of  $-5$ .

## MICROBOT ASSAULT

**Range:** 25 feet  
**Duration:** 1 round

## EFFECT

You form a cloud of fist-sized flying microbots that fills a 10-foot-square area and can share squares with other creatures. Any enemy in the same square as the microbots takes a  $-2$  penalty to its Armor Class and attack rolls. After you cast this power, and after you take the Use a Special ability action to maintain the cloud, the microbots pursue the nearest enemy, using their 20-foot flying speed. Each time you cast this, you can take the Use a Special Ability action on subsequent turns to maintain the cloud; this doesn't use more power slots.

## MIRROR IMAGE

**Range:** personal  
**Duration:** 1 minute/character level

## EFFECT

You create 1d4 holographic doubles of yourself that inhabit your square, making it more difficult for enemies to hit you. These images move with you, mimicking your movements, sounds, and actions exactly. When an enemy would hit you with an attack (or with a power that uses an attack roll), roll a d20. If the die shows 1–10, you are hit as normal. If the die shows 11–20, one of your holographic doubles is destroyed instead.

## REMOVE CONDITION

**Range:** touch  
**Duration:** instantaneous

## EFFECT

You remove one of the following conditions from yourself or an ally: frightened, hampered, impaired, or staggered.

## SEE INVISIBILITY

**Range:** personal  
**Duration:** 10 minutes/character level

## EFFECT

Invisible objects and creatures (such as those affected by the invisibility power) become visible to you as translucent shapes. This doesn't enable you to see creatures that are simply hiding using Stealth, are behind a wall, or are otherwise hard to see.

## SPIDER CLIMB

**Range:** touch  
**Duration:** 10 minutes/character level

## EFFECT

You or an ally can climb on vertical surfaces or even traverse ceilings as efficiently as a spider does. The affected creature doesn't need to attempt Athletics skill checks to climb to traverse a vertical or horizontal surface (even upside down), and it doesn't gain the flat-footed condition from climbing.

# PLAYING THE GAME

Now that you have a character, it's time to look at the rules for playing the game. Playing the game usually happens in one of two modes: exploration or combat.

## EXPLORATION

Exploring the game world happens at a very different pace than combat. Entire days of in-game time might pass in seconds of real time as you and your group of adventurers travel from one area to the next, but you may spend an hour in real time negotiating with a raider to free a hostage. The Game Master usually sets the pace of the game, but it is also influenced by the decisions of each other player.

## ENCOUNTERS

While playing your character, you'll have many encounters. Encounters are individual scenes in which the Game Master presents challenges, the other players make decisions about how to tackle them, and everyone works together to tell an interesting story. There is no set turn order, though everyone should have a chance to contribute. These will be the most common experiences for players, of which combat is a subset.

An encounter might be an argument with a bartender in a dirty outpost, a chase through a haunted forest, or the rescue of a marooned caravan before their supplies run out. Encounters can be resolved any number of ways, from using your character's skills and investigating clues to using unusual powers or—as is common in a wasteland full of danger—engaging in combat. How you approach each encounter often depends upon the decisions you make for your character, and it's up to the GM to determine the in-game consequences of those decisions.

For example, while you're traveling through a dense jungle on an uncharted planet, the GM describes a

crumbling tower ahead. You might decide to sneak up to the tower and peer inside, in which case the GM will ask you to use one or more of your skills. You might loudly shout out a warning to anyone inside, in which case the GM decides how anyone who might be hiding inside reacts. Or you might just walk up to the tower only to see a cybernetic zombie stagger out, in which case the GM starts combat. All of these outcomes are very different from one another. Which one occurs depends upon your decisions and the abilities and skills of your character and your allies.


## SKILL CHECKS AND ABILITY CHECKS

While you're playing through encounters and coming up with creative solutions to problems, you'll often attempt difficult tasks that aren't guaranteed to succeed. In these situations, the Game Master might ask you to attempt a skill check or an ability check to determine whether you succeed or fail.

When the Game Master asks you to attempt a check, you roll a 20-sided die (also called a d20) and add a specific number. The higher your result, the better you did. Meanwhile, the GM sets a target number, called the Difficulty Class (DC), to represent the difficulty of what you're attempting. If the result of your check is equal to or greater than the DC, you succeed! Otherwise, you fail the check and will have to figure out another way to accomplish your goal.

### SKILL CHECK

To attempt a skill check, roll a d20 and add your total skill bonus for the specific skill. For instance, when attempting a Technology skill check, you add your total skill bonus for the Technology skill. You calculated your total skill bonus during character creation, and it includes your class skill (or trained skill) bonus, a relevant ability modifier (such as INT for Technology), and any other associated bonuses you have from your class, theme, feats, race, or equipment. As with many d20 rolls, various other bonuses or penalties might also modify your result.



The Difficulty Class for each of the common uses of skills is listed in the Skills section.

$$\text{SKILL CHECK} = \text{D20} + \text{TOTAL SKILL BONUS}$$

## ABILITY CHECK

To attempt an ability check, roll a d20 and add one of your ability modifiers. Which ability modifier you add depends on the type of ability check. For a Strength ability check, you add your STR, for a Constitution ability check, you add your CON, and so on. As with most d20 rolls, various other bonuses or penalties might also modify your result. You often attempt ability checks when there isn't a skill that covers what you want to do. The DC for an ability check depends on the task; the Game Master sets the DC based on the relative difficulty of what you're attempting.

$$\text{ABILITY CHECK} = \text{D20} + \text{ABILITY MODIFIER}$$

*Coff the abomination and Alex the android are attempting to breach a secure portion of an abandoned laboratory.*

*Coff figures their size and strength should be enough to beat in the door, and so asks to try and break it down. Their GM sets a DC for the door and allows Coff to roll; breaking down the door is a feat of strength, not really tied to any one skill, so Coff makes a Strength check (d20 + Coff's STR modifier). Coff rolls a 9, plus a STR modifier of +3 gives Coff a total of 12 against the DC set by the GM. As the door was reinforced to withstand mutant creatures of greater size and ferocity than Coff, the GM reveals that the effort was nowhere near strong enough to actually break down the door.*

*Alex, on the other hand, has been tinkering and believes they can open the door by rewiring portions and patching in, hacking it. This would be a specific action which has an associated skill, Technology. The GM sets a DC for the Technology check and asks Alex for a roll; they manage to roll a 12, and they add their Technology skill bonus of*

*+10 for a grand total of 22. The GM nods; the total of 22 beats the target the GM had set for opening the door via the hack attempt and the panel bleeps a moment before shuddering open for the first time in decades...*

## USING ABILITIES

You don't have to be in combat to use your character's abilities. For example, you can use powers at any time—some powers even have long durations because you probably use them long before combat starts. If you want to draw a weapon, heal someone, search for a trap, or use an item, you can do it in exploration mode.

## REGAINING DAILY-USE ABILITIES AND POWER POINTS

Some abilities have a limited number of uses per day. To regain uses of these abilities, 24 hours must have passed since you last regained uses of your abilities, and you must have rested for 8 continuous hours during that period. Characters with Powers use these same rules to regain their power points.

You don't have to sleep for every minute of the rest period, but you must refrain from movement, combat, power use, skill use, conversation, and any other fairly demanding physical or mental task during the rest period. If your rest is interrupted, each interruption adds 1 hour to the total amount of time you have to rest before regaining uses of your abilities.

## MOVEMENT DURING EXPLORATION

Outside of combat, you can move about without having to worry too much about your speed. Sometimes how fast you move is important to the story; in that case, you move at 3 miles per hour (or 2 miles per hour if you're wearing heavy armor).

You can move at these speeds for up to 8 hours each day. Moving more than 8 hours in this way tires you out and deals 1d6 damage to you for every hour after those

first 8 hours. You can choose to “hustle” at double this speed, but only for 1 hour. After 1 hour of hustling, you take 1 damage and gain the impaired condition until you rest for 8 hours. For each hour of hustling after the first, you take 2 damage.

These speeds are for characters walking on a road or well-worn path. Moving through wilderness can reduce your speed by up to half. Your GM will tell you when the terrain reduces your speed—and might also allow for faster travel in places where you have access to vehicles.

## LIGHT AND DARKNESS

Your adventures can take you all over the wasteland, from the sun-drenched desert to the streets of heavily defended, walled, cities. But you are just as likely to find yourself exploring an isolated factory at night, or walking the lightless depths of abandoned mines. In those situations, having some way to help you see in the dark can make all the difference.

## DARKNESS AND DARKVISION

Androids and other creatures with darkvision can see normally for up to 60 feet in darkness, though everything appears in black and white. Creatures without darkvision have trouble seeing anything, which can make combat in dark environments much more difficult for them. However, flashlights are widely available and are even included in some suits of powered armor, granting well-prepared adventurers at least a limited amount of vision even in dark places.

## ENVIRONMENTS

When exploring, there are many kinds of environments you’re likely to encounter, from haunted forests to deadly dungeons and crowded cities. Each environment presents its own unique challenges and encounters. Your Game Master has most of the details about these environments (explained in the Game Master’s Guide), but here are the basics that you should know.

## CITY


Cities are places where people live, ranging from tiny towns of just a few houses to vast, walled settlements, and even strange sci-fi esque cities that may be completely foreign to you. In cities you can buy new gear, sell treasure, and rest from your previous adventures. Cities aren’t without danger. Criminals lurk in the shadows, and sometimes the sewers, abandoned basements, and ventilation shafts are filled with monsters. Evil cultists hide in ancient hidden temples, worshiping vile gods, while cruel criminal overlords plot and scheme. Despite these dangers, the city is a safe place for the most part, but you never know where adventure might be found.

## DUNGEON

A “dungeon” is any series of rooms or chambers, such as a ruined factory, a crashed airplane or even space station, a sewer, a temple, subterranean tunnels, a series of rooms in a skyscraper, or even an actual dungeon. When exploring a dungeon, you may encounter traps. Traps are devices or situations that activate when you come near, dealing damage or causing some other effect. For example, the most common trap is a pit trap. If you walk on a pit trap, it opens and you fall to the pit’s bottom, taking damage. You can use the Perception skill to find traps and Technology skill (for mechanical and technological traps) to disarm them before they go off. While exploring dungeons, you may discover other hazards like locked doors, water-filled chambers, and deadly fungi, as well as combat encounters with creatures that live there.

## WILDERNESS

The wilderness is all the other parts of the many worlds you may visit: deserts, forests, mountains, oceans, and so on. You travel through the wilderness while making your way to the next adventure. Many kinds of monsters live in the wilderness, from destructive, malfunctioning robots to vicious hellwasps. The wilderness also contains natural hazards like quicksand, freezing cold, and the scorching sun. It’s



safer to follow a road when traveling through the wilderness, but some places have no roads, and heroes don't always play it safe.

## COMBAT

Combat is a common part of the game, and it works quite a bit differently than exploration. Instead of everyone acting whenever they want, combatants take turns, and there are specific rules for what you can and can't do on your turn. This section of the book describes combat, including how to move and take actions during combat.

### BEGINNING COMBAT

Combat begins whenever one or more creatures decide to attack other creatures using weapons, spells, or other abilities. Time in combat is measured in rounds, each of which represents 6 seconds of in-game time. This means, for example, that an effect that lasts for 1 minute lasts for 10 rounds in combat. Every round, each creature gets one turn; this includes each of the player characters and each of the creatures the GM controls.

The turn order is set at the beginning of each combat using initiative checks: each combatant rolls a d20 and adds their total initiative bonus. You calculated your total initiative bonus during character creation. Unlike most checks, there is no Difficulty Class for an initiative check. Instead, the combatant with the highest initiative check result takes their turn first, followed by the combatant with next highest result, and so on. If there are any ties, the tied combatants roll again. Once everyone has had a turn, a new round starts with the same turn order. This repeats until the GM declares that combat is over—usually when all combatants on one side have died, run away, or surrendered.

**INITIATIVE CHECK = D20 + TOTAL**

## INITIATIVE BONUS

### TAKING YOUR TURN

On your turn, you take exactly one action. The actions are described in detail ahead. You can also move before or after taking that action, though you don't have to. Movement is described in detail on the next page.

### MOVEMENT DURING COMBAT

On your turn, before or after you take your action (but not both), you can move up to your speed (including 0 feet) as a free move. Your speed is likely 30 feet (6 squares), though wearing heavy armor reduces your speed by 5 feet (1 square).

Moving into an adjacent space usually costs 5 feet (1 square) of movement, though diagonal movement and difficult terrain (see below) can increase this movement cost.

If you have a companion, after you act and only if you didn't grant your companion any actions, it can take one move action (this does not require you to take an action).

### MANIPULATE AN ITEM

After your move, you can manipulate an item in your square or an adjacent square (including diagonally). This includes opening or closing an unlocked door, giving an item to an ally, dropping an item to the ground, picking up an item, or moving a heavy object. You can do this even if you move 0 feet, but not if you give up or lose your move.

### MOVING THROUGH OCCUPIED SQUARES

You can move through a square that's occupied by an ally. You can't move through a square that's occupied by an enemy. You can't end your move in a square occupied by another creature. If you would have to end your move in a square where you're not allowed to stop, you stop in the last empty square you occupied.

## DIAGONAL MOVEMENT

As with measuring distance for other purposes, every second diagonal movement (the second, the fourth, the sixth, and so on) costs an extra 5 feet (1 square) of movement.

You can't move diagonally past a hard corner (such as the corner of a building or a vehicle), but you can move diagonally past a creature (even an enemy) or past less rigid objects, such as plants.

## DIFFICULT TERRAIN

Difficult terrain (such as heavy undergrowth, piles of junk, steep stairs, or torn-up flooring) is harder to move through. Each move into a square of difficult terrain costs 5 extra feet (1 extra square) of movement. Each diagonal move into a square of difficult terrain costs a total of 15 feet (3 squares) of movement. Note that moving out of difficult terrain into normal terrain does not cost any extra movement.

## FLYING

Some creatures can fly, allowing them to use their move in any unblocked direction. A flying creature can gain or lose altitude, or even move freely in zero gravity. When you are flying, increasing or decreasing your altitude takes an amount of movement equal to the change in altitude. For example, if you want to fly up 10 feet and then forward 20 feet, that takes 30 total feet of movement. If you would have been flying at the beginning of your turn, but you gave up or lost your move for the turn (such as by being knocked down), you fall — and likely get hurt!

Flying creatures can ignore the extra movement cost of most difficult terrain, though the GM might decide that a dense tree canopy or web of chains counts as difficult terrain for flying creatures.

*Alex has a base speed of 30 feet (6 squares) of movement. They begin their move by stepping into an adjacent square, which has a cost of 5 feet (1 square). They follow this up by moving diagonally into a first adjacent square, costing an additional 5 feet (1 square) and then into a second diagonally adjacent square, this one costing 10*

*feet (2 squares). With this, Alex has used a total of 20 feet (4 squares): 5 feet (1 square) for their first step, 5 feet (1 square) for their second, and 10 feet (2 squares) for their third. From here, Alex can move ahead into a square of difficult terrain with their remaining 10 feet (5 feet/1 square for the normal movement, plus an additional 5 feet/1 square for the difficult terrain). Alex could not afford to move diagonally into a square of difficult terrain this turn, as doing so would cost a total of 15 feet (5 feet/1 square for the normal move, 5 feet/1 square for the diagonal movement, and 5 feet/1 square for the difficult terrain).*

## ACTIONS

This section presents the different actions you can take on your turn, starting with four attack actions. Some abilities, items, and spells let you use modified versions of these actions.

## ATTACKS


One of the most common types of actions in combat is an attack, whether you're making a Ranged Attack with a laser pistol or a Melee Attack with a tactical baton. There are also two kinds of special attacks, Hinder Foe and Support Fire, that you can use to gain a tactical advantage over your enemies.

### Attack Rolls

No matter what kind of attack you attempt, you choose a target and make an attack roll. Roll a d20 and add your total attack bonus. You calculated your total attack bonus during character creation, and it includes your class bonus and a relevant ability modifier. As with most d20 rolls, various other bonuses or penalties might also modify your result.

#### ➔ Full Attack

If you give up your move before taking the Melee or Ranged attack action, you can make two attacks, each with a -4 penalty to the attack rolls. These attacks can be made with the same weapon or different weapons, though certain weapons have a firing speed so slow that you can't shoot them more than once in a round, even with a full attack. These weapons have the



unwieldy special property.

### *Armor Class (ac)*

Each combatant has an Armor Class (AC): a number that represents how hard it is for someone to land a solid, damaging blow on the combatant. When you make an attack roll, if your result is equal to or greater than your target's AC, you hit!

Your Armor Class, which you calculated during character creation, is primarily determined by your armor bonus (from a suit of armor you wear) and your DEX. It rarely changes and does not require a roll.

$$\text{ARMOR CLASS} = 10 + \text{ARMOR BONUS} + \text{DEX}$$

### *Damage*

If you hit with a melee or ranged attack, you deal damage. Damage reduces your target's current Hit Points (see Injury, Death, and Healing on ). In most cases, the weapon you use determines the dice you roll to see how much damage your attack deals. Some weapons and abilities may add further effects in addition to dealing damage (see Weapon Special Properties on ).

#### — Minimum Damage

A hit always deals 1 damage, even if penalties would reduce the damage to less than 1.

#### — Damage Types

Damage is often expressed as a damage type, such as "fire damage." There is one physical damage type (kinetic) and five energy damage types (acid, cold, electricity, fire, and sonic). The type of damage dealt matters only in the case of special abilities or vulnerabilities. For example, a monster might be immune to fire damage but vulnerable to cold damage.

### *Critical Hit*

When you use the Melee Attack or Ranged Attack action and get a natural 20 (the d20 comes up 20), you hit regardless of your target's Armor Class. This also applies when you use a spell that uses an attack roll and deals damage.

You roll your damage twice, adding any bonuses

and additional damage from special abilities both times. Add both results together to determine the total amount of damage your attack deals. Some weapons inflict a special effect on the target of a critical hit, in addition to dealing double damage .

### *Automatic Miss*

When you use the Melee Attack or Ranged Attack action and get a natural 1 (the d20 comes up 1), you automatically miss, even if your total attack bonus would be high enough to hit otherwise. This also applies when you use a spell that uses an attack roll.

### *Melee Attack*

You use a melee weapon to strike at an enemy.

Choose an enemy in an adjacent square (including diagonally).

Make a melee attack roll: roll a d20 and add your total melee attack bonus. You calculated this during character creation, and it's based on your attack bonus and STR. As with most d20 rolls, various other bonuses or penalties might also modify your result.

$$\text{MELEE ATTACK ROLL} = \text{D20} + \text{TOTAL MELEE ATTACK BONUS}$$

If your result is equal to or greater than the enemy's Armor Class, you hit! The weapon you use tells you what dice to roll for damage, and you add your STR to that.

$$\text{MELEE DAMAGE} = \text{WEAPON DAMAGE} + \text{STR}$$

*The former raider Bloodhawk is engaged in a brawl with Stabfoot, a former raider clan mate who is out for, well, blood. Hatchets and machetes drawn, they lay into one another. Bloodhawk is standing next to the soon-to-be dead meat Stabfoot and swings; he rolls a 15 for his attack, with a +3 melee attack bonus giving Bloodhawk a total of 18. The poorly equipped Stabfoot has an Armor Class of 12 total, meaning Bloodhawk more than surpassed the chump's meager defenses.*

*Bloodhawk's machete deals a total of 1d6 damage; he rolls a 6 on the damage die, and adds his STR modifier of*

+2 for a total of 8 damage to the defenseless raider.

### Ranged Attack

You use a ranged weapon, such as a small arm or long arm, to attack an enemy from a distance.

Choose an enemy that's within your weapon's range and in your line of effect .

Make a ranged attack roll: roll a d20 and add your total ranged attack bonus. You calculated this during character creation, and it's based on your attack bonus and DEX. As with most d20 rolls, various other bonuses or penalties might also modify your result.

## RANGED ATTACK ROLL = D20 + TOTAL RANGED ATTACK BONUS

If your result is equal to or greater than the enemy's Armor Class, you hit! The weapon you use tells you what dice to roll for damage. Note that when making a ranged attack, you don't add your STR to the damage dealt.

## RANGED DAMAGE = WEAPON DAMAGE

*Alex has hung back from the brawl and taken cover, giving them the chance to pick a target from a distance. Wielding a pistol, Alex takes aim and fires, rolling a 13 and adding their ranged attack bonus of +4 for a total of 17. This pretty handily strikes an incoming raider.*

*Alex rolls for damage; their pistol deals a total 1d6 damage and Alex rolls a 4. They deal a total of 4 damage to the incoming raider, and ready for the next round of combat...*

### Hinder Foe

You try to keep an enemy from moving on its next turn.

Choose an enemy in an adjacent square (including diagonally). Make a melee attack roll. If your result is equal to or greater than the target's Armor Class + 6, you hit!

If you hit, you deal no damage, but that enemy loses its move on its next turn.

### Support Fire

You attempt to provide support fire for your allies,

making it easier for them to hit an enemy or to avoid its attacks.

Choose an enemy you can see, and make a ranged attack roll (see above). If your result is equal to or greater than 15 (no matter what the enemy's Armor Class is), you hit!

If you hit, you deal no damage, but you choose one of the following: that enemy takes a -2 penalty to its Armor Class until its next turn, or that enemy takes a -2 penalty to its attack rolls until your next turn.

A creature can be affected by only one Support Fire action at a time. You can't use grenades for this action.

## USE AN ITEM

You use a technological item, a piece of adventuring gear, or an occult item.

Each item tells you what effects it has. For example, you might use a chemalyzer to identify an unknown substance, or you might use a fire extinguisher to put out a fire .

Some items, such as a force field armor upgrade, don't need to be activated. Other items, such as a tool kit, you use automatically as part of the Use a Skill action. Some items, such as the jump jets armor upgrade, don't require their own action; these items instead give you additional choices when you move.

Note that manipulating items in the environment, such as opening a door or picking up an item, doesn't require this action. Instead, you can manipulate an item after you move, even if you choose to move 0 feet, but not if you give up or lose your move.


## USE A POWER

You utilize or activate a power to help allies, harm enemies, or produce a wide variety of other effects.

## USE A SKILL

You use one of your skills to gain an advantage or perform a task.

You can use a number of skills during combat For example, you might use Interaction to demoralize a foe, or you might use Stealth to sneak past a guard .



Some uses of skills, such as Perception, don't always require you to take this action. Each use of a skill tells you whether it requires taking this action.

## USE A SPECIAL ABILITY

You use a special ability to change the course of battle.

Your class or your feats might grant you special abilities. The Barricade feat is just one example of special abilities that you can use in combat.

Many special abilities, such as the ranger's edge, are ongoing and don't require you to take this action to gain their benefits.

## EXTRA MOVE

You use your action to move a second time, following the normal movement rules. You can't take this action if you have lost or given up your normal move for your turn.

## DEFEND

You take up a defensive position. You get a +4 bonus to your Armor Class until the start of your next turn.

## DIRECT COMPANION

If you have a companion, you can direct this companion if you have the Wasteland Creature Companion Adept or one of its related feats. Each Companion feat will offer what actions may be granted by you and how.

## INJURY, DEATH, AND HEALING

Nobody who sees a lot of combat escapes unscathed forever. Even a sharpshooter takes a grenade to the face from time to time. This section explains how to track your character's vitality.

## HIT POINTS

Your Hit Points (HP) measure how hard you are to kill. You calculated your total Hit Points during character creation based on your class. Whenever you take damage, it reduces your number of Hit Points, to a minimum of 0. See Death below for what happens when your current Hit Points reach 0.

## RESOLVE POINTS

Your Resolve Points (RP) represent your perseverance, and you can use them to keep yourself from walking through death's door. You calculated your Resolve Points during character creation based on your key ability score.

There are two primary ways you can use your Resolve Points. One is to recover Hit Points equal to half your total Hit Points (rounded down) during a 10-minute rest (see Healing below). The second is to rouse yourself from unconsciousness and keep fighting (see Death below). It takes a full night's rest (8 hours of sleep or more) to recover all your Resolve Points.

Finally, if you run out of Resolve Points and also run out of Hit Points, you might die! See Death below for more information.

## DEATH

When you take damage that equals or exceeds your current Hit Points, your current Hit Points go to 0 and you gain the unconscious condition. If your Hit Points were already at 0, you must instead spend a Resolve Point or you die.

If you have 0 Hit Points, you have the unconscious condition. While unconscious, you can't move or take actions, but on your turn you can spend 1 Resolve Point to regain 1 Hit Point, wake up, and lose the unconscious condition. This takes your full turn. You can then act normally after that turn.

When a companion is reduced to 0 Hit Points, it is knocked unconscious and begins dying. Three rounds after it was knocked out, it dies unless it is stabilized or regains at least 1 Hit Point.

If you regain Hit Points from any source while

unconscious, you wake up and lose the unconscious condition.

When you are dead, your soul leaves your body and you are unable to act in any way. You can't benefit from normal or magical healing, but you can be returned to life via magic or technology capable of such a feat. The restoration gauntlet is one such example, but the GM might allow for other methods of resurrection, such as an experimental medical procedure or a powerful spellcaster. Of course, such things often come with a dear price...

*While Alex was distracted, the blink cat managed to get the drop on Bloodhawk. He starts his turn unconscious, with 0 Hit Points and just 1 Resolve Point left. He expends this last Resolve Point to pull himself together and get back up to fight anew with 1 Hit Point. He still doesn't make out the blink cat, however, who rakes him with its claws quite viciously for another 6 points of damage. This drops Bloodhawk back down to 0 Hit Points. On his following turn, Bloodhawk is all out of Hit Points as well as Resolve Points and, thusly, expires in the dank, musty laboratory. Stabfoot might have met his end, but he'd take solace that Bloodhawk wasn't leaving either.*

## HEALING

After you take damage, you can regain lost Hit Points in a number of different ways. Your current Hit Points can never be restored to higher than your total Hit Points.

**Healing With Resolve Points:** You can spend 1 Resolve Point and take 10 uninterrupted minutes of rest to regain Hit Points equal to half your total Hit Points (rounded down).

When you spend a Resolve Point to recover during a 10-minute rest, any companion you control regains Hit Points up to half its total.

**Healing With The Medicine Skill:** You can use the treat deadly wounds task of the Medicine skill outside of combat to restore Hit Points to any character, including yourself.

**Healing With Powers And Technology:** Various abilities, items, and powers can restore Hit Points, including the occult healing power and healing serums.

**Healing Naturally:** With a full night's rest (8 hours of sleep or more), you regain Hit Points equal to half your total Hit Points (rounded down). Any significant interruption during your rest prevents you from healing that night.

## MONSTER AND NPC DEATH

Monsters (and other nonplayer characters) don't have Resolve Points, so they usually die immediately when they reach 0 Hit Points.

However, if you want to keep a defeated creature alive, the GM can decide to delay its death by 3 rounds, giving you a chance to bring it back from the brink with healing (see above).

## SAVING THROWS

Sometimes when you're subject to an unusual effect, like a trap, spell, or special ability, you can attempt a saving throw (also called a save) to reduce the effect—or even completely avoid it. There are three kinds of saving throws: Fortitude, Reflex, and Will.

When an effect requires you to attempt a saving throw, you roll a d20 and add your total saving throw bonus. You calculated your total saving throw bonus during character creation (7), and it includes your class save bonus, a relevant ability modifier (such as CON for Fortitude saves), and any other associated bonuses your character has from abilities, feats, or equipment. As with most d20 rolls, various other bonuses or penalties might also modify your result.

If your result is equal to or greater than the saving throw's Difficulty Class (see below), your saving throw is successful. A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

**Fortitude (fort) Saving Throw:** Stand up to physical punishment or attacks against your vitality.

$$\text{FORTITUDE SAVING THROW} = \text{D20} + \text{TOTAL FORTITUDE SAVING THROW}$$

## BONUS

**Reflex (ref) Saving Throw:** Dodge out of the way of area attacks and avoid nasty traps.

### REFLEX SAVING THROW = D20 + TOTAL REFLEX SAVING THROW BONUS

**Will (will) Saving Throw:** Resist mental influence and many other magical effects.

### WILL SAVING THROW = D20 + TOTAL WILL SAVING THROW BONUS

#### Difficulty Class

A saving throw against an effect has a Difficulty Class (DC) determined by the effect. For spells and most class features, the DC is based on a given number plus your key ability modifier. For example, the envoy's not in the face class feature has a DC of 11 + the envoy's CHA, while the charm person spell has a save DC of 11 + WIS. The description of an effect from an item that requires a saving throw normally lists a saving throw DC.

*The battle in the laboratory has mixed some old chemicals, rendering an unstable cocktail ready to explode. As an explosion is imminent, Alex and Coff have the briefest chance to evade the worst of the damage and hopefully see some raiders taken out at the same time; everyone is afforded a Reflex saving throw to take only half damage (rounded down).*

*Everyone rolls, with Alex landing a 15, Coff a 9, and the raiders in the room landing a 4 and a 5 respectively. The explosion has a Reflex DC of 12; Alex evades the worst of the explosion easily, adding their +3 to their roll of 15 for a grand total of 18 and only half the damage. Coff is surprising dexterous for such a large creature and adds +3 to their roll of 9, managing to eek out a 12 and singing their formidable hide for half damage. The raiders, while spry and unencumbered with a +4 bonus to their Reflex saving throws, only manage a total of 8 and 9, taking the full force and full damage of the chemically blast.*

*Foregoing A Saving Throw*

You can voluntarily forgo a saving throw and willingly accept the result of an effect or spell.

## CONDITIONS

Conditions are circumstances or states that can affect you for an extended period of time. Many are inflicted by spells or a monster's special attacks. If more than one condition affects you, apply them all. If you already have a condition and would gain it again, add the duration of the new condition to the old one.

### ASLEEP

You are sleeping and have the helpless condition (see Helpless). While asleep, you take a -10 penalty to Perception skill checks to notice anything. If you take damage, or if you succeed at a Perception skill check to notice something despite the penalty, you automatically awaken. An adjacent ally (including diagonally) can wake you on their turn without using an action; after this, you are awake and can act normally beginning on your next turn.

### BLOODY

A character is considered "bloody" when their hit points are at half, or less, of their maximum. While a character is bloody, various abilities and powers are more or less effective as noted in their descriptions.

### FLAT-FOOTED

You take a -2 penalty to your Armor Class.

### FRIGHTENED

You can't take any actions, and you must use your move to flee from the source of your fear as best you can—even using any special abilities that help you do so. You also have the hampered condition (see Hampered).

## HAMPERED

One or more of your senses are hampered. You take a -2 penalty to attack rolls, saving throws, skill checks, and ability checks.

## HELPLESS

You are asleep, unconscious, tied up, or otherwise completely at an opponent's mercy. You can't move or take actions, and you take a -8 penalty to your Armor Class.

## IMPAIRED

One or more of your senses are impaired to a greater degree. You take a -4 penalty to attack rolls, saving throws, skill checks, and ability checks to related abilities such as sight-based, sound-based, etc.

## NAUSEATED

You are experiencing stomach distress. You can't attack, use Powers, concentrate on Powers, or do anything else requiring attention. The only action you can take is a single move action per turn.

## STAGGERED

You can either move or take an action on your turn, but you can't do both.

## UNCONSCIOUS

You are knocked out and have the helpless condition (see Helpless). You can't move, take actions, or think, but you can spend 1 Resolve Point to regain 1 Hit Point and regain consciousness (see Healing with Resolve Points). If you regain Hit Points from any source while unconscious, you wake up and lose the unconscious condition.

OPEN GAME LICENSE VERSION 1.0A  
Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.  
System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip

Williams, based on material by E. Gary Gygax and Dave Arneson.

Animal Lord, Cat Lord from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Atomic from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Axe Beak from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Dragon, Faerie from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Brian Jaeger and Gary Gygax.

Hippocampus from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors: Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Kelpie from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lawrence Schick.

Korred from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Leprechaun from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Mite from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Nerid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Slime Mold from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene.

Pathfinder Roleplaying Game Ultimate Wilderness © 2017, Paizo Inc.; Authors: Alexander Augunas, John Bennett, Robert Brookes, John Compton, Dan Dillon, Steven T. Helt, Thurston Hillman, Eric Hindley, Mikko Kallio, Jason Keeley, Isabelle Lee, Jason Nelson, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, David Schwartz, Mark Seifter, Jeffery Swank, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Core Rulebook © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

STARFINDER Core Rulebook © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

STARFINDER Beginner Box © 2019, Paizo Inc.; Authors: Amanda Hamon Kunz, Robert G. McCreary, Joe Pasini, and Owen K.C. Stephens, with Jason Keeley and Chris S. Sims.

STARFINDER Armory © 2018, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, John Compton, Eleanor Ferron, Thurston Hillman, Mikko Kallio, Lyz Liddell, Ron Lundeen, Matt Morris, David N. Ross, and Russ Taylor.

STARFINDER Alien Archive © 2017, Paizo Inc.; Authors: John Compton, Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Jason Keeley, Jon Keith, Steve Kenson, Isabelle Lee, Lyz Liddell, Robert G. McCreary, Mark Moreland, Joe Pasini, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, and Josh Vogt.

STARFINDER Alien Archive 3 © 2019, Paizo Inc.; Authors: Saif Ansari, Kate Baker, John Compton, Adam Daigle, Katina Davis, Eleanor Ferron, Crystal Frasier, Leo Glass, Sasha Lindley Hall, Amanda Hamon, Thurston Hillman, James Jacobs, Jenny Jarzabski, Virginia Jordan, Jason Keeley, Natalie Kertzner, Luis Loza, Lyz Liddell, Ron Lundeen, Crystal Malarsky, Robert G. McCreary, Hilary Moon Murphy, Adrian Ng, Joe Pasini, Lacy Pellazar, Samantha Phelan, Jessica Redekop, Simone D. Salé, Michael Sayre, Owen K.C. Stephens, James L. Sutter, Jason Tondro, Diego Valdez, and Linda Zayas-Palmer.

STARFINDER Character Operations Manual © 2019, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Simone Dietzler, Jennifer Dworschack-Kinter, Leo Glass, Sasha Lindley Hall, Amanda Hamon, Vanessa Hoskins, Jenny Jarzabski, Jason Keeley, Lyz Liddell, Luis Loza, Ron Lundeen, Crystal Malarsky, Robert G. McCreary, Connor J. Owens, Joe Pasini, Owen K.C. Stephens, Jason Tondro, and Landon Winkler.

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

STARFINDER Galaxy Exploration Manual © 2021, Paizo Inc.; Authors: Kate Baker, Jessica Catalan, John Compton, John Curtin, Alexi Greer, Sasha Laranza Harving, Joan Hong, Jason Keeley, Chris Lambert, Robert G. McCreary, Andrew Mullen, Adrian Ng, Emily Parks, Joe Pasini, Samantha Phelan, Stephen Radney-MacFarland, Mikhail Rekun, Jessica Redekop, James Rodehaver, Simone D. Salé, Shahreena Shahrani, Chris S. Sims, Abigail Slater, Kendra Leigh Speedling, and Jason Tondro.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.

Starfarer's Codex: Gunslinger Legacy © 2017, Rogue Genius Games; Author: Owen K.C. Stephens  
owenkcstephens.com © 2011-2021, Owen K.C. Stephens; Author Owen K.C. Stephens

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.

Starfarer's Codex: Gunslinger Legacy © 2017, Rogue Genius Games; Author: Owen K.C. Stephens  
owenkcstephens.com © 2011-2021, Owen K.C. Stephens; Author Owen K.C. Stephens

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.

Starfarer's Codex: Gunslinger Legacy © 2017, Rogue Genius Games; Author: Owen K.C. Stephens  
owenkcstephens.com © 2011-2021, Owen K.C. Stephens; Author Owen K.C. Stephens

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.

Starfarer's Codex: Gunslinger Legacy © 2017, Rogue Genius Games; Author: Owen K.C. Stephens  
owenkcstephens.com © 2011-2021, Owen K.C. Stephens; Author Owen K.C. Stephens

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.

Starfarer's Codex: Gunslinger Legacy © 2017, Rogue Genius Games; Author: Owen K.C. Stephens  
owenkcstephens.com © 2011-2021, Owen K.C. Stephens; Author Owen K.C. Stephens

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.

Starfarer's Codex: Gunslinger Legacy © 2017, Rogue Genius Games; Author: Owen K.C. Stephens  
owenkcstephens.com © 2011-2021, Owen K.C. Stephens; Author Owen K.C. Stephens

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.

Starfarer's Codex: Gunslinger Legacy © 2017, Rogue Genius Games; Author: Owen K.C. Stephens  
owenkcstephens.com © 2011-2021, Owen K.C. Stephens; Author Owen K.C. Stephens

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.

Starfarer's Codex: Gunslinger Legacy © 2017, Rogue Genius Games; Author: Owen K.C. Stephens  
owenkcstephens.com © 2011-2021, Owen K.C. Stephens; Author Owen K.C. Stephens

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.

Starfarer's Codex: Gunslinger Legacy © 2017, Rogue Genius Games; Author: Owen K.C. Stephens  
owenkcstephens.com © 2011-2021, Owen K.C. Stephens; Author Owen K.C. Stephens

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.

Starfarer's Codex: Gunslinger Legacy © 2017, Rogue Genius Games; Author: Owen K.C. Stephens  
owenkcstephens.com © 2011-2021, Owen K.C. Stephens; Author Owen K.C. Stephens

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.

Starfarer's Codex: Gunslinger Legacy © 2017, Rogue Genius Games; Author: Owen K.C. Stephens  
owenkcstephens.com © 2011-2021, Owen K.C. Stephens; Author Owen K.C. Stephens

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.

Starfarer's Codex: Gunslinger Legacy © 2017, Rogue Genius Games; Author: Owen K.C. Stephens  
owenkcstephens.com © 2011-2021, Owen K.C. Stephens; Author Owen K.C. Stephens

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.

Starfarer's Codex: Gunslinger Legacy © 2017, Rogue Genius Games; Author: Owen K.C. Stephens  
owenkcstephens.com © 2011-2021, Owen K.C. Stephens; Author Owen K.C. Stephens

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.

Starfarer's Codex: Gunslinger Legacy © 2017, Rogue Genius Games; Author: Owen K.C. Stephens  
owenkcstephens.com © 2011-2021, Owen K.C. Stephens; Author Owen K.C. Stephens

STARFINDER Starship Operations Manual © 2020, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Alexandria Bustion, Jessica Catalan, JN Childs, John Compton, Kyle Thomas Elzy, John Godek III, Alexi Greer, M. W. Hawkins, Vanessa Hoskins, Robert G. McCreary, Hilary Moon Murphy, Joe Pasini, Samantha Phelan, Lu Pellazar, Shahreena Shahrani, Abigail Slater, Kendra Leigh Speedling, Jason Tondro, and Diego Valdez.

Starfinder Adventure Path #40: Planetfall © 2021, Paizo Inc.; Authors: Ron Lundeen, with Jason Keeley, Jess Nevinis, Jim Seals, and Isabelle Thorne.