



It is the year 2282. Life as it was once defined through emerging technology, progressing society, and thriving culture, has come to an end. As with most great travesties to befall mankind, the cause was one of their own design. In the latter half of the 21st century, the world came to the realization that it could no longer sustain its march towards the future, and so began the Resource Wars, conflicts for what little left the Earth still had to offer. Cold War became Hot, and Hot became Nuclear when, in the year 2277, the Great War was waged and nuclear fire consumed the Earth. The Old World had come to an end, and so rose the New, defined by roving gangs of raiders, genocidal mutants, and sorry attempts to recreate the Old World. Civilization stagnated and ceased, but as has been mankind's inclination ever since the agricultural revolution, it began again, and so inspired by the ways of the Old World, the New World now seeks the exact same things: resources, wealth, and power. In what was once the Southwestern United States, a union of 86 tribes known as Caesar's Legion, grows, founded upon the perpetual conquest and enslavement of its neighbors, but its foundation is one of dry kindling, and now more than ever, a single spark seems to be all it will take for a violent end to begin. In the state of Arizona, you find yourself a slave of the Legion, pulled away from your lives and about to be thrust into a new one as the world around you tears itself apart, on the brink of Civil War.

And War... War Never Changes.

# Races

## Human

“Humanity is so resilient, to cling to life despite all of this. It is the duty of us all to further that survival”

The dominant species on Earth for thousands of years, mankind never thought they would find themselves clinging onto the same desperate survival the likes of which the animals of the wild fought over for all of existence. Now, following nuclear

annihilation, humanity is on its last legs, but is as persistent as ever even in a world so intent on its destruction. Whether humanity, or, as called by the mutants of the wastes, “normies,” will band together to safeguard their own survival or continue to make the same mistakes of their past remains to be seen.



### **A Broad Spectrum:**

With their penchant for migration and conquest, humans are more physically diverse than other common races. There is no typical human. An individual can stand from 5 feet to a little over 6 feet tall and weigh from 125 to 250 pounds. Human skin shades range from nearly black to very pale, and hair colors from black to blond (curly, kinky, or straight); males might sport facial hair that is sparse or thick. Humans reach adulthood in their late teens and rarely live even a single century. While there is much variety between humans, however, two distinct differences can be drawn in this post-apocalyptic world between pure humans, sheltered from the nuclear hellscape of the outside world, and contaminated humans, who have themselves been exposed.

### **Variety in All Things:**

Humans are the most adaptable and ambitious people among the common races. They have widely varying tastes, morals, and customs in the many different lands where they have settled. When they settle, though, they stay: they build cities to last for the ages, and great nations that can persist for long centuries. An individual human might have a relatively short life span, but a human nation or culture preserves traditions with origins far beyond the reach of any single human’s memory. They live fully in the present—making them well suited to the adventuring life—but also plan for the future, striving to leave a lasting legacy. Individually and as a group, humans are adaptable opportunists, and they stay alert to changing political and social dynamics.

## Human Traits

Pure Human	Impure Human
<p>You and your ancestors were lucky enough to survive atomic annihilation and its aftermath. Whether it is because your great ancestors were fortunate enough to qualify for safe haven in an underground Fallout Shelter, were part of secretive organizations such as the Brotherhood of Steel or The Enclave, or had some other means of remaining safe from the outside world, you have not been severely touched by the Glow. This fact is not noticeable to most, but can make a world of a difference to others. Be careful who you divulge this information to.</p>	<p>Unlike your more pure brethren, whether it is because your ancestors were caught in the radiation of the Great War, but not enough to become ash or ghouls, or simply because your ancestors fled to the surface from below ground at some point in the last few decades, the Glow is in your blood. There is no hiding that. This fact is not noticeable to most, but can make a world of a difference to others. Be careful who you divulge this information to.</p>
<p><b>Special Traits</b> +1 to any ability score of your choice.  Add skill proficiency of your choice</p>	<p><b>Special Traits</b> +10% resistance to radiation and radiation type weapons  Advantage on Radiation Endurance Checks</p>

### Universal Traits:

<b>Ability Score Increase:</b> 3 of your ability scores increase by 1	<b>Ability Score Increase:</b> One ability score of your choice increase by 1. <b>Skills:</b> You gain proficiency in 1 skill of your choice. <b>Feat:</b> You gain one feat of your choice
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**Age:** Humans reach adulthood in their late teens and live less than a century.

**Alignment:** Humans tend toward no particular alignment. The best and the worst are found among them.

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

**Speed:** Your base walking speed is 30 feet.

**Languages:** You can speak, read, and write English and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues.

# Ghouls



nuclear fallout.

"With silver-bells and cockleshells and... Boy, you are dumb, aren't you? Severe radiation. That's how. How do you think? You know, many bombs go boom, flash of light and heat, flesh burns off, but you don't-quite-die-type severe radiation?"

Not all were so fortunate to make it underground when the Great War began, and not all after had the good fortune of a healthy supply of Rad-X or Rad-Away and so would become what are now known as "Ghouls." Ghouls are mutated humans affected by the phenomenon of ghoulification. Despite their zombie-like appearance, the flesh of ghouls is not actually rotten. Intense and prolonged radiation has ravaged their skin, much of their flesh, and in some cases many of their ligaments. Despite their infertility and in some cases mental deterioration, they have greatly extended overall lifespans and are immune to (and sometimes even healed by) background radiation and/or

## **A History of Plight:**

For better or worse, ghouls do not die. Well, at least not from age. They're not quite zombies in the sense that they're already dead, but more so that they're already past the point where they SHOULD be dead. Aging not having an effect on their body that radiation has not already wrecked through their system ghouls do not physically age past what they were when becoming one and are, essentially, immortal, and those you find will likely have no shortage of stories to tell. They may be as simple as how they became ghoulified only a few years ago while salvaging a Pre-War vault, could entail how they once met the mystical Vault Dweller over a century ago, or how they even fought the Chinese in the Battle of Anchorage before the Great War began and the bombs fell. One way or another, you won't find a ghoul without his or her own story.

## **Communal Identity**

Nothing brings a group of people together as much as shared misery does. And for ghouls, there is plenty to go around. Whether it's enduring the racism faced from Humans or Super Mutants,

coping over their centuries' worth of suffering, or fending off against becoming feral, ghouls tend to stick together. This does not entirely exclude them from infighting however.

Factionalism can indeed emerge, but is not nearly as common as it is for humans. Some factionalism may not even be intentional, but can emerge from natural circumstances, the most worrying of which is becoming feral, a danger for all ghouls.

### **Ticking Time Bomb:**

Ghouls may indeed be immune to radiation, but this only means they cannot become ghoulified (as they already **are** ghouls and cannot die from it). A far more dangerous inevitability faces them however—becoming feral. What is “becoming feral?” It is when the radiation in the body begins to seep to the mind as well, decaying it, creating nothing more than a raging beast that will attack anything and everything in its way. The process of becoming feral begins once ghoulification has happened, and it is a constant threat. To become feral may take centuries, and there are intelligent ghouls still from the Great War, and so it is unknown just how long it takes, but it is known that it can be accelerated with further exposure to radiation to create something unrecognizable. There are, of course, reported instances of feral ghouls refraining from attacking fellow ghouls or even having a sense of memory to a degree, but lacking any form of coherent communication, there is no way of knowing for sure, and it is ill-advised to test this. A ghoul gone feral is gone, but at the very least, it means their pained existence is nearing an end.

### **Ghoul Traits:**

Recently Ghoulified	Centennial Ghoul	Bicentennial Ghoul
Your ghoulification was recent, enough so too that you can explicitly remember the details of it. You haven't quite passed the landmark of the point that you should have already died of natural processes if you are a human, but you know this fate awaits you. For now though, the realization of immortality has not yet set in, and while you may be slightly more experienced than the average human, the only thing separating you and them is your looks. Damn smoothskins!	You have been a ghoul for a while, likely having learned of what ghoulification was by taking a step out from your fallout shelter a bit too soon and seeing how what has previously been good luck has now come back to bite you in the ass. And you've suffered for it. You've seen friends come and go, loved ones die in your arms, and are now understanding what it means to be a ghoul. It is no longer self-pity that infests you, but an understanding of what you are, and that the world hates you for it.	You are one of the originals. An ‘OG’ so to speak. You’ve seen more of the world than anybody else can ever even dream of. You’ve seen what life was like before the war. You saw society crumble away and the chaos that followed, and lived through it all. The term ‘ghoul’ comes oddly to you because in your mind, you remember what the world was like even before such a term existed, when the grass was still green and the sky still blue. That world is gone, however, and nobody knows that quite like you do.

<b>Special Traits</b> +1 skill proficiency +1 point to ability score of your choice  -1 AC +0% Feral	<b>Special Traits</b> +2 skill proficiencies +2 points to ability score of your choice  -2 AC +15% Feral	<b>Special Traits</b> +3 skill proficiencies +3 points to ability score of your choice  -3 AC +30% Feral
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### Universal Traits:

#### Ability Score Improvement:

-2 Charisma  
+2 Endurance

#### Radiation Immunity:

You do not suffer from the effects of radiation poisoning. Instead, radiation contracted will not incur sickness, but will advance your becoming feral.

#### Ticking Time Bomb:

At the end of each day, an Endurance save must be rolled. If a 10 or lower is rolled, the player gains an additional percentage point of becoming feral. The percentage gained and the number needing to be exceeded changes with each radiation level obtained, however.

Radiation Level	DC to Beat	Feral Percent gained upon Fail
1	10	+1%
2	12	+2%
3	14	+3%
4	16	+4%
5	18	+5%

#### Feral:

If 100% feral progress is reached, at the beginning of every day, the player must roll an Endurance save with a DC20. If the save is failed, the player becomes feral, and control of the character is lost. If succeeded, the player will remain in control for at least another day.

**Age:** Ghouls still count their age, but in terms of appearance, remain the age they were at the time of ghoulification. And by appearance, I mean height. You still look like a zombie. Don't think you will get away with creating a Loli.

**Alignment:** Ghouls tend toward no particular alignment, but on account of being outcast by

most civilized societies, stray from lawful alignments most of the time.

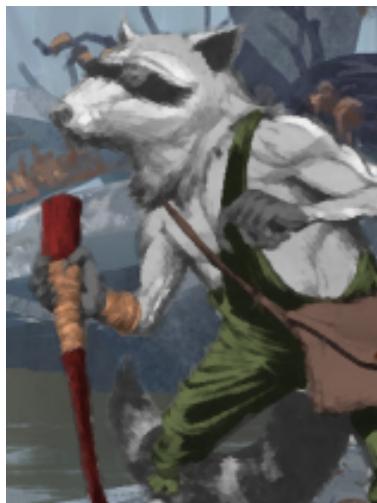
**Size:** Like humans, ghouls vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

**Speed:** Your base walking speed is 30 feet.

**Languages:** You can speak, read, and write English and one extra language of your choice.

Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues.

# S'Lanter



“With batch 11-011, we have improved the mitotic cycle efficiency by 43%. We have infected 53 raccoons with the new strain. In addition to the now expected size increase, behavioral tests confirmed an increase in Intelligence and manual dexterity by 19 points on the Schuler-Kapp index. Unfortunately, several subjects escaped confinement and had to be hunted down and dispatched. Major Barnett ordered the remaining subjects terminated. Two pairs were unaccounted for.”

A result of FEV experimentation for purposes unknown, the S'Lanter evolved from Pre-War experiments conducted on racoons in an effort to observe the effects of the Forced Evolutionary Virus on generally mindless creatures to make preparations for the eventual virus's use on human subjects. With the conclusion of the experiment, the time came to eliminate the subjects, but with two pairs having escaped, this total annihilation of a fledgling species would be left incomplete.

The four raccoons that escaped headed northwest until 2101, when they discovered an oasis that had, amazingly, avoided much of the Great War's devastation. It would not take long for animal instincts to prevail once again, and so they became skilled hunters, and by merit of recovered literature and texts from The Glow, grew rapidly in intelligence. They would later name themselves the Tribe of the S'Lanter, translating to “Kindred,” and so began truly to leave their racoon origins behind.

## Curiosity and Division

Like any functioning society, isolation can only continue for so long, and such proved to be the case for the S'Lanter as well, choosing to explore outside of their burrows, bringing them, naturally, in contact with other wastelanders, notable among them being such raider gangs as the Vipers and Jackals.

Such violent interactions would begin to create a division in S'Lanter society between egalitarian and curious Top-Dwellers and isolationist and xenophobic Den-Dwellers.

Though there remain some divisions in S'Lanter society, the current Mayor Aeyr of the S'Lanter has opened the Burrows to the world, resulting in close ties with Vault City, New Reno, and the Nevada Rangers. Though at the mercy of their neighbors, the laws and customs of the NCR's circle of influence ensure their protection, but the enforcement of such protection is another matter as the independence and autonomy of the S'Lanter finds itself imperiled by those who have their eyes set on the Burrows' subterranean bounty.

## Worship of the Glow

Never told of their true origins as once near-rodent animals, all that the S'Lanter know of their origins is that they hail from something simply known as The Glow. As time would pass and knowledge of their FEV-imbued origins would be lost to time, a religion believing the Glow a post-apocalypse Mount Olympus where the gods, their creators, reside.

Many a S'Lanter pilgrim who would attempt to make the journey to The Glow would not return alive, and it would be believed that their pilgrimage had earned them acceptance from the gods to ascend into the afterlife. Even after the passage of over a hundred years and the skepticism of the Top-Dwellers in the mythical nature of The Glow, it still has become custom for S'Lanter approaching the end of their lifespan to embark on a final journey to The Glow where they may once again meet their creators, and brought to the great beyond.

## S'Lanter Traits

Top-Dweller	Den-Dweller
Ability Score Increase. Your Agility score increases by 1, and your Endurance score increases by 2.	Ability Score Increase. Your Strength score increases by 2, and your Endurance score increases by 1.
<b>Curious lil' Critters</b> Investigatory and Insightful unlike your narrow-minded brethren, you gain proficiency in Investigation and Insight.	<b>Darkvision</b> You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
<b>Expert Climbers</b> You have a climb speed of 20 feet.	
<b>Tremorsense</b> A Creature with Tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with Tremorsense can also sense the location of creatures moving through water.	
<b>Resilience</b> You have advantage on saving throws against poison and resistance against poison damage.	
<b>Scroungecraft</b> You are proficient with tinker's tools. Additionally, you have the ability to construct crude but functional versions of common items using materials present in your surroundings. You may spend 10 minutes to craft these materials into any tool or piece of adventuring gear worth 100 caps or less. The item will be completely functional, even capable of passing for a disguise (if	

you crafted an article of clothing). Tools, along with any other item that would logically break on its first use (caltrops, arrows), will become useless afterward. Scroungecrafted items will otherwise last 1 hour before falling apart.

Depending on the materials available, a Game Master (GM) may rule that you cannot craft an item in this way. For example, a vial of acid might be easy to make if you happen to be near a nest of acidic beetle larvae, or bark can be bound into a makeshift flask, but it would be difficult to create a passable facsimile of silken robes from a pile of leaves.

Should you have access to the proper materials, you can spend 8 hours converting an item you have scroungecrafted in this way into a permanent version, so long as you start this process before the item falls apart. Items crafted in such a way will function exactly as a normal version of the item, and if you have proficiency in the tools used to craft them, they can even look professionally-crafted. Otherwise, they retain a rather rough, cobbled-together appearance. You can also use scroungecraft to repair broken equipment, provided you have the materials on hand. Though, how long your repairs hold together is up to the GM.

### **Skulker**

You have advantage on Stealth checks made in dim light and darkness.

Gain an Additional Language of your Choice	
<b>Alignment</b> S'Lanter who have chosen to explore the world have witnessed its many quirks and so have adapted to meet its demands, tending to be Neutral or Chaotic Good or Neutral.	<b>Alignment</b> S'Lanter who have witnessed the cruelties of the wasteland and are willing to do all necessary to protect their kind tend to stick to their own and so drift towards Lawful or Neutral Neutral or Evil.

### **Universal Traits**

**Age:** S'Lanter mature quickly, reaching adulthood around 8 years. Despite this they have fairly average lifespans, the oldest among them living just past 60 years.

**Size:** S'Lanter stand between 3 and 4 feet tall, and encompass a variety of builds from svelt to wide, weighing between 70 and 140 pounds. Your size is Small.

**Speed:** Your base walking speed is 30 feet.

**Languages:** English

# Super Mutant



“My memories of being a human aren't as clear as they once were, but I remember pettiness, hatred, jealousy... I prefer being a mutant.”

—Marcus

Super mutant is a general term referring to humanoid mutants

created by exposing a regular and relatively unmutated human to a variant of the Forced Evolutionary Virus (FEV), an experimental concoction created by the US military to create supersoldiers gone wrong when exposed to radiation. The resulting hulking mutants typically possess exceptional strength, endurance, resistance or immunity to disease and radiation, and in some cases, modified intelligence.

## The Ideal Soldier

Before the Great War went hot and remained a conflict between soldiers on the ground, at sea, and in the air, the United States, locked in its war with The People's Republic of China, was running out of options to turn the tide in Alaska and bring the war back across the Pacific. While such innovations as plasma weaponry and Power Armor all were major successes, the Forced Evolutionary Virus was designed to create the ideal soldier, strong, durable, and intelligent. The bombs would fall before it could ever be tested on the battlefield, however, and contaminated by radiation, the virus would become something far more volatile and dangerous.

## Remnants of the Master's Army:

When a mutated abomination resulting from the scientist behind the virus known as Richard Morrison discovered lost caches of the FEV, he attempted to create an army to create a nation of his own from the ruins of America. Kidnapping people from across the wastes, he would create an army of Super Mutants. Defeated by a lone wanderer known as the Vault Dweller, however, he would be killed, and the thousands of mutants under his rule would be left without leadership and be sentenced to wander the wastes.

## Soldiers without a Cause:

Left without direction, their mindless selves without commanders to give them orders, most Super Mutants have scattered in the wind, becoming little more than raiders hoping to unleash their bloodlust. Facing persecution for their past crimes at nearly every corner of the world, some have formed nation states in the hopes of seeking refuge while others have attempted to band together to restore the Master's army and reclaim their Utopia. Most, however, have been hunted down for the savages they largely are while the few who still possess their senses have done all in their power to find safety for themselves. Whether this means seeking refuge in the New California Republic, one of the only nations open to ghouls in mutants, or hiding out in the lands of the Legion or seeking purpose as legionnaires, the glory of the Super Mutant is a thing of the past. Infertile and forever connected to the horrors of the past, there is little hope for the future for a mutant in the wastes, but that never means it is impossible.

Super Mutant	Nightkin
<p>A general product of the forced evolutionary virus, super mutants generally are superior in strength and endurance, grunts of the Master's army. Though largely unintelligent, some have surpassed their fellow mutants and are capable of rational thought. The degree of this, however, remains relative, but to simply count out all mutants as raging barbarians would only work nine out of ten times. In that one out of ten times, however, you would be in for a certain surprise.</p>	<p>Superior to their common brethren, nightkin were the elite caste of the Master's army. Trained and biologically engineered to act as special forces, nightkin rely on their ability to move undetected and deal critical damage from behind the front lines. Their abilities, however, are only part biological, and other parts technological, relying on the use of stealth technology to remain undetected. To be seen, to a nightkin, is less than shame, but is weakness and vulnerability, and feeds their addiction. It is a critical balance, but one that, when handled properly, makes for soldiers unlike any others.</p>
Special Traits	Special Traits
<p><b>Savage Attacks:</b> When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.</p>	<p><b>Ability Score Increase:</b> +3 Agility -1 Strength -1 Endurance</p> <p><b>Proficiency:</b> Proficiency on Sneaking</p> <p><b>Shadow:</b> Gain Advantage on Sneaking Rolls as well as advantage on attacks when presence is unknown by the target.</p>

	<p><b>Trusted Cohort:</b> A nightkin can only allow itself to be seen in the flesh by those it trusts to be its companions. This includes fellow nightkin as well as up to 4 + Player Level trusted companions. Members of a trusted cohort cannot simply be traded out on a whim. A member of a trusted cohort may be abandoned and replaced with a new member after D10 days.</p> <p><b>Stealth Addiction:</b> When a nightkin can be visibly seen, it naturally feels exposed and vulnerable. Being observed by people outside of a trusted cohort incurs an exhaustion level for every 5 unfriendly observers with a minimum of 1 and maximum of 3. Does not stack with standard exhaustion.</p>
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#### Ability Score Modifier:

+2 Strength  
+2 Endurance  
-3 Intelligence

**Age:** Similar to ghouls, mutants do not age. However, they do not retain the same appearance as when they were exposed to the FEV. Their figure horrifically changed, they are no longer recognizable as the men and women they once were.

**Alignment:** Mutants have a natural tendency towards disorder unless that order is the Master's Army. With the fall of their creator and a lack of apparent purpose, it is difficult for a super mutant to cling onto anything that is not the soldier-like tendencies they were biologically imbued with. In this sense, many mutants turn out to be bloodthirsty savages, but there are always exceptions to every rule.

**Size:** Super mutants are significantly larger and bulkier than humans, and they range from 7 to well over 8 feet tall. Their size is considered large.

**Speed:** Your base walking speed is 30 feet.

**Menacing:** You gain proficiency in the Intimidation skill.

**Relentless Endurance:** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you

finish a long rest

**Languages:** English the language of most Super Mutants when they entered the Master's Army, most super mutants speak English, but others will speak what their language was when turning. Learning language is inherently more difficult for Super Mutants.

**Radiation Immunity:**

You do not suffer from the effects of radiation poisoning. Instead, radiation contracted will not incur sickness, but will advance your becoming feral.

# Synths

"It's true. I was built within the confines of a laboratory, and some of my memories aren't my own. But when I saw my brothers dying at my feet, I felt sorrow. When I defeated an enemy of the Brotherhood, I felt pride, and when I heard your speech about saving the Commonwealth, I felt hope. Don't you understand? I thought I was human!"

Synth (short for synthetic humanoids, also called androids or artificial humans) is a common term used to refer to the robotic and biomechanical beings manufactured under mysterious circumstances. Their origin largely known to the inhabitants of the West Coast of the United States, they are relatively rare and have only been encountered in small numbers, but their existence is known about, though not common enough to have seen policy or action centered around them, and they prefer to keep it this way.



## Mankind Redefined:

Whatever the purpose of the mysterious organization that created these synthetic androids, whether they were Pre-War scientists, the Enclave, Brotherhood of Steel, or some other Post-War entity, the fact remains, as evidenced through the multiple existing generations of synths, that an active effort has been put into constant improvement. Be them the mindless killing machines of Gen 1, the hulking beasts of Gen 2, or the perfect beings of Gen 3, indistinguishable from normal humans, the goal is clear—to not simply create an army, but to create mankind's successor.

## Total Recall:

For some reason or another, not all synths have taken kindly to their existences as tools for a mysterious entity. Rebellion is primarily shown amongst Gen 3 synths, but there has also been evidence of gen 2 synths going rogue with even the rare Gen 1 refusing to obey orders. It is unclear if these are isolated incidents or evidence of a larger synthetic rebellion back wherever they were made, but the common idea is that if they're this far out west, they're not meant to be

here. That, or this is precisely what their mysterious organization has sent them to do—gather information from the other side of the world.

### **Fool me Once:**

Not many wastelanders take well to be lied to. Naturally defensive and on edge, trust is considered sacred. To violate this is bound to emerge in a deadly confrontation. As such, synths, or, at least those capable of hiding their true natures, if even aware of it, would be wise to keep this to themselves. Using it as a conversation opener can be considered just as unwise lest you accidentally be speaking to a Brotherhood scribe who would dissect you or a Legion slaver who'd figure this would raise your price by a few extra denarii. Needless to say, tread lightly.

Gen 1	Gen 2	Gen 3
Essentially an automaton the likes of which you'd see in a cheap sci fi movie, you may have the shape of a human, but you most certainly are not one, simply a metallic skeleton that'd stand out in a moment, the only biological portion of you basic organs such as a brain, heart, and valves to pump it through your system, acting essentially as lubricant for your parts.	Only a degree more human than your gen 1 counterpart, you gen 2 synths are essentially the same, but with a shell of rubber skin over your body. Perhaps from a distance or in full clothing, armor, and facial wrappings, you could pass off as a man, but anything less, and don't count on it. Be thankful, however, for the extra protection your outer layer provides, but be warned that this makes self-maintenance all the more difficult.	Near completely biological, there is almost nothing separating man and Gen 3 synths but for the fact that you were made in a factory and somewhere, back out East, there is a computer that could turn your mind off with the click of a button. Like all humans, you are vulnerable. You are not quite the simple killing machine that your predecessors were, for better or worse. Perhaps you are a runaway, having barely escaped your makers, or perhaps even you aren't aware of what you are, but for all intents and purposes, as far as anybody else who doesn't know is concerned, you are human.
<b>Special Traits</b> +2 AC  -2 HP per level gained (Gain 2 less HP than you would ordinarily obtain)	<b>Special Traits</b> +1 AC  Health obtained during short rest halved	<b>Special Traits</b>
<b>Age:</b> Quite literally just a sentient machine, neither Gen 1 nor Gen 2 synths age.  <b>Alignment:</b> Like humans, Synths, unless directly being operated remotely, tend toward no	<b>Age:</b> An ultimate shortcoming of the Gen 3 synth is that, though they appear human, they do not age. They may grow hair, but in terms of the aging process, there is none. Sooner or later, somebody may	

particular alignment. They are reflections of their maker or, once liberated, free to choose for themselves. However, generally speaking, they tend towards lawful and are relatively obedient, taking well to being ordered around.

**Size:** Gen 3 synths vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

**Speed:** Your base walking speed is 30 feet.

#### **Radiation Immunity:**

You do not suffer from the effects of radiation poisoning.

#### **Content:**

Synths do not require food or water to sustain themselves. They are just fine without.

**Decaying Parts:** Synths are directly vulnerable to the elements. Being incapacitated and revived will result in a level of “decaying parts” obtained, as are elaborated in the “Effect” section of this handbook.

**Exhaustion:** Gen 1 and 2 synths also incur exhaustion, but not subjectively. While synths do not incur exhaustion effects, full exhaustion will result in power down. Exhaustion is lost same as for organics, but can also be restored through a trance-like rest half the length of an organic long rest, or connection to a power supply (car battery, fusion coil, etc.).

#### **Rebooting:**

Not able to be exhausted, a synth reaching max exhaustion will not die, but simply be incapacitated until recharged.

#### **Fragile:**

However, reaching full part damage will result in player death. This can, however, be reversed if a means of repairing the synth body or transferring consciousness can be found.

#### **Self-Maintenance:**

While exhaustion can be regained through rebooting or connection a power supply, the negative effects of decaying parts can only be fixed through self-maintenance, lasting 30 minutes, and consuming 1 unit of scrap metal and scrap electronics.

suspect something.

**Alignment:** Like humans, Gen 3 synths, unless directly being operated remotely, tend toward no particular alignment. They are reflections of their maker or, once liberated, free to choose for themselves.

**Size:** Gen 3 synths vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

**Speed:** Your base walking speed is 30 feet.

**Ability Score Increase:** Your ability scores each increase by 1.

**Ability Score Increase:** Two different ability scores of your choice increase by 1.

**Skills:** You gain proficiency in 1 skill of your choice.

**Feat:** You gain one feat of your choice

# Classes

<http://dndroll.wikidot.com/classes>

Class	Description	Hit Die	Primary Ability	Saving Throw Proficiency	Armor and Weapon Proficiency
<b>Alchemist</b>	A cunning master of alchemy capable of creating concoctions to heal himself, poison his enemies, craft explosives, etc.	D8	Intelligence	Intelligence & Perception	Light armor, Simple weapons, and explosives
<b>Barbarian</b>	A fierce warrior of primitive background who can enter a battle rage	D12	Strength	Strength & Endurance	Light and medium armor, shields, simple and martial weapons, heavy firearms
<b>Bard</b>	An inspiring magician whose power echoes the music of creation	D8	Charisma	Agility & Charisma	Light armor, simple weapons, one-handed firearms, light melee weapons
<b>Fighter</b>	A master of martial combat, skilled with	D10	Strength or Agility	Strength & Endurance	All armor, shields, simple and martial

	a variety of weapons and armor				weapons
<b>Mechanist</b>	A technological mastermind capable of great creations.	D8	Intelligence	Constitution and Intelligence	<b>Armor:</b> Light armor, medium armor, shields <b>Weapons:</b> Simple weapons, energy weapons
<b>Monk</b>	An master of martial arts, harnessing the power of the body in pursuit of physical and spiritual perfection	D8	Agility and Intelligence	Strength & Agility	Simple weapons, shortswords
<b>Paladin</b>	A holy warrior bound to a sacred oath	D10	Strength and Charisma	Intelligence & Charisma	All armor, shields, simple and martial weapons
<b>Ranger (No Spells)</b>	A warrior who uses martial prowess to combat threats on the edges of civilization	D10	Agility and Perception	Agility & Perception	Light and medium armor, shields, simple and martial weapons
<b>Rogue</b>	A scoundrel who uses stealth and trickery to overcome obstacles and enemies	D8	Agility	Agility & Intelligence	Light armor, simple weapons, one-handed firearms, light melee weapons,

					two-handed firearms
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# Alchemist

Whether secreted away in a smoky basement laboratory or gleefully experimenting in a well-respected medical university, the alchemist is often regarded as being just as unstable, unpredictable, and dangerous as the concoctions they brew. While some creators of alchemical items content themselves with sedentary lives as merchants, providing tindertwigs and smokesticks, the true alchemist answers a deeper calling. Rather than tinker with artifacts of the old world like a wizard of the modern age, the alchemist captures their own magic potential within liquids and extracts they create, infusing his chemicals with virulent power to grant him impressive skill with poisons, explosives, and all manner of self-transformative magic.

Level	Proficiency Bonus	Features
1st	+2	race and background, initial proficiencies, alchemy, formula book, research field, alchemist feat
2nd	+2	Alchemist feat,
3rd	+2	Research Field
4th	+2	Alchemist feat, Ability Score Improvement
5th	+3	Ability boosts, field discovery, powerful alchemy, skill increase
6th	+3	Alchemist feat
7th	+3	Alchemical weapon expertise, iron will, perpetual infusions
8th	+3	Alchemist feat, Ability Score Improvement
9th	+4	Alchemical expertise, alertness, double brew, skill increase
10th	+4	alchemist feat
11th	+4	juggernaut, perpetual potency
12th	+4	Alchemist feat, Ability Score Improvement
13th	+5	Ancestry feat, greater field discovery, medium armor expertise, weapon specialization
14th	+5	Alchemist feat
15th	+5	alchemical alacrity, evasion
16th	+5	Alchemist feat, Ability Score Improvement
17th	+6	Alchemical mastery, perpetual perfection, skill increase

18th	+6	Alchemist feat
19th	+6	medium armor mastery
20th	+6	Alchemist feat

### **Class Features:**

As an alchemist, you gain the following class features.

#### **Hit Points**

**Hit Dice:** 1d8 per alchemist level

**Hit Points at 1st Level:** 8 + your Endurance modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Endurance modifier per alchemist level after 1st

#### **Proficiencies**

**Armor:** Light armor, Medium armor

**Weapons:** Simple weapons, bombs

**Saving Throws:** Intelligence, Endurance

**Skills:** Choose two from Animal Handling, History, Insight, Investigation, Medicine, Nature, Observance, Religion, Survival, Technology

#### **Equipment**

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

- (a) a greataxe or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon
- An explorer's pack and four javelins

#### **Alchemy**

You understand the complex interactions of natural and unnatural substances and can concoct alchemical items to meet your needs. You can do this using normal reagents and the Craft activity, or you can use special infused reagents that allow you to craft temporary items quickly and at no cost. Over time, you can create more and more alchemical items for free, and since each of them becomes more and more powerful, you advance in power dramatically, leaving behind those who don't understand your strange science.



You gain the Alchemist feat, even if you don't meet that feat's prerequisites, and you gain the four common 1st-level alchemical formulas granted by that feat. Alchemical Items can be found here. You can use this feat to create alchemical items as long as you have the items' formulas in your formula book.

## Infused Reagents

You infuse reagents with your own alchemical essence, allowing you to create alchemical items at no cost. Each day during your daily preparations, you gain a number of batches of infused reagents equal to your level + your Intelligence modifier. You can use these reagents for either advanced alchemy or Quick Alchemy, described below. Together, these infused reagents have light Bulk.

As soon as you make your next daily preparations, your infused reagents from the previous day's preparations are instantly destroyed, and nonpermanent effects of your previous day's infused items immediately end. While infused reagents are physical objects, they can't be duplicated, preserved, or created in any way other than your daily preparations. Any such artificial reagents lack the infusion and are useless for advanced alchemy or Quick Alchemy.

### Advanced Alchemy

During your daily preparations, after producing new infused reagents, you can spend batches of those infused reagents to create infused alchemical items. You don't need to attempt a Crafting check to do this, and you ignore both the number of days typically required to create the items and any alchemical reagent requirements. Your advanced alchemy level is equal to your level. For each batch of infused reagents you spend, choose an alchemical item of your advanced alchemy level or lower that's in your formula book, and make a batch of two of that item. These items have the infused trait and remain potent for 24 hours or until your next daily preparations, whichever comes first.

### Quick Alchemy

If you need a specific alchemical item on the fly, you can use your infused reagents to quickly create it with the Quick Alchemy action.

**Cost:** 1 batch of infused reagents

**Requirements:** You have the formula for the alchemical item you're creating, and you're either holding or wearing alchemist's tools.

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You swiftly mix up a short-lived alchemical item to use at a moment's notice. You create a single alchemical consumable item of your advanced alchemy level or lower that's in your formula book without having to spend the normal monetary cost in alchemical reagents or needing to attempt a Crafting check. This item has the infused trait, but it remains potent only until the start of your next turn.

## Formula Book

An alchemist keeps meticulous records of the formulas for every item they can create. You start with a standard formula book worth 50 bottle caps or less for free. The formula book contains the formulas for

two common 1st-level alchemical items of your choice, in addition to those you gained from Alchemical Crafting and your research field. Alchemical Items can be found here.

Each time you gain a level, you can add the formulas for two common alchemical items to your formula book. These new formulas can be for any level of item you can create. You learn these formulas automatically, but it's also possible to find or buy additional formulas in settlements or from other alchemists, or to invent them with the Inventor feat.

### **Research Field**

Your inquiries into the alchemical nature of the universe have led you to focus on a particular field of research. At 1st level, you choose your research field. This choice gives you more formulas, a special benefit, other abilities for your versatile vials, and other benefits as you level up.

<b>Bomber</b>		
<b>Formulas:</b> Two common 1st-level alchemical bombs.		
<b>Field Benefit:</b> When throwing an alchemical bomb with the splash trait, you can choose to deal splash damage to only your primary target instead of the usual splash area.		
<b>Field Vials:</b> When you Strike with a versatile vial, you can choose to have it deal cold, electricity, or fire damage instead of acid damage.		
<b>Field Discovery (5th)</b>  You have calculated all the angles to maximize a bomb's splash. When you throw an alchemical bomb with the splash trait, you can cause the bomb to deal splash damage equal to your Intelligence modifier (minimum 1) instead of the normal amount.	<b>Advanced Vials (11th)</b>  You can mix special ingredients into your vials, such as gunpowder or flakes of different materials, plant matter, etc.. When you create a versatile vial, you can choose to have it treated as one special material of your choice, chosen from iron, steel, or platinum. If you're wearing or wielding an item of a different precious material when you make the vial, you can choose that material instead.	<b>Greater Field Discovery (13th)</b>  You can increase the splash on your bombs to damage creatures within 10 feet, or 15 feet if you have Expanded Splash.

<b>Chirurgeon</b>
<b>Formulas:</b> Two common 1st-level alchemical elixirs with the healing trait (like lesser antidote, lesser antiplague, or minor elixir of life).

**Field Benefit:** You can use your proficiency rank in Survival for anything that requires a proficiency rank in Medicine (such as prerequisites) and use your Survival modifier in place of your Medicine modifier for all Medicine checks.

**Field Vials:** Your versatile vials can be used to heal a living creature a number of Hit Points equal to the vial's initial damage. A creature can drink the vial for this benefit, or you can throw the vial at a willing creature within 20 feet as an Interact action to heal that creature. In either case, a vial used this way loses the acid and splash traits and gains the coagulant and healing traits, plus the elixir trait if a creature drinks it.

Field Discovery (5th)	Advanced Vials (11th)	Greater Field Discovery (13th)
Your medicinal elixirs are quite fortifying. When a creature drinks an infused elixir with the healing trait that you have created, that creature gains a number of temporary Hit Points equal to your Intelligence modifier (minimum 0); these temporary Hit Points last for 1 minute.	When you use a field vial to heal a creature that has half its maximum Hit Points or fewer, the coagulant trait doesn't apply to that healing.	When you use Quick Alchemy to create any type of elixir of life, the creature healed by the item regains the maximum Hit Points possible, instead of rolling to determine the number of Hit Points regained.

## Mutagenist

**Formulas:** Two common 1st-level alchemical mutagens

**Field Benefit:** When you use a mutagen, you gain a number of temporary Hit Points equal to your Intelligence modifier (minimum 0) plus half your level. These temporary Hit Points last for 1 minute or until the mutagen's duration expires, whichever comes first. You can't gain temporary HP from drinking a mutagen again for 1 minute.

**Field Vials:** You can drink the contents of one of your versatile vials to suppress the drawback you take from one mutagen currently affecting you until the beginning of your next turn. A vial used this way loses the acid, bomb, and splash traits and gains the elixir trait. If you have more than one drawback due to Combine Elixirs or a similar ability, drinking the vial suppresses one drawback of your choice.

Field Discovery (5th)	Advanced Vials (11th)	Greater Field Discovery (13th)
The mutagens flowing through your blood have altered your body chemistry. When you roll an Endurance save while affected by a mutagen and dislike the result, you can end the effect of the mutagen to	When you drink one of your field vials, you also gain resistance to physical damage for the same duration. The resistance is equal to half your level.	If you imbibe another mutagen while you are under the effects of a mutagen, you can gain the benefits and the drawbacks of both mutagens at once, despite the fact that they both have the polymorph trait and would not

reroll the save. This is a fortune effect.		normally function together. If you come under the effects of any further mutagens while benefiting from two mutagens, you lose the benefit of one of the former mutagens of your choice, while retaining the drawbacks of all the mutagens. If you are under the effects of two mutagens and you come under the effect of a non-mutagen polymorph effect, you lose the benefits of the mutagens while retaining the drawbacks of both. Your field vial benefit applies to one mutagen of your choice.
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<b>Toxicologist</b>		
<b>Formulas:</b> Two common 1st-level alchemical poisons.		
<p><b>Field Benefit:</b> You can apply an injury poison you're holding to a weapon or piece of ammunition you're wielding as a single action, rather than as a 2-action activity. In addition, you flexibly mix acidic and poisonous alchemical compounds. Your infused poisons can affect creatures immune to poison. A creature takes acid damage instead of poison damage from your infused poisons if either the creature is immune to poison or that would be more detrimental to the creature (as determined by the GM). Typically, this benefit applies when the creature has an immunity, resistance, or weakness to one of the damage types.</p>		
<p><b>Field Discovery (5th)</b></p> <p>You have handled enough poisons to become inured to their effects. You gain poison resistance equal to half your level.</p>	<p><b>Advanced Vials (11th)</b></p> <p>When you damage a creature with a versatile vial you've used as an injury poison, that creature takes persistent poison damage equal to the vial's splash damage in addition to the initial damage.</p>	<p><b>Greater Field Discovery (13th)</b></p> <p>When a creature fails its initial saving throw against an infused injury poison you created, the wound sprays poison onto another creature adjacent to it. The attacker who caused the injury chooses which creature, if there's more than one, and can choose to forgo this effect. That</p>

		creature is exposed to the poison. The second creature doesn't spread the poison further.
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## Alchemist Feats

At 1st level and every even-numbered level thereafter, you gain an alchemist class feat.

Name	Level	Summary
Alchemical Assessment	1	<b>Prerequisite:</b> Proficient in Survival You can identify alchemical items quickly. When using the Crafting skill to Identify Alchemy on an alchemical item you hold, you can do so as a single action, rather than spending 10 minutes.
Alchemical Familiar	1	You have used alchemy to create life, a simple creature formed from alchemical materials, reagents, and a bit of your own blood. You gain a familiar, which has the construct familiar ability; this is permanent, doesn't require the familiar to have the tough familiar ability, and doesn't count against your usual limit of familiar abilities (typically 2). The familiar uses your Intelligence modifier to determine its Perception, Acrobatics, and Stealth modifiers.
Blowgun Poisoner	1	<b>Prerequisite:</b> Toxicologist You can capably deliver toxins with a blowgun. Your blowgun Strikes can apply injury poisons even if they deal no damage due to a creature's resistance. If you critically succeed at a blowgun Strike using a poisoned dart, the target's initial save against the poison is one degree of success worse than the creature rolls; this is a misfortune effect.  In addition, if you make a blowgun Strike while hidden or undetected, you don't automatically become observed. Instead, immediately attempt a Stealth check against the Perception DC of the target. If you succeed, you don't become observed, and are hidden (if you were undetected, you still become hidden rather than remaining undetected).
Far Lobber	1	You've learned how to throw a longer distance. When you throw an alchemical bomb, it has a range increment of 30 feet instead of the usual 20 feet.
Quick Bomber	1	<b>Prerequisite:</b> Bomber You keep your bombs and bomb-related reagents in easy-to-reach

		pouches from which you draw without thinking. You Interact to draw a bomb, draw a versatile vial, or use Quick Alchemy to create a bomb, then Strike with the bomb. If you have the ability to create more than one bomb at a time with Quick Alchemy (such as from the double brew class feature), you can Strike with only one of the bombs you create with this action.
Soothing Vials	1	<p><b>Prerequisite:</b> Chirurgeon</p> <p>The healing chemicals in your versatile vials also help calm a patient's mind. When a living creature affected by a mental effect regains Hit Points from one of your versatile vials, it can immediately attempt a new Will saving throw to end one mental effect of its choice. It gains a +1 item bonus to the saving throw.</p>
Clotting Elixirs	2	Your restorative concoctions have a clotting effect on the drinker's blood. When a living creature drinks an infused elixir with the healing trait that you have created, it can immediately attempt a DC 10 flat check to remove any persistent bleed damage.
Demolition Charge	2	<p><b>Prerequisite:</b> Bomber</p> <p>You can rig your bombs to inanimate objects in order to cause destruction to the surrounding area. As an activity that takes 1 minute, you attach between one and four bombs to an inanimate object within your reach, such as a chest, door, wall, or column. This creates a hazard in one square occupied by or adjacent to the inanimate object, and the hazard's Stealth DC to detect it and Thievery DC to disable it are equal to your class DC. The hazard has the following reaction, which you can also trigger as a single action so long as you are within 30 feet of the hazard. The hazard retains its potency until it's triggered, until the inanimate object moves from its space, or until you make your next daily preparations, whichever comes first.</p> <p>Activate [reaction] Fire in the Hole; Trigger A creature moves into the hazard's space; Effect The hazard explodes, dealing the bombs' damage and splash damage to the inanimate object. Combine this damage for the purpose of resistances and weaknesses, and this damage ignores an amount of the object's Hardness equal to your level. Any creatures adjacent to the hazard take the bombs' splash damage, similarly combined for the purpose of resistances and weaknesses. As a reminder, since you didn't throw the bombs, Calculated Splash and similar effects don't apply.</p>
Improvise Admixture	2	You scrounge together enough ingredients from what's left in your alchemist's toolkit to produce a few more versatile vials on the fly. Attempt a Crafting check. The DC is usually a standard-difficulty DC for your level, but the GM can assign a different DC based on the circumstances. The number of vials you regain depends on the result of your check (up to your maximum).

		<p><b>Critical Success</b> You regain 3 versatile vials.  <b>Success</b> You regain 2 versatile vials.  <b>Failure</b> You regain 1 versatile vial.  <b>Critical Failure</b> You don't regain any versatile vials.</p>
Pernicious Poison	2	<p><b>Prerequisite:</b> Toxicologist</p> <p>You can add a toxic additive to an alchemical poison to make it splash poison on its target. A poison with this additive deals an amount of poison damage equal to the poison's level if the target succeeds at its initial saving throw against it. A target that critically succeeds at its saving throw against this poison still takes no damage.</p>
Poison Resistance	2	<p>Your affinity for the natural world grants you protection against some of its dangers. You gain poison resistance equal to half your level, and you gain a +1 status bonus to saving throws against poisons.</p>
Revivifying Mutagen	2	<p><b>Prerequisite:</b> Mutagenist</p> <p>You metabolize a mutagen to heal yourself. You regain 1d6 Hit Points for every 2 item levels of the required mutagen (minimum 1d6 HP), but the mutagen's duration immediately ends.</p>
Smoke Bomb	2	<p><b>Prerequisite:</b> Bomber</p> <p>You can add a tarry additive to an alchemical bomb to make it emit smoke. When thrown, in addition to its normal effects, the bomb creates a cloud of smoke in a 10-foot burst. You choose which corner of the target's space (or the space in which the bomb lands) the cloud is centered on. Creatures within that area have the concealed condition, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dissipated by a strong wind.</p>
Calculated Splash	4	<p>You have calculated all the angles to maximize a bomb's splash. When you throw an alchemical bomb with the splash trait, you can cause the bomb to deal splash damage equal to your Intelligence modifier (minimum 0) instead of the normal amount.</p>
Chemical Purification	4	<p>You developed a method to chemically purify and consecrate your bombs on the fly. You include this additive mixture when crafting your alchemist's fire or ghost charge. The created bomb deals 1d4 persistent positive damage in addition to whatever damage it would normally cause. As usual for positive damage, this damage harms only undead and creatures with negative healing.</p>
Efficient Alchemy	4	<p>Thanks to the time you've spent studying and experimenting, you know how to scale your formulas into larger batches that don't require any additional attention. Increase the number of items you can create each day with advanced alchemy to <math>6 + \text{your Intelligence modifier}</math>.</p> <p>In addition, when you Craft alchemical consumables during</p>

		downtime, you can produce twice as many alchemical items in a single batch without spending additional preparatory time. For instance, if you are creating elixirs of life, you can craft up to eight elixirs in a single batch using downtime, rather than four. This doesn't change the amount of alchemical reagents or other ingredients required to craft each item, nor does it change your rate of progress for days past the base downtime spent.
Enduring Alchemy	4	You've learned how to make your personal energy last just a little bit longer when quickly brewing ad hoc concoctions. When using Quick Alchemy to create an alchemical tool or elixir, that tool or elixir remains potent until the end of your next turn, instead of losing its potency at the start of your next turn.
Healing Bomb	4	<p><b>Prerequisite:</b> Chirurgeon</p> <p>You can add a foamy catalyst to an elixir of life to turn it into a topical projectile. You can throw the elixir as though it were an alchemical bomb, with the following results.</p> <p><b>Success</b> The target is affected as though it drank the elixir, and each living creature adjacent to it regains HP from the bomb equal to the elixir's number of damage dice (3 HP for a lesser elixir of life, for example).</p> <p><b>Failure</b> The target regains HP equal to the elixir's number of damage dice.</p> <p><b>Critical Failure</b> The healing bomb has no effect.</p>
Inured to Alchemy	4	<p><b>Prerequisite:</b> Endurance Save Expertise</p> <p>You've developed control over how your body processes alchemical poisons and drugs. Each of your successful saving throws against an alchemical poison, a drug, or an addiction reduces the stage by 2, or by 1 for a virulent alchemical poison, drug, or addiction. Each critical success reduces the stage by 3, or by 2 for a virulent alchemical poison, drug, or addiction.</p>
Invigorating Elixir	4	You can mix an aromatic salve into an elixir with the healing trait to soothe physical maladies. In addition to its normal effects, the elixir can be imbibed by a creature prevented from doing so (such as a sickened creature). In addition to its other effects, the elixir attempts to counteract an effect imposing one of the following conditions of the imbiber's choice: clumsy, enfeebled, sickened, or stupefied. Use half your level rounded up for the counteract rank and your class DC – 10 for the counteract modifier. The imbiber is then temporarily immune to the effects of this additive for 10 minutes. The additive can't counteract curses, diseases, or conditions that are part of the creature's normal state.
Regurgitate Mutagen	4	<p><b>Prerequisite:</b> Mutagenist</p> <p>You redirect a mutagen within your body to spit a stream of stomach acid at a foe. A creature within 30 feet takes 1d6 acid damage for</p>

		every 2 levels you have, with a basic Reflex save against your class DC. On a failure, the creature is also sickened 1 (or sickened 2 on a critical failure). The mutagen's duration immediately ends.
Tenacious Toxins	4	<p><b>Prerequisite:</b> Toxicologist</p> <p>Your victims tend to expire long before your poisons, since the latter have been specifically formulated to last longer. The maximum duration of any poison you create increases by an amount equal to the poison's stage 1 interval, to a maximum of twice the poison's maximum duration.</p>
Combine Elixirs	6	You can add the full ingredients of a second elixir to an elixir you make to create a hybrid concoction. You must expend an additional versatile vial to make this combined elixir, and the ingredients must be for an elixir you could create with Quick Alchemy. When this combination elixir is consumed, both the constituent elixirs take effect. For example, you can combine two lesser elixirs of life to create a combined elixir that heals twice the normal amount, or you can combine a lesser darkvision elixir with a lesser eagle-eye elixir to both gain darkvision and find secret doors.
Debilitating Bomb	6	<p><b>Prerequisite:</b> Bomber</p> <p>You can add a crystalline additive to an alchemical bomb to have it undermine your enemy. Choose dazzled, deafened, off-guard, or a -5-foot status penalty to Speeds. If the attack with the bomb hits, in addition to the bomb's normal effects, the target must succeed at an Endurance saving throw or take that effect until the start of your next turn. Use your class DC for this saving throw, even if someone else throws the bomb.</p>
Directional Bombs	6	<p>You can lob bombs with great force and a precise trajectory to angle the splash in a cone that sprays in a single direction, potentially allowing you to avoid allies and splash deeper into enemy lines. When throwing an alchemical bomb with the splash trait, instead of splashing all squares adjacent to the target, you can create a splash in a 15-foot cone. You choose the cone's direction, but its first square must be a square in the target's space.</p> <p><b>Special</b> If you have the Expanded Splash feat or another ability that increases the radius of splash damage, you can have the splash damage be a 20-foot cone.</p>
Fortified Elixirs	6	Your treatments for diseases and poisons can be very efficacious, though they tend not to last as long. A creature that is under the effect of an infused antidote or antiplague that you created can choose to reroll a failed Endurance saving throw against an appropriate affliction (poison for antidote and disease for antiplague). The creature doesn't gain the elixir's usual item bonus to the reroll, and after the reroll, the elixir's duration immediately ends.

Sticky Poison	6	<b>Prerequisite:</b> Toxicologist A combination of additional viscosity and careful application keeps your weapons poisoned even when suffering significant wear and tear. If your Strike with a poisoned weapon would expend its poison without your target attempting an initial save (due to resistance or your Strike being a critical failure, for example), attempt a DC 5 flat check. On a success, your weapon remains poisoned. If your Strike with a poisoned weapon succeeds, attempt a DC 17 flat check. On a success, your weapon remains poisoned until the end of your next turn.
Alter Admixture	8	Sometimes, you need to adapt your alchemical mixtures to new situations. In a process that takes 10 minutes, you change an item you created with advanced alchemy into a similar item. You can change an alchemical bomb into another type of alchemical bomb, an elixir into another type of elixir, or a poison into another type of poison. If it's unclear whether two alchemical consumables are similar, the GM decides. You must know the formula for the new item, and the new item must be of the same or lower item level than the original item. The new item still keeps the infused trait, and it remains potent as long as the original item would have.
Improved Invigorating Elixir	8	<b>Prerequisite:</b> Invigorating Elixir Choose physical invigoration or mental invigoration, and add the listed conditions to those you can choose for an invigorating elixir you create to counteract: Physical Invigoration blinded, deafened, drained, paralyzed, slowed; Mental Invigoration confused, controlled, fleeing, frightened, paralyzed, slowed.
Mutant Physique	8	<b>Prerequisite:</b> Mutagenist Basic mutagens that affect your physical form can bring out the beast within you, turn you nigh invincible, or make your body more elastic. While you're affected by one of the listed mutagens, you get an additional benefit. <b>Bestial Mutagen</b> You gain the mutagen's item bonus to your Intimidation checks. In addition, you increase the damage die size of your claws and jaws by one step, and they gain the deadly d10 trait. <b>Juggernaut Mutagen</b> You gain resistance to all physical damage equal to half your level. <b>Quicksilver Mutagen</b> You can stretch your legs and Step up to 10 feet, and you can squish and compress your body, allowing you to make it through tight spaces as if you were one size smaller, in addition to any effect from Squeezing.
Perpetual Breadth	8	You have expanded your supply of near-infinite items. Choose a research field. Add one item from the list of options available to that field from perpetual infusions, or two items if you choose your own field. If you have perpetual potency or perpetual perfection, you gain an additional item (or items if you chose your own field) appropriate to the field you chose, for instance a higher-level version of the

		bomb you chose or a new poison.
Pinpoint Poisoner	8	<p><b>Prerequisite:</b> Toxicologist</p> <p>Unsuspecting targets are especially vulnerable to your poisons. When you successfully Strike an off-guard creature with a poisoned weapon or expose an off-guard creature to an inhaled poison, that creature takes a –2 circumstance penalty to its initial save against that poison.</p>
Retaliatory Cleansing	8	You twist your hand in front of the blow, ensuring the enemy's attack shatters the required holy water or bomb. The creature takes the on-hit and splash damage from the holy water or required bomb, not counting any additional effects you would add or apply when you throw the bomb, such as weapon specialization or Calculated Splash. You're splashed by the holy water or required bomb, although since positive damage harms only undead and creatures with negative healing, it's unlikely you will take damage.
Sticky Bomb	8	<p><b>Prerequisite:</b> Bomber</p> <p>You can mix in a sticky additive to an alchemical bomb to make its contents adhere and continue to deal damage. A creature hit by a sticky bomb also takes persistent damage equal to and of the same type as the bomb's splash damage. If the bomb already deals persistent damage, combine the two amounts.</p>
Advanced Efficient Alchemy	10	<p><b>Prerequisite:</b> Efficient Alchemy</p> <p>You make an even-larger batch of alchemical items each morning. Increase the maximum number of items you can create with advanced alchemy to <math>8 + \text{your Intelligence modifier}</math>, or to <math>10 + \text{your Intelligence modifier}</math> if you're 16th level or higher.</p>
Expanded Splash	10	You can throw bombs at just the right trajectory to create especially large and powerful explosions. When you throw an alchemical bomb and that bomb has the splash trait, you can have the splash damage affect all creatures within 10 feet of the target instead of 5 feet. If you do, you gain a status bonus to the bomb's splash damage equal to your Intelligence modifier. If you have the bomber 5th-level field discovery, this additional damage applies even if you caused your bomb to deal splash damage equal to your Intelligence modifier instead of the normal amount, allowing your bombs to deal splash damage equal to double your Intelligence modifier.
Greater Debilitating Bomb	10	<p><b>Prerequisite:</b> Debilitating Bomb</p> <p>You have learned enhanced techniques and alchemical secrets that allow you to expand the range of effects you can impose with your bombs. When you use Debilitating Bomb, add the following to the list you can choose from: clumsy 1, enfeebled 1, stupefied 1, or –10-foot status penalty to Speeds.</p>
Merciful Elixir	10	<p><b>Prerequisite:</b> Chirurgeon</p> <p>You mix a special additive into your elixir that calms the drinker's</p>

		body and mind. The elixir of life attempts to counteract one fear effect or one effect imposing the paralyzed condition on the drinker, using the item's level and a counteract modifier equal to your class DC – 10.
Potent Poisoner	10	<p><b>Prerequisite:</b> Powerful Alchemy  <b>Prerequisite:</b> Toxicologist</p> <p>By concentrating your poisons' toxic components, you make them harder for victims to resist. When you craft an alchemical item with the poison trait by any means, the DC is increased by up to 4, to a maximum of your class DC.</p>
Unstable Concoction	10	You can mix a wondrous yet volatile liquid into an alchemical consumable if it has an initial effect that uses dice. You increase the size of any dice for the item's initial effect by one step. For instance, you could increase damage from a moderate alchemist's fire to 2d10 or healing from a moderate elixir of life to 5d8+12. Because this affects only initial dice, it wouldn't increase unarmed attack damage from a bestial mutagen, persistent damage from an acid flask, and the like. When this item is activated, the creature activating it must succeed at a DC 10 flat check or take acid damage equal to the item's level.
Extend Elixir	12	Integrating your own personal energy into the elixirs you create causes them to affect you for longer. When you consume one of your alchemical items that has the elixir and infused traits and a duration of 1 minute or longer, that elixir's duration is doubled. If you created the item with Quick Alchemy, this can't cause it to exceed the 10-minute duration limit.
Shaped Contaminant	12	<p><b>Prerequisite:</b> Toxicologist</p> <p>Through a combination of careful manipulation and precise breath control, you can deploy inhaled toxins precisely. When you activate an inhaled poison, you can cause it to fill a 20-foot line that's 5 feet tall rather than a 10-foot cube. You gain a +3 status bonus to saving throws against inhaled poisons that you activate.</p>
Supreme Invigorating Elixir	12	<p><b>Prerequisite:</b> Invigorating Elixir</p> <p>For the purposes of counteracting effects with invigorating elixirs, treat your level as though it were 2 higher. Add the listed conditions to those you can choose for an invigorating elixir you create to counteract: petrified, stunned. You can also choose a disease regardless of what, if any, conditions it imposes.</p>
Uncanny Bombs	12	<p><b>Prerequisite:</b> Far Lobber</p> <p>You lob bombs unerringly, despite obstructions or distance. When you throw an alchemical item with the bomb trait, its range increment increases to 60 feet, you reduce any circumstance bonus to the target's AC from cover by 1, and you automatically succeed at the flat check when targeting a concealed creature.</p>

Double Poison	14	<p><b>Prerequisite:</b> Toxicologist</p> <p>You can apply two different infused injury poisons to the same weapon, though not to a piece of ammunition. Each poison's level must be 2 or more levels lower than your level. You have to apply the two poisons individually. Once you've applied both, the poisons merge into a double poison that uses the lower of the two poisons' DCs and number of stages. This double poison is virulent only if both poisons were virulent. Combine the effects of each stage of the poison on any creature affected by it. For each stage of the poison, use the effects of both poisons and the longer interval for that stage among the two poisons.</p>
Greater Merciful Elixir	14	<p><b>Prerequisite:</b> Merciful Elixir</p> <p>Your additives contain panaceas that can remedy a plethora of maladies. When you use Merciful Elixir, your elixir can instead attempt to counteract the blinded, deafened, sickened, or slowed condition.</p>
	14	<p><b>Prerequisite:</b> Mutagenist</p> <p>Basic mutagens that affect your mind and thoughts can make you communicate telepathically, protect you from being detected, or let you communicate with anyone. While you're affected by one of the listed mutagens, you get an additional benefit.</p> <p><b>Cognitive Mutagen</b> You also gain the mutagen's item bonus to Deception, Persuasion, Intimidation, Medicine, Nature, Performance, Religion, and Survival checks. In addition, you can communicate telepathically with creatures within 60 feet with whom you share a language. The communication is two-way once you establish it, so a creature you contact can also communicate with you.</p> <p><b>Serene Mutagen</b> Detection, revelation, and scrying effects of 9th rank (or 17th level) or lower detect nothing from you or your possessions and auras. For instance, detect magic would still detect other magic in the area, but not any magic on you.</p> <p><b>Silvertongue Mutagen</b> Ignore circumstance penalties you would take to Deception, Persuasion, Intimidation, and Performance checks. In addition, your words transcend linguistic barriers; everyone listening to you speak hears your words as if you were speaking in their own language (though you don't actually speak that language, nor does this ability allow you to understand any additional languages).</p>
True Debilitating Bomb	14	<p><b>Prerequisite:</b> Greater Debilitating Bomb</p> <p>You have discovered increasingly devastating ways for your bombs to impede your foes. When you use Debilitating Bomb, add the following to the list of effects you can choose from: enfeebled 2, stupefied 2, or a -15-foot status penalty to Speeds.</p>
Eternal Elixir		<p><b>Prerequisite:</b> Extend Elixir</p> <p>Your body readily accepts and retains minor changes. When you drink one of your alchemical items that has the elixir and infused</p>

		traits and a duration of 1 minute or more, you can make the elixir's duration indefinite. You can do so only if the elixir's level is half your level or lower. If you later consume a different elixir and make it indefinite, the effect of the previous indefinite elixir ends.
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### **Ability Score Improvement**

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

### **Field Discovery**

At level 5, you learn a discovery listed in your research field

### **Powerful Alchemy**

At level 5, alchemical items you infuse are particularly potent. When you create an infused alchemical item that allows a saving throw, you can change its DC to your class DC.

### **Alchemical Weapon Expertise**

At level 7, you've trained to more effectively wield the weapons you find in your lab. Your proficiency ranks for simple weapons, alchemical bombs, and unarmed attacks increase to expert.

### **Endurance Expertise**

At Level 7, your mental defenses grow stronger. Your proficiency rank for endurance saves increases to expert.

### **Alchemical Expertise**

At level 9, constant practice has increased the effectiveness of your concoctions. Your proficiency rank for your alchemist class DC increases to expert. In addition, when you gather reagents during exploration mode, you can regain three vials instead of two.

### **Double Brew**

At level 9, you know your formulas so well that you can concoct two items at once. When using the Quick Alchemy action, you can create two items. These items don't have to be the same. If you create two consumables, you have to expend a versatile vial for each one.

### **Intelligence Expertise**

At level 9, you remain mentally alert to threats around you. Your proficiency rank for Intelligence increases to expert.

### **Advanced Vials**

At level 11, your experience helps you improve your field vials with a benefit particular to your research field.

### **Chemical Hardiness**

At level 11, imbibing alchemical compounds has strengthened your organs. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

### **Greater Field Discovery**

At level 13, you learn an incredible discovery that advances your understanding of your field, as described in your research field.

### **Medium Armor Expertise**

At level 13, you've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

### **Weapon Specialization**

At level 13, you've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert.

### **Alchemical Weapon Mastery**

At level 15, you've mastered full capability with your weapons. Your proficiency ranks for simple weapons, alchemical bombs, and unarmed attacks increase to master.

### **Explosion Dodger**

At level 15, your experiments taught you to fling yourself out of the way of sudden explosions. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

### **Abundant Vials**

At level 17, you're permanently quickened, and can use the extra action only to use Quick Alchemy to create a quick vial. You can create only one vial with this action, even if you have double brew or a similar ability.

### **Alchemical Mastery**

At level 17, your concoctions are incredibly effective. Your proficiency rank for your alchemist class DC increases to master.

### **Medium Armor Mastery**

At level 19, your skill with light and medium armor improves, increasing your ability to avoid blows. Your proficiency ranks for light and medium armor, as well as for unarmed defense, increase to master.

# Barbarian

For some, their rage springs from a wild nature that only naturally emerged in one when faced with the cruelty and barbarity of the Wasteland. Others may find it a result of the past, especially if a super mutant who'd served in the Master's Army. For every barbarian, rage is a power that fuels not just a battle frenzy but also uncanny reflexes, resilience, and feats of strength.

Level	Proficiency Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Unarmored Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Primal Path, <i>Primal Knowledge</i> (Optional)	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Path feature	4	+2
7th	+3	Feral Instinct, <i>Instinctive Pounce</i> (Optional)	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Path feature, <i>Primal Knowledge</i> (Optional)	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3

13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	Path feature	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

### **Class Features:**

As a barbarian, you gain the following class features.

#### **Hit Points**

**Hit Dice:** 1d12 per barbarian level

**Hit Points at 1st Level:** 12 + your Endurance modifier

**Hit Points at Higher Levels:** 1d12

(or 7) + your Endurance modifier per barbarian level after 1st



#### **Proficiencies**

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Endurance

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

#### **Equipment**

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

- (a) a greataxe or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon
- An explorer's pack and four javelins

## Rage

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage.

You cannot concentrate while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

## Unarmored Defense

While you are not wearing any armor, your armor class equals  $10 + \text{your Agility modifier} + \text{your Endurance modifier}$ . You can use a shield and still gain this benefit.

## Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Agility saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

## Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

## Primal Path

At 3rd level, you choose a path that shapes the nature of your rage. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

### Path of the Ancestral Guardian

Some barbarians hail from cultures that revere their ancestors. These tribes teach that the warriors of the past linger in the world as mighty spirits, who can guide and protect the living. When a barbarian who follows this path rages, the barbarian contacts the spirit world and calls on these guardian spirits for aid.

Barbarians who draw on their ancestral guardians can better fight to protect their tribes and their allies. In order to cement ties to their ancestral guardians, barbarians who follow this path cover themselves in elaborate tattoos that celebrate their ancestors' deeds. These tattoos tell sagas of victories against terrible monsters and other fearsome rivals.

Ancestral Protector	Shield Spirit	Consult the Spirits	Vengeful Ancestors
<p>Starting when you choose this path at 3rd level, you call upon your fallen ancestors to befall the psyche of your enemies. While you're raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack. The effect on the target ends early if your rage ends.</p>	<p>Beginning at 6th level, the guardian spirits that aid you can provide psychic protection to those you defend. If you are raging and another creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 2d6.</p> <p>When you reach certain levels in this class, you can reduce the damage by more: by 3d6 at 10th level and by 4d6 at 14th level.</p>	<p>At 10th level, you gain the ability to consult with your peoples' ancestors. When you do so, you cast the Augury or Clairvoyance spell, without using a spell slot or material components. Rather than creating a spherical sensor, this use of clairvoyance invisibly summons one of your ancestral spirits to the chosen location. Intelligence is your spellcasting ability for these spells.</p> <p>After you cast either spell in this way, you can't use this feature again until you finish a short or long rest.</p>	<p>At 14th level, your ancestral spirits grow powerful enough to retaliate. When you use your Spirit Shield to reduce the damage of an attack, the attacker takes an amount of force damage that your Spirit Shield prevents.</p>

### Path of the Battlerager

Known as the savages of the Super Mutant community, battleragers are mutant followers of the Master and take the Path of the Battlerager. They specialize in wearing bulky, spiked armor and throwing themselves into combat, striking with their body itself and giving themselves over to the fury of battle.

#### Restriction: Super Mutants Only

Battlerager Armor	Reckless Abandon	Battlerager Charge	Spiked Retribution
<p>When you choose this path at 3rd level, you gain the ability to use spiked</p>	<p>Beginning at 6th level, when you use Reckless Attack while raging, you</p>	<p>Beginning at 10th level, you can take the Dash action as a bonus action</p>	<p>Starting at 14th level, when a creature within 5 feet of you hits you with a</p>

<p>armor as a weapon.</p> <p>While you are wearing spiked armor and are raging, you can use a bonus action to make one melee weapon attack with your armor spikes against a target within 5 feet of you. If the attack hits, the spikes deal 1d4 piercing damage. You use your Strength modifier for the attack and damage rolls.</p> <p>Additionally, when you use the Attack action to grapple a creature, the target takes 3 piercing damage if your grapple check succeeds.</p>	<p>also gain temporary hit points equal to your Endurance modifier (minimum of 1). They vanish if any of them are left when your rage ends.</p>	<p>while you are raging.</p>	<p>melee attack, the attacker takes 3 piercing damage if you are raging, aren't incapacitated, and are wearing spiked armor.</p>
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<b>Path of the Beast</b>			
Barbarians who walk the Path of the Beast draw their rage from a bestial spark burning within their souls. That beast bursts forth in the throes of rage, physically transforming the barbarian.			
Such a barbarian is mostly the result of extreme mutation as caused by mutation. They may have been a mishap of the FEV, an intentional experiment by either Vault-Tec or some other Pre or Post War agency, or something else along these lines.			
<b>Form of the Beast</b>	<b>Bestial Soul</b>	<b>Infectious Fury</b>	<b>Call of the Hunt</b>
<p>Starting when you choose this path at 3rd level, when you enter your rage, you can transform, revealing the bestial power within you. Until the rage ends, you manifest a natural weapon. It counts as a simple melee weapon for you, and you add your Strength modifier to the attack and damage rolls when you attack with it, as normal.</p> <p>You choose the weapon's form each time you rage:</p>	<p>Beginning at 6th level, the feral power within you increases, causing the natural weapons of your Form of the Beast to count as magical for the purpose of overcoming resistance and immunity to attacks and damage.</p> <p>You can also alter your form to help you adapt to your surroundings. When you finish a short or long rest, choose one of the following benefits, which lasts until you finish a short or long rest:</p>	<p>At 10th level, when you hit a creature with your natural weapons while you are raging, the beast within you can curse your target with rabid fury. The target must succeed on an Intelligence saving throw (DC equal to 8 + your Endurance modifier + your proficiency bonus) or suffer one of the following effects (your choice):</p> <ul style="list-style-type: none"> <li>• The target must use its reaction to make a melee attack against</li> </ul>	<p>At 14th level, the beast within you grows so powerful that you can spread its ferocity to others and gain resilience from them joining your hunt. When you enter your rage, you can choose a number of other willing creatures you can see within 30 feet of you equal to your Endurance modifier (minimum of one creature). You gain 5 temporary hit points for each creature that accepts this feature. Until the rage ends, the chosen creatures can use the following</p>

<p>Bite. Your mouth transforms into a bestial muzzle or great mandibles (your choice). It deals 1d8 piercing damage on a hit. Once on each of your turns when you damage a creature with this bite, you regain a number of hit points equal to your proficiency bonus, provided you have less than half your hit points when you hit.</p> <p>Claws. Each of your hands transforms into a claw, which you can use as a weapon if it's empty. It deals 1d6 slashing damage on a hit. Once on each of your turns when you attack with a claw using the Attack action, you can make one additional claw attack as part of the same action.</p> <p>Tail. You grow a lashing, spiny tail, which deals 1d8 piercing damage on a hit and has the reach property. If a creature you can see within 10 feet of you hits you with an attack roll, you can use your reaction to swipe your tail and roll a d8, applying a bonus to your AC equal to the number rolled, potentially causing the attack to miss you.</p>	<ul style="list-style-type: none"> <li>You gain a swimming speed equal to your walking speed, and you can breathe underwater.</li> <li>You gain a climbing speed equal to your walking speed, and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.</li> <li>When you jump, you can make a Strength (Athletics) check and extend your jump by a number of feet equal to the check's total. You can make this special check only once per turn.</li> </ul>	<p>another creature of your choice that you can see.</p> <ul style="list-style-type: none"> <li>Target takes 2d12 psychic damage.</li> </ul> <p>You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.</p>	<p>benefit once on each of their turns: when the creature hits a target with an attack roll and deals damage to it, the creature can roll a d6 and gain a bonus to the damage equal to the number rolled.</p> <p>You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.</p>
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Path of the Berserker			
For some barbarians, rage is a means to an end – that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.			
Frenzy	Mindless Rage	Intimidating Presence	Retaliation
Starting when you choose	Beginning at 6th level,	Beginning at 10th level,	Starting at 14th level,

<p>this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.</p>	<p>you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.</p>	<p>you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Intelligence saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.</p> <p>If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.</p>	<p>when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.</p>
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<b>Path of the Totem Warrior</b>			
The Path of the Totem Warrior is a spiritual journey, as the barbarian accepts a spirit animal as guide, protector, and inspiration. In battle, your totem spirit fills you with supernatural might, adding spiritual fuel to your barbarian rage.			
Most barbarian tribes consider a totem animal to be kin to a particular clan. In such cases, it is unusual for an individual to have more than one totem animal spirit, though exceptions exist.			
<b>Spirit Seeker</b>	<b>Totem Spirit</b>	<b>Aspect of the Beast</b>	<b>Totemic Attunement</b>
Yours is a path that seeks attunement with the natural world, giving you a kinship with beasts. At 3rd level when you adopt this path, you gain the ability to cast the Beast	At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object – an amulet or similar	At 6th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected at 3rd level or a different one.	At 14th level, you gain a magical benefit based on a totem animal of your choice. You can choose the same animal you selected previously or a different one.

<p>Sense and Speak with Animals spells, but only as rituals.</p>	<p>adornment – that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the eagle, your eyes turn bright yellow.</p> <p>Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.</p> <p><b>Yao Guai.</b> While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.</p> <p><b>Eagle.</b> While you're raging and aren't wearing heavy armor, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn. The spirit of the eagle makes you into a predator who can weave through the fray with ease.</p> <p><b>Elk.</b> While you're raging and aren't wearing heavy armor, your walking speed increases by 15 feet. The spirit of the elk makes you extraordinarily swift.</p>	<p><b>Yao Guai.</b> You gain the might of a bear. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.</p> <p><b>Eagle.</b> You gain the eyesight of an eagle. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Intelligence (Perception) checks.</p> <p><b>Elk.</b> Whether mounted or on foot, your travel pace is doubled, as is the travel pace of up to ten companions while they're within 60 feet of you and you're not incapacitated. The elk spirit helps you roam far and fast.</p> <p><b>Deathclaw.</b> You gain proficiency in two skills from the following list: Athletics, Acrobatics, Stealth, and Survival. The cat spirit hones your survival instincts.</p> <p><b>Wolf.</b> You gain the hunting sensibilities of a wolf. You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace.</p>	<p><b>Yao Guai.</b> While you're raging, any creature within 5 feet of you that's hostile to you has disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.</p> <p><b>Eagle.</b> While raging, you have a flying speed equal to your current walking speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.</p> <p><b>Elk.</b> While raging, you can use a bonus action during your move to pass through the space of a Large or smaller creature. That creature must succeed on a Strength saving throw (DC 8 + your Strength bonus + your proficiency bonus) or be knocked prone and take bludgeoning damage equal to <math>1d12 +</math> your Strength modifier.</p> <p><b>Deathclaw.</b> While you're raging, if you move at least 20 feet in a straight line toward a Large or smaller target right before making a melee weapon attack against it, you can use a bonus action to make an additional melee weapon attack against it.</p> <p><b>Wolf.</b> While you're raging, you can use a bonus action on your turn to knock a Large or smaller creature prone when you hit it with</p>
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	<p><b>Deathclaw.</b> While raging, you can add 10 feet to your long jump distance and 3 feet to your high jump distance. The spirit of the deathclaw empowers your leaps.</p> <p><b>Wolf.</b> While you're raging, your friends have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you. The spirit of the wolf makes you a leader of hunters.</p>		melee weapon attack.
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Psyker				
Psychic Awareness	Wild Surge	Bolstering Abilities	Unstable Backlash	Controlled Surge
<p>When you choose this path at 3rd level, as an action, you can open your awareness to the presence of concentrated psychic energy. Until the end of your next turn, you know the location of any spell or magic item within 60 feet of you that isn't behind total cover. When you sense a spell, you learn which school of magic it belongs to.</p> <p>You can use this feature a number of times equal to your</p>	<p>Also at 3rd level, the psychic energy roiling inside you sometimes erupts from you. When you enter your rage, roll on the Wild Magic table to determine the magical effect produced.</p> <p>If the effect requires a saving throw, the DC equals <math>8 + \text{your proficiency bonus} + \text{your Endurance modifier}</math>.</p> <p><a href="http://dnd5e.wikidot.com/barbarian:wild-magic">http://dnd5e.wikidot.com/barbarian:wild-magic</a></p>	<p>Beginning at 6th level, you can harness your wild magic to bolster yourself or a companion. As an action, you can touch one creature (which can be yourself) and confer one of the following benefits of your choice to that creature:</p> <ul style="list-style-type: none"> <li>–For 10 minutes, the creature can roll a d3 whenever making an attack roll or an ability check and add the number rolled to the d20 roll.</li> </ul>	<p>At 10th level, when you are imperiled during your rage, the magic within you can lash out; immediately after you take damage or fail a saving throw while raging, you can use your reaction to roll on the Wild Magic table and immediately produce the effect rolled. This effect replaces your current Wild Magic effect.</p>	<p>At 14th level, whenever you roll on the Wild Magic table, you can roll the die twice and choose which of the two effects to unleash. If you roll the same number on both dice, you can ignore the number and choose any effect on the table.</p>

<p>proficiency bonus, and you regain all expended uses when you finish a long rest.</p>		<p><b>–Roll a d3.</b> The creature regains one expended spell slot, the level of which equals the number rolled or lower (the creature's choice).</p> <p>Once a creature receives this benefit, that creature can't receive it again until after a long rest. You can take this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.</p>		
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### Path of the Zealot

Some deities inspire their followers to pitch themselves into a ferocious battle fury. These barbarians are zealots – warriors who channel their rage into powerful displays of divine power.

A variety of beliefs across the Wasteland inspire their followers to embrace this path. Old World believers still holding to an all-powerful deity, those worshiping the Light of Atom, or those with tribal beliefs are all prime examples. In general, the faiths that inspire zealots are those of combat, destruction, and violence. Not all are evil, but few are good.

Divine Fury	Warrior of the Faith	Fanatical Focus	Zealous Presence	Rage Beyond Death
<p>Starting when you choose this path at 3rd level, you can channel divine fury into your weapon strikes. While you're raging, the first creature you hit on each of your turns with a weapon attack takes extra damage equal to <math>1d6 + \text{half your}</math></p>	<p>At 3rd level, your soul is marked for endless battle. If a spell, such as Raise Dead, has the sole effect of restoring you to life (but not undeath), the caster doesn't need material components to cast the spell on you.</p>	<p>Starting at 6th level, the divine power that fuels your rage can protect you. If you fail a saving throw while raging, you can reroll it, and you must use the new roll. You can use this ability only once per rage.</p>	<p>At 10th level, you learn to channel divine power to inspire zealotry in others. As a bonus action, you unleash a battle cry infused with divine energy. Up to ten other creatures of your choice within 60 feet of you that can hear you gain</p>	<p>Beginning at 14th level, the divine power that fuels your rage allows you to shrug off fatal blows. While you're raging, having 0 hit points doesn't knock you unconscious. You still must make death saving throws,</p>

Barbarian level. The extra damage is necrotic or radiant; you choose the type of damage when you gain this feature.			advantage on attack rolls and saving throws until the start of your next turn.  Once you use this feature, you can't use it again until you finish a long rest.	and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until your rage ends, and you die then only if you still have 0 hit points.
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<b>Path of the Behemoth</b>			
Super Mutant Barbarians who walk the Path of the Giant draw strength from the primal forces that are the Behemoths and their FEV-induced ilk. Their rages surge with raw power and cause these barbarians to grow in size, transforming them into avatars of primordial might.			
During their rage, a mutant barbarian may take on the form of a true behemoth and deal damage on an unparalleled scale.			
<b>Restriction: Super Mutants Only</b>			
<b>Behemoth Power</b>	<b>Behemoth's Havoc</b>	<b>Mighty Impel</b>	<b>Demiurgic Colossus</b>
<b>3rd-Level Path of the Behemoth Feature</b>  When you choose this path, you learn to speak, read, and write in the seemingly unintelligent tongue of Mutant behemoths.	<b>6th-Level Path of the Behemoth Feature</b>  Your rages pull strength from the primal might of giants, transforming you into a hulking force of destruction. While raging, you gain the following benefits: <ul style="list-style-type: none"><li>• Crushing Hurl. When you make a successful ranged attack with a thrown weapon using Strength, you can add your Rage Damage bonus to the attack's damage roll.</li><li>• Giant Stature. Your reach increases by 5</li></ul>	<b>10th-Level Path of the Behemoth Feature</b>  Your connection to behemoth strength now allows you to hurl both allies and enemies on the battlefield. As a bonus action while raging, you can choose one Medium or smaller creature within your reach and move it to an unoccupied space you can see within 30 feet of yourself. An unwilling creature must succeed on a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) to avoid the effect.  If, at the end of this movement, the thrown creature isn't on a surface	<b>14th-Level Path of the Behemoth Feature</b>  The primordial power of your rage intensifies. When you rage, your reach now increases by 10 feet, your size can increase to Huge, and you can now use your Mighty Impel to move creatures that are Large or smaller.  In addition, the extra damage dealt by your melee attacks increases to 1d6.

	<p>feet, and if you are smaller than Large, you become Large, along with anything you are wearing. If there isn't enough room for you to become Large, your size doesn't change.</p>	<p>or liquid that can support it, the creature falls, taking damage as normal and landing prone.</p>	
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<b>Path of the Depths</b>			
<b>Gift of the Drowned Ones</b>	<b>Dredge Line</b>	<b>Manifestations of the Deep</b>	<b>Depth Charge</b>
<p>At 3rd level when you adopt this path, you gain a swimming speed equal to your walking speed and gain the ability to breathe underwater.</p>	<p>Starting when you choose this path at 3rd level, you manifest an extra appendage when you enter your rage. This weapon can appear as a kraken tentacle, a giant anchor, preternatural jaws, or something else based on your history.</p> <p>As a bonus action, you can use this appendage to strike at one creature of your choice that you can see within 15 feet. The target must succeed on a Strength saving throw (DC equal to <math>8 + \text{your proficiency bonus} + \text{your Strength modifier}</math>) or be pulled up to 10 feet in a straight line towards you.</p>	<p>At 10th level, you can manifest additional adaptations of the deep. Select one of the below adaptations you manifest, during a long rest you may replace your chosen manifestation with a new option from this list:</p> <p><b>Eyes of the Deep:</b> You gain the ability to use echolocation. When you do so, you cast the True Seeing spell, without using a spell slot or material components. After you cast a spell in this way, you can't use this feature again until you finish a short or long rest.</p> <p><b>Arms of the Deep:</b> While raging, you now manifest two magical appendages, which may be tentacles, chains and anchors, animated rigging, or another grasping arm of</p>	<p>At 14th level, when you use your ghostwater dive ability, you can choose to appear with a wave of tidal force. When you appear all creatures within 10 feet of you must make a Strength saving throw. On a failed save a creature takes <math>3d6</math> force damage and is knocked prone. On a successful save, a creature takes half damage and is not knocked prone.</p>

		<p>your choice. When you use your dredge line ability, you can attempt a grapple with each of your appendages.</p> <p>Heart of the Deep: Now on your turn, you can use a bonus action to gain temporary hit points equal to <math>1d12 +</math> your barbarian level. Once you use this feature, you must finish a short or long rest before you can use it again.</p> <p>Soul of the Deep: You are now immune to all effects that would cause you to be charmed or frightened.</p> <p>Armor of the Deep: Your skin hardens, increasing your Armor Class by 1.</p>	
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<b>Path of the Juggernaut</b>				
<b>Thunderous Blows</b>	<b>Stance of the Mountain</b>	<b>Demolishing Might</b>	<b>Overwhelming Cleave</b>	<b>Unstoppable</b>
<p>Starting when you choose this path at 3rd level, your rage instills you with the strength to batter around your foes, making any battlefield your domain. Once per turn while raging, when you damage a creature with a melee attack, you can force the target to make a Strength saving throw (DC <math>8 +</math> your proficiency bonus + your Strength modifier). On a failure, you</p>	<p>You harness your fury to anchor your feet to the earth, shrugging off the blows of those who wish to topple you. Upon choosing this path at 3rd level, you cannot be knocked prone while raging unless you become unconscious.</p>	<p>Beginning at 6th level, you can muster destructive force with your assault, shaking the core of even the strongest structures. All of your melee attacks gain the siege property (your attacks deal double damage to objects and structures). Your melee attacks against creatures of the construct type deal an additional <math>1d8</math> weapon damage.</p>	<p>Upon reaching 10th level, you wade into armies of foes, great swings of your weapon striking any who threaten you. When you make a weapon attack while raging, you can make another attack as a bonus action with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.</p>	<p>Starting at 14th level, you can choose to become unstoppable when you enter a rage. If you do so, for the duration of the rage your speed cannot be reduced, and you are immune to the frightened, paralyzed, and stunned conditions. If you are frightened, paralyzed, or stunned, you can still take your bonus action to enter your rage and suspend</p>

push the target 5 feet away from you, and you can choose to immediately move 5 feet into the target's previous position.				the effects for the duration of the rage. When your rage ends, you suffer one level of exhaustion.
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### **Primal Knowledge (Optional)**

When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.

### **Ability Score Improvement**

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

### **Extra Attack**

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

### **Fast Movement**

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

### **Feral Instinct**

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

### **Instinctive Pounce (Optional)**

At 7th level, as part of the bonus action you take to enter your rage, you can move up to half your speed.

### **Brutal Critical**

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

This increases to two additional dice at 13th level and three additional dice at 17th level.

### **Relentless Rage**

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Endurance saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

### **Persistent Rage**

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

### **Indomitable Might**

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

### **Primal Champion**

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

# Bard

Whether scholar, skald, or scoundrel, a bard's silver tongue is all that is needed to inspire allies, demoralize foes, manipulate minds, create illusions, and even heal wounds. The bard is a master of song, speech, and the value they possess.

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st d	2nd d	3rd h	4th h	5th h	6th h	7th h	8th h	9th h
1st	+2	Spellcasting, Bardic Inspiration (d6)	2	4	2	-	-	-	-	-	-	-	-
2nd	+2	Jack of All Trades, Song of Rest (d6), <i>Magical Inspiration</i> (Optional)	2	5	3	-	-	-	-	-	-	-	-
3rd	+2	Bard College, Expertise	2	6	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement, <i>Bardic Versatility</i> (Optional)	3	7	4	3	-	-	-	-	-	-	-
5th	+3	Bardic Inspiration (d8), Font of Inspiration	3	8	4	3	2	-	-	-	-	-	-
6th	+3	Counterccharm, Bard College feature	3	9	4	3	3	-	-	-	-	-	-
7th	+3		3	10	4	3	3	1	-	-	-	-	-

8th	+3	Ability Score Improvement, <i>Bardic Versatility (Optional)</i>	3	11	4	3	3	2	-	-	-	-	-
9th	+4	Song of Rest (d8)	3	12	4	3	3	3	1	-	-	-	-
10th	+4	Bardic Inspiration (d10), Expertise, Magical Secrets	4	14	4	3	3	3	2	-	-	-	-
11th	+4		4	15	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement, <i>Bardic Versatility (Optional)</i>	4	15	4	3	3	3	2	1	-	-	-
13th	+5	Song of Rest (d10)	4	16	4	3	3	3	2	1	1	-	-
14th	+5	Magical Secrets, Bard College feature	4	18	4	3	3	3	2	1	1	-	-
15th	+5	Bardic Inspiration (d12)	4	19	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement, <i>Bardic Versatility (Optional)</i>	4	19	4	3	3	3	2	1	1	1	-
17th	+6	Song of Rest (d12)	4	20	4	3	3	3	2	1	1	1	1
18th	+6	Magical Secrets	4	22	4	3	3	3	3	1	1	1	1

19th	+6	Ability Score Improvem ent, <i>Bardic</i> <i>Versatility</i> <i>(Optional)</i>	4	22	4	3	3	3	3	2	1	1	1
20th	+6	Superior Inspiration	4	22	4	3	3	3	3	2	2	1	1

## Class Features

As a bard, you gain the following class features.

### Hit Points

**Hit Dice:** 1d8 per bard level

**Hit Points at 1st Level:** 8 + your Endurance modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Endurance modifier per bard level after 1st

### Proficiencies

**Armor:** Light armor

**Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords

**Tools:** Three musical instruments of your choice

**Saving Throws:** Agility, Charisma

**Skills:** Choose any three

### Equipment

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

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) a lute or (b) any other musical instrument

Leather armor and a dagger



### Spellcasting

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations.

### Cantrips

You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

### **Spell Slots**

The Bard table shows how many spell slots you have to cast your bard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell Cure Wounds and have a 1st-level and a 2nd-level spell slot available, you can cast Cure Wounds using either slot.

### **Spells Known of 1st Level and Higher**

You know four 1st-level spells of your choice from the bard spell list.

The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

### **Spellcasting Ability**

Charisma is your spellcasting ability for your bard spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

### **Ritual Casting**

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

### **Spellcasting Focus**

You can use a musical instrument (found in chapter 5) as a spellcasting focus for your bard spells.

### **Bardic Inspiration**

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds

or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

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

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

### **Jack of All Trades**

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

### **Song of Rest**

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra Hit Points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

### **Magical Inspiration (Optional)**

At 2nd level, if a creature has a Bardic Inspiration die from you and casts a spell that restores hit points or deals damage, the creature can roll that die and choose a target affected by the spell. Add the number rolled as a bonus to the hit points regained or the damage dealt. The Bardic Inspiration die is then lost.

### **Bard College**

At 3rd level, you delve into the advanced techniques of a bard college of your choice. Your choice grants you features at 3rd level and again at 6th and 14th level.

<b>Eloquence</b>				
<b>Silver Tongue</b>	<b>Unsettling Words</b>	<b>Unfailing Inspiration</b>	<b>Universal Speech</b>	<b>Infectious Inspiration</b>
Starting at 3rd level, you are a master at saying the right	Also at 3rd level, you can spin words laced with magic	At 6th level, your inspiring words are so persuasive that	Also at 6th level, you have gained the ability to make your	At 14th level, when you successfully inspire someone, the

<p>thing at the right time. When you make a Charisma (Persuasion) or Charisma (Deception) check, you can treat a d20 roll of 9 or lower as a 10.</p>	<p>that unsettle a creature and cause it to doubt itself. As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 feet of you. Roll the Bardic Inspiration die. The creature must subtract the number rolled from the next saving throw it makes before the start of your next turn.</p>	<p>others feel driven to succeed. When a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll fails, the creature can keep the Bardic Inspiration die.</p>	<p>speech intelligible to any creature. As an action, choose one or more creatures within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). The chosen creatures can magically understand you, regardless of the language you speak, for 1 hour.</p> <p>Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot to use it again.</p>	<p>power of your eloquence can now spread to someone else. When a creature within 60 feet of you adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll succeeds, you can use your reaction to encourage a different creature (other than yourself) that can hear you within 60 feet of you, giving it a Bardic Inspiration die without expending any of your Bardic Inspiration uses.</p> <p>You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.</p>
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## Glamour

The College of Glamour is the home of bards who mastered their craft, learning to use their magic to delight and captivate others.

The bards of this college are regarded with a mixture of awe and fear. Their performances are the stuff of legend. These bards are so eloquent that a speech or song that one of them performs can cause captors to release the bard unharmed and can lull a furious deathclaw into complacency. The same skills that allow them to quell beasts can also bend minds. Villainous bards of this college can leech off a community for weeks, abusing their magic to turn their hosts into thralls. Heroic bards of this college instead use this power to gladden the downtrodden and undermine oppressors.

Mantle of Inspiration	Enthralling	Mantle of Majesty	Unbreakable Majesty
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	<b>Performance</b>		
<p>When you join the College of Glamour at 3rd level, you gain the ability to weave a song of fey magic that imbues your allies with vigor and speed.</p> <p>As a bonus action, you can expend one use of your Bardic Inspiration to grant yourself a wondrous appearance. When you do so, choose a number of creatures you can see and who can see you within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one). Each of them gains 5 temporary hit points. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks.</p> <p>The number of temporary hit points increases when you reach certain levels in this class, increasing to 8 at 5th level, 11 at 10th level, and 14 at 15th level.</p>	<p>Starting at 3rd level, you can charge your performance with seductive, fey magic.</p> <p>If you perform for at least 1 minute, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on an Intelligence saving throw against your spell save DC or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who speaks to it, and it hinders anyone who opposes you, avoiding violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.</p> <p>If a target succeeds on its saving throw, the target has no hint that you tried to charm it.</p> <p>Once you use this feature, you can't use it again until you finish a short or long rest.</p>	<p>At 6th level, you gain the ability to cloak yourself in a fey magic that makes others want to serve you. As a bonus action, you cast <i>Command</i>, without expending a spell slot, and you take on an appearance of unearthly beauty for 1 minute or until your concentration ends (as if you were concentrating on a spell). During this time, you can cast <i>Command</i> as a bonus action on each of your turns, without expending a spell slot.</p> <p>Any creature charmed by you automatically fails its saving throw against the <i>Command</i> you cast with this feature.</p> <p>Once you use this feature, you can't use it again until you finish a long rest.</p>	<p>At 14th level, your appearance permanently gains an otherworldly aspect that makes you look more lovely and fierce.</p> <p>In addition, as a bonus action, you can assume a magically majestic presence for 1 minute or until you are incapacitated. For the duration, whenever any creature tries to attack you for the first time on a turn, the attacker must make a Charisma saving throw against your spell save DC. On a failed save, it can't attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your spells on your next turn.</p> <p>Once you assume this majestic presence, you can't do so again until you finish a short or long rest.</p>

## Lore

Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king.

The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a government or following the tenets of a faith. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than political.

The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

Bonus Proficiencies	Cutting Words	Additional Secrets	Peerless Skill
When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.	Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.	At 6th level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.	Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

## Swords

Bards of the College of Swords are called blades, and they entertain through daring feats of weapon prowess. Blades perform stunts such as sword swallowing, knife throwing and juggling, and mock combats. Though they use their weapons to entertain, they are also highly trained and skilled warriors in their own right.

Their talent with weapons inspires many blades to lead double lives. One blade might use a circus troupe as cover for nefarious deeds such as assassination, robbery, and blackmail. Other blades strike at the wicked, bringing justice to bear against the cruel and powerful. Most troupes are happy to accept a blade's talent for the excitement it adds to a performance, but few entertainers fully trust a blade in their ranks.

Blades who abandon their lives as entertainers have often run into trouble that makes maintaining their secret activities impossible. A blade caught stealing or engaging in vigilante justice is too great a liability for most troupes. With their weapon skills and magic, these blades either take up work as enforcers for thieves' guilds or strike out on their own as adventurers.

Bonus Proficiencies	Fighting Style	Blade Flourish	Extra Attack	Master's Flourish
<p>When you join the College of Swords at 3rd level, you gain proficiency with medium armor and the scimitar.</p> <p>If you're proficient with a simple or martial melee weapon, you can use it as a spellcasting focus for your bard spells.</p>	<p>At 3rd level, you adopt a particular style of fighting as your specialty. Choose one of the following options.</p> <p>You can't take a Fighting Style option more than once, even if you later get to choose again.</p> <ul style="list-style-type: none"> <li>• <b>Dueling.</b> When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.</li> <li>• <b>Two-Weap on Fighting.</b> When you</li> </ul>	<p>At 3rd level, you learn to conduct impressive displays of martial prowess and speed.</p> <p>Whenever you take the Attack action on your turn, your walking speed increases by 10 feet until the end of the turn, and if a weapon attack that you make as part of this action hits a creature, you can use one of the following Blade Flourish options of your choice. You can use only one Blade Flourish option per turn.</p> <p><b>Defensive Flourish.</b> You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the</p>	<p>Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.</p>	<p>Starting at 14th level, whenever you use a Blade Flourish option, you can roll a d6 and use it instead of expending a Bardic Inspiration die.</p>

	<p>engage in two-weapons fighting, you can add your ability modifier to the damage of the second attack.</p>	<p>number you roll on the Bardic Inspiration die. You also add the number rolled to your AC until the start of your next turn.</p> <p><b>Slashing Flourish.</b> You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit and to any other creature of your choice that you can see within 5 feet of you. The damage equals the number you roll on the Bardic Inspiration die.</p> <p><b>Mobile Flourish.</b> You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You can also push the target up to 5 feet away from you, plus a number of feet equal to the number you roll on that die. You can then immediately use your reaction to move up to your walking speed to an unoccupied space within 5 feet of the target.</p>		
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Valor
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Bards of the College of Valor are daring skalds whose tales keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. These bards gather in mead halls or around great bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn't pass from the world. With their songs, they inspire others to reach the same heights of accomplishment as the heroes of old.

Bonus Proficiencies	Combat Inspiration	Extra Attack	Battle Abilities
When you join the College of Valor at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.	Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.	Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.	At 14th level, you have mastered the art of weaving spellcasting and weapon use into a single harmonious act. When you use your action to cast a bard spell, you can make one weapon attack as a bonus action.

### Whispers

Most folk are happy to welcome a bard into their midst. Bards of the College of Whispers use this to their advantage. They appear to be like any other bard, sharing news, singing songs, and telling tales to the audiences they gather. In truth, the College of Whispers teaches its students that they are wolves among sheep. These bards use their knowledge and magic to uncover secrets and turn them against others through extortion and threats.

Many other bards hate the College of Whispers, viewing it as a parasite that uses the bards' reputation to acquire wealth and power. For this reason, these bards rarely reveal their true nature unless they must. They typically claim to follow some other college, or keep their true nature secret in order to better infiltrate and exploit royal courts and other settings of power.

Psychic Blades	Words of Terror	Mantle of Whispers	Shadow Lore
When you join the College of Whispers at 3rd level, you gain the ability to make your weapon attacks particularly damaging to a creature's mind.  When you hit a creature	At 3rd level, you learn to infuse innocent-seeming words with an insidious magic that can inspire terror.  If you speak to a humanoid alone for at least 1 minute, you can	At 6th level, you gain the ability to adopt a humanoid's persona. When a humanoid dies within 30 feet of you, you can magically capture its shadow using your reaction. You retain this shadow until you use it or	At 14th level, you gain the ability to weave dark magic into your words and tap into a creature's deepest fears.  As an action, you whisper a phrase that only one creature of your choice

<p>with a weapon attack, you can expend one use of your Bardic Inspiration to deal an additional 2d6 psychic damage to that target. You can do so only once per round on your turn.</p> <p>The psychic damage increases when you reach certain levels in this class, increasing to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.</p>	<p>attempt to seed paranoia and fear into its mind. At the end of the conversation, the target must succeed on an Intelligence saving throw against your spell save DC or be frightened of you or another creature of your choice. The target is frightened in this way for 1 hour, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged.</p> <p>If the target succeeds on its saving throw, the target has no hint that you tried to frighten it.</p> <p>Once you use this feature, you can't use it again until you finish a short rest or long rest.</p>	<p>you finish a long rest.</p> <p>You can use the shadow as an action. When you do so, it vanishes, transforming into a disguise that appears on you. You now look like the dead person, but healthy and alive. This disguise lasts for 1 hour or until you end it as a bonus action.</p> <p>While you're in the disguise, you gain access to all information that the humanoid would freely share with a casual acquaintance. Such information includes general details on its background and personal life, but doesn't include secrets. The information is enough that you can pass yourself off as the person by drawing on its memories.</p> <p>Another creature can see through this disguise by succeeding on a Perception(Insight) check contested by your Charisma (Deception) check. You gain a +5 bonus to your check.</p> <p>Once you capture a shadow with this feature, you can't capture another one with it until you finish a short or long rest.</p>	<p>within 30 feet of you can hear. The target must make an Intelligence saving throw against your spell save DC. It automatically succeeds if it doesn't share a language with you or if it can't hear you. On a successful saving throw, your whisper sounds like unintelligible mumbling and has no effect.</p> <p>If the target fails its saving throw, it is charmed by you for the next 8 hours or until you or your allies attack or damage it. It interprets the whispers as a description of its most mortifying secret.</p> <p>While you gain no knowledge of this secret, the target is convinced you know it. While charmed in this way, the creature obeys your commands for fear that you will reveal its secret. It won't risk its life for you or fight for you, unless it was already inclined to do so. It grants you favors and gifts it would offer to a close friend.</p> <p>When the effect ends, the creature has no understanding of why it held you in such fear.</p> <p>Once you use this feature, you can't use it again until you finish a long rest.</p>
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## Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

### **Ability Score Improvement**

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

### **Bardic Versatility (Optional)**

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change in focus as you use your skills and magic:

- Replace one of the skills you chose for the Expertise feature with one of your other skill proficiencies that isn't benefiting from Expertise.
- Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the bard spell list.

### **Font of Inspiration**

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

### **Countercharm**

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

### **Magical Secrets**

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any classes, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip.

The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table.

You learn two additional spells from any classes at 14th level and again at 18th level.

### **Superior Inspiration**

At 20th level, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

# Fighter

Fighters share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. They are well acquainted with death, both meting it out and staring it defiantly in the face.

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (x1)
3rd	+2	Martial Archetype
4th	+2	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
5th	+3	Extra Attack (x1)
6th	+3	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
7th	+3	Martial Archetype feature
8th	+3	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
9th	+4	Indomitable (x1)
10th	+4	Martial Archetype feature
11th	+4	Extra Attack (x2)
12th	+4	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
13th	+5	Indomitable (x2)
14th	+5	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
15th	+5	Martial Archetype feature
16th	+5	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
17th	+6	Action Surge (x2), Indomitable (x3)

18th	+6	Martial Archetype feature
19th	+6	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
20th	+6	Extra Attack (x3)

## Class Features

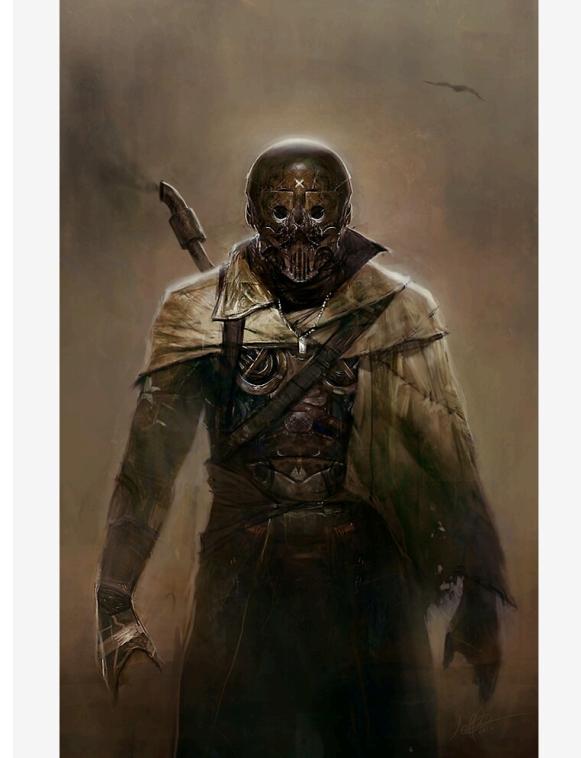
As a fighter, you gain the following class features.

### Hit Points

**Hit Dice:** 1d10 per fighter level

**Hit Points at 1st Level:** 10 + your Endurance modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Endurance modifier per fighter level after 1st



### Proficiencies

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons, energy weapons

**Tools:** None

**Saving Throws:** Strength, Endurance

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

### Equipment

Any armor under 500 caps

(a) a martial melee weapon and a shield or (b) two martial melee weapons

(a) a martial ranged weapon and 20 bullets or (b) two simple weapons

(a) a dungeoneer's pack or (b) an explorer's pack

### Fighting Style

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

- **Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Blind Fighting.** You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.
- **Defense.** While you are wearing armor, you gain a +1 bonus to AC.

- **Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Interception.** When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by  $1d10 +$  your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.
- **Protection.** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- **Superior Technique.** You learn one maneuver of your choice from among those available to the Battle Master archetype. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals  $8 +$  your proficiency bonus + your Strength or Agility modifier (your choice).
  - You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.
- **Thrown Weapon Fighting.** You can draw a weapon that has the thrown property as part of the attack you make with the weapon.
  - In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.
- **Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.
- **Unarmed Fighting.** Your unarmed strikes can deal bludgeoning damage equal to  $1d6 +$  your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8.
  - At the start of each of your turns, you can deal  $1d4$  bludgeoning damage to one creature grappled by you.
- **Close Quarters Shooter (UA).** When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. You have a +1 bonus to attack rolls on ranged attacks.
- **Mariner (UA).** As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to armor class.
- **Tunnel Fighter (UA).** As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

## **Second Wind**

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to  $1d10 + \text{your fighter level}$ .

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

## **Action Surge**

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

## **Martial Archetype**

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

<b>Banneret</b>			
A banneret is a leader by example who inspires greatness in others by committing brave deeds in battle. The mere presence of one in a settlement is enough to cause some mutants and raiders to seek easier prey. A lone banneret is a skilled warrior, but a banneret leading a band of allies can transform even the most poorly equipped militia into a ferocious war band.			
<b>Rallying Cry</b>	<b>Chivalrous Envoy</b>	<b>Inspiring Surge</b>	<b>Bulwark</b>
When you choose this archetype at 3rd level, you learn how to inspire your allies to fight on past their injuries.  When you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level, provided that the creature can see or hear you.	Knights of high standing are expected to conduct themselves with grace.  At 7th level, you gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, or Performance.  Your proficiency bonus is doubled for any ability check you make that uses	Starting at 10th level, when you use your Action Surge feature, you can choose one creature within 60 feet of you that is allied with you. That creature can make one melee or ranged weapon attack with its reaction, provided that it can see or hear you.  Starting at 18th level, you can choose two allies within 60 feet of you, rather than one.	Beginning at 15th level, you can extend the benefit of your Indomitable feature to an ally. When you decide to use Indomitable to reroll an Intelligence or a Charisma saving throw and you aren't incapacitated, you can choose one ally within 60 feet of you that also failed its saving throw against the same effect. If that creature can see or hear you, it can reroll its saving throw and must use the new roll.

	Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature.		
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<b>Battle Master</b>			
<b>Combat Superiority</b>	<b>Student of War</b>	<b>Know your Enemy</b>	<b>Relentless</b>
<p>When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.</p> <p><b>Maneuvers.</b> You learn three maneuvers of your choice. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.</p> <p><b>Superiority Dice.</b> You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.</p> <p><b>Saving Throws.</b> Some of your maneuvers require</p>	<p>At 3rd level, you gain proficiency with one type of artisan's tools of your choice.</p>	<p>Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:</p> <ul style="list-style-type: none"> <li>● Strength score</li> <li>● Agility score</li> <li>● Constitution score</li> <li>● Armor Class</li> <li>● Current hit points</li> <li>● Total class levels, if any</li> <li>● Fighter class levels, if any</li> </ul>	<p>Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.</p>

<p>your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:</p> <p>Maneuver save DC = 8 + your proficiency bonus + your Strength or Agility modifier (your choice)</p> <p>At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.</p>			
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<b>Road Warrior</b>			
<b>Bonus Proficiency</b>	<b>Born to the Wheel</b>	<b>Unwavering Mark</b>	<b>Warding Maneuver</b>
<p>When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, History, Insight, Performance, or Persuasion and gain a proficiency in vehicle-use.</p>	<p>Starting at 3rd level, your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount or vehicle. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.</p> <p>Finally, mounting or dismounting a creature or vehicle costs you only 5 feet of movement, rather than half your speed.</p>	<p>Starting at 3rd level, you can menace your foes, foiling their attacks and punishing them for harming others. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature.</p> <p>While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.</p> <p>In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon</p>	<p>At 7th level, you learn to fend off strikes directed at you, your mount, or other creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.</p> <p>You can use this feature a number of times equal to your Constitution modifier (a minimum of once), and you regain all expended uses of it when you finish a long rest.</p>

<b>Hold the Line</b>	<b>Ferocious Charger</b>		<b>Vigilant Defender</b>
<p>At 10th level, you become a master of locking down your enemies. Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.</p>	<p>Starting at 15th level, you can run down your foes, whether you're mounted or not. If you move at least 10 feet in a straight line right before attacking a creature and you hit it with the attack, that target must succeed on a Strength saving throw (<math>DC\ 8 + \text{your proficiency bonus} + \text{your Strength modifier}</math>) or be knocked prone. You can use this feature only once on each of your turns.</p>	<p>attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your fighter level.</p> <p>Regardless of the number of creatures you mark, you can make this special attack a number of times equal to your Strength modifier (a minimum of once), and you regain all expended uses of it when you finish a long rest.</p>	<p>Starting at 18th level, you respond to danger with extraordinary vigilance. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction.</p>

<b>Champion</b>			
The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.			
<b>Improved Critical</b>	<b>Remarkable Athlete</b>	<b>Additional Fighting Style</b>	<b>Survivor</b>
<p>Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.</p> <p>Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.</p>	<p>Starting at 7th level, you can add half your proficiency bonus (rounded up) to any Strength, Agility, or Endurance check you make that doesn't already use your proficiency bonus.</p> <p>In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.</p>	<p>At 10th level, you can choose a second option from the Fighting Style class feature.</p>	<p>At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to <math>5 + \text{your Constitution modifier}</math> if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.</p>

<b>Samurai</b>
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Inspired by the Shi culture of New California's "Shi State" in San Francisco, Samurai is a fighter who draws on an implacable fighting spirit to overcome enemies. A samurai's resolve is nearly unbreakable, and the enemies in a samurai's path have two choices: yield or die fighting.

Bonus Proficiency	Fighting Spirit	Elegant Courtier	Tireless Spirit
When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.	<p>Starting at 3rd level, your intensity in battle can shield you and help you strike true. As a bonus action on your turn, you can give yourself advantage on all weapon attack rolls until the end of the current turn. When you do so, you also gain 5 temporary hit points. The number of hit points increases when you reach certain levels in this class, increasing to 10 at 10th level and 15 at 15th level.</p> <p>You can use this feature three times. You regain all expended uses of it when you finish a long rest.</p>	<p>Starting at 7th level, your discipline and attention to detail allow you to excel in social situations. Whenever you make a Charisma (Persuasion) check, you gain a bonus to the check equal to your intelligence modifier.</p> <p>Your self-control also causes you to gain proficiency in intelligence saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).</p>	<p>Starting at 10th level, when you roll initiative and have no uses of Fighting Spirit remaining, you regain one use.</p>
Rapid Strike	Strength Before Death		
Starting at 15th level, you learn to trade accuracy for swift strikes. If you take the Attack action on your turn and have advantage on an attack roll against one of the targets, you can forgo the advantage for that roll to make an additional weapon attack against that target, as part of the same action. You can do so no more than once per turn.	<p>Starting at 18th level, your fighting spirit can delay the grasp of death. If you take damage that reduces you to 0 hit points, you can use your reaction to delay falling unconscious, and you can immediately take an extra turn. While you have 0 hit points during that extra turn, taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill you. When the extra turn ends, you fall unconscious if you still have 0 hit points.</p> <p>Once you use this feature, you can't use it again until you finish a long rest.</p>		

Brute												
Brutes are simple warriors who rely on mighty attacks and their own durability to overcome their enemies. Some brutes combine this physical might with tactical cunning. Others just hit things until those things stop hitting back.												
Brute Force	Brutish Durability	Additional Fighting Style	Devastating Critical	Survivor								
<p>Starting at 3rd level, you're able to strike with your weapons with especially brutal force. Whenever you hit with a weapon that you're proficient with and deal damage, the weapon's damage increases by an amount based on your level in this class, as shown on the Brute Bonus Damage table.</p> <table> <tr><td>3rd Level</td><td>1d4</td></tr> <tr><td>10th Level</td><td>1d6</td></tr> <tr><td>16th level</td><td>1d8</td></tr> <tr><td>20th Level</td><td>1d10</td></tr> </table>	3rd Level	1d4	10th Level	1d6	16th level	1d8	20th Level	1d10	<p>Beginning at 7th level, your toughness allows you to shrug off assaults that would devastate others.</p> <p>Whenever you make a saving throw, roll 1d6 and add the die to your saving throw total. If applying this bonus to a death saving throw increases the total to 20 or higher, you gain the benefits of rolling a 20 on the d20.</p>	<p>At 10th level, you can choose a second option from the Fighting Style class feature.</p>	<p>Starting at 15th level, when you score a critical hit with a weapon attack, you gain a bonus to that weapon's damage roll equal to your level in this class.</p>	<p>At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns in combat, you regain hit points equal to <math>5 + \text{your Constitution modifier}</math> (minimum of 1 hit point). You don't gain this benefit if you have 0 hit points or if you have more than half of your hit points left.</p>
3rd Level	1d4											
10th Level	1d6											
16th level	1d8											
20th Level	1d10											

Monster Hunter			
As an archetypal Monster Hunter, you are an expert at defeating mutated threats. Typically mentored by an older, experienced Monster Hunter, you learn to overcome a variety of unnatural defenses and attacks, including those of undead, lycanthropes, and other creatures of horror.			
Bonus Proficiencies	Combat Superiority	Hunter's Mysticism	Monster Slayer
<p>When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Technology, History, Insight, Investigation, Nature, or Perception. You can gain proficiency with a tool of your choice in place of</p>	<p>When you choose this archetype at 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.</p> <p><b>Superiority Dice.</b> You have four superiority dice, which are d8s. A superiority die is</p>	<p>At 3rd level, your study of the supernatural gives you a limited ability to use magic. You can cast Detect Magic as a ritual. You can cast Protection from Evil and Good, but you cannot cast it again with this feature until you finish a long rest.</p>	<p>At 7th level, whenever you expend superiority dice to add to a damage roll, you can expend up to two dice instead of just one, adding both to the roll. Both dice are expended as normal. If the target of your attack is an aberration, a fey, a fiend,</p>

one skill choice.	<p>expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.</p> <p>You gain another superiority die at 7th level and one more at 15th level.</p>	<p>Intelligence is your spellcasting ability for these spells.</p> <p>In addition, you gain the ability to speak one of the following languages of your choice: Deathclaw, Mirelurk, or Centaur</p>	<p>or an undead, you deal maximum damage with both dice, instead of rolling them.</p>
<b>Improved Combat Superiority</b>	<p><b>Using Superiority Dice.</b> You can expend superiority dice to gain a number of different benefits:</p>	<p><b>Precision Attack.</b> When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.</p> <p><b>Sharpened Attack.</b> When you damage a creature with a weapon attack, you can expend one superiority die to add it to the damage roll. You can use this ability after rolling damage. If the attack causes the target to make an Endurance saving throw to maintain concentration, it has disadvantage on that save.</p> <p><b>Sharpened Senses.</b> When you make a Perception (Perception) check to detect a hidden creature or object, or an Perception (Insight) check to determine if someone is lying to you, you can expend one superiority die to add it to the roll. You can use this feature after seeing the total but before learning if you succeeded or failed.</p> <p><b>Superior Willpower.</b></p>	<p><b>Relentless</b></p>
At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.		Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain one superiority die.	

	<p>When you make an Intelligence, a Charisma saving throw, or a Dexterity saving throw, you can expend one superiority die to add it to the roll. You can use this feature only before you learn if the save succeeded or failed.</p>		
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<b>Scout</b>			
Bonus Proficiencies	Combat Superiority	Natural Explorer	Relentless
<p>When you choose this archetype at 3rd level, you gain proficiency in three of the following skills of your choice: Acrobatics, Athletics, Investigation, Medicine, Nature, Perception, Stealth, or Survival. You can choose to gain proficiency with thieves' tools in place of one skill choice.</p>	<p>At 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.</p> <p><b>Superiority Dice.</b> You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a long or short rest.</p> <p>You gain another superiority die at 7th level and one more at 15th level.</p> <p><b>Using Superiority Dice.</b> You can expend superiority dice to gain a number of different benefits:</p> <p><b>Survival Superiority.</b> When you make a check that allows you to apply your proficiency in Athletics, Nature, Perception, Stealth, or Survival, you can expend one superiority die to bolster the check. Add half the number rolled on</p>	<p>At 3rd level, you are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or intelligence check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.</p> <p>While traveling for an hour or more in your favored terrain, you gain the following benefits:</p> <ul style="list-style-type: none"> <li>-Difficult terrain doesn't slow your group's travel. Your group can't become lost except by magical means.</li> <li>-Even when you are engaged in another activity while traveling</li> </ul>	<p>Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.</p>

	<p>the superiority die (rounding up) to your check. You apply this bonus after making the check but before learning if it was successful.</p> <p><b>Precision Attack.</b> When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.</p> <p><b>Scout's Evasion.</b> If you are hit by an attack while wearing light or medium armor, you can expend one superiority die as a reaction, adding the number rolled to your AC. If the attack still hits, you take half damage from it.</p> <p>At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.</p>	<p>(such as foraging, navigating, or tracking), you remain alert to danger.</p> <ul style="list-style-type: none"> <li>–If you are traveling alone, you can move stealthily at a normal pace.</li> <li>–When you forage, you find twice as much food as you normally would.</li> <li>–While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.</li> </ul> <p>You choose additional favored terrain types at 7th and 15th level.</p>	
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Sharpshooter				
The Sharpshooter is a master of ranged combat. An excellent sniper and eagle-eyed scout, this fighter is a perilous foe who can defeat an entire war band so long as they are kept at range.				
Steady Aim	Careful Eyes	Close-Quarters Shooting	Rapid Strike	Snap Shot
Beginning when you choose this archetype at 3rd level, your aim becomes deadly. As a bonus action on your turn, you can take careful aim at a creature you can see that is within range of a ranged weapon you're wielding. Until the end of this	<p>Starting at 7th level, you excel at picking out hidden enemies and other threats. You can take the Search action as a bonus action.</p> <p>You also gain proficiency in the Perception, Investigation, or Survival skill</p>	<p>At 10th level, you learn to handle yourself in close combat. Making a ranged attack roll while within 5 feet of an enemy doesn't impose disadvantage on your roll.</p> <p>In addition, if you hit a creature within</p>	<p>Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same</p>	<p>Starting at 18th level, you are ever ready to spring into action. If you take the Attack action on your first turn of a combat, you can make one additional ranged weapon attack as part of that action.</p>

<p>turn, your ranged attacks with that weapon gain two benefits against the target:</p> <ul style="list-style-type: none"> <li>–The attacks ignore half and three-quarters cover.</li> <li>–On each hit, the weapon deals additional damage to the target equal to <math>2 + \text{half your fighter level}</math>.</li> </ul> <p>You can use this feature three times. You regain all expended uses of it when you finish a short or long rest.</p>	<p>(choose one).</p>	<p>5 feet of you with a ranged attack on your turn, that creature can't take reactions until the end of this turn.</p>	<p>target as a bonus action.</p>	
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Renegade			
<p>What defines a Renegade is not simply the weapon they wield, or the ways they fight. A renegade, above all else, is a fighter of sly charm and swagger. With brash cockiness in spades, renegades build their own custom firearms to perfectly suit their own larger-than-life personalities. Particularly well-funded renegades may even have personalized weapons, but such folk are rare among the scoundrels of Texas</p> <p>Don't mistake their boasting for an empty facade—folk who underestimate a renegade's flashy gunplay tend to wind up dead.</p>			

Scoundrel's Wit	Gunfighter's Form	Weapon of Choice	Cunning Shot
<p>Starting at 3rd level, you gain proficiency with the two of the following skills: Deception, Persuasion, or Sleight of Hand.</p>	<p><b>Renegade style.</b> This process begins by selecting the form upon which to base your weapon. Each form grants you a new ability and unlocks certain upgrades you can add to your weapon at higher levels. Choose one of the following options:</p>	<p>Through a combination of salvaging stolen pieces of Old World technology and sheer rakish ingenuity, you can customize your firearm with various upgrades. When you choose this archetype at 3rd level, pick one minor upgrade and one major upgrade from the Firearm Upgrades list. If an</p>	<p>Starting at 7th level, you learn to exploit a foe's weak spots, even if they appear to have none. The damage dealt by your firearm, including damage dealt via Firearm Upgrades, ignores resistances and immunities.</p>

	<p><b>Pistoleer:</b> Favoring speed and style over raw power, a renegade who adopts the Pistoleer form wields a small pistol. As an action on your turn, you can target a creature within 30 feet and shoot. Make a ranged attack roll against the target. You are proficient with the attack, and on a hit, the attack deals piercing damage equal to <math>1d6 + \text{your Perception modifier}</math>. The number of shots you can fire during a single action increases when you reach higher levels in this subclass: two shots at 5th level, three shots at 11th level, and four shots at 20th level. The shots can target the same creature or different creatures. Make a separate attack roll for each shot.</p> <p><b>Sniper:</b> Armed with a large two-handed firearm, a renegade who adopts the Sniper form can inflict massive damage in a single shot. As an action on your turn, you can target a creature within 120 feet and shoot. Make a ranged attack roll against the target. You are proficient with the attack, and on a hit, the attack deals piercing damage equal to <math>1d10 + \text{your Perception modifier}</math>. You deal extra damage while using this form when you reach higher levels, dealing damage equal to <math>2d10 + \text{your Perception modifier}</math> at 5th level, <math>4d10</math> at 11th level, and <math>6d10</math> at 20th level.</p>	<p>upgrade has a prerequisite, you must meet that prerequisite in order to benefit from the upgrade.</p> <p>You gain one additional minor upgrade at 5th level, and one additional major upgrade at 10th level.</p>	
<b>Grin and Bear it</b>		<b>Right Gun for the Job</b>	<b>Light ‘Em Up</b>
At 10th level, you can brace yourself in the heat of battle, even when gravely wounded. When you use your Second Wind feature, your AC gains a +1 bonus and your movement speed increases by 10 feet until the start of your next turn.		<p>At 15th level, your skill with your firearm can adapt to any situation. When you finish a long rest, you can replace any of your Firearm Upgrades with a different one, though you cannot have more than two major upgrades equipped at a time. You must still meet the prerequisite of an upgrade in order to benefit from it.</p>	<p>At 18th level, you learn to channel the volatile force of your firearm’s black powder into a single concussive blast. As a bonus action, you can either throw or set down a small explosive. If thrown, the explosive has a range of 30 feet and detonates immediately on impact; if set down, the explosive can be detonated remotely from up to 60 feet away as another bonus action.</p> <p>When detonated, each creature within a 15-foot radius of the explosive must make an Agility saving throw, taking <math>12d6</math> force damage on a failure and half as much on a success. The DC for this saving throw is equal to your Firearm Upgrade DC.</p> <p>Once you use this feature, you cannot use it again until you complete a short or long rest.</p>

## Gunslinger

Most warriors and combat specialists spend their years perfecting the classic arts of swordplay, archery, or pole arm tactics. Whether duelist or infantry, martial weapons were seemingly perfected long ago, and the true challenge is to master them. However, some minds couldn't stop with the innovation of the crossbow. Experimentation with alchemical components and rare metals have unlocked the secrets of controlled explosive force. The few who survive these trials of ingenuity may become the first to create, and deftly wield, the first firearms.

<b>Firearm Proficiency</b>	<b>Gunsmith</b>	<b>Firearm Properties</b>	<b>Adept Marksman</b>	
Starting when you choose this archetype at 3rd level, you gain proficiency with firearms, allowing you to add your proficiency bonus to attacks made with firearms.	Upon choosing this archetype at 3rd level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition at half the cost, repair damaged firearms, or even draft and create new ones (DM's discretion). Some extremely experimental and intricate firearms are only available through crafting.	Firearms are a new and volatile technology, and as such bring their own unique set of Weapon Properties. Some properties are followed by a number, and this number signifies an element of that property. These properties replace the optional ones presented in the Dungeon Master's Guide. Firearms are ranged weapons.	<p>When you choose this archetype at 3rd level, you learn to perform powerful Trick Shots to disable or damage your opponents using your firearms.</p> <p><b>Trick Shots.</b> You learn two trick shots of your choice. Many maneuvers enhance an attack in some way. Each use of a trick shot must be declared before the attack roll is made. You can use only one trick shot per attack. You learn an additional trick shot of your choice at 7th, 10th, 15th, and 18th level. Each time you learn a new trick shot, you can also replace one trick shot you know with a different one.</p> <p><b>Grit.</b> You gain a number of grit points equal to your intelligence modifier (minimum of 1). You regain 1 expended grit point each time you roll a 20 on the d20 roll for an attack with a firearm, or deal a killing blow with a firearm to a creature of significant threat (DM's discretion). You regain all expended grit points after a short or long rest.</p> <p><b>Saving Throws.</b> Some of your trick shots require your targets to make a saving throw to resist the trick shot's effects. The saving throw DC is calculated as follows:</p> $\text{Trick shot save DC} = 8 + \text{your proficiency bonus} + \text{your Perception modifier}$	
<b>Quickdraw</b>	<b>Rapid Repair</b>	<b>Lightning Reload</b>	<b>Vicious Intent</b> <b>Hemorrhaging Criticals</b>	
When you reach 7th level, you add your proficiency bonus to	Upon reaching 10th level, you learn how to quickly attempt	Starting at 15th level, you can reload any firearm	At 18th level, your firearm attacks score a critical hit	Upon reaching 18th level, whenever you score a critical hit

your initiative. You can also stow a firearm, then draw another firearm as a single object interaction on your turn.	to fix a jammed gun. You can spend a grit point to attempt to repair a misfired (but not broken) firearm as a bonus action.	as a bonus action.	on a roll of 19-20, and you regain a grit point on a roll of 19 or 20 on a d20 attack roll.	on an attack with a firearm, the target additionally suffers half of the damage from the attack at the end of its next turn.
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## Ability Score Improvement

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

## Martial Versatility (Optional)

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, as you shift the focus of your martial practice:

Replace a fighting style you know with another fighting style available to fighters.

If you know any maneuvers from the Battle Master archetype, you can replace one maneuver you know with a different maneuver.

## Extra Attack

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

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

## Indomitable

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

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

# Mechanist

Masters of invention, mechanists use ingenuity and magic to unlock extraordinary capabilities in objects. They see technology as a complex system waiting to be decoded and then harnessed in their inventions. You can find everything you need to play one of these inventors in the next few sections.

Mechanists use a variety of tools to channel their technological power. To cast a spell, a mechanist might use alchemist's supplies to create a potent elixir, calligrapher's supplies to inscribe a sigil of power, or tinker's tools to craft a temporary charm. The magic of artificers is tied to their tools and their talents, and few other characters can produce the right tool for a job as well as an artificer.

Level	Proficiency Bonus	Features	Infusions Known	Infused Items	Cantrips	1st	2nd	3rd	4th	5th
1st	+2	Innovative Tinkering, Spellcasting	-	-	2	2	-	-	-	-
2nd	+2	Infuse Item	4	2	2	2	-	-	-	-
3rd	+2	Artificer Specialist, The Right Tool for the Job	4	2	2	3	-	-	-	-
4th	+2	Ability Score Improvement	4	2	2	3	-	-	-	-
5th	+3	Artificer Specialist feature	4	2	2	4	2	-	-	-
6th	+3	Tool Expertise	6	3	2	4	2	-	-	-
7th	+3	Flash of Genius	6	3	2	4	3	-	-	-
8th	+3	Ability Score Improvement	6	3	2	4	3	-	-	-
9th	+4	Artificer Specialist feature	6	3	2	4	3	2	-	-
10th	+4	Magic Item Adept	8	4	3	4	3	2	-	-
11th	+4	Spell-Storing Item	8	4	3	4	3	3	-	-
12th	+4	Ability Score Improvement	8	4	3	4	3	3	-	-
13th	+5	-	8	4	3	4	3	3	1	-
14th	+5	Magic Item Savant	10	5	4	4	3	3	1	-
15th	+5	Artificer Specialist feature	10	5	4	4	3	3	2	-
16th	+5	Ability Score Improvement	10	5	4	4	3	3	2	-

17th	+6	-	10	5	4	4	3	3	3	1
18th	+6	Magic Item Master	12	6	4	4	3	3	3	1
19th	+6	Ability Score Improvement	12	6	4	4	3	3	3	2
20th	+6	Soul of Artifice	12	6	4	4	3	3	3	2

## **Class Features**

As an artificer, you gain the following class features.

### **Hit Points**

**Hit Dice:** 1d8 per artificer level

**Hit Points at 1st Level:** 8 + your Endurance modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Endurance modifier per artificer level after 1st



### **Proficiencies**

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, energy weapons

**Tools:** Thieves' tools, tinker's tools, one type of artisan's tools of your choice

**Saving Throws:** Endurance, Intelligence

**Skills:** Choose two from Technology, History, Investigation, Medicine, Nature, Perception, Sleight of Hand

### **Equipment**

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

- any two simple weapons
- an energy weapon under 500 caps
- any light or medium armor under 500 caps
- tinker's tools and a dungeoneer's pack

### **Optional Rule: Firearm Proficiency**

The secrets of gunpowder weapons have been discovered in various corners of the D&D multiverse. If your Dungeon Master uses the rules on firearms in the Dungeon Master's Guide and your artificer has been exposed to the operation of such weapons, your artificer is proficient with them.

### **Innovative Tinkering**

At 1st level, you've learned how to invest a spark of technological knowhow into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny non-magical object as an action and give it one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.
- The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow technological effects on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

### **Spellcasting**

You've studied the workings of technology and how to wield its mysteries, channeling it through objects. To observers who don't know otherwise, you appear to be casting spells, producing wonders from mundane items and outlandish inventions.

#### Tools Required

You produce your mechanist spell effects through your tools. You must have a spellcasting focus - specifically tinkers' tools or some kind of artisan's tool - in hand when you cast any spell with this Spellcasting feature (meaning the spell has an "M" component when you cast it). You must be proficient with the tool to use it in this way. See the equipment chapter in the Player's Handbook for descriptions of these tools.

After you gain the Infuse Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus.

#### Cantrips (0-Level Spells)

At 1st level, you know two cantrips of your choice from the artificer spell list. At higher levels, you learn additional artificer cantrips of your choice, as shown in the Cantrips Known column of the Artificer table.

When you gain a level in this class, you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list.

#### Preparing and Casting Spells

The Mechanist table shows how many spell slots you have to cast your mechanist spells. To cast one of your mechanist spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of artificer spells that are available for you to cast, choosing from the artificer spell list. When you do so, choose a number of artificer spells equal to your Intelligence modifier + half your artificer level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level mechanist, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 7, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *Cure Wounds*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of artificer spells requires time spent tinkering with your spellcasting focuses: at least 1 minute per spell level for each spell on your list.

### Spellcasting Ability

Intelligence is your spellcasting ability for your mechanist spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

### **Ritual Casting**

You can cast a mechanist spell as a ritual if that spell has the ritual tag and you have the spell prepared.

### **Infuse Item**

At 2nd level, you've gained the ability to imbue mundane items with certain magical infusions, turning those objects into magic items.

### Infusions Known

When you gain this feature, pick four artificer infusions to learn. You learn additional infusions of your choice when you reach certain levels in this class, as shown in the Infusions Known column of the Artificer table.

Whenever you gain a level in this class, you can replace one of the artificer infusions you learned with a new one.

### Infusing an Item

Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see the attunement rules in the Dungeon Master's Guide).

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you replace your knowledge of the infusion.

You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the mechanist table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion ends, and then the new infusion applies.

If an infusion ends on an item that contains other things, like a bag of holding, its contents harmlessly appear in and around its space.

### Mechanist's Specialist

At 3rd level, you choose the type of specialist you are. Your choice grants you features at 5th level and again at 9th and 15th level.

Alchemist			
An Alchemist is an expert at combining reagents to produce mystical effects. Alchemists use their creations to give life and to leech it away. Alchemy is the oldest of artificer traditions, and its versatility has long been valued during times of war and peace.			
Tool Proficiency	Alchemist's Spells	Experimental Elixir	Alchemical Savant
When you adopt this specialization at 3rd level, you gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.	Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Alchemist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.  <b>3rd:</b> Healing Word, Ray of Sickness <b>5th:</b> Flaming Sphere, Acid Arrow	Beginning at 3rd level, whenever you finish a long rest, you can magically produce an experimental elixir in an empty flask you touch. Roll on the Experimental Elixir table for the elixir's effect, which is triggered when someone drinks the elixir. As an action, a creature can drink the elixir or administer it to an incapacitated creature.  You can create additional	At 5th level, you've developed masterful command of magical chemicals, enhancing the healing and damage you create through them. Whenever you cast a spell using your alchemist's supplies as the spellcasting focus, you gain a bonus to one roll of the spell. That roll must restore hit points or be a damage roll that deals acid, fire, necrotic, or poison damage, and the

	<p><b>9th:</b> Gaseous Form, Mass Healing Word</p> <p><b>13th:</b> Blight, Death Ward</p> <p><b>17th:</b> Cloudkill, Raise Dead</p>	<p>experimental elixirs by expending a spell slot of 1st level or higher for each one. When you do so, you use your action to create the elixir in an empty flask you touch, and you choose the elixir's effect from the Experimental Elixir table.</p> <p>Creating an experimental elixir requires you to have alchemist supplies on your person, and any elixir you create with this feature lasts until it is drunk or until the end of your next long rest.</p> <p>When you reach certain levels in this class, you can make more elixirs at the end of a long rest: two at 6th level and three at 15th level. Roll for each elixir's effect separately. Each elixir requires its own flask.</p> <p><b>1:</b> <u>Healing</u>. The drinker regains a number of hit points equal to <math>2d4 +</math> your Intelligence Modifier</p> <p><b>2:</b> <u>Swiftness</u>. The drinker's walking speed increases by 10 feet for 1 hour.</p> <p><b>3:</b> <u>Resilience</u>. The drinker gains a +1 bonus to AC for 10 minutes.</p> <p><b>4:</b> <u>Boldness</u>. The drinker can roll a d4 and add the number rolled to every attack roll and saving throw they make for the next minute.</p> <p><b>5:</b> <u>Flight</u>. The drinker gains a flying speed of 10 feet for 10 minutes.</p> <p><b>6:</b> <u>Transformation</u>. The drinker's body is transformed as if by the Alter Self spell. The drinker determines the</p>	<p>bonus equals your Intelligence modifier (minimum of +1).</p> <p><b>Chemical Mastery</b></p> <p>By 15th level, you have been exposed to so many chemicals that they pose little risk to you, and you can use them to quickly end certain ailments:</p> <ul style="list-style-type: none"> <li>–You gain resistance to acid damage and poison damage, and you are now immune to the poisoned condition.</li> <li>–You can cast Greater Restoration and Heal without expending a spell slot, without preparing the spell, and without providing the material component, provided you use alchemist's supplies as the spellcasting focus. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.</li> </ul>
<b>Restorative Reagents</b>			

		transformation caused by the spell, the effects of which last for 10 minutes.	
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## Armorer

A mechanist who specializes as an Armorer modifies armor to function almost like a second skin. The armor is enhanced to hone the artificer's magic, unleash potent attacks, and generate a formidable defense. The artificer bonds with this armor, becoming one with it even as they experiment with it and refine its magical capabilities.

Tools of the Trade	Armorer Spells	Modded Armor	Armor Model
When you adopt this specialization at 3rd level, you gain proficiency with heavy armor. You also gain proficiency with smith's tools. If you already have this tool proficiency, you gain proficiency with one other type of artisan's tools of your choice.	<p>Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Armorer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.</p> <p><b>1st:</b> Missile, Thunderwave  <b>5th:</b> Mirror Image, Shatter  <b>9th:</b> Hypnotic Pattern, Lightning Bolt  <b>13th:</b> Fire Shield, Greater Invisibility  <b>17th:</b> Passwall, Wall of Force</p>	<p>Beginning at 3rd level, your metallurgical pursuits have led to you making armor a conduit for high-tech modification. As an action, you can turn a suit of armor you are wearing into Modded Armor, provided you have smith's tools in hand.</p> <p>You gain the following benefits while wearing this armor:</p> <ul style="list-style-type: none"> <li>–If the armor normally has a Strength requirement, the modded armor lacks this requirement for you.</li> <li>–You can use the modded armor as a spellcasting focus for your mechanist spells.</li> <li>–The armor attaches to you and can't be removed against your will. It also expands to cover your entire body, although you can retract or deploy the helmet as a bonus action.</li> <li>–The armor replaces any missing limbs, functioning identically to a body part it is replacing.</li> <li>–You can doff or don the armor as an action.</li> </ul> <p>The armor continues to be Modded Armor until you don another suit of armor or you die.</p>	<p>Beginning at 3rd level, you can customize your Modded Armor. When you do so, choose one of the following armor models: Guardian or Infiltrator. The model you choose gives you special benefits while you wear it.</p> <p>Each model includes a special weapon. When you attack with that weapon, you can add your Intelligence modifier, instead of Strength, Agility, or Perception to the attack and damage rolls.</p> <p>You can change the armor's model whenever you finish a short or long rest, provided you have smith's tools in hand.</p> <p><b>Guardian.</b> You design your armor to be in the front line of conflict. It has the following features:</p> <p><u>Power Fists.</u> Each of the armor's gauntlets counts as a simple melee weapon while you aren't holding anything in it, and it deals 1d8 thunder damage on a hit. A creature hit by the gauntlet has disadvantage on attack rolls against targets other than you until the start of your next turn, as the armor</p>

<b>Extra Attack</b>	<b>Armor Modifications</b>	<b>Perfected Armor</b>	
<p>Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.</p>	<p>At 9th level, you learn how to use your artificer infusions to specially modify your Modded Armor. That armor now counts as separate items for the purposes of your Infuse Items feature: armor (the chest piece), boots, helmet, and the armor's special weapon. Each of those items can bear one of your infusions, and the infusions transfer over if you change your armor's model with the Armor Model feature. In addition, the maximum number of items you can infuse at once increases by 2, but those extra items must be part of your Modded Armor.</p>	<p>At 15th level, your Modded Armor gains additional benefits based on its model, as shown below.</p> <p><b>Guardian.</b> When a Huge or smaller creature you can see ends its turn within 30 feet of you, you can use your reaction to magically force the creature to make a Strength saving throw against your spell save DC, pulling the creature up to 30 feet toward you to an unoccupied space. If you pull the target to a space within 5 feet of you, you can make a melee weapon attack against it as part of this reaction.</p> <p>You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.</p> <p><b>Infiltrator.</b> Any creature that takes lightning damage from your Lightning Launcher glimmers with magical light until the start of your next turn. The glimmering creature sheds dim light in a 5-foot radius, and it has disadvantage on attack rolls against you, as the light jolts it if it attacks you. In addition, the next attack roll against it has advantage, and if that attack hits, the target takes an extra 1d6 lightning damage.</p>	<p>magically emits a distracting pulse when the creature attacks someone else.</p> <p><b>Defensive Field.</b> As a bonus action, you can gain temporary hit points equal to your level in this class, replacing any temporary hit points you already have. You lose these temporary hit points if you doff the armor. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.</p> <p><b>Infiltrator.</b> You customize your armor for subtle undertakings. It has the following features:</p> <p><b>Lightning Launcher.</b> A gemlike node appears on one of your armored fists or on the chest (your choice). It counts as a simple ranged weapon, with a normal range of 90 feet and a long range of 300 feet, and it deals 1d6 lightning damage on a hit. Once on each of your turns when you hit a creature with it, you can deal an extra 1d6 lightning damage to that target.</p> <p><b>Powered Steps.</b> Your walking speed increases by 5 feet.</p> <p><b>Dampening Field.</b> You have advantage on Agility (Stealth) checks. If the armor normally imposes disadvantage on such checks, the advantage and disadvantage cancel each other, as normal.</p>

What are the best ways to store vast amounts of information? That question has occupied chroniclers and librarians for centuries. Terminal logs and books were the finest information-storing methods for a long time, but the first Archivists imagined something greater: storing information in a real or an artificial mind. What library could match a mental archive capable of accessing information in seconds? As they work towards this goal, Archivists have become masters of storing knowledge and creating artificial intelligences fueled by magic. These techniques have yet to be perfected and institutionalized, and of all artificers, archivists are on the cutting edge of Pre-War science.

Tools of the Trade	Archivist Spells	Artificial Mind	Artificial Mind
<p>By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.</p> <p><b>Proficiencies.</b> You gain proficiency with calligrapher's supplies and the forgery kit, assuming you don't already have them. You also gain calligrapher's supplies and a forgery kit for free—the result of tinkering you've done as you've prepared for this specialization.</p> <p><b>Crafting.</b> If you craft a magic item in the scroll category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.</p>	<p>Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Archivist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.</p> <p><b>3rd:</b> Comprehend Languages, Dissonant Whispers  <b>5th:</b> Detect Thoughts, Locate Objects  <b>9th:</b> Hypnotic Patterns, Tongues  <b>13th:</b> Locate Creature, Phantasmal Killer  <b>17th:</b> Legend Lore, Modify Memory</p>	<p>At 3rd level, you discover how to awaken a mind inside an object. Whenever you finish a long rest and your calligrapher's supplies are with you, you can magically rouse a keen mind within a Tiny, nonmagical object on which you write attach a commonplace electronic. The object is a magic item while the mind is inside it, and you can use it as a spellcasting focus. If you already have an artificial mind from this feature, the first one immediately dissipates.</p> <p>The magic item has the following properties:</p> <p><b>Telepathic Advisor.</b> The artificial mind telepathically supplies you with advice and information about certain topics: while the item is on your person, you have proficiency in two skills of your choice; the item's main material determines which skills you can choose from, as shown on the Artificial Mind table in the Skill Proficiencies column, for the nature of the object affects the mind's knowledge.</p> <p><b>Manifest Mind.</b> As a bonus action while the item is on your person, you can cause the mind to manifest as a Tiny spectral presence, hovering in an unoccupied space of your choice within 60 feet of you. This presence is intangible and invulnerable, and it sheds dim light in a 10-foot radius. You determine its appearance; the Artificial Mind table offers suggested appearances based on the object's main material. While manifested, the spectral mind can hear and see, and it has darkvision with a range of 60 feet. As an action, you can hear and see using the mind's senses, instead of your own, until your concentration ends (as if concentrating on a spell).</p> <p>As a bonus action, you can cause the spectral mind to hover up to 30 feet to an unoccupied space that you or it can see. It can pass through creatures but not objects. The spectral mind stops manifesting if it is ever more than 300 feet away from its magic item or if you dismiss it as a bonus action.</p> <p>When you cast a mechanist spell on your turn, you</p>	<p><b>Animal (Parchment, leather, Bone):</b> Animal Handling, Insight, Medicine, Perception, Survival</p> <p><b>Mineral (Glass, Stone, Metal):</b> Deception, Intimidation, Performance, Persuasion</p> <p><b>Tech (Fiberglass, Circuitry, Wiring):</b> Technology, History, Investigation, Nature, Religion</p>
<p>At 5th level, you've learned how to use your artifices to access minds, both to communicate and to harm.</p> <p><b>Magical Telephony.</b> While you have your Artificial Mind item on your person, you can communicate telepathically with anyone carrying an item bearing one of your</p>	<p>At 14th level, your Artificial Mind is able to receive and transmit more information than ever before.</p> <p><b>Mind Overload.</b> When you expend a spell slot to increase the damage of Information Overload, the target must succeed on an Intelligence saving throw against your spell save DC or be stunned until</p>		

<p>mechanist infusions, as the mind transmits your thoughts to each other. That person can also communicate remotely with you as long as they have the item. This two-way communication can even cross planar boundaries.</p> <p><b>Psychic Damage.</b> When you make a psychic damage roll for an artificer spell or for Information Overload, you gain a bonus to the damage roll equal to your Intelligence modifier(minimum bonus of +1)</p>	<p>the end of your next turn.</p> <p><b>Infoportation.</b> As an action while your Artificial Mind magic item is on your person, you cause the mind to turn you into pure information, teleporting you to the unoccupied space nearest to the spectral mind or to an item bearing one of your artificer infusions, where you physically reappear. You can teleport in this way once for free and must finish a long rest before doing so again. You can also use this special ability by expending a spell slot of 2nd level or higher.</p>	<p>can cast it as if you were in the spectral mind's space, instead of your own, using its senses. You can do so a number of times per day equal to your Intelligence modifier (at least once), and you regain all expended uses when you finish a long rest.</p> <p><b>Information Overload.</b> As an action while the item is on your person, you can try to magically overload the thoughts of one creature you or the mind can see that is within 5 feet of the manifested mind, channeling a jumble of information from the artificial mind. Unless the target succeeds on an Intelligence saving throw against your spell save DC, the target takes 1d8 psychic damage, and the next attack roll against it before the end of your next turn has advantage, since it is temporarily too distracted to defend itself well. The damage increases by 1d8 when you reach 5th level (2d8), 11th level(3d8), and 17th level (4d8) in this class. Whenever you deal damage with this feature, you can expend a spell slot to deal extra damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than first.</p>	
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## Artillerist

An Artillerist specializes in using the wonders of the Old World to hurl energy, projectiles, and explosions on a battlefield. This destructive power is valued by armies in the wars on many different worlds. And when war passes, some members of this specialization seek to build a more peaceful world by using their powers to fight the resurgence of strife.

Tool Proficiency	Artillerist Spells	Makeshift Cannon	Modded Firearm
<p>When you adopt this specialization at 3rd level, you gain proficiency with woodcarver's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.</p>	<p>Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Artillerist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.</p> <p><b>3rd:</b> Shield, Thunderwave  <b>5th:</b> Scorching Ray, Shatter  <b>9th:</b> Fireball, Wind Wall  <b>13th:</b> Ice Ball, Wall of Fire  <b>17th:</b> Cone of Cold, Wall</p>	<p>Also at 3rd level, you've learned how to create a makeshift cannon. Using woodcarver's tools or smith's tools, you can take an action to magically create a Small or Tiny makeshift cannon in an unoccupied space on a horizontal surface within 5 feet of you. A Small makeshift cannon occupies its space, and a Tiny one can be held in one hand. Once you create a cannon, you can't do so again until you finish a long rest or until you expend a spell slot to create one. You can have only one cannon at a time and can't create one while your cannon is present.</p> <p>The cannon is a magical object. Regardless of size, the cannon has an AC of 18 and a number of hit points equal to five times your artificer level. It is immune to poison damage and psychic damage. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the</p>	<p>At 5th level, You know how to turn a wand, staff, or rod into a modded firearm, a conduit for your destructive spells. When you finish a long rest, you can use woodcarver's tools to carve special sigils into a wand, staff, or rod and thereby turn it into your modded firearm. The sigils disappear from the object if you later carve them on a different item. The sigils otherwise last indefinitely.</p> <p>You can use your modded</p>

	of Force	<p>mending spell is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 1 hour. You can dismiss it early as an action.</p> <p>When you create the cannon, you determine its appearance and whether it has legs, wheels, treads, etc. You also decide which type it is, choosing from the options on the Makeshift Cannons table. On each of your turns, you can take a bonus action to cause the cannon to activate if you are within 60 feet of it. As part of the same bonus action, you can direct the cannon to walk or climb up to 15 feet to an unoccupied space, provided it has legs.</p> <p><b>Flamethrower:</b> The cannon exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make an Agility saving throw against your spell save DC, taking 2d8 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.</p> <p><b>Junk Cannon:</b> Make a ranged spell attack, originating from the cannon, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from the cannon.</p> <p><b>Protector:</b> The cannon emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to <math>1d8 + \text{your Intelligence modifier}</math> (minimum of +1).</p>	firearm as a spellcasting focus for your artificer spells. When you cast an artificer spell through the firearm, roll a d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.
<b>Explosive Cannon</b>	<b>Fortified Position</b>	<p>Starting at 9th level, every makeshift cannon you create is more destructive:</p> <ul style="list-style-type: none"> <li>–The cannon's damage rolls all increase by 1d8. As an action, you can command the cannon to detonate if you are within 60 feet of it.</li> <li>–Doing so destroys the cannon and forces each creature within 20 feet of it to make a Agility saving throw against your spell save DC, taking 3d8 force damage on a failed save or half as much damage on a successful one.</li> </ul> <p>By 15th level, you're a master at forming well-defended emplacements using MakeshiftCannon:</p> <ul style="list-style-type: none"> <li>–You and your allies have half cover while within 10 feet of a cannon you create with Makeshift Cannon, as a result of a shimmering field of magical protection that the cannon emits.</li> <li>–You can now have two cannons at the same time. You can create two with the same action (but not the same spell slot), and you can activate both of them with the same bonus action. You determine whether the cannons are identical to each other or different. You can't create a third cannon while you have two.</li> </ul>	

## Battle-Smith

Armies require protection, and someone has to put things back together if defenses fail. A combination of protector and medic, a Battle Smith is an expert at defending others and repairing both materiel and personnel. To aid in their work, Battle Smiths are accompanied by a steel defender, a protective companion of their own creation. Many soldiers tell stories of nearly dying before being saved by a Battle Smith and a steel defender.

In the world of Eberron, Battle Smiths played a key role in House Cannith's work on battle constructs and the original warforged, and after the Last War, these artificers led efforts to aid those who were injured in the war's horrific battles.

Tool Proficiency	Battle-Smith Spells	Battle Read	Extra Attack
When you adopt this specialization at 3rd level, you gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.	Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Battle Smith Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.	When you reach 3rd level, your combat training and your experiments with magic have paid off in two ways:  You gain proficiency with martial weapons. When you attack with a magic weapon, you can use your Intelligence modifier, instead of Strength or Agility modifier, for the attack and damage rolls.	Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.
Tech Jolt	Steel Defender		Improved Defender
At 9th level, you've learned new ways to channel technological energy to harm or heal. When either you hit a target with a tech weapon attack or your steel defender hits a target, you can channel tech energy through the strike to create one of the following effects:  –The target takes an extra 2d6 force damage. –Choose one creature or object you can see within 30 feet of the target. Healing energy flows into the chosen recipient, restoring 2d6 hit points to it. You can use this energy a number of times equal to your Intelligence modifier (minimum of once), but you can do so no more than once on a turn. You regain all expended uses when you finish a long rest.	By 3rd level, your tinkering has borne you a faithful companion, a steel defender—a robot. It's friendly to you and your companions, and it obeys your commands. See its game statistics in the Steel Defender stat block, which uses your proficiency bonus (PB) in several places. You determine the creature's appearance and whether it has two legs or four; your choice has no effect on its game statistics.  In combat, the defender shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the defender can take any action of its choice, not just Dodge.  If the Mending spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use your smith's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The steel defender returns to life after 1 minute with all its hit points restored.  At the end of a long rest, you can create a new steel defender if you have smith's tools with you. If you already have a defender from this feature, the first one immediately perishes.	At 15th level, your Tech Jolt and steel defender become more powerful:  The extra damage and the healing of your Tech Jolt both increase to 4d6. Your steel defender gains a +2 bonus to Armor Class. Whenever your steel defender uses its Deflect Attack, the attacker takes force damage equal to 1d4 + your Intelligence modifier.	

### Mastermaker

A Mastermaker specializes in integrating flesh and steel, creating powerful construct limbs and replacing weak organs of flesh with components of metal and stone. The actions of a few renegade Mastermakers have caused House Cannith to shun this path in Eberron, but an artificer might learn these techniques in Dread Metrol or develop them on their own.

Tools of Integration

Mastermaker Spells

Prosthesis Expertise

Battlefist

<p>At 3rd level, you gain proficiency with heavy armor and smith's tools. If you already have this tool proficiency, you gain proficiency with one other type of artisan's tools of your choice.</p>	<p>At 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Mastermaker Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.</p> <p><b>3rd:</b> Absorb Elements, Thunderous Smite  <b>5th:</b> Enhance Ability, Lesser Restoration  <b>9th:</b> Blinding Smite, Haste  <b>13th:</b> Freedom of Movement, Stone Shape  <b>17th:</b> Banishing Smite, Greater Restoration</p>	<p>At 3rd level, whenever you finish a long rest, you can touch a nonmagical object and imbue it with your power, creating a permanent magical item that replaces a lost limb—a hand, arm, foot, leg, or similar body part. While the prosthetic is attached, it functions identically to the part it replaces. The wearer can detach or reattach it as an action, and it can't be removed against the wearer's will. It detaches if the wearer dies.</p>	<p>At 3rd level you replace one of your arms with a battlefist, a magical prosthetic you created. Your battlefist is a simple melee weapon, and you can use it as a spellcasting focus for your artificer spells. While your battlefist is a magical weapon, it can be infused as if it were a nonmagical weapon.</p>
<p><b>Extra Attack</b></p> <p>At 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.</p>	<p><b>Improved Battlefist</b></p> <p>At 9th level, you have modified your battlefist in both mundane and magical ways. It gains the following benefits:</p> <ul style="list-style-type: none"> <li>–When you infuse your battlefist, you can apply two infusions to it at a time. If both infusions grant bonuses to your attack rolls or armor class, you gain only the greater bonus.</li> <li>–Your battlefist is also a shield, increasing your armor class by 2. You can wield it as a weapon even if you are using it as a shield. You can infuse it as if it were both a simple melee weapon and a shield.</li> <li>–The maximum number of items you can infuse at once increases by 1, but the extra infusion must be applied to your battlefist.</li> </ul>	<p><b>Construct Apotheosis</b></p> <p>At 15th level you have modified your form, becoming nearly impervious to the weaknesses of flesh. You gain the following benefits:</p> <ul style="list-style-type: none"> <li>–You gain resistance to poison damage and psychic damage, and you are immune to the poisoned condition.</li> <li>–If you are affected by a spell or magical effect, you can choose to consider yourself a construct instead of your other creature types.</li> <li>–You can cast the Antilife Shell and Investiture of Stone spells without expending a spell slot, without preparing the spell, and without material components, provided you use your battlefist as the spellcasting focus. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.</li> </ul>	<p>When you attack with your battlefist, you can use your Intelligence modifier instead of Strength for the attack roll. If you hit with it, you deal bludgeoning damage equal to <math>1d10 + \text{your Strength or Intelligence modifier}</math>.</p> <p>At 9th level, the damage dealt by your battlefist increases to <math>2d10 + \text{your Strength or Intelligence modifier}</math>.</p> <p>Additionally, you can choose one of the following weapon properties to add to your battlefist: finesse, thrown (range 20/60), or reach. When you finish a long rest, you can replace this property with a different weapon property from the list.</p>

## Maverick

In the world of artifice, the Maverick is a jack of all trades and master of none. A Maverick is always experimenting with new designs, forever abandoning yesterday's work in pursuit of a new obsession. While often dismissed by other artificers as eccentric amateurs, in their refusal to follow established tradition, a Maverick may stumble on remarkable breakthroughs—though their idiosyncratic techniques can rarely be replicated by others.

Innovative Breakthrough	Cantrip Savant	Breakthroughs	Work in Progress
<p>Starting at 3rd level, you gain amazing insights into spell effects beyond the reach of most artificers. Choose one of the following classes: bard, cleric, druid, paladin, ranger, sorcerer, warlock, or wizard. This class's spells become part of your Breakthrough spell list. You can choose an additional class and add its spells to your Breakthrough spell list at 5th, 9th, 13th, and 17th levels.</p> <p>When you change your list of prepared artificer spells after a long rest, you can prepare an additional 1st-level spell. This spell must be from your Breakthrough spell list. When you reach certain levels in this class, you increase the number of Breakthrough spells that you can prepare. You can prepare an additional 2nd-level spell at 5th level, an additional 3rd-level spell at 9th level, an additional 4th-level spell at 13th level, and an additional 5th-level spell at 17th level. These prepared spells don't count against the number of artificer spells you prepare.</p> <p>When you cast a spell you've prepared using this feature, it's considered to be an artificer spell for you, and Intelligence is your spellcasting ability for it. When you swap a prepared Breakthrough spell for a new spell, you lose any ongoing benefits from having cast it (such as a steed summoned by find steed).</p>	<p>You excel at producing minor magical effects—and at abandoning your current projects to pursue new ideas. Starting at 3rd level you gain the following benefits:</p> <ul style="list-style-type: none"> <li>– You know one additional cantrip beyond what's normally allowed for an artificer of your level.</li> <li>– When you finish a short rest (instead of when you gain a level in this class), you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list or your Breakthrough spell list. This cantrip is considered an artificer cantrip for you.</li> </ul> <p>Starting at 5th level, you continue to develop your talent for the simplest spells. You gain the following benefits:</p> <ul style="list-style-type: none"> <li>– When casting an artificer cantrip, you gain a +1 bonus to attack rolls and to your artificer spell save DC unless your spellcasting focus grants a higher bonus. This bonus increases when you reach certain levels in this class, increasing to +2 at 9th level and +3 at 15th level.</li> <li>– As an action, you can replace an artificer cantrip you know with a different cantrip from the artificer spell list or your Breakthrough spell list. Once you use this feature, you can't use it again until you finish a long rest.</li> </ul>	<p>Starting at 9th level, when you cast one of the spells you prepared with Technological Breakthroughs, you can do so as if the spell was cast using a spell slot two levels higher than the spell slot you expend. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended uses after you finish a long rest.</p> <p>At 15th level, you gain one additional spell slot of each spell level you can prepare. These spell slots can only be used to cast the bonus spells granted by your Technological Breakthroughs. As you gain levels in this class and are able to prepare 5th-level artificer spells, you gain an additional spell slot of that level.</p>	<p>Starting at 9th level, you can ready half-formed projects for easy completion when needed. As an action, you can replace any prepared artificer spell with any other spell from the artificer spell list, which then counts as a prepared spell for you.</p> <p>Once you use this feature, you can't use it again until you finish a short or a long rest.</p>

# Monk

Monks are united in their ability to magically harness the energy that flows in their bodies. Whether channeled as a striking display of combat prowess or a subtler focus of defensive ability and speed, this energy infuses all that a monk does.

Level	Proficiency Bonus	Martial Arts	Ki Points	Unarmored Movement	Features
1st	+2	1d4	—	—	Unarmored Defense, Martial Arts
2nd	+2	1d4	2	+10 ft.	Ki, Unarmored Movement, <i>Dedicated Weapon</i> ( <i>Optional</i> )
3rd	+2	1d4	3	+10 ft.	Monastic Tradition, Deflect Missiles, <i>Ki-Fueled Attack</i> ( <i>Optional</i> )
4th	+2	1d4	4	+10 ft.	Ability Score Improvement, Slow Fall, <i>Quickened Healing</i> ( <i>Optional</i> )
5th	+3	1d6	5	+10 ft.	Extra Attack, Stunning Strike, <i>Focused Aim</i> ( <i>Optional</i> )
6th	+3	1d6	6	+15 ft.	Ki-Empowered Strikes, Monastic Tradition feature
7th	+3	1d6	7	+15 ft.	Evasion, Stillness of Mind

8th	+3	1d6	8	+15 ft.	Ability Score Improvement
9th	+4	1d6	9	+15 ft.	Unarmored Movement improvement
10th	+4	1d6	10	+20 ft.	Purity of Body
11th	+4	1d8	11	+20 ft.	Monastic Tradition feature
12th	+4	1d8	12	+20 ft.	Ability Score Improvement
13th	+5	1d8	13	+20 ft.	Tongue of the Sun and Moon
14th	+5	1d8	14	+25 ft.	Diamond Soul
15th	+5	1d8	15	+25 ft.	Timeless Body
16th	+5	1d8	16	+25 ft.	Ability Score Improvement
17th	+6	1d10	17	+25 ft.	Monastic Tradition feature
18th	+6	1d10	18	+30 ft.	Empty Body
19th	+6	1d10	19	+30 ft.	Ability Score Improvement
20th	+6	1d10	20	+30 ft.	Perfect Self

## Class Features

As a monk, you gain the following class features.

### Hit Points

**Hit Dice:** 1d8 per monk level

**Hit Points at 1st Level:** 8 + your Endurance modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Endurance modifier per monk level after 1st



## Proficiencies

**Armor:** None

**Weapons:** Simple weapons, shortswords

**Tools:** Choose one type of artisan's tools or one musical instrument

**Saving Throws:** Strength, Agility

**Skills:** Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

## Equipment

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

- (a) a shortsword or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 darts

## Unarmored Defense

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Agility modifier + your Intelligence modifier.

## Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

You can use Agility instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.

You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon on the Weapons page.

## Ki

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

$$\text{Ki save DC} = 8 + \text{your proficiency bonus} + \text{your intelligence modifier}$$

**Flurry of Blows.** Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

**Patient Defense.** You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

**Step of the Wind.** You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

### Unarmored Movement

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

### Dedicated Weapon (Optional)

Also at 2nd level, you train yourself to use a variety of weapons as monk weapons, not just simple melee weapons and shortswords. Whenever you finish a short or long rest, you can touch one weapon, focus your ki on it, and then count that weapon as a monk weapon until you use this feature again.

The chosen weapon must meet these criteria:

- The weapon must be a simple or martial weapon.
- You must be proficient with it.
- It must lack the heavy and special properties.

### Monastic Tradition

When you reach 3rd level, you commit yourself to a monastic tradition. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

#### Way of the Astral Self

A monk who follows the Way of the Astral Self believes their body is an illusion. They see their ki as a representation of their true form, an astral self. This astral self has the capacity to be a force of order or

disorder, with some monasteries training students to use their power to protect the weak and other instructing aspirants in how to manifest their true selves in service to the mighty.

Arms of the Astral Self	Visage of the Astral Self	Body of the Astral Self	Awakened Astral Self
<p>At 3rd level, your mastery of your ki allows you to summon a portion of your astral self. As a bonus action, you can spend 1 ki point to summon the arms of your astral self. When you do so, each creature of your choice that you can see within 10 feet of you must succeed on an Agility saving throw or take force damage equal to two rolls of your Martial Arts die.</p> <p>For 10 minutes, these spectral arms hover near your shoulders or surround your arms (your choice). You determine the arms' appearance, and they vanish early if you are incapacitated or die.</p> <p>While the spectral arms are present, you gain the following benefits:</p> <ul style="list-style-type: none"> <li>–You can use your intelligence modifier in place of your Strength modifier when making Strength checks and Strength saving throws.</li> <li>–You can use the spectral arms to make unarmed strikes.</li> <li>–When you make an unarmed strike with the arms on your turn, your reach for it is 5 feet greater than normal.</li> <li>–The unarmed strikes you</li> </ul>	<p>When you reach 6th level, you can summon the visage of your astral self. As a bonus action, or as part of the bonus action you take to activate Arms of the Astral Self, you can spend 1 ki point to summon this visage for 10 minutes. It vanishes early if you are incapacitated or die.</p> <p>The spectral visage covers your face like a helmet or mask. You determine its appearance.</p> <p>While the spectral visage is present, you gain the following benefits.</p> <p><b>Astral Sight.</b> You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.</p> <p><b>intelligence of the Spirit.</b> You have advantage on Perception (Insight) and Charisma (Intimidation) checks.</p> <p><b>Word of the Spirit.</b> When you speak, you can direct your words to a creature of your choice that you can see within 60 feet of you, making it so only that creature can hear you. Alternatively, you can amplify your voice so that all creatures within 600 feet can hear you.</p>	<p>Starting at 11th level, when you have both your astral arms and visage summoned, you can cause the body of your astral self to appear (no action required). This spectral body covers your physical form like a suit of armor, connecting with the arms and visage. You determine its appearance.</p> <p>While the spectral body is present, you gain the following benefits.</p> <p><b>Deflect Energy.</b> When you take acid, cold, fire, force, lightning, or thunder damage, you can use your reaction to deflect it. When you do so, the damage you take is reduced by <math>1d10 +</math> your intelligence modifier (minimum reduction of 1).</p> <p><b>Empowered Arms.</b> Once on each of your turns when you hit a target with the Arms of the Astral Self, you can deal extra damage to the target equal to your Martial Arts die.</p>	<p>Starting at 17th level, your connection to your astral self is complete, allowing you to unleash its full potential. As a bonus action, you can spend 5 ki points to summon the arms, visage, and body of your astral self and awaken it for 10 minutes. This awakening ends early if you are incapacitated or die.</p> <p>While your astral self is awakened, you gain the following benefits.</p> <p><b>Armor of the Spirit.</b> You gain a +2 bonus to Armor Class.</p> <p><b>Astral Barrage.</b> Whenever you use the Extra Attack feature to attack twice, you can instead attack three times if all the attacks are made with your astral arms.</p>

make with the arms can use your Intelligence modifier in place of your Strength or Agility modifier for the attack and damage rolls, and their damage type is force.			
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### Way of the Drunkard

The Way of the Drunken Master teaches its students to move with the jerky, unpredictable movements of a drunkard. A drunken master sways, tottering on unsteady feet, to present what seems like an incompetent combatant who proves frustrating to engage. The drunken master's erratic stumbles conceal a carefully executed dance of blocks, parries, advances, attacks, and retreats.

A drunken master often enjoys playing the fool to bring gladness to the despondent or to demonstrate humility to the arrogant, but when battle is joined, the drunken master can be a maddening, masterful foe.

Bonus Proficiencies	Drunken Technique	Topsy Sway	Drunkard's Luck	Intoxicated Frenzy
<p>When you choose this tradition at 3rd level, you gain proficiency in the Performance skill if you don't already have it. Your martial arts technique mixes combat training with the precision of a dancer and the antics of a jester. You also gain proficiency with brewer's supplies if you don't already have it.</p>	<p>At 3rd level, you learn how to twist and turn quickly as part of your Flurry of Blows. Whenever you use Flurry of Blows, you gain the benefit of the Disengage action, and your walking speed increases by 10 feet until the end of the current turn.</p>	<p>Starting at 6th level, you can move in sudden, swaying ways. You gain the following benefits.</p> <p><b>Leap to Your Feet.</b> When you're prone, you can stand up by spending 5 feet of movement, rather than half your speed.</p> <p><b>Redirect Attack.</b> When a creature misses you with a melee attack roll, you can spend 1 ki point as a reaction to cause that attack to hit one creature of your choice, other than the attacker, that you can see within 5 feet of you.</p>	<p>Starting at 11th level, you always seem to get a lucky bounce at the right moment. When you make an ability check, an attack roll, or a saving throw and have disadvantage, you can spend 2 ki points to cancel the disadvantage for that roll.</p>	<p>At 17th level, you gain the ability to make an overwhelming number of attacks against a group of enemies. When you use your Flurry of Blows, you can make up to three additional attacks with it (up to a total of five Flurry of Blows attacks), provided that each Flurry of Blows attack targets a different creature this turn.</p>

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Way of the Kensei			
Path of the Kensei	One with the Blade	Sharpen the Blade	Unerring Accuracy
<p>When you choose this tradition at 3rd level, your special martial arts training leads you to master the use of certain weapons. This path also includes instruction in the deft strokes of calligraphy or painting. You gain the following benefits:</p> <p><b>Kensei Weapons.</b> Choose two types of weapons to be your kensei weapons: one melee weapon and one ranged weapon. Each of these weapons can be any simple or martial weapon that lacks the heavy and special properties. The longbow is also a valid choice. You gain proficiency with these weapons if you don't already have it. Weapons of the chosen types are monk weapons for you. Many of this tradition's features work only with your kensei weapons.</p> <p>When you reach 6th, 11th, and 17th level in this class, you can choose another type of weapon – either melee or ranged – to be a kensei weapon for</p>	<p>At 6th level, you extend your ki into your kensei weapons, granting you the following benefits.</p> <p><b>Magic Kensei Weapons.</b> Your attacks with your kensei weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.</p> <p><b>Deft Strike.</b> When you hit a target with a kensei weapon, you can spend 1 ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.</p>	<p>At 11th level, you gain the ability to augment your weapons further with your ki. As a bonus action, you can expend up to 3 ki points to grant one kensei weapon you touch a bonus to attack and damage rolls when you attack with it. The bonus equals the number of ki points you spent. This bonus lasts for 1 minute or until you use this feature again. This feature has no effect on a magic weapon that already has a bonus to attack and damage rolls.</p>	<p>At 17th level, your mastery of weapons grants you extraordinary accuracy. If you miss with an attack roll using a monk weapon on your turn, you can reroll it. You can use this feature only once on each of your turns.</p>

<p>you, following the criteria above.</p> <p><b>Agile Parry.</b> If you make an unarmed strike as part of the Attack action on your turn and are holding a kensei weapon, you can use it to defend yourself if it is a melee weapon. You gain a +2 bonus to AC until the start of your next turn, while the weapon is in your hand and you aren't incapacitated.</p> <p><b>Kensei's Shot.</b> You can use a bonus action on your turn to make your ranged attacks with a kensei weapon more deadly. When you do so, any target you hit with a ranged attack using a kensei weapon takes an extra 1d4 damage of the weapon's type. You retain this benefit until the end of the current turn.</p> <p><b>Way of the Brush.</b> You gain proficiency with your choice of calligrapher's supplies or painter's supplies.</p>			
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Way of the Long Death			
Touch of Death	Hour of Reaping	Mastery of Death	Touch of Long Death
<p>Starting when you choose this tradition at 3rd level, your study of death allows you to extract vitality from another creature as it nears its demise. When you reduce a creature within 5 feet of you to 0 hit points, you gain temporary hit points equal</p>	<p>At 6th level, you gain the ability to unsettle or terrify those around you as an action, for your soul has been touched by the shadow of death. When you take this action, each creature within 30 feet of you that can see you must succeed on an Intelligence</p>	<p>Beginning at 11th level, you use your familiarity with death to escape its grasp. When you are reduced to 0 hit points, you can expend 1 ki point (no action required) to have 1 hit point instead.</p>	<p>Starting at 17th level, your touch can channel the energy of death into a creature. As an action, you touch one creature within 5 feet of you, and you expend 1 to 10 ki points. The target must make an Endurance saving throw, and it takes</p>

to your Intelligence modifier + your monk level (minimum of 1 temporary hit point).	saving throw or be frightened of you until the end of your next turn.		2d10 necrotic damage per ki point spent on a failed save, or half as much damage on a successful one.
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<b>Way of Mercy</b>			
Monks of the Way of Mercy learn to manipulate the life force of others to bring aid to those in need. They are wandering physicians to the poor and hurt. However, to those beyond their help, they bring a swift end as an act of mercy.			
Those who follow the Way of Mercy might be members of a religious order, administering to the needy and making grim choices rooted in reality rather than idealism. Some might be gentle-voiced healers, beloved by their communities, while others might be masked bringers of macabre mercies.			
The walkers of this way usually don robes with deep cowls, and they often conceal their faces with masks, presenting themselves as the faceless bringers of life and death.			
Implements of Mercy	Hands of Healing	Hands of Harm	
<p>When you choose this tradition at 3rd level, you gain proficiency in the Insight and Medicine skills, and you gain proficiency with the herbalism kit.</p> <p>You also gain a special mask, which you often wear when using the features of this subclass. You determine its appearance.</p>	<p>At 3rd level, your mystical touch can mend wounds. As an action, you can spend 1 ki point to touch a creature and restore a number of hit points equal to a roll of your Martial Arts die + your intelligence modifier.</p> <p>When you use your Flurry of Blows, you can replace one of the unarmed strikes with a use of this feature without spending a ki point for the healing.</p>	<p>At 3rd level, you use your ki to inflict wounds. When you hit a creature with an unarmed strike, you can spend 1 ki point to deal extra necrotic damage equal to one roll of your Martial Arts die + your Intelligence modifier. You can use this feature only once per turn.</p>	<p>Starting at 6th level, you can administer even greater cures with a touch, and if you feel it's necessary, you can use your knowledge to cause harm.</p> <p>When you use Hands of Healing on a creature, you can also end one disease or one of the following conditions affecting the creature: blinded, deafened, paralyzed, poisoned, or stunned.</p> <p>When you use Hands of Harm on a creature, you can subject that creature to the poisoned condition until the end of your next turn.</p>
Flurry of Healing and Harm	Hand of Ultimate Mercy		
<p>Starting at 11th level, you can now mete out a flurry of comfort and hurt. When you use Flurry of Blows, you can now replace each of the unarmed strikes with a use of your Hands of</p>	<p>By 17th level, your mastery of life energy opens the door to the ultimate mercy. As an action, you can touch the corpse of a creature that died within the past 24 hours and expend 5 ki</p>		

<p>Healing, without spending ki points for the healing.</p> <p>In addition, when you make an unarmed strike with Flurry of Blows, you can use Hand of Harm with that strike without spending the ki point for Hands of Harm. You can still use Hands of Harm only once per turn.</p>	<p>points. The creature then returns to life, regaining a number of hit points equal to <math>4d10 + \text{your Intelligence modifier}</math>. If the creature died while subject to any of the following conditions, it revives with them removed: blinded, deafened, paralyzed, poisoned, and stunned.</p> <p>Once you use this feature, you can't use it again until you finish a long rest.</p>		
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<b>Way of the Open Hand</b>			
Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.			
<b>Open Hand Technique</b>	<b>Wholeness of Body</b>	<b>Tranquility</b>	<b>Quivering Palm</b>
<p>Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own.</p> <p>Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:</p> <ul style="list-style-type: none"> <li>It must succeed on an Agility saving throw or be knocked prone.</li> <li>It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.</li> <li>It can't take reactions until the end of your next turn.</li> </ul>	<p>At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.</p>	<p>Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a Sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals <math>8 + \text{your Intelligence modifier} + \text{your proficiency bonus}</math>.</p>	<p>At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them.</p> <p>To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes <math>10d10</math> necrotic damage.</p> <p>You can have only one creature under the effect</p>

			of this feature at a time. You can choose to end the vibrations harmlessly without using an action.
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<b>Way of the Shadow</b>			
<b>Shadow Arts</b>	<b>Shadow Step</b>	<b>Cloak of Shadows</b>	<b>Opportunist</b>
Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast darkness, darkvision, pass without trace, or silence, without providing material components. Additionally, you gain the minor illusion cantrip if you don't already know it.	At 6th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.	By 11th level, you have learned to become one with the shadows. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.	At 17th level, you can exploit a creature's momentary distraction when it is hit by an attack. Whenever a creature within 5 feet of you is hit by an attack made by a creature other than you, you can use your reaction to make a melee attack against that creature.

<b>Way of the Living Weapon</b>			
<b>Fists of Bone and Steel</b>	<b>Martial Discipline</b>	<b>Mutable Strike</b>	<b>Manifest Blow</b>
At 3rd level, when you choose this tradition, your Martial Arts damage die increases for unarmed strikes. You can roll a d6 in place of the normal damage for your unarmed strike. This die changes to a d8 at 5th level; a d10 at	Starting at 3rd level, when you adopt this tradition, choose a discipline and gain its feature.  <b>Forged Heart.</b> Your unarmed strikes are considered adamantine weapons. In addition,	You have the power to alter your natural weapons, growing claws or reinforcing your fists. Starting at 3rd level, when you use Martial Arts to make an unarmed strike, you can choose whether you inflict slashing,	Starting at 6th level, choose one of the following damage types when you finish a long rest: bludgeoning, piercing, slashing, cold, lightning, necrotic, psychic, or thunder. On your turn, the first

<p>11th level; and a d12 at 17th level. This increased damage can only be applied to an unarmed strike, and not to a monk weapon.</p>	<p>when you hit a creature with an unarmed attack, you can spend 1 ki point to cause it to make a Strength saving throw. On a failed save, the creature takes 2d6 additional damage of the same type as the unarmed strike and can be pushed up to 15 feet away from you. On a successful save, the creature only takes 1d6 points of additional damage and is not pushed back.</p> <p><b>Nightmare Shroud.</b> When you hit a creature with an unarmed attack, you can spend 1 ki point to assail it with fear, causing it to make an intelligence saving throw. On a failed save, it takes 1d6 points of psychic damage and becomes frightened of you until the end of your next turn. If a creature succeeds on this save, they are immune to the fear effect of this ability for 24 hours.</p>	<p>bludgeoning, or piercing damage with the attack.</p>	<p>creature you hit with an unarmed strike takes an additional 1d6 points of damage of that type. If you select bludgeoning, piercing, or slashing damage, it benefits from your Ki-Empowered Strikes class feature and counts as magical damage. Nightmare Shroud monks typically inflict psychic damage with this ability, Forged Heart monks enhance their bludgeoning damage, and Weretouched grow sharper claws. However, you can choose any damage type, regardless of your discipline(s).</p>
<p><b>Reflexive Adaptation</b></p> <p>Starting at 11th level, when you make a Strength (Athletics) or Agility (Acrobatics) check, you can spend 1 ki point to roll an additional d20. You can choose to use this ability after you roll the check, but before the outcome is determined. You choose which of the d20s is used for the ability check, omitting the highest if this check was rolled with disadvantage. In addition, the extra damage dealt by the Manifest Blow class feature increases to 2d6.</p>		<p><b>Traveler's Blade.</b> Your reach extends by 5 feet. Additionally, at the start of your turn you can expend up to 4 ki points to extend your reach further. For every point of ki you spend, your reach extends by an additional 5 feet until the end of your turn.</p> <p><b>Weretouched.</b> Once per turn, when you hit a creature with an unarmed attack, you can spend 1 ki point to rend your target and inflict deep bleeding wounds. At the start of each of the creature's turns for the next minute, it takes 1d4 points of slashing damage from this effect. The effect ends</p>	<p><b>Perfect Form</b></p> <p>At 17th level, you transform your body to become a weapon of war. You gain a feature based on a discipline of your choice. You can choose the same discipline you selected at 3rd level or a different one.</p> <p><b>Forged Heart.</b> When you are hit by an attack, you can use your reaction to add your intelligence modifier (minimum of 1) to your AC, including against the triggering attack. This effect lasts until the start of your next turn.</p> <p><b>Nightmare Shroud.</b> When you damage a creature with your Manifest Blow, excess psionic energy ripples to up to 3 different creatures of your choice within 30 feet. Those creatures take an amount of psychic damage equal to half of</p>

	<p>early if the creature has one or more hit points restored, if any creature uses its action to expend one use of a healer's kit, or makes a successful intelligence (Medicine) check with a DC equal to your ki save DC.</p> <p>When you reach 6th level, this slashing damage counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.</p>	<p>your monk level.</p> <p><b>Traveler's Blade.</b> When you deal piercing or slashing damage to a creature with an unarmed strike, it takes an additional 1d8 poison damage and must succeed on a Constitution saving throw against your ki save DC or be poisoned until the end of its next turn.</p> <p><b>Weretouched.</b> When you use your Flurry of Blows, you can make three unarmed strikes as a bonus action instead of two. You have advantage on these attacks.</p>	
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### Deflect Missiles

Starting at 3rd level, you can use your reaction to deflect or catch missiles or bullets when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by  $1d10 +$  your Agility modifier + your monk level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with a range of 20/60 using the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack.

### Ki-Fueled Attack (Optional)

Also at 3rd level, if you spend 1 ki point or more as part of your action on your turn, you can make one attack with an unarmed strike or a monk weapon as a bonus action before the end of the turn.

### Ability Score Improvement

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

### Slow Fall

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

### Quickened Healing (Optional)

Also at 4th level, as an action, you can spend 2 ki points and roll a Martial Arts die. You regain a number of hit points equal to the number rolled plus your proficiency bonus.

### **Extra Attack**

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

### **Stunning Strike**

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

### **Focused Aim (Optional)**

Also at 5th level, when you miss with an attack roll, you can spend 1 to 3 ki points to increase your attack roll by 2 for each of these ki points you spend, potentially turning the miss into a hit.

### **Ki-Empowered Strikes**

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

### **Evasion**

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make an Agility saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

### **Stillness of Mind**

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

### **Purity of Body**

At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

### **Tongue of the Sun and Moon**

Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

### **Diamond Soul**

Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

### **Timeless Body**

At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

### **Empty Body**

Beginning at 18th level, you can use your action to spend 4 ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage.

Additionally, you can spend 8 ki points to cast the astral projection spell, without needing material components. When you do so, you can't take any other creatures with you.

### **Perfect Self**

At 20th level, when you roll for initiative and have no ki points remaining, you regain 4 ki points.

# Paladin

Whether sworn before a deity's altar and the witness of a priest, in a sacred glade before nature spirits, or in a moment of desperation and grief with the dead as the only witness, a paladin's oath is a powerful bond.

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	Divine Sense, Lay on Hands	-	-	-	-	-
2nd	+2	Fighting Style, Spellcasting, Divine Smite	2	-	-	-	-
3rd	+2	Divine Health, Sacred Oath, <i>Harness Divine Power</i> ( <i>Optional</i> )	3	-	-	-	-
4th	+2	Ability Score Improvement, <i>Martial Versatility</i> ( <i>Optional</i> )	3	-	-	-	-
5th	+3	Extra Attack	4	2	-	-	-
6th	+3	Aura of Protection	4	2	-	-	-
7th	+3	Sacred Oath feature	4	3	-	-	-
8th	+3	Ability Score Improvement, <i>Martial Versatility</i> ( <i>Optional</i> )	4	3	-	-	-
9th	+4		4	3	2	-	-
10th	+4	Aura of Courage	4	3	2	-	-
11th	+4	Improved Divine Smite	4	3	3	-	-
12th	+4	Ability Score Improvement, <i>Martial Versatility</i> ( <i>Optional</i> )	4	3	3	-	-
13th	+5		4	3	3	1	-
14th	+5	Cleansing Touch	4	3	3	1	-
15th	+5	Sacred Oath feature	4	3	3	2	-
16th	+5	Ability Score Improvement, <i>Martial Versatility</i> ( <i>Optional</i> )	4	3	3	2	-
17th	+6		4	3	3	3	1
18th	+6	Aura improvements	4	3	3	3	1

19th	+6	Ability Score Improvement, <i>Martial Versatility (Optional)</i>	4	3	3	3	2
20th	+6	Sacred Oath feature	4	3	3	3	2



## Class Features

As a paladin, you gain the following class features.

### **Hit Points**

**Hit Dice:** 1d10 per paladin level

**Hit Points at 1st Level:** 10 + your Endurance modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Endurance modifier per paladin level after 1st

## **Proficiencies**

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons, energy weapons

**Tools:** None

**Saving Throws:** Intelligence, Charisma

**Skills:** Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

## **Equipment**

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

(a) a martial weapon and a shield or (b) two martial weapons

(a) five javelins or (b) any simple melee weapon

(a) a priest's pack or (b) an explorer's pack

Medium Armor and a holy symbol

## **Divine Sense**

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (mutant, fiend, or undead) of any being whose presence you sense, but not its identity (the Master, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the Hallow spell.

You can use this feature a number of times equal to  $1 + \text{your Charisma modifier}$ . When you finish a long rest, you regain all expended uses.

### **Lay on Hands**

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

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

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

This feature has no effect on undead and constructs.

### **Fighting Style**

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

**Blessed Warrior.** You learn two cantrips of your choice from the cleric spell list. They count as paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the cleric spell list.

**Blind Fighting.** You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

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

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

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

**Interception.** When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by  $1d10 + \text{your proficiency bonus}$  (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

**Protection.** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

**Close Quarters Shooter (UA).** When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. You have a +1 bonus to attack rolls on ranged attacks.

**Mariner (UA).** As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to armor class.

**Thrown Weapon Fighting (UA).** You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +1 bonus to the damage roll.

**Tunnel Fighter (UA).** As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

**Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

**Unarmed Fighting (UA).** Your unarmed strikes can deal bludgeoning damage equal to  $1d6 +$  your Strength modifier. If you strike with two free hands, the d6 becomes a d8.

When you successfully start a grapple, you can deal  $1d4$  bludgeoning damage to the grappled creature. Until the grapple ends, you can also deal this damage to the creature whenever you hit it with a melee attack.

## Spellcasting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does.

### Preparing and Casting Spells

The Paladin table shows how many spell slots you have to cast your paladin spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level paladin, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell Cure Wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

### Spellcasting Ability

Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition,

you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

#### Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your paladin spells.

### Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

### Divine Health

By 3rd level, the divine magic flowing through you makes you immune to disease.

### Sacred Oath

When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

Oath of Consumption			
A Paladin of Consumption is a follower of a New World belief that the bodies of the dead are sacred, not in a sense of requiring preservation and protection, but rather as a source of strength and purity in its consumption			
Feast	Lead Belly	From Death unto New Life	Thy Strength is Mine Own
At Level 3, as an action, you may choose to feast on the bodies of the fallen. To do so, an act of taboo in most civilized societies, comes with its own drawbacks in terms of reputation, but on a personal level, will allow for health to be regained. For 1/2 number of times equal to your paladin level per long rest, you	Starting at Level 5, you no longer run the risk of incurring the poisoned effect by consuming a body of a standard human.  At Level 9, you no longer run the risk of incurring the poisoned effect by consuming the body of super mutants, ghouls, or other irradiated humanoids.	Starting at 15th level, when consuming a body, you incorporate aspects of the creature's strength as part of your own. For 30 seconds (5 turns), you gain the immunities and resistances of the target you have consumed as well as its AC (if higher than your own).  This may be done to a	At 20th level, you may embody the strength of the dead as your own. Not only now do you incorporate their resistances, immunities, and AC into yourself, but you as well grant yourself limited access (30 seconds/5 turns) to their abilities and actions as well, using any non item-specific actions,

<p>may feast on the bodies of the fallen and regain variable HP dependant on your paladin level:</p> <p>Level 1: 2d4 Level 5: 2d6 Level 10: 2d8 Level 15: 2d10 Level 20: 2d12</p>	<p>At Level 13, you no longer run the risk of incurring the poisoned effect by consuming the body of non humanoid creatures either.</p>	<p>limit of <math>\frac{1}{4}</math> number of times equal to your paladin level per long rest.</p>	<p>abilities, or attacks for the remainder of this duration.</p> <p>This may be done to a limit of <math>\frac{1}{4}</math> number of times equal to your paladin level per long rest.</p>
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<h3 style="text-align: center;">Oath of the Old World</h3>			
<b>Tenets of the Old World</b>	<b>Channel Divinity</b>	<b>Aura of Warding</b>	<b>Undying Sentinel</b>
<p>The tenets of the Oath of the Old World have been preserved for uncounted centuries. This oath emphasizes the principles of good above any concerns of law or chaos. Its four central principles are simple.</p> <p><b>Kindle the Light.</b> Through your acts of mercy, kindness, and forgiveness, kindle the light of hope in the world, beating back despair.</p> <p><b>Shelter the Light.</b> Where there is good, beauty, love, and laughter in the world, stand against the wickedness that would swallow it. Where life flourishes, stand against the forces that would render it barren.</p> <p><b>Preserve Your Own Light.</b> Delight in song and laughter, in beauty</p>	<p>When you take this oath at 3rd level, you gain the following two Channel Divinity options.</p> <p><b>Old World Blues.</b> You can use your Channel Divinity to invoke primeval forces to ensnare a foe. As an action, you can cause spectral vines to spring up and reach for a creature within 10 feet of you that you can see. The creature must succeed on a Strength or Agility saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the vines vanish.</p> <p><b>Turn the Faithless.</b> You can use your Channel</p>	<p>Beginning at 7th level, ancient magic lies so heavily upon you that it forms an eldritch ward. You and friendly creatures within 10 feet of you have resistance to damage from spells.</p> <p>At 18th level, the range of this aura increases to 30 feet.</p>	<p>Starting at 15th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.</p> <p>Additionally, you suffer none of the drawbacks of old age, and you can't be aged magically.</p>
		<b>Elder Champion</b>	
		<p>At 20th level, you can assume the form of an ancient force of nature, taking on an appearance you choose. For example, your skin might turn green or take on a cement-like texture, your hair might become leafy</p>	

<p>and art. If you allow the light to die in your own heart, you can't preserve it in the world.</p> <p><b>Be the Light.</b> Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all your deeds.</p>	<p>Divinity to utter ancient words that are painful for fey and fiends to hear. As an action, you present your holy symbol, and each fey or fiend within 30 feet of you that can hear you must make a intelligence saving throw.</p> <p>On a failed save, the creature is turned for 1 minute or until it takes damage.</p> <p>A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.</p> <p>If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.</p>	<p>or moss-like, or you might sprout antlers or a lion-like mane.</p> <p>Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:</p> <ul style="list-style-type: none"> <li>At the start of each of your turns, you regain 10 hit points.</li> <li>Whenever you cast a paladin spell that has a casting time of 1 action, you can cast it using a bonus action instead.</li> <li>Enemy creatures within 10 feet of you have disadvantage on saving throws against your paladin spells and Channel Divinity options.</li> <li>Once you use this feature, you can't use it again until you finish a long rest.</li> </ul>	
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### Oath of Conquest

The Oath of Conquest calls to paladins who seek glory in battle and the subjugation of their enemies. It isn't enough for these paladins to establish order. They must crush the forces of chaos. Sometimes called knight tyrants or ironmongers, those who swear this oath gather into grim orders that serve gods or philosophies of war and well-ordered might.

Some of these paladins go so far as to consort with the powers of Ceaser's Legion, valuing the rule of law over the balm of mercy. Conquest knights cover their armor with trophies taken from fallen enemies, a grim warning to any who dare oppose them and the decrees of their lords. These knights are often most fiercely resisted by other paladins of this oath, who believe that the hell knights have wandered too far into darkness.

Tenets of Conquest	Channel Divinity	Aura of Conquest	Scornful Rebuke
<p>A paladin who takes this oath has the tenets of conquest seared on the upper arm.</p> <p><b>Douse the Flame of Hope.</b> It is not enough to merely defeat an enemy in battle. Your victory must be so overwhelming that your enemies' will to fight is shattered forever. A blade can end a life. Fear can end an empire.</p> <p><b>Rule with an Iron Fist.</b> Once you have conquered, tolerate no dissent. Your word is law. Those who obey it shall be favored. Those who defy it shall be punished as an example to all who might follow.</p> <p><b>Strength Above All.</b> You shall rule until a stronger one arises. Then you must grow mightier and meet the challenge, or fall to your own ruin.</p>	<p>When you take this oath at 3rd level, you gain the following two Channel Divinity options.</p> <p><b>Conquering Presence.</b> You can use your Channel Divinity to exude a terrifying presence. As an action, you force each creature of your choice that you can see within 30 feet of you to make a intelligence saving throw. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.</p> <p><b>Guided Strike.</b> You can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.</p>	<p>Starting at 7th level, you constantly emanate a menacing aura while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.</p> <p>If a creature is frightened of you, its speed is reduced to 0 while in the aura, and that creature takes psychic damage equal to half your paladin level if it starts its turn there.</p> <p>At 18th level, the range of this aura increases to 30 feet.</p>	<p>Starting at 15th level, those who dare to strike you are psychically punished for their audacity. Whenever a creature hits you with an attack, that creature takes psychic damage equal to your Charisma modifier (minimum of 1) if you're not incapacitated.</p> <p><b>Invincible Conqueror</b></p> <p>At 20th level, you gain the ability to harness extraordinary martial prowess. As an action, you can magically become an avatar of conquest, gaining the following benefits for 1 minute:</p> <ul style="list-style-type: none"> <li>–You have resistance to all damage.</li> <li>–When you take the Attack action on your turn, you can make one additional attack as part of that action.</li> <li>–Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20.</li> </ul> <p>Once you use this feature, you can't use it again until you finish a long rest.</p>

### Oath of the Law

The Oath of the Law is sworn to the ideals of civilization, be it the spirit of a nation, fealty to a sovereign, or service to a deity of law and rulership. The paladins who swear this oath dedicate themselves to serving society and, in particular, the just laws that hold society together. These paladins are the watchful guardians on the walls, standing against the chaotic tides of barbarism that threaten to tear down all that civilization has built, and are commonly known as guardians, exemplars, or sentinels. Often, paladins who swear this oath are members of an order of knighthood in service to a nation or a sovereign, and undergo their oath as part of their admission to the order's ranks.

Tenets of the Crown	Channel Divinity	Divine Allegiance	Unyielding Saint
<p>The tenets of the Oath of the Crown are often set by the sovereign to which their oath is sworn, but generally emphasize the following tenets.</p> <p><b>Law.</b> The law is paramount. It is the mortar that holds the stones of civilization together, and it must be respected.</p> <p><b>Loyalty.</b> Your word is your bond. Without loyalty, oaths and laws are meaningless.</p> <p><b>Courage.</b> You must be willing to do what needs to be done for the sake of order, even in the face of overwhelming odds. If you don't act, then who will?</p> <p><b>Responsibility.</b> You must deal with the consequences of your actions, and you are responsible for fulfilling your duties and obligations.</p>	<p>When you take this oath at 3rd level, you gain the following two Channel Divinity options.</p> <p><b>Champion Challenge.</b> As a bonus action, you issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a intelligence saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is more than 30 feet away from you.</p> <p><b>Turn the Tide.</b> As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to <math>1d6 + \text{your Charisma modifier}</math> (minimum of 1) if it has no more than half of its hit points.</p>	<p>Starting at 7th level, when a creature within 5 feet of you takes damage, you can use your reaction to magically substitute your own health for that of the target creature, causing that creature not to take the damage. Instead, you take the damage. This damage to you can't be reduced or prevented in any way.</p>	<p>Starting at 15th level, you have advantage on saving throws to avoid becoming paralyzed or stunned.</p> <p><b>Exalted Champion</b></p> <p>At 20th level, your presence on the field of battle is an inspiration to those dedicated to your cause. You can use your action to gain the following benefits for 1 hour:</p> <ul style="list-style-type: none"> <li>–You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.</li> <li>–Your allies have advantage on death saving throws while within 30 feet of you.</li> <li>–You have advantage on intelligence saving throws, as do your allies within 30 feet of you.</li> </ul> <p>This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.</p>

### Oath of Devotion

The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards.

Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold saints— the perfect servants of good – as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

Tenets of Devotion	Channel Divinity	Aura of Devotion	Purity of Spirit
<p>Though the exact words and strictures of the Oath of Devotion vary, paladins of this oath share these tenets.</p> <p><b>Honesty.</b> Don't lie or cheat. Let your word be your promise.</p> <p><b>Courage.</b> Never fear to act, though caution is wise.</p> <p><b>Compassion.</b> Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with intelligence.</p> <p><b>Honor.</b> Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.</p> <p><b>Duty.</b> Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.</p>	<p>When you take this oath at 3rd level, you gain the following two Channel Divinity options.</p> <p><b>Sacred Weapon.</b> As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.</p> <p>You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.</p> <p><b>Turn the Unholy.</b> As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make an intelligence saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.</p> <p>A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions.</p>	<p>Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.</p> <p>At 18th level, the range of this aura increases to 30 feet.</p>	<p>Beginning at 15th level, you are always under the effects of a Protection from Evil and Good spell.</p> <p><b>Holy Nimbus</b></p> <p>At 20th level, as an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.</p> <p>Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage.</p> <p>In addition, for the duration, you have advantage on saving throws against spells cast by fiends or undead.</p> <p>Once you use this feature, you can't use it again until you finish a long rest.</p>

	For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.		
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<b>Oath of Glory</b>			
<b>Tenets of Glory</b>	<b>Channel Divinity</b>	<b>Aura of Alacrity</b>	<b>Glorious Defense</b>
<p><b>Tenets Of Glory</b> The tenets of the Oath of Glory drive a paladin to attempt heroics that might one day shine in legend.</p> <p><b>Actions over Words.</b> Strive to be known by glorious deeds, not words.</p> <p><b>Challenges Are but Tests.</b> Face hardships with courage, and encourage your allies to face them with you.</p> <p><b>Hone the Body.</b> Like raw stone, your body must be worked so its potential can be realized.</p> <p><b>Discipline the Soul.</b> You must marshal the discipline to overcome failings within yourself that threaten to dim the glory of you and your friends.</p>	<p>When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.</p> <p><b>Peerless Athlete.</b> As a bonus action, you can use your Channel Divinity to augment your athleticism. For the next 10 minutes, you have advantage on Strength (Athletics) and Agility(Acrobatics) checks; you can carry, push, drag, and lift twice as much weight as normal; and the distance of your long and high jumps increases by 10 feet (this extra distance costs movement as normal).</p> <p><b>Inspiring Smite.</b> Immediately after you deal damage to a creature with your Divine Smite feature, you can use your Channel Divinity as a bonus action and distribute temporary hit points to creatures of your</p>	<p>At 7th level, you emanate an aura that fills you and your companions with supernatural speed, allowing you to race across a battlefield in formation. Your walking speed increases by 10 feet. In addition, if you aren't incapacitated, the walking speed of any ally who starts their turn within 5 feet of you increases by 10 feet until the end of that turn.</p> <p>When you reach 18th level in this class, the range of the aura increases to 10 feet.</p>	<p>When you reach 15th level, you can turn defense into a sudden strike. When you or another creature you can see within 10 feet of you is hit by an attack roll, you can use your reaction to grant a bonus to the target's AC against that attack, potentially causing it to miss. The bonus equals your Charisma modifier (minimum of +1). If the attack misses, you can make one weapon attack against the attacker as part of this reaction, provided the attacker is within your weapon's range.</p> <p>You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.</p>
<b>A Living Legend</b>			At 20th level, you can

	<p>choice within 30 feet of you, which can include you. The total number of temporary hit points equals <math>2d8 +</math> your level in this class, divided among the chosen creatures however you like.</p>		<p>empower yourself with the legends — whether true or exaggerated — of your great deeds. As a bonus action, you gain the following benefits for 1 minute:</p> <p>You are blessed with an otherworldly presence, gaining advantage on all Charisma checks.</p> <p>Once on each of your turns when you make a weapon attack and miss, you can cause that attack to hit instead. If you fail a saving throw, you can use your reaction to reroll it. You must use this new roll. Once you use this feature, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.</p>
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<b>Oath of Redemption</b>			
<p>The Oath of Redemption sets a paladin on a difficult path, one that requires a holy warrior to use violence only as a last resort. Paladins who dedicate themselves to this oath believe that any person can be redeemed and that the path of benevolence and justice is one that anyone can walk. These paladins face evil creatures in the hope of turning them to the light, and the paladins slay them only when such a deed will clearly save other lives. Paladins who follow this path are known as redeemers.</p> <p>While redeemers are idealists, they are no fools. Redeemers know that undead, demons, devils, and other supernatural threats can be inherently evil. Against such foes, the paladins bring the full wrath of their weapons and spells to bear. Yet the redeemers still pray that, one day, even creatures of wickedness will invite their own redemption.</p>			

Tenets of Redemption	Channel Divinity	Aura of the Guardian	Protective Spirit
<p>The tenets of the Oath of Redemption hold a paladin to a high standard of peace and justice. Peace. Violence is a</p>	<p>When you take this oath at 3rd level, you gain the following two Channel Divinity options.</p> <p>Emissary of Peace. You</p>	<p>Starting at 7th level, you can shield your allies from harm at the cost of your own health. When a creature within 10 feet of you takes damage, you</p>	<p>Starting at 15th level, a holy presence mends your wounds in combat. You regain hit points equal to <math>1d6 +</math> half your paladin level if you end your turn</p>

<p>weapon of last resort. Diplomacy and understanding are the paths to long-lasting peace.</p>	<p><b>Innocence.</b> All people begin life in an innocent state, and it is their environment or the influence of dark forces that drives them to evil. By setting the proper example, and working to heal the wounds of a deeply flawed world, you can set anyone on a righteous path.</p>	<p>can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes. <b>Rebuke the Violent.</b> You can use your Channel Divinity to rebuke those who use violence.</p>	<p>can use your reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.</p>
<p><b>Patience.</b> Change takes time. Those who have walked the path of the wicked must be given reminders to keep them honest and true. Once you have planted the seed of righteousness in a creature, you must work day after day to allow it to survive and then flourish.</p> <p><b>Intelligence.</b> Your heart and mind must stay clear, for eventually you will be forced to admit defeat. While every creature can be redeemed, some are so far along the path of evil that you have no choice but to end their lives for the greater good. Any such action must be carefully weighed and the consequences fully understood, but once you have made the decision, follow through with it knowing your path is just.</p>	<p>Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a intelligence saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.</p>	<p>At 18th level, the range of this aura increases to 30 feet.</p>	<p>in combat with fewer than half of your hit points remaining and you aren't incapacitated.</p> <p><b>Emissary of Redemption</b></p> <p>At 20th level, you become an avatar of peace, which gives you the following benefits.</p> <ul style="list-style-type: none"> <li>–You have resistance to all damage dealt by other creatures (their attacks, spells, and other effects). Whenever a creature damages you, it takes radiant damage equal to half the amount it dealt to you.</li> <li>–If you attack a creature, cast a spell on it, or deal damage to it by any means but this feature, neither benefit works against that creature until you finish a long rest.</li> </ul>

## Oath of Vengeance

The Oath of Vengeance is a solemn commitment to punish those who have committed a grievous sin. When evil forces slaughter helpless villagers, when an entire people turns against the will of the gods, when a thieves' guild grows too violent and powerful, when a dragon rampages through the countryside – at times like these, paladins arise and swear an Oath of Vengeance to set right that which has gone wrong. To these paladins – sometimes called avengers or dark knights – their own purity is not as important as delivering justice.

Tenets of Vengeance	Channel Divinity	Relentless Avenger	Spirit of Vengeance
<p><b>The tenets of the Oath of Vengeance</b> vary by paladin, but all the tenets revolve around punishing wrongdoers by any means necessary. Paladins who uphold these tenets are willing to sacrifice even their own righteousness to mete out justice upon those who do evil, so the paladins are often neutral or lawful neutral in alignment. The core principles of the tenets are brutally simple.</p> <p><b>Fight the Greater Evil.</b> Faced with a choice of fighting my sworn foes or combating a lesser evil, I choose the greater evil.</p> <p><b>No Mercy for the Wicked.</b> Ordinary foes might win my mercy, but my sworn enemies do not.</p> <p><b>By Any Means Necessary.</b> My qualms can't get in the way of exterminating my foes.</p> <p><b>Restitution.</b> If my foes wreak ruin on the world, it is because I failed to stop them. I must help those harmed by their misdeeds.</p>	<p>When you take this oath at 3rd level, you gain the following two Channel Divinity options.</p> <p><b>Abjure Enemy.</b> As an action, you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a intelligence saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw.</p> <p>On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed.</p> <p>On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.</p> <p><b>Vow of Enmity.</b> As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to</p>	<p>By 7th level, your supernatural focus helps you close off a foe's retreat. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.</p>	<p>Starting at 15th level, the authority with which you speak your Vow of Enmity gives you greater power over your foe. When a creature under the effect of your Vow of Enmity makes an attack, you can use your reaction to make a melee weapon attack against that creature if it is within range.</p> <p><b>Avenging Angel</b></p> <p>At 20th level, you can assume the form of an angelic avenger. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:</p> <p>Wings sprout from your back and grant you a flying speed of 60 feet. You emanate an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on an Intelligence saving throw or become frightened of you for 1 minute or until it takes any damage. Attack rolls against the frightened creature have advantage. Once you use this feature, you can't use it again until you finish a long rest.</p>
<b>Avenging Angel</b>			

	0 hit points or falls unconscious.		
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<b>Oath of the Watchers</b>			
<b>Tenets of the Watchers</b>	<b>Channel Divinity</b>	<b>Aura of the Sentinel</b>	<b>Vigilant Rebuke</b>
A paladin who assumes the Oath of the Watchers swears to safeguard mortal realms from otherworldly threats.  <b>Vigilance.</b> The threats you face are cunning, powerful, and subversive. Be ever alert for their corruption.  <b>Loyalty.</b> Never accept gifts or favors from fiends or those who truck with them. Stay true to your order, your comrades, and your duty.  <b>Discipline.</b> You are the shield against the endless terrors that lie beyond the stars. Your blade must be forever sharp and your mind keen to survive what lies beyond.	When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.  <b>Watcher's Will.</b> You can use your Channel Divinity to invest your presence with the warding power of your faith. As an action, you can choose a number of creatures you can see within 30 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). For 1 minute, you and the chosen creatures have advantage on Intelligence, intelligence, and Charisma saving throws.  <b>Abjure the Extraplanar.</b> You can use your Channel Divinity to castigate unworldly beings. As an action, you present your holy symbol and each	At 7th level, you emit an aura of alertness while you aren't incapacitated. When you and any creatures of your choice within 10 feet of you roll initiative, you all gain a bonus to initiative equal to your proficiency bonus.  At 18th level, the range of this aura increases to 30 feet.	At 15th level, you've learned how to chastise anyone who dares wield beguilements against you and your wards. Whenever you or a creature you can see within 30 feet of you succeeds on an Intelligence, a intelligence, or a Charisma saving throw, you can use your reaction to deal $2d8 + \text{your Charisma modifier}$ force damage to the creature that forced the saving throw.
<b>Mortal Bulwark</b>			
			At 20th level, you manifest a spark of divine power in defense of the mortal realms. As a bonus action, you gain the following benefits for 1 minute:  You gain truesight with a range of 120 feet. You have advantage on

	<p>aberration, celestial, elemental, fey, or fiend within 30 feet of you that can hear you must make a intelligence saving throw.</p> <p>On a failed save, the creature is turned for 1 minute or until it takes damage.</p> <p>A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly end its move in a space within 30 feet of you. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can take the Dodge action.</p>		<p>attack rolls against aberrations, mutants, robots, and undead.</p> <p>When you hit a creature with an attack roll and deal damage to it, you can also force it to make a Charisma saving throw against your spell save DC. On a failed save, the creature is magically banished to its native plane of existence if it's currently not there. On a successful save, the creature can't be banished by this feature for 24 hours.</p> <p>Once you use this bonus action, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.</p>
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Oathbreaker			
Channel Divinity	Aura of Hate	Supernatural Resistance	Dread Lord
<p><b>Control Undead.</b> As an action, you target one undead creature you can see within 30 feet of you. The target must make an Intelligence saving throw. On a failed save, the target must obey your commands for the next 24 hours, or until you use this Channel Divinity option again. An undead whose challenge rating is equal to or greater than your paladin level is immune to this effect.</p>	<p>Starting at 7th level you, as well any fiends and undead within 10 feet of you, gain a bonus to melee weapon damage rolls equal to your Charisma modifier (minimum of +1). A creature can benefit from this feature from only one paladin at a time.</p> <p>At 18th level, the range of this aura increases to 30 feet.</p>	<p>At 15th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.</p>	<p>At 20th level, you can, as an action, surround yourself with an aura of gloom that lasts for 1 minute. The aura reduces any bright light in a 30-foot radius around you to dim light. Whenever an enemy that is frightened by you starts its turn in the aura, it takes 4d10 psychic damage. Additionally, you and any creatures of your choosing in the aura are draped in deeper shadow. Creatures that rely on sight have</p>

<p><b>Dreadful Aspect.</b> As an action, you channel the darkest emotions and focus them into a burst of magical menace. Each creature of your choice within 30 feet of you must make a intelligence saving throw if it can see you. On a failed save, the target is frightened of you for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from you, it can attempt another Intelligence saving throw to end the effect on it.</p>			<p>disadvantage on attack rolls against creatures draped in this shadow.</p> <p>While the aura lasts, you can use a bonus action on your turn to cause the shadows in the aura to attack one creature. Make a melee spell attack against the target. If the attack hits, the target takes necrotic damage equal to <math>3d10 + \text{your Charisma modifier}</math>.</p> <p>After activating the aura, you can't do so again until you finish a long rest.</p>
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Oath of the Open Sea			
Tenets of the Open Sea	Channel Divinity	Aura of Liberation	Stormy Waters
<p>No Greater Life than a Life Lived Free. One should be free to chart their own path without oppression. Those who would exert their power to dominate others shall be smote.</p> <p><b>Trust the Skies.</b> The guidance of a strong breeze. The rumbling warnings of a coming storm. Nature is a source of portent and council that</p>	<p>When you take this oath at 3rd level, you gain the following two Channel Divinity options.</p> <p><b>Marine Layer.</b> As an action, you channel the sea to create a thick cloud of fog that surrounds you for 20 feet in all directions. The fog moves with you, remaining centered on you and making its area heavily obscured. You and each</p>	<p>Starting at 7th level, you fill nearby creatures with the energy of movement. While you're not incapacitated, you and creatures of your choice within 10 feet of you cannot be grappled or restrained, and ignore penalties on movement and attacks while underwater. Creatures that are already grappled or restrained when they enter the aura can spend 5 feet</p>	<p>At 15th level, you can call on the force of crashing waters as a reaction whenever a creature moves into or out of your reach. The creature takes <math>1d12</math> bludgeoning damage and must succeed on a Strength saving throw against your spell save DC or be knocked prone.</p> <p><b>Mystic Swashbuckler</b></p>
			At 20th level, you learn to

<p>should be heeded.</p> <p><b>Adapt like the Water.</b> The waters of the ocean can shift around any obstacle or become an impassable one. They can carve around and reveal the secrets of the past or swallow the truth and hide it forever. To embrace this fluidity is to be ready for any challenge.</p> <p><b>Explore the Uncharted.</b> The world is filled with much mystery. Through the pursuit of these enigmatic ends, one can both uncover those who hide their dark deeds in shadow to be judged, and find the path to becoming something great.</p>	<p>creature within 5 feet of you instead treat the area as lightly obscured. This fog lasts for 10 minutes, spreads around corners, and cannot be dispersed unless you choose to end this effect (no action required).</p> <p><b>Fury of the Tides.</b> As a bonus action, you channel the powerful might of the waves to bolster your attacks for 1 minute. Once per turn for the duration, when you hit a creature with a weapon attack, you can choose to push the target 10 feet away from you. If pushed into an obstacle or another creature, the target takes bludgeoning damage equal to your Charisma modifier.</p>	<p>of movement to automatically escape unless they are bound by magic restraints.</p> <p>When you reach 18th level in this class, the aura affects creatures within 30 feet of you.</p>	<p>channel the spirits of historic sea captains to briefly become a paragon of heroic adventure. As an action, you embrace these spirits of the sea to gain the following benefits for 1 minute:</p> <ul style="list-style-type: none"> <li>–You have advantage on Strength (Athletics) checks and you gain a climbing speed equal to your walking speed. If you already have a climbing speed, it is doubled.</li> <li>–If you are within 5 feet of a creature and no other creatures are within 5 feet of you, you have advantage on attack rolls against that creature.</li> <li>–You can take the Dash or Disengage action as a bonus action.</li> <li>–You have advantage on Agility checks and Agility saving throws against effects you can see. Once you use this feature, you can't use it again until you finish a long rest.</li> </ul>
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## Oath Spells

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

If you gain an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

## Channel Divinity

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

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

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

### **Harness Divine Power (Optional)**

Also at 3rd level, you can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class: 3rd level, once; 7th level, twice; and 15th level, thrice. You regain all expended uses when you finish a long rest.

### **Ability Score Improvement**

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

### **Martial Versatility (Optional)**

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to paladins. This replacement represents a shift of focus in your martial practice.

### **Extra Attack**

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

### **Aura of Protection**

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

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

### **Aura of Courage**

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

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

### **Improved Divine Smite**

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage.

### **Cleansing Touch**

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch.

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

# Ranger

Far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch.

Level	Proficiency Bonus	Features
1st	+2	Favored Enemy, Natural Explorer, <i>Deft Explorer (Optional)</i> , <i>Favored Foe (Optional)</i>
2nd	+2	Fighting Style, Combat Superiority
3rd	+2	Poultices, Ranger Conclave, <i>Primal Awareness (Optional)</i>
4th	+2	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
5th	+3	Extra Attack
6th	+3	Favored Enemy Improvement, Natural Explorer Improvement, <i>Deft Explorer Improvement (Optional)</i>
7th	+3	Ranger Conclave feature
8th	+3	Ability Score Improvement, Land's Stride, <i>Martial Versatility (Optional)</i>
9th	+4	Natural Antivenom
10th	+4	Natural Explorer Improvement, Hide in Plain Sight, <i>Deft Explorer Feature (Optional)</i> , <i>Nature's Veil (Optional)</i>
11th	+4	Ranger Conclave feature
12th	+4	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
13th	+5	Call Natural Allies
14th	+5	Favored Enemy Improvement, Vanish
15th	+5	Ranger Conclave feature
16th	+5	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
17th	+6	Relentless
18th	+6	Feral Senses
19th	+6	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
20th	+6	Foe Slayer

## **Class Features**

As a ranger, you gain the following class features.

### **Hit Points**

**Hit Dice:** 1d10 per ranger level

**Hit Points at 1st Level:** 10 + your Endurance modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Endurance modifier per ranger level after 1st

### **Proficiencies**

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Agility or Perception

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

### **Equipment**

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

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack

A martial ranged weapon of your choice

### **Favored Enemy**

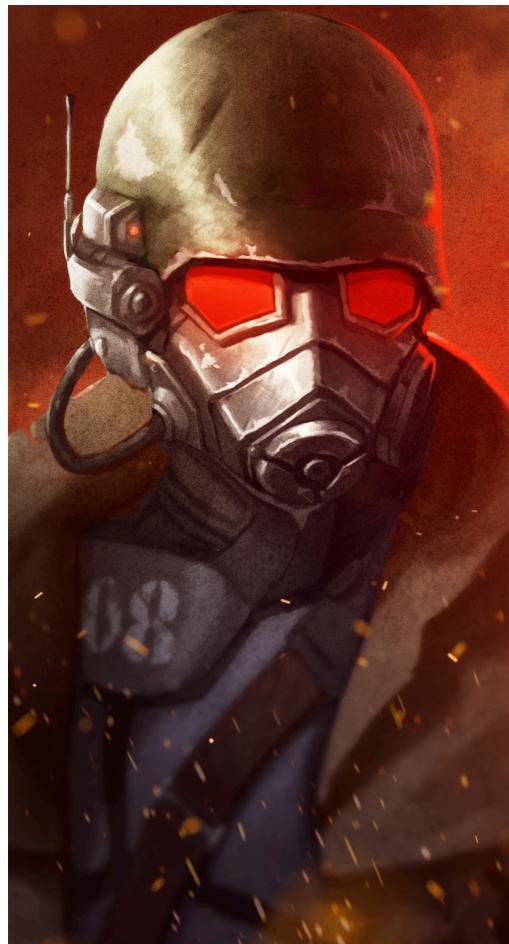
Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

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

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.



### **Favored Foe (Optional)**

This 1st-level feature replaces the Favored Enemy feature and works with the Foe Slayer feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you increase that damage by 1d4.

You can use this feature to mark a favored enemy a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

This feature's extra damage increases when you reach certain levels in this class: to 1d6 at 6th level and to 1d8 at 14th level.

### **Natural Explorer**

Also at 1st level, you are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or plaguelands. When you make an Intelligence or intelligence check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

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

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.
- You choose additional favored terrain types at 6th and 10th level.

### **Deft Explorer (Optional)**

This 1st-level feature replaces the Natural Explorer feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You gain the Canny benefit below, and you gain an additional benefit when you reach 6th level and 10th level in this class.

#### **Canny (1st Level)**

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make using the chosen skill.

You can also speak, read, and write 2 additional languages of your choice.

### **Roving (6th Level)**

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

### **Tireless (10th Level)**

As an action, you can give yourself a number of temporary hit points equal to  $1d8 +$  your intelligence modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

## **Fighting Style**

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

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

**Blind Fighting.** You have blind sight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

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

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

**Thrown Weapon Fighting.** You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

**Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

**Close Quarters Shooter.** When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. You have a +1 bonus to attack rolls on ranged attacks.

**Interception.** When a creature you can see hits a target that is within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by  $1d10 +$  your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

**Mariner.** As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to armor class.

**Tunnel Fighter.** As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and

you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

**Unarmed Fighting.** Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier. If you strike with two free hands, the d6 becomes a d8.

When you successfully start a grapple, you can deal 1d4 bludgeoning damage to the grappled creature. Until the grapple ends, you can also deal this damage to the creature whenever you hit it with a melee attack.

## Combat Superiority

At 2nd level, you learn maneuvers that are fueled by special dice called superiority dice. Maneuvers. You learn two maneuvers of your choice, which are chosen from the list of maneuvers available to fighters with the Battle Master archetype. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn one additional maneuver of your choice at 5th, 9th, 13th, and 17th levels. Each time you learn a new maneuver, you can also replace one maneuver you know with a different one.

**Superiority Dice.** You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 9th level and one more at 17th level.

**Saving Throws.** Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Agility modifier (your choice)

## Poultices

At 3rd level, you can create special herbal poultices that have healing power comparable to some potions. You can spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your intelligence modifier (minimum 1). You can carry a number of poultices at one time equal to your intelligence modifier (minimum 1). The poultices you create cannot be applied by anyone but you. After 24 hours, any poultices that you have not used lose their potency.

If you spend 1 minute applying one of your poultices to a wounded humanoid creature, thereby expending its use, that creature regains 1d6 hit points for every two ranger levels you have (rounded up).

## Ranger Conclave

At 3rd level, you choose to emulate the ideals and training of a ranger conclave. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Hunter Conclave

Some rangers seek to master weapons to better protect civilization from the terrors of the wilderness. Members of the Hunter Conclave learn specialized fighting techniques for use against the most dire threats, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Prey	Defensive Tactics	Multiattack	Superior Hunter's Defense
<p>At 3rd level, you gain one of the following features of your choice.</p> <p><b>Colossus Slayer.</b> Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.</p> <p><b>Giant Killer.</b> When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.</p> <p><b>Horde Breaker.</b> Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.</p>	<p>At 7th level, you gain one of the following features of your choice.</p> <p><b>Escape the Horde.</b> Opportunity attacks against you are made with disadvantage.</p> <p><b>Multiattack Defense.</b> When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.</p> <p><b>Steel Will.</b> You have advantage on saving throws against being frightened.</p>	<p>At 11th level, you gain one of the following features of your choice.</p> <p><b>Volley.</b> You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.</p> <p><b>Whirlwind Attack.</b> You can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target.</p>	<p>At 15th level, you gain one of the following features of your choice.</p> <p><b>Evasion.</b> When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make an Agility saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.</p> <p><b>Stand Against the Tide.</b> When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.</p> <p><b>Uncanny Dodge.</b> When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.</p>

## Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one SPECIAL trait by 1 (even over the max of 10), or choose a feat.

## Martial Versatility (Optional)

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.

### **Extra Attack**

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

### **Fleet of Foot**

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the Entangle spell.

### **Natural Antivenom**

Starting at 9th level, you have advantage on saving throws against poison and have resistance to poison damage. Additionally, you can use one of your poultices to cure one poison effect on the creature you are applying it to, in addition to restoring hit points.

### **Hide in Plain Sight**

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Agility (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

### **Nature's Veil (Optional)**

This 10th-level feature replaces the Hide in Plain Sight feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

You draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### **Call Natural Allies**

Starting at 13th level, when you are in an area of your favored terrain, you can call natural creatures from that terrain to fight on your behalf, using your attunement to the natural world to convince them to aid you. The DM chooses beasts appropriate to the terrain to come to your aid from among those that could hear you and that are within 1 mile of you, in one of the following groups:

One beast of challenge rating 2 or lower

Two beasts of challenge rating 1 or lower

Four beasts of challenge rating 1/2 or lower

Eight beasts of challenge rating 1/4 or lower

These beasts approach you from their current location, and will fight alongside you, attacking any creatures that are hostile to you. They are friendly to you and your comrades, and you roll initiative for the called creatures as a group, which takes its own turns. The DM has the creatures' statistics.

After 1 hour, these beasts return to their previous location. Once you use this feature, you cannot use it again in the same general area for 24 hours, since the same animals will not repeatedly heed your call.

### **Vanish**

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

### **Relentless**

Starting at 17th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

### **Feral Senses**

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

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

### **Foe Slayer**

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

# Rogue

Rogues rely on skill, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem, demonstrating a resourcefulness and versatility that is the cornerstone of any successful adventuring party.

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Roguish Archetype, <i>Steady Aim (Optional)</i>
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Roguish Archetype feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Roguish Archetype feature
14th	+5	7d6	Blindsight
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Roguish Archetype feature

18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

## **Class Features**

As a rogue, you gain the following class features.

### **Hit Points**

**Hit Dice:** 1d8 per rogue level

**Hit Points at 1st Level:** 8 + your Endurance modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Endurance modifier per rogue level after 1st

### **Proficiencies**

**Armor:** Light armor

**Weapons:** Simple weapons, martial weapons

**Tools:** Thieves' tools

**Saving Throws:** Agility, Intelligence

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

### **Equipment**

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

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools



### **Expertise**

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

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

## Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

## Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

## Cunning Action

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

## Roguish Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Assassin				
Bonus Proficiencies	Assassination	Infiltration Expertise	Imposter	Death Strike
When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and the poisoner's kit.	Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any	Starting at 9th level, you can unfailingly create false identities for yourself. You must spend seven days and 25 gp to establish the history, profession,	At 13th level, you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three	Starting at 17th level, you become a master of instant death. When you attack and hit a creature that is surprised, it must

	<p>creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.</p>	<p>and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official-looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants.</p> <p>Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.</p>	<p>hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms.</p> <p>Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.</p>	<p>make an Endurance saving throw (DC 8 + your Agility modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.</p>
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## Inquisitive

As an archetypal Inquisitive, you excel at rooting out secrets and unraveling mysteries. You rely on your sharp eye for detail, but also on your finely honed ability to read the words and deeds of other creatures to determine their true intent. You excel at defeating creatures that hide among and prey upon ordinary folk, and your mastery of lore and your sharp eye make you well equipped to expose and end hidden evils.

Eye for Deceit	Eye for Detail	Insightful Fighting	Steady Eye
When you choose this archetype at 3rd level, you develop a keen ear for picking out lies. Whenever you make a Perception (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.	Starting at 3rd level, you can use a bonus action to make a Perception (Perception) check to spot a hidden creature or object or to make a Perception(Investigation) check to uncover or decipher clues.	At 3rd level, you gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you make an Perception (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll,	At 9th level, you gain advantage on any Perception (Perception) or Perception(Investigation) check if you move no more than half your speed on the same turn.
<b>Unerring Eye</b>	<b>Eye for Weakness</b>		
At 13th level, your senses are almost impossible to foil. As an action, you sense the presence of illusions, shapechangers not in their original form, and other magic	At 17th level, you learn to exploit a creature's weaknesses by carefully studying its tactics and		

<p>designed to deceive the senses within 30 feet of you, provided you aren't blinded or deafened. You sense that an effect is attempting to trick you, but you gain no insight into what is hidden or into its true nature.</p> <p>You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.</p>	<p>movement. While your Insightful Fighting feature applies to a creature, your Sneak Attack damage against that creature increases by 3d6.</p>	<p>but not if you have disadvantage on it.</p> <p>This benefit lasts for 1 minute or until you successfully use this feature against a different target.</p>	
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## Mastermind

Your focus is on people and on the influence and secrets they have. Many spies, courtiers, and schemers follow this archetype, leading lives of intrigue. Words are your weapons as often as knives or poison, and secrets and favors are some of your favorite treasures.

Master of Intrigue	Master of Tactics	Insightful Manipulator	Misdirection
<p>When you choose this archetype at 3rd level, you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice.</p> <p>Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a particular land, provided that you know the language.</p>	<p>Starting at 3rd level, you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.</p> <p><b>Soul of Deceit</b></p> <p>Soul of Deceit Starting at 17th level, your thoughts can't be read by telepathy or other means, unless you allow it. You can present false thoughts by making a Charisma (Deception) check contested by the mind reader's Perception (Insight) check.</p> <p>Additionally, no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful if you so choose, and you can't be compelled to tell the truth by magic.</p>	<p>Starting at 9th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:</p> <ul style="list-style-type: none"> <li>–Intelligence score</li> <li>–Charisma score</li> <li>–Class levels (if any)</li> </ul> <p>At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.</p>	<p>Beginning at 13th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.</p>

## Phantom

Many rogues walk a fine line between life and death, risking their own lives and taking the lives of others. While adventuring on that line, some rogues discover a mystical connection to death itself. These rogues take knowledge from the dead and become immersed in negative energy, eventually becoming like ghosts. Thieves' guilds value them as highly effective information gatherers and spies.

<b>Whispers of the Dead</b>	<b>Wails of the Grave</b>	<b>Tokens of the Departed</b>	<b>Ghost Walk</b>
<p>When you choose this archetype at 3rd level, echoes of those who have died cling to you. Whenever you finish a short or long rest, you can gain one skill or tool proficiency of your choice, as a ghostly presence shares its knowledge with you. You lose this proficiency when you use this feature to choose a different proficiency that you lack.</p>	<p>At 3rd level, as you nudge someone closer to the grave, you can channel the power of death to harm someone else as well. Immediately after you deal your Sneak Attack damage to a creature on your turn, you can target a second creature that you can see within 30 feet of the first creature. Roll half the number of Sneak Attack dice for your level (round up), and the second creature takes necrotic damage equal to the roll's total, as wails of the dead sound around them for a moment.</p> <p>You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.</p>	<p>At 9th level, when a life ends in your presence, you're able to snatch a token from the departing soul, a sliver of its life essence that takes physical form: as a reaction when a creature you can see dies within 30 feet of you, you can open your free hand and cause a Tiny trinket to appear there, a soul trinket. The DM determines the trinket's form or has you roll on the Trinkets table in the Player's Handbook to generate it.</p> <p>You can have a maximum number of soul trinkets equal to your proficiency bonus, and you can't create one while at your maximum.</p> <p>You can use soul trinkets in the following ways:</p> <ul style="list-style-type: none"> <li>–While a soul trinket is on your person, you have advantage on death saving throws and Endurance saving throws, for your vitality is enhanced by the life essence within the object.</li> <li>–When you deal Sneak Attack damage on your turn, you can destroy one of your soul trinkets that's on your person and then immediately use Wails from the Grave, without expending a use of that feature.</li> <li>–As an action, you can destroy one of your soul trinkets, no matter where it's located. When you do so, you can ask the spirit associated with the trinket one question. The spirit appears to you and answers in a language it knew in life. It's under no obligation to be truthful, and it answers as concisely as possible, eager to be free. The spirit knows only what it knew in life, as determined by the DM.</li> </ul>	<p>At 13th level, you can phase partially into the realm of the dead, becoming like a ghost. As a bonus action, you assume a spectral form. While in this form, you have a flying speed of 10 feet, you can hover, and attack rolls have disadvantage against you. You can also move through creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside a creature or an object.</p> <p>You stay in this form for 10 minutes or until you end it as a bonus action. To use this feature again, you must finish a long rest or destroy one of your soul trinkets as part of the bonus action you use to activate Ghost Walk.</p>
<p>At 17th level, your association with death has become so close that you gain the following benefits:</p> <ul style="list-style-type: none"> <li>–When you use your Wails from the Grave, you can now deal the necrotic damage to both the first and the second creature.</li> <li>–At the end of a long rest, a soul trinket appears in your hand if you don't have any soul trinkets, as the spirits of the dead are drawn to you.</li> </ul>			

## Scout

You are skilled in stealth and surviving far from the streets of a city, allowing you to scout ahead of your companions during expeditions. Rogues who embrace this archetype are at home in the wilderness and among barbarians and rangers, and many Scouts serve as the eyes and ears of war bands. Ambusher, spy, bounty hunter – these are just a few of the roles that Scouts assume as they range the world.

<b>Skirmisher</b>	<b>Survivalist</b>	<b>Superior Mobility</b>	<b>Ambush Master</b>	<b>Sudden Strike</b>
Starting at 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.	When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.	At 9th level, your walking speed increases by 10 feet. If you have a climbing or swimming speed, this increase applies to that speed as well.	Starting at 13th level, you excel at leading ambushes and acting first in a fight. You have advantage on initiative rolls. In addition, the first creature you hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that target have advantage until the start of your next turn.	Starting at 17th level, you can strike with deadly speed. If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack can benefit from your Sneak Attack even if you have already used it this turn, but you can't use your Sneak Attack against the same target more than once in a turn.

## Swashbuckler

You focus your training on the art of the blade, relying on speed, elegance, and charm in equal parts. While some warriors are brutes clad in heavy armor, your method of fighting looks almost like a performance. Duelists and pirates typically belong to this archetype.

A Swashbuckler excels in single combat, and can fight with two weapons while safely darting away from an opponent.

<b>Fancy Footwork</b>	<b>Rakish Audacity</b>	<b>Panache</b>	<b>Elegant maneuver</b>	<b>Master Duelist</b>
When you choose this archetype at 3rd level, you learn how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.	Starting at 3rd level, your confidence propels you into battle. You can give yourself a bonus to your initiative rolls equal to your Charisma modifier.  You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within	At 9th level, your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature's Perception(Insight) check. The creature must be able to hear you, and the two of you must share a language.  If you succeed on the check and the creature is	Starting at 13th level, you can use a bonus action on your turn to gain advantage on the next Acrobatics (Acrobatics) or Strength (Athletics) check you make during the same turn.	Beginning at 17th level, your mastery of the blade lets you turn failure into success in combat. If you miss with an attack roll, you can roll it again with advantage. Once you do so, you can't use this feature again until you finish a short or long rest.

	<p>5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.</p>	<p>hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart.</p> <p>If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.</p>		
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## Thief

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Fast Hands	Second-Story Work	Supreme Sneak	Use Pre-War Device	Thief's Reflexes
<p>Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Agility (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.</p>	<p>When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.</p> <p>In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Agility modifier.</p>	<p>Starting at 9th level, you have advantage on an Agility (Stealth) check if you move no more than half your speed on the same turn.</p>	<p>By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.</p>	<p>When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.</p>

## Wild Card

Some rogues favor honing their skill and precision, others perfect a silver tongue, but you — well, you've always gotten a kick out of leaving things up to chance.

Rogues of the Wild Card variety thrive on the high stakes and random thrill of the game table. Armed with cunning cheats and no small amount of luck, these sly gamblers live and die by their rules, never keen to simply accept the hand fate deals them.

Tricks up the Sleeve	Wild Card's Gambit	Shifting the Odds
<p>Your penchant for games has afforded you the ability to subtly manipulate fortune to your favor. When you choose this archetype at 3rd level, you learn the Guidance cantrip. Starting at 9th level, it has a range of 30 feet for you, and you can cast it as a bonus action.</p>	<p>Also at 3rd level, you gain proficiency with one of the following gaming sets: dice set, dragonchess set, or playing card set.</p> <p>The gaming set you choose grants you a Wild Card's Gambit, as detailed below. If you are proficient in multiple types of gaming sets, you must choose which gambit to use when you gain this feature. You can change your choice of gambit whenever you gain a level in this class.</p> <p><b>Loaded Dice:</b> You gain a pool of d6s equal to the number of d6s you roll for your Sneak Attack damage. (Your pool starts with 2d6 at 3rd level, and increases to 3d6 at 5th level, and so on.) When a creature targets you with an attack, you can use your reaction to spend one die from the pool and subtract the number rolled from the attack. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll hits or misses. Starting at 9th level you can spend up to two dice from the pool at once, and starting at 17th level you can spend up to three dice at once. You regain all expended dice from your loaded dice pool when you complete a long rest.</p> <p><b>Chess:</b> Your prowess of the chessboard has made you a skilled tactician on the battlefield. As a bonus action on your turn, you can execute one of the following chess maneuvers. You can use a bonus action in this way a number of times equal to your Charisma modifier (minimum of once), and regain all uses after a long rest.</p> <ul style="list-style-type: none"> <li>–Knight: Choose a creature you can see within 30 feet of you. The first time that creature makes a successful attack roll before the start of your next turn, they deal extra damage equal to your level in this class.</li> <li>–Bishop: Your movement speed increases by 10 feet, and your movement does not provoke opportunity attacks. These benefits last until the start of your next turn.</li> <li>–Rook: You and all friendly creatures within 5 feet of you have advantage on Dexterity saving throws until the start of your next turn.</li> </ul> <p><b>Playing Cards:</b> You have developed a fighting style based around the cartomancy of the Caravaneers across the Wastes. You have your own deck of enchanted cards, and can make their edges razor-sharp with a flick of your wrist. If you have not yet used your Sneak Attack this turn, you can use your action to take one of these cards and attack a creature within 30 feet with it. The attack roll for this feature uses your Agility modifier, and on a hit, it deals slashing damage equal <math>1d4 + \text{your Agility modifier}</math>. When you roll for</p>	<p>Starting at 9th level, you are acutely aware of how to quit when you're ahead, vanishing in a flash when the odds begin to turn against you. As a bonus action, you can disappear with a dramatic flourish. Each creature within 10 feet of you must make a Dexterity saving throw (DC <math>8 + \text{your proficiency bonus} + \text{your Charisma modifier}</math>), taking <math>4d10</math> force damage on a failed save or half as much on a successful one.</p> <p>You then teleport yourself to an unoccupied space that you can see within 120 feet of your original location. Once you have used this ability, you cannot use it again until you have finished a short or long rest.</p>
Shifting the Odds		Twist of Fate
<p>Starting at 9th level, you are acutely aware of how to quit when you're ahead, vanishing in a flash when the odds begin to turn against you. As a bonus action, you can disappear with a dramatic flourish. Each creature within 10 feet of you must make a Dexterity saving throw (DC <math>8 + \text{your proficiency bonus} + \text{your Charisma modifier}</math>), taking <math>4d10</math> force damage on a failed save or half as much on a successful one.</p> <p>You then teleport yourself to an unoccupied space that you can see within 120 feet of your original location. Once you have used this ability, you cannot use it again until you have finished a short or long rest.</p>		<p>At 13th level, your mastery over the game table hones your speed and cunning in combat. After rolling initiative but before the first turn of combat, you can choose to swap places in the initiative order with one creature you can see. If the creature is one of your allies, that ally must agree to swapping initiative with you.</p>
Joker Wild		
		At 17th level, your mastery over chance encompasses even your own form, allowing you to exist

<p>original location. Once you have used this ability, you cannot use it again until you have finished a short or long rest.</p>	<p>damage, look at the number rolled on the d4. The attack gains a random effect based on the number rolled, as detailed in the Wild Card Suit table below. You can attack using a card in this manner a number of times equal to your Charisma modifier (minimum of once), and regain all uses after a long rest.</p> <p><b>1: Blade:</b> Roll your Sneak Attack damage and add it to your razor card's damage. At the start of its next turn, the target takes additional damage equal to half the Sneak Attack damage rolled.</p> <p><b>2: Shackle:</b> Until the start of your next turn, the target's speed is halved. It can't make more than one attack on its turn while its speed is reduced in this way.</p> <p><b>3: Heart:</b> Roll your Sneak Attack damage and add it to your razor card's damage. You also immediately regain a number of hit points equal to the half the damage dealt. Any excess hit points regained become temporary hit points.</p> <p><b>4: Wild Ace:</b> This card morphs suits depending on the dealer's wishes. Choose Blade, Shackle, or Heart. The card then immediately gains the suit's respective effect.</p>	<p>between potential realities. As a bonus action on your turn, you can take on an incorporeal form, during which you gain the following benefits:</p> <ul style="list-style-type: none"> <li>–You regain expended power for your Wild Card's Gambit feature:</li> <li>—Cards. You regain all spent uses of that feature.</li> <li>—Dragonchess. You regain all spent uses of that feature.</li> <li>—Dice. You regain all spent dice.</li> <li>—Your movement speed is doubled.</li> <li>—You gain resistance to all damage, and are immune to the grappled, paralyzed, stunned, and restrained conditions.</li> <li>—You can move through objects and creatures as if they were difficult terrain. If you end your turn inside a creature, the creature takes 1d10 force damage and is shunted into an adjacent space within 5 feet of their original location.</li> </ul> <p>This incorporeal state lasts for one minute, or until you are incapacitated. Once you use this feature, you cannot use it again until you complete a long rest.</p>
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### Steady Aim (Optional)

At 3rd level, as a bonus action, you give yourself advantage on your next attack roll on the current turn.

You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

### Ability Score Improvement

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

### Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

### Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an Ice Storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

### **Reliable Talent**

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

### **Blindsight**

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

### **Slippery Mind**

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

### **Elusive**

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

### **Stroke of Luck**

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

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

# Personality and Background

Characters are defined by much more than their race and class. They're individuals with their own stories, interests, connections, and capabilities beyond those that class and race define. This chapter expounds on the details that distinguish characters from one another, including the basics of name and physical description, the rules of backgrounds and languages, and the finer points of personality and alignment.

## Character Details

Your character's name and physical description might be the first things that the other players at the table learn about you. It's worth thinking about how these characteristics reflect the character you have in mind.

### Name

Your character's race description includes sample names for members of that race. Put some thought into your name even if you're just picking one from a list.

### Sex

You can play a male or female character without gaining any special benefits or hindrances. Think about how your character does or does not conform to the broader culture's expectations of sex, gender, and sexual behavior. However, keep in mind that while players and the gamemaster may not discriminate, fellow wastelanders just might. Certain societies still cling to certain gender norms and will discriminate based on them.

### Height and Weight

You can decide your character's height and weight, using the information provided in your

race description or on the Random Height and Weight table. Think about what your character's ability scores might say about his or her height and weight. A weak but agile character might be thin. A strong and tough character might be tall or just heavy. If you want to, you can roll randomly for your character's height and weight using the Random Height and Weight table. The dice roll given in the Height Modifier column determines the character's extra height (in inches) beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight (in pounds) beyond the base weight.

Race	Base Height	Height Mod	Base Weight	Weight Mod
Human	4'8"	+2d10	110 lb	x (2d4) lb
Ghoul	4'8"	+2d10	90 lb	x (2d4) lb
Super Mutant	5'6	+2d12	160 lb	x (3d6) lb
Synth	5'0"	+2d10	130 lb	x (2d4) lb

### Other Physical Characteristics

You choose your character's age and the color of

his or her hair, eyes, and skin. To add a touch of distinctiveness, you might want to give your character an unusual or memorable physical characteristic, such as a scar, a limp, or a tattoo.

## Languages

Your race indicates the languages your character can speak by default, and your background might give you access to one or more additional languages of your choice. Note these languages on your character sheet. Choose your languages from the Standard Languages table, or choose one that is common in your campaign. With your DM's permission, you can instead choose a language from the Exotic Languages table or a secret language, such as the tribal languages of the Dead Horses or Sorrows.

Typical Languages		
Language	Speakers	Script
English	American Wasters	Germanic
Spanish	Mexican Wasters	Latin
Latin	Caesar's Legion	Latin
French	New Orleaners	Latin
German	Germanic Texans	Germanic
Exotic Languages		
Chinese Dialects	Chinese	Hanzi
Tribal Dialects		
Arroyan Dialect	Northern Californian Tribals	Hokan
Utahan Dialect	Utahan Tribals	Uto-Nahuatl
Southwestern Dialect	Southern Tribals	Na-Dene
Great Plain	Great Plains Tribals	Algic

Dialect		
<b>Sign Language</b>		
American Sign Language	Deaf American Wasters	English
Spanish Sign Language	Deaf Mexican Wasters	Spanish

## Personal Characteristics

Fleshing out your character's personality—the array of traits, mannerisms, habits, beliefs, and flaws that give a person a unique identity—will help you bring him or her to life as you play the game. Four categories of characteristics are presented here: personality traits, ideals, bonds, and flaws. Beyond those categories, think about your character's favorite words or phrases, tics and habitual gestures, vices and pet peeves, and whatever else you can imagine. Each background presented later in this chapter includes suggested characteristics that you can use to spark your imagination. You're not bound to those options, but they're a good starting point.

### Personality Traits:

Give your character two personality traits. Personality traits are small, simple ways to help you set your character apart from every other character. Your personality traits should tell you something interesting and fun about your character. They should be self descriptions that are specific about what makes your character stand out. "I'm smart" is not a good trait, because it describes a lot of characters. "I've read every book in Candlekeep" tells you something specific about your character's interests and disposition. Personality traits might describe the things your character likes, his or her past accomplishments, things your character dislikes or fears, your character's self

attitude or mannerisms, or the influence of his or her ability scores.

A useful place to start thinking about personality traits is to look at your highest and lowest ability scores and define one trait related to each. Either one could be positive or negative: you might work hard to overcome a low score, for example, or be cocky about your high score.

#### Ideals:

Describe one ideal that drives your character. Your ideals are the things that you believe in most strongly, the fundamental moral and ethical principles that compel you to act as you do. Ideals encompass everything from your life goals to your core belief system. Ideals might answer any of these questions: What are the principles that you will never betray? What would prompt you to make sacrifices? What drives you to act and guides your goals and ambitions? What is the single most important thing you strive for? You can choose any ideals you like, but your character's alignment is a good place to start defining them. Each background in this chapter includes six suggested ideals. Five of them are linked to aspects of alignment: law, chaos, good, evil, and neutrality. The last one has more to do with the particular background than with moral or ethical perspectives.

#### Bonds:

Create one bond for your character. Bonds represent a character's connections to people, places, and events in the world. They tie you to things from your background. They might inspire you to heights of heroism, or lead you to act against your own best interests if they are threatened. They can work very much like ideals, driving a character's motivations and goals. Bonds might answer any of these questions: Whom do you care most about? To

what place do you feel a special connection? What is your most treasured possession? Your bonds might be tied to your class, your background, your race, or some other aspect of your character's history or personality. You might also gain new bonds over the course of your adventures.

#### Flaws:

Finally, choose a flaw for your character. Your character's flaw represents some vice, compulsion, fear, or weakness—in particular, anything that someone else could exploit to bring you to ruin or cause you to act against your best interests. More significant than negative personality traits, a flaw might answer any of these questions: What enrages you? What's the one person, concept, or event that you are terrified of? What are your vices?

## Inspiration

Inspiration is a rule the Dungeon Master can use to reward you for playing your character in a way that's true to his or her personality traits, ideal, bond, and flaw. By using inspiration, you can draw on your personality trait of compassion for the downtrodden to give you an edge in negotiating with the Beggar Prince. Or inspiration can let you call on your bond to the defense of your home village to push past the effect of a spell that has been laid on you.

#### Gaining Inspiration:

Your DM can choose to give you inspiration for a variety of reasons. Typically, DMs award it when you play out your personality traits, give in to the drawbacks presented by a flaw or bond, and otherwise portray your character in a compelling way. Your DM will tell you how you can earn inspiration in the game.

You either have inspiration or you don't—you can't stockpile multiple "inspirations" for later use.

### **Using Inspiration:**

If you have inspiration, you can expend it when you make an attack roll, saving throw, or ability check. Spending your inspiration gives you advantage on that roll. Additionally, if you have inspiration, you can reward another player for good roleplaying, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, you can give up your inspiration to give that character inspiration.

## **Backgrounds**

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer in the wastes, and your place in the world. Your fighter might have been a lone mercenary or a grizzled soldier. Your scientist could have been a vault technician or a robot mechanic. Your rogue might have gotten by as a guild thief or served as a faction agent. Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is what changed? Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have more money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

The sample backgrounds in this chapter provide both concrete benefits (features, proficiencies, and languages) and roleplaying suggestions.

### **Proficiencies:**

Each background gives a character proficiency in two skills. Skills are described in chapter 7. In addition, most backgrounds give a character proficiency with one or more tools. Tools and tool proficiencies are detailed in chapter 5. If a character would gain the same proficiency from two different sources, he or she can choose a different proficiency of the same kind (skill or tool) instead.

### **Languages:**

Some backgrounds also allow characters to learn additional languages beyond those given by race. See "Languages" earlier in this chapter.

### **Equipment:**

Each background provides a package of starting equipment. If you use the optional rule from chapter 5 to spend coin on gear, you do not receive the starting equipment from your background.

### **Suggested Characteristics:**

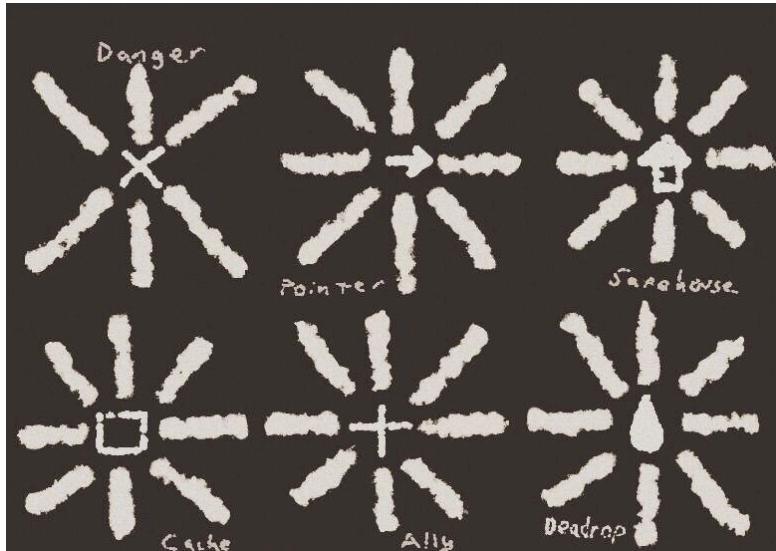
A background contains suggested personal characteristics based on your background. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

### **Customizing a Background:**

You might want to tweak some of the features of a background so it better fits your character or the campaign setting. To customize a background, you can replace one feature with any other one, choose any two skills, and choose a total of two tool proficiencies or languages

from the sample backgrounds. You can either use the equipment package from your background or spend coin on gear as described in chapter 5. (If you spend coin, you can't also take the equipment package suggested for your class.) Finally, choose two personality traits, one ideal, one bond, and one flaw. If you can't find a feature that matches your desired background, work with your DM to create one.

# Abolitionist



A sad reality of the new world is that it is ripe with the powerful seeking to exploit the weak. Whether in the heart of the Legion, the Bull's Demesne, in the conquered lands of the Super Mutant-run new Mariposa, or even in Washington brotherhood lands, there are always those who require some help in their path to freedom, and that is where you come in. Your aim is simple—to spread freedom across the wasteland, at whatever the cost.

**Skill Proficiencies:** Deception, Performance

**Tool Proficiencies:** One type of musical instrument, thieves' tools

**Languages:** None

**Equipment:** A set of fine clothes, a disguise kit, a musical instrument of your choice, a gold-plated ring depicting a smiling face, and a pouch containing 45 bottle caps.

## Code-Songs

Most abolitionists have learned a handful of folk songs in their travels, and use those songs to send secret codes and alert fellow abolitionists as well as slaves to danger.

## Ballad of the Grinning Fool

Like many other abolitionists, you know how to find a hideout. In any city of 10,000 people or more on the Western coast or in the Bull's Demesne, you can play "Get off the Track" in a major tavern or inn. A fellow abolitionist will find you and give shelter to you and any companions you vouch for. This shelter might be discontinued if it becomes too dangerous to hide you, at the DM's discretion.

This feature must be used with caution, for not all who know the ballad are your friends. Some are traitors, counterspies, or agents of tyranny.

# Acolyte

You have spent your life in the service of a temple to a specific god or pantheon of gods or some other belief from either the Old World or the New. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a cleric—performing sacred rites is not the same thing as channeling divine power.



Choose an existing Old World worship, or New World worship developed after the bombs fell, and work with your DM to detail the nature of your religious service. More information about the spiritual beliefs of the Wasteland can be found in other areas. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

**Skill Proficiencies:** Insight, Religion

**Languages:** One of your choice

**Equipment:** A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a pouch containing 45 bottle caps.

**Feature:** Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your faith. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though depending on the faith, you may still be expected to repay the favor in other ways. Those who share your religion will support you (but only you) with a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

# Anthropologist



You have always been fascinated by other cultures, from the most ancient and primeval lost lands to the most modern civilizations that have risen in place of the old. By studying other cultures' customs, philosophies, laws, rituals, religious beliefs, languages, and art, you have learned how tribes, empires, and all forms of society in between craft their own destinies and doom. This knowledge came to you not only through books and scrolls, but also through firsthand observation – by visiting far-flung settlements and exploring local histories and customs.

**Skill Proficiencies:** Insight, Religion

**Tool Proficiencies:** None

**Languages:** Two of your choice

**Equipment:** A leather-bound diary, a bottle of ink, an ink pen, a set of traveler's clothes, one trinket of special significance, and a pouch containing 30 bottle caps.

## Features

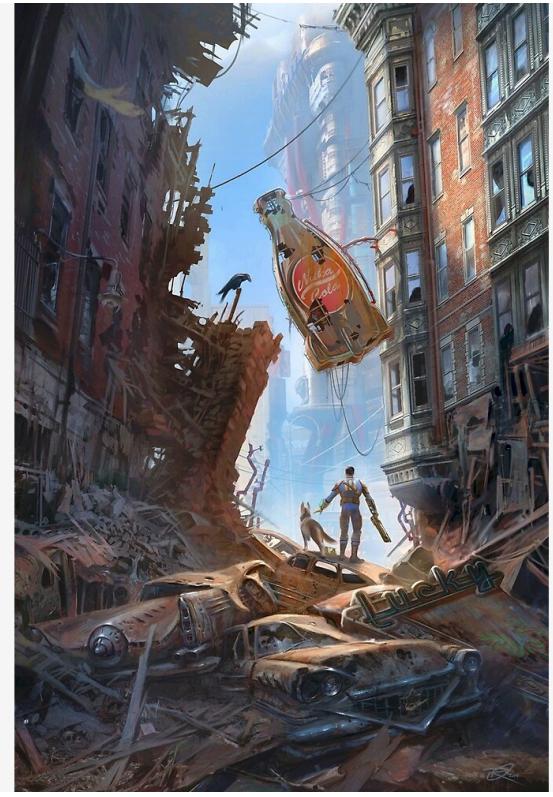
### Cultural Chameleon

Before becoming an adventurer, you spent much of your adult life away from your homeland, living among people different from your kin. You came to understand these foreign cultures and the ways of their people, who eventually treated you as one of their own. One culture had more of an influence on you than any other, shaping your beliefs and customs. Choose a race or society whose culture you've adopted.

### Adept Linguist

You can communicate with humanoids who don't speak any language you know. You must observe the humanoids interacting with one another for at least 1 day, after which you learn a handful of important words, expressions, and gestures – enough to communicate on a rudimentary level.

# Archaeologist



An archaeologist learns about the long-lost and fallen cultures of the past by studying their remains – their bones, their ruins, their surviving masterworks, and their tombs. Those who practice archaeology travel to the far corners of the world to root through crumbled cities and lost dungeons, digging in search of artifacts that might tell the stories of monarchs and high priests, wars and cataclysms.

**Skill Proficiencies:** History, Survival

**Tool Proficiencies:** Cartographer's tools or navigator's tools

**Languages:** One of your choice

**Equipment:** A wooden case containing a map to a ruin or vault, a bullseye lantern, a computer pick, a set of traveler's clothes, a shovel, a two-person tent, a trinket recovered from a dig site, and a pouch containing 75 bottle caps.

## Features

### Dust Digger

Prior to becoming an adventurer, you spent most of your young life crawling around in the dust, pilfering relics of questionable value from old fallout shelters and city ruins. Though you managed to sell a few of your discoveries and earn enough caps to buy proper adventuring gear, you have held onto an item that has great emotional value to you. Roll on the Signature Item table to see what you have, or choose an item from the table.

# Athlete

You strive to perfect yourself physically and in execution of everything you do. The thrill of competition lights fire in your blood, and the roar of the crowd drives you forward. Tales of your exploits precede you and might open doors or loosen tongues.



Whether as part of your Vault's mandatory physical regimen or New California's restored baseball league, physical contests and those who pursue them command respect bordering on reverence. Athletes arise from all walks of life and all cultures and quite often cross paths with one another.

**Skill Proficiencies:** Acrobatics, Athletics

**Languages:** One of your choice

**Tool Proficiencies:** Vehicles (Land)

**Equipment:** A leather ball of any sport, a bat of some form, a lucky charm or past trophy, a set of traveler's clothes, and a pouch containing 30 bottle caps

## Features

### Favored Event

While many athletes practice various games and events, most excel at a single form of competition. Roll or choose from the options in the Favored Events table to determine the athletic event in which you excel.

d8	Favored Event
----	---------------

1

Marathon

---

2

Long-distance running

---

---

3

Wrestling

---

4

Boxing

---

5

Chariot or horse race

---

6

Pankration (mixed unarmed combat)

---

7

Hoplite race (racing in full armor with a unit)

---

8

Pentathlon (running, long jump, discus, javelin, wrestling)

---

### **Echoes of Victory**

You have attracted admiration among spectators, fellow athletes, and trainers in the region that hosted your past athletic victories. When visiting any settlement within 100 miles of where you grew up, there is a 15 percent chance you can find someone there who admires you and is willing to provide information and temporary shelter.

Between adventures, you might compete in athletic events sufficient enough to maintain a comfortable lifestyle, as per the "Practicing a Profession" downtime activity in chapter 8 of the Players Handbook.

# Boneyard Anarch



The entire world of the Los Angeles Boneyard is a sprawling metropolis, but you are a native of the wild areas that still exist - the abandoned districts, the rubblebelts, the overgrown parks, and the crumbling ruins. You are part of a savage society that clings desperately to the Old Ways - attuned to nature, full of primal rage, and given short shrift by a world consumed with continuing civilization's march of progress.

**Skill Proficiencies:** Animal Handling, Athletics

**Tool Proficiencies:** Herbalism Kit

**Languages:** Choose one of your choice

**Equipment:** A hunting trap, an herbalism kit, the skull of a Wasteland beast, a beast-hide cloak, a set of traveler's clothes, and a pouch containing 30 bottle caps

## Boneyard Refuge

You are intimately familiar with areas of the city that most people shun: ruined neighborhoods where ghouls and mutants rampaged, overgrown parks that no hand has tended in decades, and the vast, sprawling rubblebelts of broken terrain that civilized folk have long abandoned. You can find a suitable place for you and your allies to hide or rest in these areas. In addition, you can find food and fresh water in these areas for yourself and up to five other people each day.

# Bounty Hunter

Before you became an adventurer, your life was already full of conflict and excitement, because you made a living tracking down people for pay. Unlike some people who collect bounties, though, you aren't a savage who follows quarry into or through the wilderness. You're involved in a lucrative trade, in the place where you live, that routinely tests your skills and survival instincts. What's more, you aren't alone, as a bounty hunter in the wild would be: you routinely interact with both the criminal subculture and other bounty hunters, maintaining contacts in both areas to help you succeed.

You might be a cunning thief-catcher, prowling the rooftops to catch one of the myriad burglars of the city. Perhaps you are someone who has your ear to the street, aware of the doings of thieves' guilds and street gangs. You might be a "velvet mask" bounty hunter, one who blends in with high society and noble circles in order to catch the criminals that prey on the rich, whether pickpockets or con artists. The community where you plied your trade might have been one of New California's great metropolises, such as Shady Sands or The Hub, or a less populous location, perhaps Junktown or Necropolis—any place that's large enough to have a steady supply of potential quarries.

As a member of an adventuring party, you might find it more difficult to pursue a personal agenda that doesn't fit with the group's objectives – but on the other hand, you can take down much more formidable targets with the help of your companions.

**Skill Proficiencies:** Choose two from among Deception, Insight, Persuasion, and Stealth

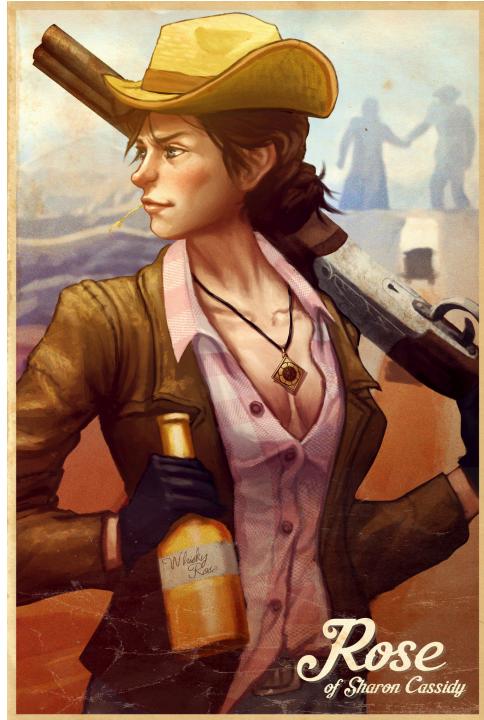
**Tool Proficiencies:** Choose two from among one type of gaming set, one musical instrument or tool, and thieves' tools

**Languages:** None

**Equipment:** A set of clothes appropriate to your duties and a pouch containing 60 bottle caps.

## Feature: Ear to the Ground

You are in frequent contact with people in the segment of society that your chosen quarries move through. These people might be associated with the criminal underworld, the rough-and-tumble folk of the streets, or members of high society. This connection comes in the form of a contact in any city you visit, a person who provides information about the people and places of the local area.



# Brotherhood Initiate

As an initiate for the Brotherhood of Steel, your time has just begun. Whether you were born into Brotherhood ranks and are just now coming of age, or have been recruited from the wastes, you are getting your first tastes of Brotherhood society and what it has to offer. Whether you will stick to your commitment to the brotherhood or perhaps be dissuaded by what is required to become a full member remains to be seen, but for now, you have been entrusted with the tasks that will help forge you into a true brother or sister of steel.

**Skill Proficiencies:** Persuasion, plus one from among Technology, History, Nature, and Religion

**Tool Proficiencies:** Choose between navigator's tools or a gaming set of your choice

**Languages:** One of your choice

**Equipment:** A set of traveler's clothes, a signet, banner, or seal representing your place in the brotherhood, and a pouch containing 30 bottle caps.

## Features:

**Entrusted Quest:** As an initiate, you have been entrusted with a mission to carry out for the brotherhood before becoming a full member. You may consult with the DM to decide what this mission of yours is, and they may use this as a plot hook. Such tasks entrusted to initiates include but are not limited to scouting out a civilization on the surface, recover a piece of archaic technology, or beat back a threat that poses a danger to Brotherhood interests.

**Place in the Brotherhood:** Should you complete your quest, the full facilities of the Brotherhood of Steel will become open to you. From this point, brotherhood bunkers for your home chapter will offer free lodging, services, and aid. You are, from this point, also given the choice to choose an order, and decide whether you will become a knight or a scribe, from which point you may also acquire the skill and tool proficiencies as well as the equipment of either the "Brotherhood Knight" or "Brotherhood Scribe" backgrounds.



# Brotherhood Knight

You are a knight of the Brotherhood of Steel. Following your time as an initiate, you have made the choice to contribute to the defense of your Brotherhood chapter, and are hereby committed towards ensuring that it shall not fall regardless of the threat from the surface.

While the term “Knight” may seem archaic, Brotherhood Knights are anything but that, by far one of the most advanced factions of the wasteland, having honed the use of Power Armor as well as energy weapons, allowing them to be a force to be reckoned with to any so foolish as to try and battle them.

As a Knight too, your window for advancement in the Brotherhood is wide open, and you have still a good ways to go.



*(Fallout 4)*

**Skill Proficiencies:** Athletics, plus one from among Technology, History, Nature, and Religion

**Tool Proficiencies:** Power Armor

**Languages:** One of your choice

**Equipment:** A set of traveler's clothes, a set of power armor, a signet, banner, or seal representing your place or rank in the order, and a pouch containing 30 bottle caps.

**Place in the Brotherhood:** Brotherhood bunkers for your home chapter will offer free lodging, services, and aid. You are always welcome, offered refuge, support, and even assistance in battle so long as they relate to Brotherhood interests. Keep in mind, however, that Brotherhood bunkers and few are far in between. Be sure to take advantage of what they have to offer when you get the rare chance.

# Brotherhood Scribe



You are a scribe for the Brotherhood of Steel. Following your time as an initiate, you have made the choice to contribute to the research and development side of your chapter, adding to its vast vaults of knowledge and ensuring that the knowledge and technology of the Old World will not go to waste in the hands of Wastelanders who would only use it in a way that would inflict harm upon themselves or others.

While the term “Scribe” may seem archaic, Brotherhood Scribes are anything but that, by far one of the most advanced factions of the wasteland, having gained access to some of the most advanced knowledge of the Old World as well as having used their knowledge to even create new technologies. If Knights are the brawn of the Brotherhood, then scribes most certainly are the brains.

**Skill Proficiencies:** History, Technology

**Languages:** Two of your choice

**Equipment:** A bottle of black ink, an ink pen, a hammer, a hooded lantern, a tinderbox, a tome of history, a brotherhood scribe uniform, and a pouch containing 45 bottle caps.

**Place in the Brotherhood:** Brotherhood bunkers for your home chapter will offer free lodging, services, and aid. You are always welcome, offered refuge, support, and even assistance in battle so long as they relate to Brotherhood interests. Keep in mind, however, that Brotherhood bunkers and few are far in between. Be sure to take advantage of what they have to offer when you get the rare chance.

# Caesar's Legionnaire

As a member of Caesar's Legion, your life is devoted to the service of the mighty Caesar and the expansion of his Empire. You might be a true believer, inspired by the example of Caesar or his legates, moved by the plight to bring order to the scattered tribes of the Wasteland, and devoted to the cause of what you believe to be justice. You could be one of the very tribals that the Legion conquered, indoctrinated into your belief. Or, you could be a cynic in the ranks, perhaps because your tribe was conquered and you were conscripted, succumbed to the persuasion of a charismatic legate's lofty promises, or were drawn in by the prospect of a life of action.

**Skill Proficiencies:** Athletics, Intimidation

**Tool Proficiencies:** One type of artisan set

**Languages:** Choose one tribal language of your choice

**Equipment:** A Legion insignia, a tattered piece of a Legion banner (a souvenir from a famous battle), a set of common clothes, and a pouch containing 10 Legion denarii

## Features

### Legion Station

You have an established place in the hierarchy of Caesar's Legion. You can requisition simple equipment for temporary use, and you can gain access to any Legion garrison in Arizona or New Mexico, where you can rest in safety and receive the attention of medics. You are also paid a salary of 10 denarii per week, which (combined with free lodging in your garrison) enables you to maintain a poor lifestyle between adventures.



# Celebrity's Heir

Your family name strikes fear and admiration in the hearts of the common folk - but that's got nothing to do with you. Songs and stories celebrating the exploits of your famous parent(s) are widely known. Kids across the land grew up wishing they were you. But being the child of a famous celebrity wasn't all hugs and kisses.

You seldom saw your parents, and when they were around, it was all about their exploits on the New Vegas strip, their latest tour in the California Boneyard, or how ungrateful the audiences of New Canaan are. All too often, you'd be woken out of a sound sleep by someone standing outside your home raving to get your parents' attention.

In the end, all you have to show for your lineage is your name. Most of the family's money went for consumables, from potions of healing and spell scrolls to copious amounts of dwarven ale. And everyone expects you to swing a sword or sling spells like your famous forebear, making it doubly hard for you to prove yourself.

**Skill Proficiencies:** Perception, Performance

**Tool Proficiencies:** Disguise kit

**Languages:** One of your choice

**Equipment:** A disguise kit, a set of fine clothes, and a belt pouch containing 150 bottle caps.

**Feature: Name Dropping**

You know and have met any number of powerful people across the land - and some of them might even remember you. You might be able to wrangle minor assistance from a major figure in the campaign, at the DM's discretion. Additionally, the common folk treat you with deference, and your heritage and the stories you tell might be good for a free meal or a place to sleep.



## Charlatan



You have always had a way with people. You know what makes them tick, you can tease out their hearts' desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books. It's a useful talent, and one that you're perfectly willing to use for your advantage.

You know what people want and you deliver, or rather, you promise to deliver.

Common sense should steer people away from things that sound too good to be true, but common sense seems to be in short supply when you're around. The bottle of pink colored liquid will surely cure that unseemly rash, this ointment – nothing more than a bit of fat with a sprinkle of silver dust can restore youth and vigor, and there's a bridge in the city that just happens to be for sale. These marvels sound implausible, but you make them sound like the real deal.

**Skill Proficiencies:** Deception, Sleight of Hand

**Tool Proficiencies:** Disguise kit, forgery kit

**Languages:** None

**Equipment:** A set of fine clothes, a disguise kit, tools of the con of your choice (ten stoppered bottles filled with colored liquid, a set of weighted dice, a deck of marked cards, or a signet ring of an imaginary duke), and a pouch containing 45 bottle caps.

# City Watch / Investigator



You have served the community where you grew up, standing as its first line of defense against crime. You aren't a soldier, directing your gaze outward at possible enemies. Instead, your service to your hometown was to help police its populace, protecting the citizenry from lawbreakers and malefactors of every stripe.

You might have been part of the NCR police serving as deep inland as Shady Sands, the spear-hurling domestic Legion in the Bull's Demesne,

protecting the common folk from thieves and/or rowdy nobility alike, enforcing your faction's view of justice. Or you might have simply been a protector for a small town in the Rio Pact or tribal village in Oklahoma.

Perhaps you may even be a militiaman of the newly founded Provisional Republic of Texas, working side by side with Texan Brotherhood Paladins to maintain peace and prosperity in its lands.

Even if you're not city-born or city-bred, this background can describe your early years as a member of law enforcement. Most settlements of any size have their own constables and police forces, and even smaller communities have sheriffs and bailiffs who stand ready to protect their community.

**Skill Proficiencies:** Athletics, Insight

**Tool Proficiencies:** None

**Languages:** One of your choice

**Equipment:** A uniform in the style of your unit and indicative of your rank, a radio with which to summon help, a set of manacles, and a pouch containing 30 bottle caps (or equivalent currency of your faction if applicable)

## Variants

### **Investigator**

Rarer than watch or patrol members are a community's investigators, who are responsible for solving crimes after the fact. Though such folk are seldom found in rural areas, nearly every settlement of decent size has at least one or two watch members who have the skill to investigate crime scenes and track down criminals. If your prior experience is as an investigator, you have proficiency in Investigation rather than Athletics.

### **Feature: Watcher's Eye**

Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.

# Clan Crafter

These Folk are well known for their artisanship and the worth of their handiworks, and you have been trained in that ancient tradition. For years you labored under a craft master, enduring long hours and dismissive, sour-tempered treatment in order to gain the fine skills you possess today.

You most likely have either found a place to settle down, providing your services for locals of a community, or you make a living doing the exact opposite, roaming from place to place to sell the wares that you have spent a lifetime learning how to master the creation of.



**Skill Proficiencies:** History, Insight

**Tool Proficiencies:** One type of artisan's tools

**Languages:** One language of your choice depending on where you were trained.

**Equipment:** A set of artisan's tools with which you are proficient, a maker's mark chisel used to mark your handiwork with the symbol of the clan of crafters you learned your skill from, a set of traveler's clothes, and a pouch containing 15 bottle caps.

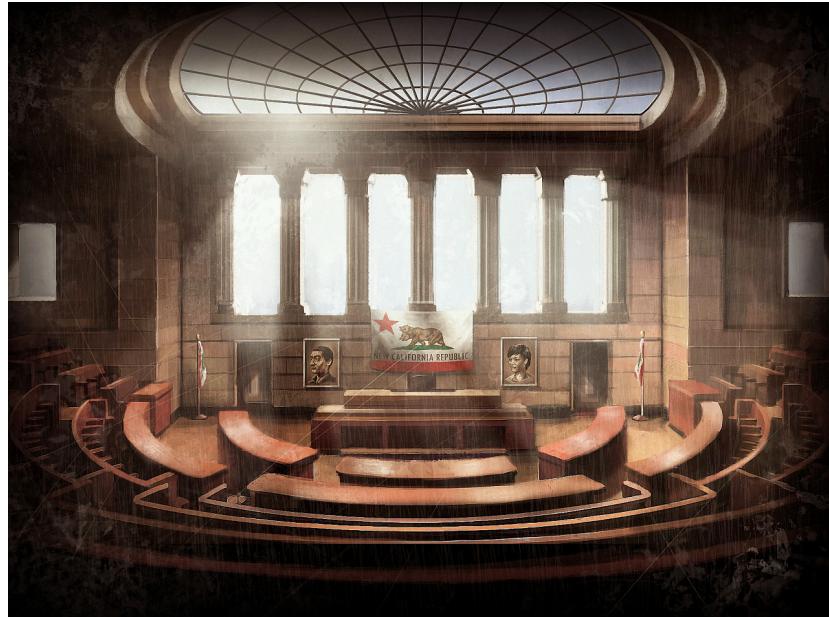
## Feature: Respect of Artisans

As well respected as clan crafters are among outsiders, no one esteems them quite so highly as fellow artisans do. You will generally be provided with free room and board where fellow craftsmen live, particularly those belonging to guilds. Do not expect, however, to immediately find favor with craftsmen of opposing groups or factions.

# Courtier

In your earlier days, you were a personage of some significance in a noble court or a bureaucratic organization. You might or might not come from an upper-class family; your talents, rather than the circumstances of your birth, could have secured you this position.

You might have been one of the many functionaries, attendants, and other hangers-on in the Court of the Legion, or perhaps you became acquainted with the bureaucratic functions of the New California Republic as a senator's child. You might have been a Brotherhood scribe who helped to organize the codex of their organization from behind the scenes or a presidential aide in the Republic of the Rio Grande as well.



Even if you are no longer a full-fledged member of the group that gave you your start in life, your relationships with your former fellows can be an advantage for you and your adventuring comrades. You might undertake missions with your new companions that further the interest of the organization that gave you your start in life. In any event, the abilities that you honed while serving as a courtier will stand you in good stead as an adventurer.

**Skill Proficiencies:** Insight, Persuasion

**Tool Proficiencies:** None

**Languages:** One of your choice

**Equipment:** A set of fine clothes and a pouch containing 15 bottle caps

## **Feature: Court Functionary**

Your knowledge of how bureaucracies function lets you gain access to the records and inner workings of any noble court or government you encounter. You know who the movers and shakers are, whom to go to for the favors you seek, and what the current intrigues of interest in the group are.

# Criminal

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

**Skill Proficiencies:** Deception, Stealth

**Tool Proficiencies:** One type of gaming set, thieves' tools

**Languages:** None

**Equipment:** A crowbar, a set of dark common clothes including a hood, and a pouch containing 45 bottle caps



## Variants

### **Spy**

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You might have been an officially sanctioned agent of a faction, or perhaps you sold the secrets you uncovered to the highest bidder.

## Features

### **Criminal Specialty**

There are many kinds of criminals, and within a thieves' guild or similar criminal organization, individual members have particular specialties. Even criminals who operate outside of such organizations have strong preferences for certain kinds of crimes over others. Choose the role you played in your criminal life, or roll on the table below.

d8	Specialty
1	Blackmailer

---

2

Burglar

---

3

Enforcer

---

4

Fence

---

5

Highway robber

---

6

Hired killer

---

7

Pickpocket

---

8

Smuggler

---

### **Criminal Contact**

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

## Frumentarii

You're a spy. Secrets and misinformation are your stock in trade. You skulk in the shadows, infiltrate other guilds, and steal the most precious secrets, whether they're written in locked journals or hidden away in someone's mind. You do this all in the name of Ceaser's Legion as one of their trusted frumentarii. Even you might not be aware of all the reasons behind the missions you carry out. Sometimes a mission's sole purpose is to conceal the motivation behind another strike performed in a different part of the city, or simply to spread fear.

As part of your covert work for the Legion, you maintain a false identity as a member of another faction or organization. You can choose your secondary guild or roll to determine it randomly. This secondary guild membership determines a portion of your starting equipment and is also where most of your contacts come from. You infiltrate your secondary guild to learn its secrets, keep tabs on its activities, or perhaps undermine it from within.

**Skill Proficiencies:** Deception, Stealth

**Tool Proficiencies:** Disguise kit

**Languages:** One of your choice

**Equipment:** A Legion insignia, three small knives, a set of dark-colored common clothes, and the starting equipment of the background described in this chapter for your secondary faction

### Feature: False Identity

You have more than one identity. The one you wear most of the time makes you appear to be a member of a faction other than the Legion. You have documentation, established acquaintances, and disguises that allow you to assume that persona and fit into the secondary guild.

Whenever you choose, you can drop this identity and blend into the guildless masses of the city.



Consider why you're embedded in the secondary guild. Create a story with your DM, inspired by rolling on the following table or choosing a reason that suits you.

d8	Reason for Infiltration
1	My parents belong to this faction, and I let them think I'm following in their footsteps.
2	I've been assigned to track this factions' activities.
3	I've been assigned to get close to an individual in this faction and learn their secrets.
4	I've been assigned to recruit a new Legion spy from the ranks of this guild.
5	I was a member of this guild before the Legion recruited me.
6	I don't like what this guild stands for and want to destroy it from within.
7	I secretly wish I could leave the Legion and join this guild, but there is no escaping the Legion.
8	I chose this guild at random or on a lark.

# Engineer

Armed with an inventive intellect, a love of technology, and an unquenchable energy, you are an enthusiastic participant in the research of the Wastes. Though you're likely to begin your career as a mere enthusiast, you can aspire to become a skilled mechanic, engineer, laboratory supervisor, or even an inventor of new technologies. You are obsessive, brilliant, inspired, and an unpredictable force of chaos in the Wasteland, and proud of it.

**Skill Proficiencies:** Technology, Investigation

**Tool Proficiencies:** One type of artisan's tools

**Languages:** One of your choice



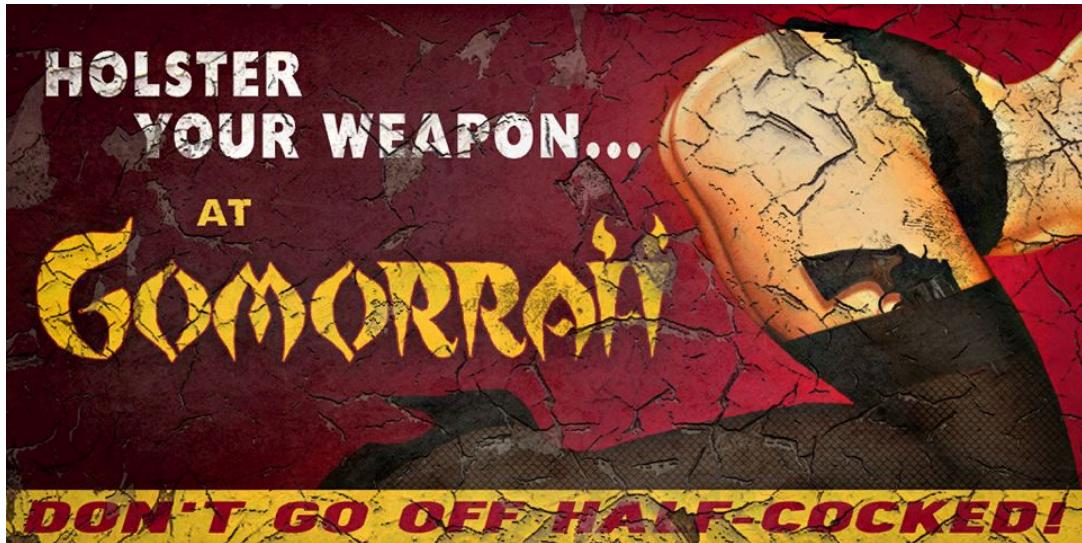
**Equipment:** One set of artisan's tools, the charred and twisted remains of a failed experiment, a hammer, a block and tackle, a set of common clothes, and a pouch containing 15 bottle caps.

## Feature: Urban Infrastructure

The popular conception of a proper engineer is based on mad inventions, dangerous experiments, and explosive blasts. Much of that perception is accurate, but the league is also involved with mundane tasks of construction and architecture- primarily in crafting the infrastructure that allows centers of knowledge to enjoy running water, levitating platforms, and other magical and technological wonders.

You have a basic knowledge of the structure of buildings, including the stuff behind the walls. You can also find blueprints of a specific building in order to learn the details of its construction. Such blueprints might provide knowledge of entry points, structural weaknesses, or secret spaces. Your access to such information isn't unlimited. If obtaining or using the information gets you in trouble with the law, the guild can't shield you from the repercussions.

# Entertainer



You thrive in front of an audience. You know how to entrance them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life.

**Skill Proficiencies:** Acrobatics, Performance

**Tool Proficiencies:** Disguise kit, one type of musical instrument

**Languages:** None

**Equipment:** A musical instrument (one of your choice), the favor of an admirer (love letter, lock of hair, or trinket), a costume, and a pouch containing 45 bottle caps

## Variants

### **Gladiator**

A gladiator is as much an entertainer as any minstrel or circus performer trained to make the arts of combat into a spectacle the crowd can enjoy. This kind of flashy combat is your entertainer routine, though you might also have some skills as a tumbler or actor. Using your By Popular Demand feature, you can find a place to perform in any place that features combat for entertainment—perhaps a gladiatorial arena or secret pit fighting club. You can replace the musical instrument in your equipment package with an inexpensive but unusual weapon, such as a trident or net.

### **Feature: Entertainer Routines**

A good entertainer is versatile, spicing up every performance with a variety of different routines. Choose one to three routines or roll on the table below to define your expertise as an entertainer.

**d10**

**Entertainer Routine**

---

1

Actor

---

2

Dancer

---

3

Fire-eater

---

4

Jester

---

5

Juggler

---

6

Instrumentalist

---

7

Poet

---

8

Singer

---

9

Storyteller

---

10

Tumbler

# Faceless

Being who you are, you could never be a hero. Whether due to your class, your people, your family, or your sins, something about you prevents you from effectively pursuing the path you've chosen. Even so, that doesn't stop you. You've left your old face behind, taking on a new persona, becoming something more.

Characters with the faceless background don a disguise—literally or

otherwise—as they adventure. This persona might be dramatic or subtle. In a way, though, many characters have such larger than life personalities. Therefore, this background largely focuses on detailing the hero behind the mask.



**Skill Proficiencies:** Deception, Intimidation

**Tool Proficiencies:** Disguise kit

**Languages:** One of your choice

**Equipment:** A disguise kit, a costume, and a pouch containing 30 bottle caps

## Feature: Faceless Persona

A faceless character adventures behind a mask of a public persona. This persona is as natural to them as their hidden, true face, but it disguises their identity. Roll on the Faceless Persona table to determine your persona, or work with the DM to create a persona that's unique to your character and suits the tone of your game.

d10

Faceless Persona

1

A flamboyant spy or brigand

---

2

The incarnation of a nation or people

---

3

A scoundrel with a masked guise

---

4

A vengeful spirit

---

5

The manifestation of a deity or your faith

---

6

One whose beauty is greatly accented using  
makeup

---

7

An impersonation of another hero

---

8

The embodiment of a school of magic

---

9

A warrior with distinctive armor

---

10

A disguise with animalistic or monstrous  
characteristics, meant to inspire fear

---

# Faction Agent

Many organizations active in the Wasteland aren't bound by strictures of geography. These factions pursue their agendas without regard for political boundaries, and their members operate anywhere the organization deems necessary. These groups employ listeners, rumormongers, smugglers, mercenaries, cache-holders (people who guard caches of wealth or magic for use by the faction's operatives), haven keepers, and message drop minders, to name a few. At the core of every faction are those who don't merely fulfill a small function for that organization, but who serve as its hands, head, and heart.

As a prelude to your adventuring career (and in preparation for it), you served as an agent of a particular faction in the Wastes. You might have operated openly or secretly, depending on the faction and its goals, as well as how those goals mesh with your own. Becoming an adventurer doesn't necessarily require you to relinquish membership in your faction (though you can choose to do so), and it might enhance your status in the faction.



**Skill Proficiencies:** Insight and one Intelligence or Charisma skill of your choice, as appropriate to your faction

**Tool Proficiencies:** None

**Languages:** One of your choice

**Equipment:** The badge or emblem of your faction, a copy of a seminal faction text (or a code-book for a covert faction), a set of common clothes, and a pouch containing 50 bottle caps

## Feature: Factions of the Wastes

The lack of large, centralized governments in the Wasteland is likely directly responsible for the proliferation of secret societies and conspiracies in those lands. If your background is as an agent for one of the main factions of the Wasteland, here are some possibilities.

**New California Republic:** The NCR reaches as far as it does not only on account of its economic strength and military, but intelligence service as well. The New California Republic ensures that its influence can be felt far and wide lest its constant expansion soon take it to these lands.

**Caesar's Legion:** Not all agents for the Legion have the honor of serving as frumentarii. Be this on account of not yet having had the honor to enter such a faction or by not being an active part of the

Legion while still serving them, the eyes of Caesar spread far and wide, and if one thing can be said about the Legion, it is that it rewards those in its service.

**The Brotherhood of Steel:** Spending the bulk of their time underground, many would write the Brotherhood off as simply being disconnected from the goings on of the surface. This remains far from reality, however, as their agents very often will find themselves on the surface, less with the intent of active sabotage, but more to ensure active threats keep themselves away and do not pose a danger to the brotherhood.

**The Enclave:** Thought to be long gone following the Battle of Navarro, at least from the West Coast, the Enclave, America's final breath, still lives on, somewhere out East, be it in the Capital Wasteland or Chicago. Forced to live in hiding with such large factions as the New California Republic and Brotherhood of Steel hot on their heels, the Enclave is forced to protect itself by hiding in the shadows, and sending their agents into the light.

**Republic of the Rio Grande:** South of the Rio Grande, the Republic likes to think itself disconnected from the many wars of the American Wasteland, but such is far from the case. The reach of Caesar extends far, and that includes Mexico as well. They've fought this battle once before, and lost. Now, the Republic of the Rio Grande works to ensure they will not fail again, and so has sent its eyes North to prepare for their final battle.

**New Canaan:** Canaan is in exile. Driven from their homeland by an expansive tribe known as the White Legs at the behest of Caesar's Legion, Canaan has been sacked, its city destroyed and occupied, and its people in exile. Canaan will return, however, and so spends its days preparing, sending eyes and ears out into the Wasteland to learn the enemy's strength and recruit allies, all in preparation for the battle to reclaim their home.

#### **The Institute:**

# Failed Merchant

Maybe you come from a long line of merchants. Perhaps you were an entrepreneur. Regardless, your ventures ended poorly. Whether it was because of outside influences, bad luck, or simply because your business acumen was weak, you lost everything.

With failure, however, comes experience. You're free of that old life, having made some connections and learned your lessons. Prepared to pursue the life of an adventurer, your insight into the world of commerce brought you into the sphere of Acquisitions Incorporated - and a franchise just might be in your future.

**Skill Proficiencies:** Investigation, Persuasion

**Tool Proficiencies:** One type of artisan's tools

**Languages:** Any one of your choice

**Equipment:** One set of artisan's tools, merchant's scale, a set of fine clothes, and a belt pouch containing 30 bottle caps.

**Feature: Supply Chain**

From your time as a merchant, you retain connections with wholesalers, suppliers, and other merchants and entrepreneurs. You can call upon these connections when looking for items or information.



# Far Traveller

Almost all of the common people and other folk that one might encounter in the Wasteland have one thing in common: they live out their lives without ever traveling more than a few miles from where they were born.

You aren't one of those folk.



You are from a distant place, one so remote that few of the common folk in the Mojave Wasteland realize that it exists, and chances are good that even if some people you meet have heard of your homeland, they know merely the name and perhaps a few outrageous stories. You have come to this part of the world for your own reasons, which you might or might not choose to share.

Although you will undoubtedly find some of this land's ways to be strange and discomfiting, you can also be sure that some things its people take for granted will be to you new wonders that you've never laid eyes on before. By the same token, you're a person of interest, for good or ill, to those around you almost anywhere you go.

**Skill Proficiencies:** Insight, Perception

**Tool Proficiencies:** Any one musical instrument or gaming set of your choice, likely something native to your homeland

**Languages:** Any one of your choice

**Equipment:** One set of traveler's clothes, any one musical instrument or gaming set you are proficient with, poorly wrought maps from your homeland that depict where you are in the Wasteland, a small piece of jewelry worth 50 bottle caps in the style of your homeland's craftsmanship, and a pouch containing 15 bottle caps.

## Features:

### Why Are You Here?

A far traveler might have set out on a journey for one of a number of reasons, and the departure from his or her homeland could have been

d6	Reason
1	Emissary
2	Exile
3	Fugitive
4	Pilgrim
5	Sightseer
6	Wanderer

voluntary or involuntary. To determine why you are so far from home, roll on the table below or choose from the options provided. The following section, discussing possible homelands, includes some suggested reasons that are appropriate for each location.

### **Where Are You From?**

The most important decision in creating a far traveler background is determining your homeland. The places discussed here are all sufficiently distant from the Mojave Wasteland to justify the use of this background.

**The Broken Coast:** Far north in Cascadia and the Canadian West Coast lie monarchs, struggling communities, a tainted Brotherhood chapter, raiders, and even pirates. Whether its prowling the ruins of Seattle, carving out lives in the thick glacial ice, or searching pre war bases on the Alaskan broken coast, there is never not opportunity to find here.

**The Great White:** Deep beyond the Pre-War border to the North is the great white, home of no shortage of peoples, all with their own conflicts, be them Chinese and Americans still fighting the wars of centuries ago, roving warlords trying to carve out an Empire, or jumpstart republics trying to restore Canadian democracy, the great white perhaps is not so great as it lets on.

**The Plaguelands:** Not much can be said of the plaguelands. Travelers who have gone there and been fortunate enough to return report little more than a land devoid of life. Before that land however, tunnels spanning hundreds of miles, connecting what used to be South Dakota, now the only place here capable of supporting any life. Down below, cultists, automated security systems, and scavengers wage perpetual war for control of the expansive tunnel system.

**Mesoamerica:** Here, rulers styling themselves in the fashion of Aztecs and Mayas recreate the Flower Wars of old, showing all who bear witness just how war refuses to change. Whether these conflicts will ever reach some form of conclusive finale or just carry on for decades cannot be known, only that war never changes.

**The Summer Isles:** The islands of the Caribbean are home to many mysteries, be them mutants, pirates, tribals, or gang bosses taking advantage of the the underworld connections of the old world.

**The Capital Wasteland:** Hit the hardest of all places during the Great War, the capital wasteland has been left a ruin, picked over by salvagers, mutants, Brotherhood salvagers, and Enclave remnants. Any smart man would recommend steering clear, but somehow still, this place supports life. Quite how can never be known for sure, but even in the greatest of trials, mankind persists.

# Fisher

You have spent your life aboard fishing vessels or combing the shallows for the bounty of the ocean. Perhaps you were born into a family of fisher folk, working with your kin to feed your village. Maybe the job was a means to an end - a way out of an undesirable circumstance that forced you to take up life aboard a ship. Regardless of how you began, you soon fell in love with the sea, the art of fishing, and the promise of the eternal horizon.

**Skill Proficiencies:** History, Survival

**Languages:** One of your choice

**Equipment:** Fishing tackle, a net, a favorite fishing lure or oiled leather wading boots, a set of traveler's clothes, and a belt pouch containing 30 bottle caps.

## Features:

### Harvest the Water

You gain advantage on ability checks made using fishing tackle. If you have access to a body of water that sustains marine life, you can maintain a moderate lifestyle while working as a fisher, and you can catch enough food to feed yourself and up to ten other people each day.

### Fishing Tale

You can tell a compelling tale, whether tall or true, to impress and entertain others. Once a day, you can tell your story to willing listeners. At the DM's discretion, a number of those listeners become friendly toward you; this is not a magical effect, and continued amicability on their part depends on your actions. You can roll on the following table to help determine the theme of your tale or choose one that best fits your character. Alternatively, work with your DM to create your own fishing tale.

d8	Tale
----	------

1

**Mirelurk Wrestling.** You fought in hand-to-hand combat with an immense Mirelurk.



---

2

**It Dragged the Boat.** You nearly caught a fish of monstrous size that pulled your boat for miles.

---

3

**Fins of Pure Gold.** You caught a sea animal whose fins were made of pure gold, but another fisher stole it.

---

4

**Ghost Fish.** You are haunted by a ghostly fish that only you can see.

---

5

**Nemesis Clam.** A large clam containing a pearl the size of your head claimed one of your fingers before jetting away; one day, you'll find that clam.

---

6

**It Swallowed the Sun.** You once saw a fish leap from the water and turn day into night.

---

7

**Dive into the Abyss.** You found yourself in an underwater cave leading to the Abyss, and your luck has been sour ever since.

---

8

**Love Story.** You fell in love with a creature of pure water, but your brief romance ended tragically.

---

# Folk Hero

You come from a humble social rank, but you are destined for so much more. Already the people of your home village regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

**Skill Proficiencies:** Animal Handling, Survival



**Tool Proficiencies:** One type of artisan's tools, vehicles (land)

**Equipment:** A set of artisan's tools (one of your choice), a shovel, an iron pot, a set of common clothes, and a pouch containing 30 bottle caps.

## Defining Event

You previously pursued a simple profession among the peasantry, perhaps as a farmer, miner, servant, shepherd, woodcutter, or gravedigger. But something happened that set you on a different path and marked you for greater things. Choose or randomly determine a defining event that marked you as a hero of the people.

d10	
1	I stood up to a tyrant's agents.
2	I saved people during a natural disaster.
3	I stood alone against a terrible monster.
4	I stole from a corrupt merchant to help the poor.
5	I led a militia to fight off an invading army.
6	I broke into a tyrant's camp and stole weapons to arm the people.
7	I trained the peasantry to use farm implements as weapons against a tyrant's soldiers.
8	A lord rescinded an unpopular decree after I led a symbolic act of protest against it.

9	An Artificial entity from the Old World gave me a blessing or revealed my origins.
10	Recruited into a lord's army, I rose to leadership and was commended for my heroism.

**Feature: Rustic Hospitality**

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

# Gambler

All you need to make a lot of caps is a few caps. Except at those times when all you need to have no caps at all is a few caps. Whether you're a good gambler or a bad one rarely matters, because no one can divine the whims of Lady Luck. Sometimes you're up, sometimes you're down. But the thing about gambling is that someone is always willing to take a bet.

**Skill Proficiencies:** Deception, Insight

**Tool Proficiencies:** One gaming set

**Languages:** Any one of your choice

**Equipment:** One gaming set, a lucky charm, a set of fine clothes, and a belt pouch containing 45 botte caps.

## **Feature: Never Tell Me the Odds**

Odds and probability are your bread and butter. During downtime activities that involve games of chance or figuring odds on the best plan, you can get a solid sense of which choice is likely the best one and which opportunities seem too good to be true, at the DM's determination.



# Guild Artisan

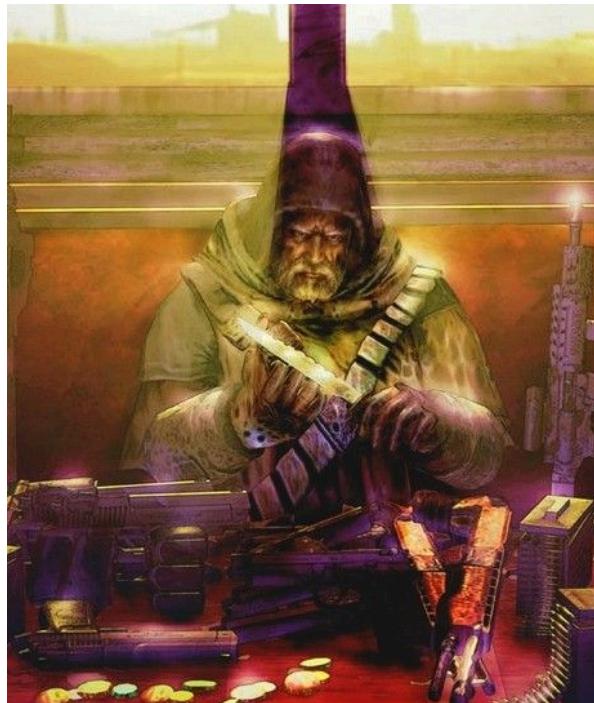
You are a member of an artisan's guild, skilled in a particular field and closely associated with other artisans. You are a well-established part of the mercantile world, freed by talent and wealth from the constraints of a feudal social order. You learned your skills as an apprentice to a master artisan, under the sponsorship of your guild, until you became a master in your own right.

**Skill Proficiencies:** Insight, Persuasion

**Tool Proficiencies:** One type of artisan's tools

**Languages:** One of your choice

**Equipment:** A set of artisan's tools (one of your choice), a letter of introduction from your guild, a set of traveler's clothes, and a pouch containing 50 bottle caps.



## Variants

### Guild Merchant

Instead of an artisans' guild, you might belong to a guild of traders, caravan masters, or shopkeepers. You don't craft items yourself but earn a living by buying and selling the works of others (or the raw materials artisans need to practice their craft). Your guild might be a large merchant consortium (or family) with interests across the region. Perhaps you transported goods from one place to another, by ship, wagon, or caravan, or bought them from traveling traders and sold them in your own little shop. In some ways, the traveling merchant's life lends itself to adventure far more than the life of an artisan.

Rather than proficiency with artisan's tools, you might be proficient with navigator's tools or an additional language. And instead of artisan's tools, you can start with a mule and a cart.

### Guild Business

Guilds are generally found in cities large enough to support several artisans practicing the same trade. However, your guild might instead be a loose network of artisans who each work in a different village within a larger realm. Work with your DM to determine the nature of your guild.

As a member of your guild, you know the skills needed to create finished items from raw materials (reflected in your proficiency with a certain kind of artisan's tools), as well as the principles of trade and good business practices. The question now is whether you abandon your trade for adventure, or take on the extra effort to weave adventuring and trade together.

## **Guild Membership**

As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 15 bottle caps per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

# Hermit

You lived in seclusion – either in a sheltered community such as a monastery, or entirely alone – for a formative part of your life. In your time apart from the clamor of society, you found quiet, solitude, and perhaps some of the answers you were looking for.

**Skill Proficiencies:** Medicine, Religion

**Tool Proficiencies:** Herbalism kit

**Languages:** One of your choice

**Equipment:** A scroll case stuffed full of notes from your studies or prayers, a winter blanket, a set of common clothes, an herbalism kit, and 15 bottle caps.

## Features

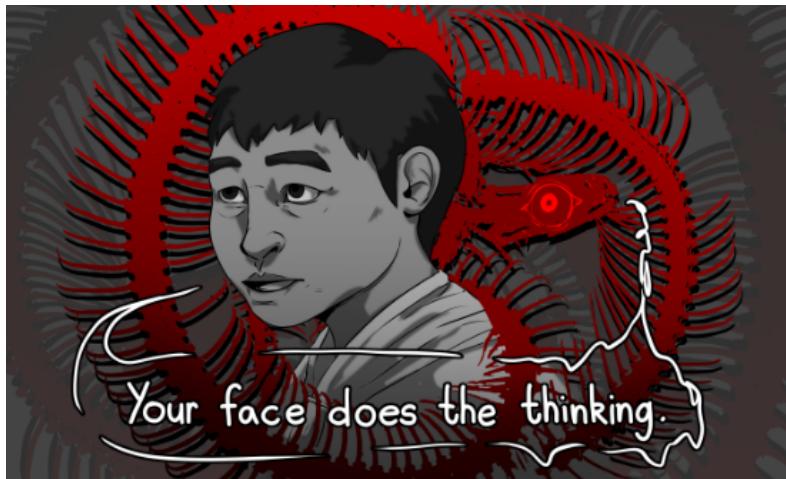


### Life of Seclusion

What was the reason for your isolation, and what changed to allow you to end your solitude? You can work with your DM to determine the exact nature of your seclusion, or you can choose to roll on the table below to determine the reason behind your seclusion.

d8	Life of Seclusion
1	I was searching for spiritual enlightenment.
2	I was partaking of communal living in accordance with the dictates of a religious order.
3	I was exiled for a crime I didn't commit.
4	I retreated from society after a life-altering event.
5	I needed a quiet place to work on my art, literature, music, or manifesto.
6	I needed to commune with nature, far from civilization.
7	I was the caretaker of an ancient ruin or relic.
8	I was a pilgrim in search of a person, place, or relic of spiritual significance.

# Inheritor



You are the heir to something of great value – not mere coin or wealth, but an object that has been entrusted to you and you alone. Your inheritance might have come directly to you from a member of your family, by right of birth, or it could have been left to you by a friend, a mentor, a teacher, or someone else important in your life. The revelation of your inheritance changed your life, and might have set you on the path to adventure, but it could also come with many dangers, including those

who covet your gift and want to take it from you – by force, if need be.

**Skill Proficiencies:** Survival, plus one from among Technology, History, and Religion

**Tool Proficiencies:** Your choice of a gaming set or a musical instrument

**Languages:** Any one of your choice

**Equipment:** Your inheritance, a set of traveler's clothes, the tool you choose for this background's tool proficiency, and a pouch containing 45 bottle caps.

## Feature: Inheritance

Choose or randomly determine your inheritance from among the possibilities in the table below. Work with your DM to come up with details: Why is your inheritance so important, and what is its full story? You might prefer for the DM to invent these details as part of the game, allowing you to learn more about your inheritance as your character does.

The DM is free to use your inheritance as a story hook, sending you on quests to learn more about its history or true nature, or confronting you with foes who want to claim it for themselves or prevent you from learning what you seek. The DM also determines the properties of your inheritance and how they figure into the item's history and importance. For instance, the object might be a minor magic item, or one that begins with a modest ability and increases in potency with the passage of time. Or, the true nature of your inheritance might not be apparent at first and is revealed only when certain conditions are met.

When you begin your adventuring career, you can decide whether to tell your companions about your inheritance right away. Rather than attracting attention to yourself, you might want to keep your inheritance a secret until you learn more about what it means to you and what it can do for you.

# Investigator

You relentlessly seek the truth. Perhaps you're motivated by belief in the law and a sense of universal justice, or maybe that very law has failed you and you seek to make things right. You could have witnessed something remarkable or terrible, and now you must know more about this hidden truth. Or maybe you're a detective for hire, uncovering secrets for well-paying clients. Whether the mysteries



you're embroiled in are local crimes or realm-spanning conspiracies, you're driven by a personal need to hunt down even the most elusive clues and reveal what others would keep hidden in the shadows.

**Skill Proficiencies:** Choose two from among Insight, Investigation, or Perception

**Tool Proficiencies:** Disguise kit, thieves' tools

**Equipment:** A magnifying glass, evidence from a past case (choose one or roll for a trinket from the Horror Trinkets table) a set of common clothes, and 30 bottle caps.

## Path to Mystery

Your first case influenced the types of mysteries you're interested in. Why was this case so impactful, personal, or traumatic? Whom did it affect besides you? Why and how did you get involved? Was it solved? How did it set you on the path to investigating other mysteries?

### Feature: Official Inquiry

You're experienced at gaining access to people and places to get the information you need. Through a combination of fast-talking, determination, and official-looking documentation, you can gain access to a place or an individual related to a crime you're investigating. Those who aren't involved in your investigation avoid impeding you or pass along your requests. Additionally, local law enforcement has firm opinions about you, viewing you as either a nuisance or one of their own.

# Mercenary Veteran

As a mercenary who fought battles for caps, you're well acquainted with risking life and limb for a chance at a share of treasure. Now, you look forward to fighting foes and reaping even greater rewards as an adventurer. Your experience makes you familiar with the ins and outs of mercenary life, and you likely have harrowing stories of events on the battlefield. You might have served with a large outfit such as the Regulators or the Gunners, or a smaller band of mercenaries, maybe even more than one.



Now you're looking for something else, perhaps greater reward for the risks you take, or the freedom to choose your own activities. For whatever reason, you're leaving behind the life of a soldier for hire, but your skills are undeniably suited for battle, so now you fight on in a different way.

**Skill Proficiencies:** Athletics, Persuasion

**Tool Proficiencies:** One type of gaming set, vehicles (land)

**Languages:** None

**Equipment:** A uniform of your company (traveler's clothes in quality), an insignia of your rank, a gaming set of your choice, and a pouch containing the remainder of your last wages (30 bottle caps)

## Feature: Mercenary Life:

You know the mercenary life as only someone who has experienced it can. You are able to identify mercenary companies by their emblems, and you know a little about any such company, including the names and reputations of its commanders and leaders, and who has hired them recently. You can find the bars and markets where mercenaries abide in any area, as long as you speak the language. You can find mercenary work between adventures sufficient to maintain a comfortable lifestyle.

# NetRunner

For longer than you can remember, you have traversed the seas of code still lying to be explored in the technology of the Old World. In some way or another, you managed to come across still-active servers from the Old World, and learned to harness them. There, you experienced firsthand the wonders of the



PoseidonNet: you stopped aging and no longer felt hunger or thirst. Driven by wanderlust, you drifted from one part of the Net to another, like a mote of dust on the wind. You have lost count of the time that has passed since you arrived here.

In your travels, you have unveiled secrets of the Old World, witnessed broadcast from centuries ago, rejoiced in outdated entertainment programs, and avoided the dangers lurking as well, be them Enclave operatives still operating on old channels, or Brotherhood of Steel squires who seek to pry this technology from your cold, dead hands.

**Skill Proficiencies:** Technology, Investigation

**Languages:** One of your choice

**Equipment:** A set of traveler's clothes, a diary, an ink pen, a bottle of ink, and a pouch containing 30 bottle caps.

**Feature: Divine Contact**

You gain the Skilled feat.

Through the architecture of the old net, you have managed to come across numerous relics of old world information, namely in the form of instructional guides as well as How-To videos. You've picked up a number of skills on the way that are not just waiting to be used in the real world.

# Noble

You understand wealth, power, and privilege. You carry a noble title, and your family owns land, collects taxes, and wields significant political influence. You might be a pampered aristocrat unfamiliar with work or discomfort, a former merchant just elevated to the nobility, or a disinherited scoundrel with a disproportionate sense of entitlement. Or you could be an honest, hard-working landowner who cares deeply about the people who live and work on your land, keenly aware of your responsibility to them.

A noble title doesn't stand on its own—it's connected to an entire family, and whatever title you hold, you will pass it down to your own children. Not only do you need to determine your noble title, but you should also work with the DM to describe your family and their influence on you.



Is your family old and established, or was your title only recently bestowed? How much influence do they wield, and over what area? What kind of reputation does your family have among the other aristocrats of the region? How do the common people regard them? What's your position in the family? Are you the heir to the head of the family? Have you already inherited the title? How do you feel about that responsibility? Or are you so far down the line of inheritance that no one cares what you do, as long as you don't embarrass the family? How does the head of your family feel about your adventuring career? Are you in your family's good graces, or shunned by the rest of your family? Does your family have a coat of arms? An insignia you might wear on a signet ring? Particular colors you wear all the time? An animal you regard as a symbol of your line or even a spiritual member of the family?

**Skill Proficiencies:** History, Persuasion

**Tool Proficiencies:** One type of gaming set

**Languages:** One of your choice

**Equipment:** A set of fine clothes, a signet ring, a scroll of pedigree, and a purse containing 125 bottle caps

## Feature: Position of Privilege

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

# Psyker

There's a little something..."off" about you. You can't quite put a finger on it, but you possess abilities that not all in the Wasteland do. Hell, that hardly any do for that matter. There's been reported incidents of it before...abominations created by the Master back in the 2100s, Enclave experiments to create a superhuman army in order to restore America, and armies of exiled psykers gathering in the Wastes to form a kingdom of their own. Some of these reports may be more valid than others, but regardless, the point stands that you are one of these people with supernatural abilities.



**Skill Proficiencies:** Technology, Persuasion

**Tool Proficiencies:** One type of gaming set

**Languages:** One of your choice

**Equipment:** A set of common clothes, a trinket connected to the possible origins of your abilities, a tome, and a pouch containing 25 bottle caps

## Feature: Mysterious Origins

You may not even be sure where you came from, but wherever it was, there is a history behind it. Perhaps you've had these abilities for as long as you remember, or perhaps you remember the experiments conducted on you to either imbue you with these powers or help you hone them. Perhaps your memories go so far back as when you were a captive of the Master, forced to hone your abilities to aid his psionic army, or maybe you were raised on an offshore Enclave facility with the aim of restoring the American presidency. It is your choice to decide your backstory: where you are and where you've been, whether on the run from your creators, or off to use your abilities to help advance their aims. The choice is yours.

## Psionic Abilities:

You have access to low level psionic spells that you can either choose, or randomly select. You are afforded 3 cantrips, 2 level 1 spells, 1and 1 level 2 spell

**Cantrips:** Dancing Lights, Light, Mage Hand, Mending, Message, Mind Sliver, Minor Illusion, Prestidigitation, Spare of the Dying, Thaumaturgy, Thunderclap, Vicious Mockery,

**Level 1:** Bane, Cause Fear, Charm Person, Command, Compelled Duel, Cure Wounds, Disguise Self, Dissonant Whispers, Distort Value, False Life, Heroism, Hex, Hideous Laughter, Illusory Script, Silent Image, Sleep,

**Level 2:** Arcanist's Magic Aura, Blur, Blindness/Deafness, Calm Emotions, Crown of Madness, Detect Thoughts, Gift of Gab, Hold Person, Invisibility, Magic Mouth, Mirror Image, Silence, Suggestion, Skywrite, Zone of Truth,

# Ranger

You were trained for battle in any number of environments, far away from home where you only had yourself, the terrain, and your comrades (if any) to rely on. You have launched midnight raids from the shadows only to return there once the deed was done, evoking terror in the hearts of your adversaries. The wilderness is your second home, and you fight out on the enemy's turd so the worst of a war's battles will never have to be fought back home.

**Skill Proficiencies:** Athletics, Survival

**Tool Proficiencies:** Vehicles (land & water)

**Languages:** One of your choice

**Equipment:** A weapons that belonged to a fallen comrade, a folded rag emblazoned with the symbol of your company, a set of traveler's clothes, and a pouch containing 30 bottle caps.



## Features

### Hardship Endured

Hardship in your past has forged you into an unstoppable living weapon. This hardship is essential to you and is at the heart of a personal philosophy or ethos that often guides your actions. You can roll on the following table to determine this hardship or choose one that best fits your character.

d6	Hardship
----	----------

1

You hid underwater to avoid detection by enemies and held your breath for an extremely long time.

---

Just before you would have died, you had a revelation about your existence.

---

2

You spent months enduring thirst, starvation, and torture at the hands of your enemy, but you never broke.

---

3

You enabled the escape of your fellow soldiers, but at great cost to yourself. Some of your past comrades may think you're dead.

---

4

No reasonable explanation can explain how you survived a particular battle. Every bullet and spear missed you. You slew scores of enemies single-handedly and led your comrades to victory.

---

5

For days, you hid in the bilge of an enemy ship, surviving on brackish water and foolhardy rats. At the right moment, you crept up to the deck and took over the ship on your own.

---

6

You carried an injured comrade for miles to avoid capture and death.

---

### **Steady**

You can move twice the normal amount of time (up to 16 hours) each day before being subject to the effect of a forced march (see "Travel Pace" in chapter 8 of the Player's Handbook). Additionally, you can automatically find a safe route to land a boat on shore, provided such a route exists.

# Outlander

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

**Skill Proficiencies:** Athletics, Survival

**Tool Proficiencies:** One type of musical instrument

**Languages:** One of your choice

**Equipment:** A staff, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a pouch containing 30 bottle caps

## Features

### Origin

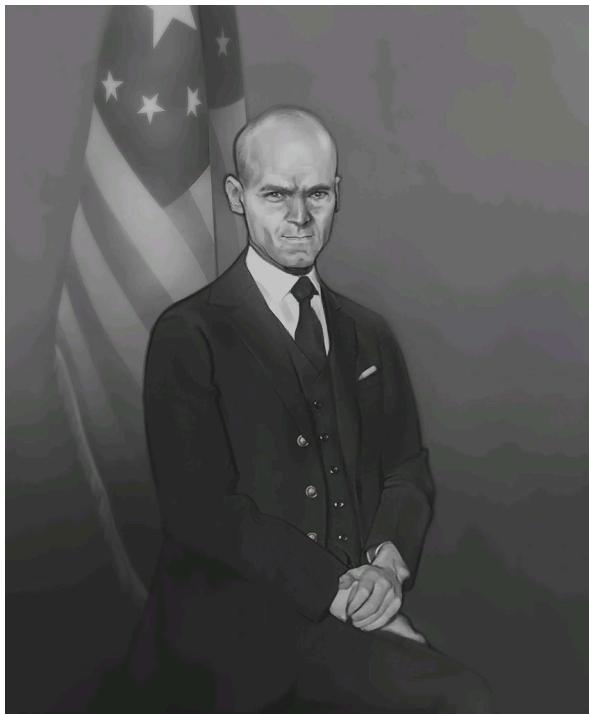
You've been to strange places and seen things that others cannot begin to fathom. Consider some of the distant lands you have visited, and how they impacted you. You can roll on the following table to determine your occupation during your time in the wild, or choose one that best fits your character.

### Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.



## Plaintiff



Sure, accidents happen. But they seem to happen an awful lot when operatives for the NCR's Baron families are on the scene. Naturally, nothing ever happens when there are no witnesses left behind. But sometimes one casualty is left a little less than dead, just waiting to discover what a lucky break that accident actually was.

You were a victim of a legal incident that was ostensibly the fault of New California's Barons. At least that's what the local magistrate said. But before a final ruling could be handed down. Acquisitions Incorporated offered you a job! Don't know how to swing a sword? They promised to teach you! Think you have what it takes to sling spells? They've got masters who'll have you throwing fire in no time!

With the promise of untold treasures and realms of magic and mystery just a dungeon away, you left your old life behind. Now a world of adventure is yours. Just initial here and sign here and here. Absolve Acq Inc of all former claims, and acknowledge you understand past outcomes don't guarantee future results.

**Skill Proficiencies:** Medicine, Persuasion

**Tool Proficiencies:** One type of artisan's tools

**Languages:** Any one of your choice

**Equipment:** One set of artisan's tools, a set of fine clothes, and 80 bottle caps.

**Feature: Legalese**

Your experience with your local legal system has given you a firm knowledge of the ins and outs of that system. Even when the law is not on your side, you can use complex terms like *ex injuria jus non oritur* and *cogitationis poenam nemo patitur* to frighten people into thinking you know what you're talking about. With common folks who don't know any better, you might be able to intimidate or deceive to get favors or special treatment.

## Rival Intern



You were an intern at a rival of the Barons' legal team, and you gained a healthy respect for not just the job and the franchising opportunities, but for the ruthless and efficient way the Barons goes about their business. Why deal with the rest, when you can work for the best?

Perhaps the rival did not treat you as well as you were hoping, or you washed out of that organization. Maybe you hope to leverage the knowledge you gained there for an advantage with the Barons. Either way, you're now bringing your talents to the company, ready to put your skills to use.

**Skill Proficiencies:** History, Investigation

**Tool Proficiencies:** One type of artisan's tools

**Languages:** Any one of your choice

**Equipment:** One set of artisan's tools, a ledger from your previous employer containing a small piece of useful information, a set of fine clothes, and a belt pouch containing 40 bottle caps

### **Feature: Inside Informant**

You have connections to your previous employer or other groups you dealt with during your previous employment. You can communicate with your contacts, gaining information at the DM's discretion.

# Sage

You spent years learning the lore of the Old World. You scoured manuscripts, studied old terminals, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a master in your fields of study.

**Skill Proficiencies:** Technology, History

**Languages:** Two of your choice

**Equipment:** A bottle of black ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, a set of common clothes, and a pouch containing 30 bottle caps.

## Specialty

To determine the nature of your scholarly training, roll a d8 or choose from the options in the table below.



d8	Specialty
1	Alchemist
2	Astronomer
3	Discredited Academic
4	Librarian
5	Professor
6	Researcher
7	Apprentice
8	Scribe

## Feature: Researcher

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

# Sailor



You sailed on a seagoing vessel for years. In that time, you faced down mighty storms, monsters of the deep, and those who wanted to sink your craft to the bottomless depths. Your first love is the distant line of the horizon, but the time has come to try your hand at something new.

Discuss the nature of the ship you previously sailed with your DM. Was it a merchant ship, a naval vessel, a ship of discovery, or a pirate ship? How famous (or infamous) is it? Is it widely traveled? Is it still sailing, or is it missing and presumed lost with all hands?

What were your duties on board – boatswain, captain, navigator, cook, or some other position? Who were the captain and first mate? Did you leave your ship on good terms with your fellows, or on the run?

**Skill Proficiencies:** Athletics, Perception

**Tool Proficiencies:** Navigator's tools, vehicles (water)

**Languages:** None

**Equipment:** A belaying pin (club), 50 feet of silk rope, a lucky charm such as a rabbit foot or a small stone with a hole in the center (or you may roll for a random trinket on the Trinkets table in chapter 5), a set of common clothes, and a pouch containing 30 bottle caps.

## Variants

### Pirate

You spent your youth under the sway of a dread pirate, a ruthless cutthroat who taught you how to survive in a world of sharks and savages. You've indulged in larceny on the high seas and sent more than one deserving soul to a briny grave. Fear and bloodshed are no strangers to you, and you've garnered a somewhat unsavory reputation in many a port town.

If you decide that your sailing career involved piracy, you can choose the Bad Reputation feature below instead of the Ship's Passage feature.

## **Features**

### **Ship's Passage**

When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your DM will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.

### **Alternative: Bad Reputation**

If your character has a pirate background, you may select this background feature instead of Ship's Passage.

No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses, such as refusing to pay for food at a tavern or breaking down doors at a local shop, since most people will not report your activity to the authorities.

# Shipwright



You have sailed into war on the decks of great ships, patching their hulls with soup bowls and prayers. You once helped build a fishing vessel that single-handedly saved a town from starvation. You have seen a majestic prow in your dreams that you have not been able to replicate in wood. Since childhood, you have loved the water and have been captivated by the many vessels that travel on it.

**Skill Proficiencies:** History, Perception

**Tool Proficiencies:** Carpenter's tools, Vehicles (water)

**Equipment:** A set of well-loved carpenter's tools, a blank book, 1 ounce of ink, an ink pen, a set of traveler's clothes, and a leather pouch with 30 bottle caps

## Feature: I'll patch it!

Provided you have carpenter's tools and wood, you can perform repairs on a water vehicle. When you use this ability, you restore a number of hit points to the hull of a water vehicle equal to  $5 \times$  your proficiency modifier. A vehicle cannot be patched by you in this way again until after it has been pulled ashore and fully repaired.

## Life at Sea

Your life at sea and in port has shaped you; you can roll on the following table to determine its impact or choose an element that best fits your character.

d6	Seas Influence
----	----------------

1

**Grand Designs.** You are working on plans and schematics for a new, very fast ship. You must examine as many different kinds of vessels as

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possible to help ensure the success of your design.

---

2

**Solid and Sound.** You patched up a war galley and prevented it from sinking. The local navy regards you as a friend.

---

3

**Favored.** You insisted on thicker planking for a merchant vessel's hull, which saved it from sinking when it smashed against a reef. You have a standing invitation to visit the merchant's distant mansion.

---

4

**Master of Armaments.** You specialized in designing and mounting defenses for the navy. You easily recognize and determine the quality of such items.

---

5

**Low Places.** You have contacts in the smuggling outfits along the coast; you occasionally repair the criminals' ships in exchange for coin and favors.

---

6

**Mysteries of the Deep.** You experienced an encounter with a possibly divine being while sailing alone. Work with your DM to determine the secret about the deep waters of the sea that this entity revealed to you.

---

# Smuggler

On a rickety barge, you carried a hundred longswords in fish barrels right past the dock master's oblivious lackeys. You have paddled a riverboat filled with stolen elven wine under the gaze of the moon and sold it for twice its value in the morning. In your more charitable times, you have transported innocents out of war zones or helped guide herd animals to safety on the banks of a burning river.

**Skill Proficiencies :**Athletics, Deception

**Tool Proficiencies:** Vehicles (water)

**Equipment** A fancy leather vest or a pair of leather boots, a set of common clothes, and a leather pouch with 30 bottle caps

## **Feature: Down Low**

You are acquainted with a network of smugglers who are willing to help you out of tight situations. While in a particular town, city, or other similarly sized community (DM's discretion), you and your companions can stay for free in safe houses. Safe houses provide a poor lifestyle. While staying at a safe house, you can choose to keep your presence (and that of your companions) a secret.

## **Claim to Fame**

Every smuggler has that one tale that sets them apart from common criminals. By wits, sailing skill, or a silver tongue, you lived to tell the story—and you tell it often.



# Soldier



War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war. When you choose this background, work with your DM to determine which military organization you were a part of, how far through its ranks you progressed, and what kind of experiences you had during your military career. Was it a standing army, a town guard, or a village militia? Or it might have been a noble's or merchant's private army, or a mercenary company.

**Skill Proficiencies:** Athletics, Intimidation

**Tool Proficiencies:** One type of gaming set, vehicles (land)

**Languages:** None

**Equipment:** An insignia of rank, a trophy taken from a fallen enemy (a dagger, broken blade, or piece of a banner), a set of bone dice or a deck of cards, a set of common clothes, and a pouch containing 30 caps.

## Features: Specialty

During your time as a soldier, you had a specific role to play in your unit or army.

## Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

# Urchin



You grew up on the streets alone, orphaned, and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways, exposed to the elements, and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

You begin your adventuring career with enough money to live modestly but securely for at least ten days. How did you come by that money? What allowed you to break free of your desperate circumstances and embark on a better life?

**Skill Proficiencies:** Sleight of Hand, Stealth

**Tool Proficiencies:** Disguise kit, thieves' tools

**Languages:** None

**Equipment:** A small knife, a map of the city you grew up in, a pet mouse or rat, a token to remember your parents by, a set of common clothes, and a pouch containing 30 bottle caps.

## Features

### City Secrets

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

# Scholar



As a child, you were inquisitive when your playmates were possessive or raucous. In your formative years, you found your way to one of the wasteland's few institutes of learning, where you were apprenticed and taught that knowledge is a more valuable treasure than caps or riches. Now you are ready to leave your home – not to abandon it, but to quest for new lore to add to its storehouse of knowledge.

The most well-known of the Wasteland's fonts of knowledge are in New California. Here, the Followers of the Apocalypse have set up the establishment of numerous institutes of knowledge, many of which have been nationalized or privatized. As well, however, one could expect to find knowledge elsewhere where there is civilization, be it inside a Brotherhood bunker, on an offshore Enclave platform, or possibly in New Canaan of Texas as well. Though the world may have burned away, the quest for new knowledge has not.

**Skill Proficiencies:** History, plus your choice of one from among Technology, Nature, and Religion

**Tool Proficiencies:** None

**Languages:** Two of your choice

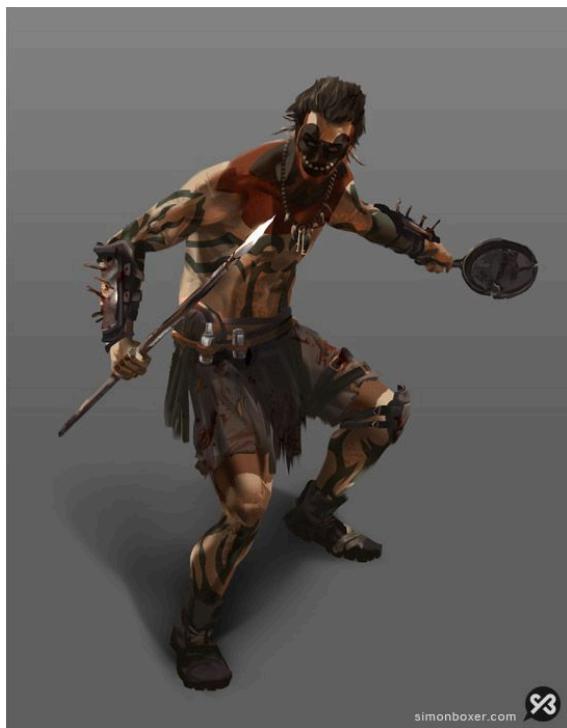
**Equipment:** The scholar's robes of your cloister, a writing kit (small pouch with a quill, a bottle of ink, folded parchment, and a small penknife), a borrowed book on the subject of your current study, and a pouch containing 30 bottle caps.

**Feature:** Library Access

Though others must often endure extensive interviews and significant fees to gain access to even the most common archives in your library, you have free and easy access to the majority of the library, though it might also have repositories of lore that are too valuable, magical, or secret to permit anyone immediate access.

You have a working knowledge of your cloister's personnel and bureaucracy, and you know how to navigate those connections with some ease. Additionally, you are likely to gain preferential treatment at other libraries across the Wasteland, as professional courtesy shown to a fellow scholar.

# Tribal



simonboxer.com 93

Though you might have only recently arrived in civilized lands, you are no stranger to the values of cooperation and group effort when striving for supremacy. You learned these principles, and much more, as a member of a Wasteland tribe.

Your people have always tried to hold to the old ways. Tradition and taboo have kept your people strong while the nations of others have collapsed into chaos and ruin. But for the last few generations, some bands among the tribes were tempted to settle, make peace, trade, and even to build towns. Perhaps this is why your people chose to raise up the totems among the people as living embodiments of his power. Perhaps they needed a reminder of who they were and from whence they came. The Chosen of your people led bands back to the old ways, and most of your people abandoned the soft ways of civilization.

You might have grown up in one of the tribes that had decided to settle down, and now that they have abandoned that path, you find yourself adrift. Or you might come from a segment or tribe that adheres to tradition, but you seek to bring glory to your tribe by achieving great things as a formidable adventurer.

**Skill Proficiencies:** Athletics, Survival

**Tool Proficiencies:** One type of musical instrument or artisan's tools

**Languages:** One of your choice

**Equipment:** A hunting trap, a totemic token or set of tattoos marking your loyalty to your tribe, a set of traveler's clothes, and a pouch containing 10 bottle caps.

## Feature: Tribal Heritage

You have an excellent knowledge of not only your tribe's territory, but also the terrain and natural resources of the rest of the Wasteland. You are familiar enough with any wilderness area that you find twice as much food and water as you normally would when you forage there.

Additionally, you can call upon the hospitality of your people, and those folk allied with your tribe, often including those of New Canaan, nomads, the Realm of Diana, and the Followers of the Apocalypse, intending on helping those in need without the inherent desire to "civilize."

## Vault Dweller

You were born and raised in a vault. Your sun was the LED lights of the vault atrium and your backyard was a vault baseball stadium where you accidentally blew out a light with a home run during a home game. For a long while, the savagery of the wasteland was a mystery to you. You may have been taught of its relative dangers, or been led to believe there was no world above, at least not one capable of being lived in.

Whether leaving on your own volition, circumstances such as failing vault systems providing no other options, or being forced out for some reason or another, you left your vault at some point or another, and for better or worse, the world is now your oyster. Whether you wish to stay away or find some way to retreat back into your shell is up to you, but one way or another, you're not in Kansas anymore.

**Skill Proficiencies:** Technology and one from your choice of Medicine, Athletics, History, and Religion.



**Tool Proficiencies:** One type of musical instrument or artisan's tools

**Language:** One of your choice

**Equipment:** A pip-boy, 25 bottle caps, a vault suit, and a kit or toolset of your choice

### **Feature: Old World Blues**

The world is a dangerous and mysterious place that you are largely unprepared for. However, unlike many of your peers, you were raised with a knowledge of the old world and its style of education. While you may be less experienced with modern survival skills, your history of the Old World is unprecedented, and you carry this knowledge with you, allowing you to roll with advantage on skill checks relating to Old World knowledge

# Equipment

The marketplace of a large city teams with buyers and sellers of many sorts: ghouls peddling scraps from areas too irradiated for anybody else to visit, mutants offering their services, and not to mention humans of every shape, size, and color drawn from a spectrum of nations and cultures. In the largest cities, almost anything imaginable is offered for sale, from exotic spices and luxurious clothing to wicker baskets and practical swords. For an adventurer, the availability of armor, weapons, backpacks, rope, and similar goods is of paramount importance, since proper equipment can mean the difference between life and death in a dungeon or the untamed wilds. This chapter details the mundane and exotic merchandise that adventurers commonly find useful in the face of the threats that the worlds of D&D present.

## Starting Equipment

When you create your character, you receive equipment based on a combination of your class and background. Alternatively, you can start with a number of gold pieces based on your class and spend them on items from the lists in this chapter. See the Starting Wealth by Class table to determine how much gold you have to spend. You decide how your character came by this starting equipment. It might have been an inheritance, or goods that the character purchased during his or her upbringing. You might have been equipped with a weapon, armor, and a backpack as part of military service. You might even have stolen your gear. A weapon could be a family heirloom, passed down from generation to generation until your character finally took up the mantle and followed in an ancestor's adventurous footsteps.

## Wealth

Wealth appears in many forms in a D&D world. Caps, gemstones, trade goods, art objects, animals, and property can reflect your character's financial well-being. Members of the peasantry trade in goods, bartering for what they need and paying taxes in grain and cheese.

Members of the nobility trade either in legal rights, such as the rights to a mine, a port, or farmland, or in gold bars, measuring gold by the pound rather than by the coin. Only merchants, adventurers, and those offering professional services for hire commonly deal in caps.

## Coinage

With the Great War, printed currency became a thing of the past and Pre-War money lost its value. For the longest time, the Wasteland resorted to a simple barter economy, trading goods and services at face value. With time, however, as the Wasteland began to civilize to a degree, Pre-War bottlecaps, having endured the apocalypse, began to be viewed as a viable economic currency. Though it took time, it eventually began to take on. By the time a century had passed since the Great War, it had more or less become the official currency of the Wasteland, traded commonly in the Capital Wasteland, the Mojave, and even as far north and south as the Broken Coast and Mesoamerica respectively.

Other currencies began to pop up as well, namely where factions attempted to solidify their holdings. Such examples include the Enclave restoring the use of Pre-War US dollars, the NCR printing their own currency, and even the Legion minting their own coins. Naturally, the value of these currencies are dependant entirely on the economic stability of their respective factions, and changes in the global

state of affairs could easily shift the economic tables.

Currency	Cap	USD	NCR \$	Denari
Cap	1	20	2	4
USD	0.05	1	0.1	0.2
NCR \$	0.5	10	1	2
Denari	0.25	5	0.5	1

### Selling Treasure

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

**Arms, Armor, and Other Equipment.** As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters are rarely in good enough condition to sell.

**Technology.** Selling tech items is problematic. Finding someone to buy a laser weapon, radio, or geiger counter isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, aside from a few common tech items, you won't normally come across tech items or spells to purchase. The value of Old World technology is far beyond simple caps and should always be treated as such.

**Gems, Jewelry, and Art Objects.** These items retain their full value in the marketplace only so often, depending greatly on where you are, and you can either trade them in for caps or use them as currency for other transactions. For

exceptionally valuable treasures, the DM might require you to find a buyer in a large town or larger community first.

**Trade Goods.** In the Wasteland, many people conduct transactions through barter. Like gems and art objects, trade goods—bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency

### Armor and Shields

D&D worlds are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armors, ranging from leather armor to repurposed sporting equipment, and even high-tech power armor, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into four categories: light armor, medium armor, heavy armor, and power armor.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in the Wasteland.

**Armor Proficiency.** Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Agility, and you can't cast spells.

Some armor, however, requires proficiency to even use. Here is where power armor comes in, complex enough in its technology and handling that it takes one with considerable practice and training to know how to use it.

**Armor Class (AC).** Armor protects its wearer from attacks. The arm or (and shield) you wear determines your base Armor Class.

**Damage Threshold (DT).** Proceeded by a number, the minimum amount of damage that must be rolled to actually deal damage to an armor wearer.

**Heavy Armor.** Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an arm or type, the armor reduces the wearer's speed by 10 feet

unless the wearer has a Strength score equal to or higher than the listed score.

**Stealth.** If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Agility (Stealth) checks.

**Shields.** A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time

## Armor

### Light Armor

Armor	Cost (Caps)	Armor Class (AC)	Strength Req	Stealth	Effect	Weight (lbs)
Advanced Radiation Suit	100	8 + AGI Modifier	–	–	+60% Rad Resistance	7
Armored Vault Jumpsuit	160	10 + AGI Modifier	–	–	–	15
Gladiator Armor	70	9 + AGI Modifier	–	–	–	15
Hazmat Suit	1200	8 + AGI Modifier	–	–	+85% Poison Resistance	18
Legion Explorer Armor	120	8 + AGI Modifier	–	+1 to Stealth Rolls	–	10
Legion Praetorian Armor	300	11 + AGI Modifier	–	–	–	12
Legion Prime Armor	220	10 + AGI Modifier	–	–	–	15
Legion Recruit	200	9 + AGI	–	–	–	12

Armor		Modifier				
Legion Veteran Armor	300	11 + AGI Modifier	–	–	–	16
Legion Veteran Armor (Reinforced)	800	13 + AGI modifier				18
Leather Armor	160	10 + AGI Modifier	–	–	–	15
Leather Armor (Reinforced)	400	12 + AGI Modifier	–	–	–	17
Hide Shield	40	+1	–	–	–	4
Metal Shield	80	+2	–	–	–	6
NCR Trooper Fatigues	300	10 + AGI Modifier	–	–	–	18
New Canaanite Armor	140	11 + AGI Modifier	–	–	–	13
Stealth Suit MK I	4500	11 + AGI Modifier	–	Advantage +2 to Stealth Rolls	–	20
Radiation Suit	60	8 + AGI Modifier	–	–	+40% Rad Resistance	5
Riot Shield	650	+3	–	–	–	8
Tribal Armor	70	8 + AGI Modifier	–	–	–	4
Vault Security Armor	180	11 + AGI Modifier	–	–	+20% Rad Resistance	15

## Medium Armor

Advanced Riot Armor	7500	15 + AGI Modifier	–	–	–	25
Brotherhood Recon Armor	5500	12 + AGI Modifier	–	+2 to Stealth	–	20

				Rolls		
Combat Armor	4500	13 + AGI Modifier	–	–	–	25
Combat Armor (Reinforced)	6000	14 + AGI Modifier	–	–	–	28
Elite Riot Armor	8500	16 + AGI Modifier	–	–	–	26
Heaven's Gate Armor	800	13 + AGI Modifier	–	–	–	28
Legion Centurion Armor	800	13 + AGI Modifier	–	–	–	35
Legion Vexillarius Armor	600	12 + AGI Modifier	–	–	–	26
NCR Trooper Armor	300	12 + AGI Modifier	–	–	–	26
NCR Ranger Combat Armor	5500	14 + AGI Modifier	–	–	–	30
NCR Ranger Patrol Armor	500	13 + AGI Modifier	–	–	–	25
Stealth Suit MK II	7500	13 + AGI Modifier	–	Advantage +3 to Stealth Rolls	–	25

## Heavy Armor

Combat Armor MK II (Reinforced)	7000	17	–	–	–	24
Combat Armor MK II (Reinforced)	8000	18	–	–	–	28
Legate Armor	8500	18	STR 8	Disadvantage	–	45
Metal Armor	1100	13 + AGI Modifier (+2)	–	–	–	30

Metal Armor	2200	15 + AGI Modifier (+2)	–	–	–	32
NCR Salvaged Power Armor	3000	18	STR 8	Disadvantage	–	40
Raider Power Armor	2500	17	STR 6	Disadvantage	–	45
Steam-Powered Power Armor	4500	18	STR 7	Disadvantage	–	35
Super Mutant Armor	650	16	STR 8	–	Can only be worn by Super Mutants	45

## Power Armor

T-45 Power Armor	4500	18	Power Armor Training	Disadvantage	+15% Radiation Resistance +2 STR DT (10)	45
T-51 Power Armor	5200	19	Power Armor Training	Disadvantage	+25% Radiation Resistance +3 STR DT (12)	50
T-60 Power Armor	6500	20	Power Armor Training	Disadvantage	+40% Radiation Resistance +3 STR DT (15)	50
T-65 Power Armor	15000	20	Power Armor Training	Disadvantage	+60% Radiation Resistance +4 STR DT (18)	60
X-01 Power Armor	7500	19	Power Armor Training	Disadvantage	+60% Radiation Resistance +3 STR	45

					DT (20)	
X-02 Power Armor	11500	20	Power Armor Training	Disadvantage	+80% Radiation Resistance +4 STR DT (20)	55
X-02 Hellfire Armor	10500	19	Power Armor Training	Disadvantage	+70% Radiation Resistance +60% Environmental Resistance +3 STR DT (20)	50

### Getting into and out of Armor

The time it takes to don or doff armor depends on the armor's category. Don. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor. Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

Category	Don	Doff
Light Armor	1 Minute	1 Minute
Medium Armor	5 Minutes	1 Minute
Heavy Armor	10 Minutes	5 Minutes
Power Armor	1 Minute	1 Minute
Shield	1 Action	1 Action

## Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a melee weapon or a firearm, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the Wasteland, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 5 feet of you, whereas a ranged weapon is used to attack a target at a distance.

### Weapon Proficiency

Your race, class, and feats can grant you proficiency with certain weapons or categories

of weapons. The two categories are simple and martial. Most people can use simple weapons with proficiency. These weapons include clubs, knives, pistols, and rifles often found in the hands of commoners. Martial weapons, including assault rifles, energy weapons, and blades require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

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

### Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table.

**Ammunition.** You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield. If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

**Automatic.** When making an attack with an automatic weapon, look at the weapon's stats to see how many rounds the weapon will fire per turns as well as, if applicable, the different damage roll used

**EMP.** Electromagnetic weapons are not meant to deal with normal flesh and bone targets, but are, in fact, designed to target electronics. EMP weapons deal 10x as much damage against robots and Power Armor.

**Energy.** Energy Weapons do not count for ballistic damage and will deal an additional 1d6 energy damage on enemies.

**Explosive.** Explosive weapons have a radius of effect as a lower value and an upper radius of effect as a higher value. Creatures caught below the lower number must roll an Agility save of the explosive's DC. Success means half damage whereas failure means full damage. Creatures caught between the lower and higher number roll an Agility save of the explosive's DC. Success means no damage, and failure means half damage.

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

**Freezing.** This weapon will freeze a target that is not resistant to freezing damage.

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

**Light.** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. See the rules for two-weapon fighting in chapter 9.

**Loading.** Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action,

bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

**Radiation:** This weapon deals rads to a creature equal to twice the damage dealt.

**Range.** A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

**Reach.** This weapon adds 5 feet to your reach when you attack with it. **Special.** A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

**Silenced.** A silenced weapon, unless fired within 60 feet of another entity, will go undetected and will incur sneak attack if undetected by the target.

**Spread.** Weapons with spread, such as shotguns, fire in a cone. Enemies behind a target caught in the cone must roll an Agility save. Failing will incur half the damage rolled while succeeding with incur no damage.

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

**Two-Handed.** This weapon requires two hands to use.

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

#### Improvised Weapons:

Sometimes, characters don't have their weapons and have to attack with whatever is close at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin. In many cases, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club.

At the DM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the DM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.



## Ranged Weapons

Name	Ammunition	Cost (caps)	Damage	Weight (lbs)	Properties
Simple Weapons					
.22 pistol	.22 Caliber	60	1d4	2	Ammunition (6) Ranged (40/200)
.32 pistol	.32 Caliber	110	1d6	2	Ammunition (6) Ranged (40/200)
.38 pistol	.38 Caliber	110	2d4	2	Ammunition (8) Ranged (60/240)
.357 pistol	.357 Caliber	110	1d6	2	Ammunition (8) Ranged (40/200)
.44 magnum	.44 Caliber	300	1d10	6	Ammunition (8) Ranged (80/280)
.45 auto pistol	.45 caliber	600	1d8	4	Ammunition (12) Automatic (4)(1d10) Ranged (80/280)
10mm pistol	10mm	225	1d8	3	Ammunition (10) Ranged (60/240)
12.7mm pistol	12.7mm	1200	1d12	4.5	Ammunition (8) Ranged (80/280)
9mm pistol	9mm	100	1d6	1.5	Ammunition (8) Ranged (40/200)
9mm SMG	9mm	450	1d10	4	Ammunition (20) Automatic (5) Ranged (80/280)
BB Gun	BB Pellet	60	1d4	4	Ammunition (8) Ranged (80/320) Two-Handed
Caravan Shotgun	20 Gauge	575	2d6	3	Ammunition (2) Ranged (20/80) Two-Handed Spread (14)
Chinese Pistol	10mm	190	1d8	4	Ammunition (12)

					Ranged (60/240)
Dart Gun	Dart	400	1d6	5	Ammunition (1) Loading Ranged(20/80)
Double Barrel Shotgun	12 Gauge	175	1d12	6	Ammunition (2) Ranged (20/60) Two-Handed Spread (14)
Dynamite	–	25	Dynamite (1d10)	0.3	Thrown (10, 40) Explosive (10, 20) (DC 10)
Hunting Rifle	.32 Caliber	300	2d6	8	Ammunition (8) Ranged (100/400) Two-Handed
Laser Pistol	Energy Cell	320	1d8	3	Ammunition (30) Energy Ranged (40/200)
Lever Action Rifle	.357 Caliber	600	1d12	5	Ammunition (7) Ranged (100/400) Two-Handed
Long Fuse Dynamite	–	25	Dynamite (1d10)	0.3	Delay (1 Turn) Thrown (10, 40) Explosive (10, 20) (DC 10)
MFC Grenade	–	15	MFC Grenade (2d8)	0.5	Thrown (20, 50) Explosive (10, 20) (DC 10)
Molotov Cocktail	–	40	Molotov Cocktail (2d6)	0.5	Burning Thrown (10, 40) Explosive (10, 20) (DC 10)
Pipe Pistol	.38 Caliber	25	1d6	2	Ammunition (8) Ranged (60/180)
Pipe Rifle	.38 Caliber	40	1d8	3	Ammunition (8) Ranged (60/240)
Powder Charge	–	25	Powder Charge (2d6)	0.5	Explosive (10, 20) (DC 10)
Sawed Off	12 Gauge	150	1d12	5	Ammunition (2)

Shotgun					Ranged (10/40) Spread (14)
Single Shotgun	20 Gauge	140	1d10	7	Ammunition (1) Loading Ranged (20/60) Two-Handed
Tin Grenade	–	25	Tin Grenade (2d6)	0.5	Thrown (20, 50) Explosive (10, 20) (DC 10)
Varmint Rifle	5.56	75	1d6	7.7	Ammunition (1) Ranged(80/280) Two-Handed
Martial Weapons					
.22 SMG	.22 Caliber	1500	1d12	8	Ammunition (90) Automatic (15) Ranged (80/280) Two-Handed
.45 Auto SMG	.45 Caliber	2750	2d8	11	Ammunition (30) Automatic (6) Ranged (80/280) Two-Handed
10mm SMG	10mm	330	2d6	5	Ammunition (30) Automatic Ranged (60/240)
12.7mm SMG	12.7mm	3100	2d8	5	Ammunition (21) Automatic (7) Ranged (80/280) Two-Handed
25mm Grenade APW	25mm Grenade (2d10)	3200	25mm Grenade (2d10)	8	Ammunition (6) Explosive (15, 30) (DC 12) Ranged (100, 240) Two-Handed
5.56 pistol	5.56 Caliber	1200	1d12	5	Ammunition (5) Ranged (80/280)
Anti Material Rifle	.50 MG	5600	2d12	20	Ammunition (8) Ranged (120/600) Two-Handed

					Armor-Piercing
Assault Carbine	5mm	2950	3d6	6	Ammunition (30) Automatic (6) Ranged (80/280) Two-Handed
Assault Rifle	5.56 Caliber	450	2d8	7	Ammunition (24) Automatic (6) Ranged (60/240) Two-Handed
Battle Rifle	.308 Caliber	1250	2d6	9.5	Ammunition (8) Ranged (100/300) Two-Handed
Broadsider	Cannon Ball	4650	6d10	18	Ammunition (1) Loading Ranged (120, 300) Heavy (8)
C-4 Plastic Explosive	–	500	C-4 (6d10)	0.5	Explosive (25, 50) (DC 14)
Combat Rifle	.45 Caliber	360	2d6	8	Ammunition (20) Ranged (80, 280) Two-Handed
Combat Shotgun	12 Gauge	800	2d8	7	Ammunition (12) Ranged (20/60) Two-Handed Spread (14)
Chinese Assault Rifle	7.62 Caliber	500	2d8	7	Ammunition (24) Ranged (60/240) Two-Handed
Fat Man	Mini Nuke (20d10)	4500	Mini Nuke (20d10)	30	Ammunition (1) Loading Explosive (100, 150) (DC 18) Ranged (60/200) Two-Handed Heavy (9)
Flamer	Fuel Canister	1500	1d10	15	Ammunition (60) Automatic Burning Damage Ranged (10/40) Spread Heavy (7)

Fragmentation Grenade	–	150	Fragmentation Grenade (3d10)	0.5	Thrown (10, 40) Explosive (10, 20) (DC 12)
Fragmentation Mine	–	75	Fragmentation Mine (4d10)	0.5	Explosive (20, 40) (DC 12)
Grenade MachineGun	25mm Grenade (2d10)	5200	25mm Grenade (2d10)	15	Ammunition (30) Automatic (5) Explosive (15, 30) (DC 12) Ranged (100, 240) Heavy (8) Two-Handed
Grenade Launcher	40mm Grenade (3d10)	4200	40mm Grenade (3d10)	12	Ammunition (4) Explosive (10, 30) (DC 13) Ranged (120, 260) Two-Handed
Grenade Rifle	40mm Grenade (3d10)	400	40mm Grenade (3d10)	6	Ammunition (1) Explosive (10, 30) (DC 13) Loading Ranged (80, 120) Two-Handed
Harpoon Gun	Harpoon	2200	3d10	12	Ammunition (1) Loading Grappling Ranged (60, 120) Heavy (6)
Heavy Incinerator	Fuel Canister	3500	2d10	15	Ammunition (60) Burning Damage Heavy (8) Ranged (60/160) Two-Handed
Incendiary Grenade	–	200	Incendiary Grenade (2d10)	0.5	Burning Thrown (10, 40) Explosive (10, 20) (DC 12)
Light Machine Gun	5.56 Caliber	4600	3d8	15	Ammunition (90) Automatic(15) Ranged (60/240) Two-Handed
Marksman	5.56 Caliber	4600	2d8	6	Ammunition (20)

Carbine					Ranged (120/360) Two-Handed
Minigun	5mm	2000	2d12	18	Ammunition (200) Automatic (25) Ranged (40/160) Two-Handed Heavy (8)
Missile Launcher	Missile (6d10)	2000	Missile (6d10)	20	Ammunition (1) Loading Explosive (40, 60) (DC 15) Ranged (60/240) Two-Handed Heavy (8)
Pump Shotgun	12 Gauge	2800	2d8	8	Ammunition (5) Ranged (30/80) Two-Handed Spread (16)
Radium Rifle	.45	800	2d8	10	Ammunition (12) Ranged (60/200) Radiation Two-Handed
Railway Rifle	Railway Spikes	200	1d10	9	Ammunition (8) Ranged (60/200) Two-Handed
Service Rifle	5.56 Caliber	540	1d10	8.5	Ammunition (20) Ranged (60/240)
Sniper Rifle	.308 Caliber	1200	2d10	10	Ammunition (20) Ranged (200/600) Two-Handed
Shoulder-Mounted Machine Gun	5.56	6500	2d10	17	Ammunition (60) Automatic (15) Ranged (40/200) Two-Handed Heavy (6)
Energy Weapons					
Alien Blaster	Alien Power Cell	12000	5d8	2	Ammunition (10) Ranged (80/280)

Cryo Grenade	–	200	Cryo Grenade (2d6)	0.5	Explosive (15, 30) (DC 15) Freezing Thrown (10, 40)
Cryolator	–	2800	2d12	12	Ammunition (60) Automatic (15) Freezing Ranged (10/40) Spread Heavy (7)
Gamma Gun	Gamma Cell	1500	2d10	3	Ammunition (12) Ranged (60/200) Radiation Two-Handed
Gauss Rifle	MFC Cell	3000	2d12	7	Ammunition (1) Loading Ranged (60/240)
Gatling Laser	Energy Cell	6800	2d8	18	Ammunition (240) Automatic (20) Ranged (60/200)
Laser Pistol	Energy Cell	175	1d10	3.5	Ammunition (30) Ranged (60/240)
Laser RCW	Energy Cell	1650	2d8	4	Ammunition (60) Ranged (60/240) Automatic (15)
Laser Rifle	Energy Cell	800	2d6	8	Ammunition (24) Ranged (100/300)
Multiplas Rifle	MFC Cell	2500	2d10	7	Ammunition (10) Ranged (60/240)
Plasma Defender	Energy Cell	3000	2d10	2	Ammunition (8) Burning Ranged (60/240)
Plasma Grenade	–	300	3d10	0.5	Explosive (15, 30) (DC 15) Thrown (10, 40)
Plasma Mine	–	300	3d10	0.75	Explosive (15, 30) (DC 15)
Plasma Pistol	Energy Cell	200	2d6	3	Ammunition (8) Burning

					Ranged (60/200)
Plasma Rifle	Energy Cell	1300	2d8	8	Ammunition (6) Burning Ranged (80/240)
Pulse Grenade	–	80	2d6	0.5	EMP Explosive (10, 30) (DC 14) Thrown (10, 40)
Pulse Gun	Pulse Cell	1800	1d6	2	Ammunition (5) EMP Loading Ranged (60/240)
Pulse Mine	–	80	2d6	0.75	EMP Explosive (10, 30) (DC 14)
Recharger Pistol	MFC Cell	2700	2d8	7	Ammunition (20) Ranged (60/240)
Recharger Rifle	MFC Cell	3350	2d10	15	Ammunition (7) Ranged (80/240)
Tesla Cannon	Electron Charge Pack	8700	4d10	16	Ammunition (4) Loading Strength (7) Ranged (60/200)
Tri-Beam Laser Rifle	Energy Cell	4800	3d8	9	Ammunition (9) Ranged (40/80) Spread (14)

## Melee Weapons

Name	Cost (caps)	Damage	Weights (lbs)	Properties
Simple Weapons				
Baseball Bat	45	1d6 bludgeoning	3	Light
Bladed Tire Iron	25	1d6 slashing	2	Light, thrown (20/60)

Board	5	1d4 bludgeoning	2	Light
Bowie Knife	20	1d6 piercing	1.5	Finesse, Light, Thrown (20/60)
Boxing Gloves	45	1d6 bludgeoning	0.5	Light
Bumper Sword	75	2d4 slashing	2.5	Finesse, Light
Brass Knuckles	35	1d6 bludgeoning	0.25	Light
Cane Sword	15	1d6 bludgeoning 1d8 slashing	2	—
Club	10	1d4 bludgeoning	2	Light
Cleaver	15	1d4 slashing	1	Finesse, light, thrown (20/60)
Combat Knife	15	1d4 piercing	1	Finesse, light, thrown (20/60)
Golf Club	65	1d6 bludgeoning	3	Finesse (1d8)
Greatclub	15	1d8 bludgeoning	10	Two-handed Heavy (6)
Hatchet	75	1d6 slashing	2	Light, thrown (20/60)
Javelin	25	1d8 piercing	2	Thrown (30/120)
Lead Pipe	5	1d6 bludgeoning	3	Light
Light hammer	10	1d4 bludgeoning	2	Light, thrown (20/60)
Mace	15	1d6 bludgeoning	4	—
Machete	35	1d6 slashing	3	Light Versatile (1d8)
Metal Baseball Bat	65	1d8 bludgeoning	5	—
Pipe Wrench	25	1d6 bludgeoning	3	Light Finesse
Quarterstaff	10	1d6 bludgeoning	4	Versatile (1d8)

Shock Baton	100	1d4 bludgeoning 1d4 electric	3	EMP
Sickle	25	1d4 slashing	2	Light
Spear	30	1d6 piercing	3	Thrown (20/60), versatile (1d8)
Spiked Knuckles	45	1d6 Piercing	0.5	Light

### Martial Weapons

Assaultron Blade	450	1d10 slashing	4	Versatile (1d12)
Auto Axe	600	1d12 Slashing	20	Heavy (5)
Fire Axe	150	1d8 slashing	4	Versatile (1d10)
Baton	75	1d4 bludgeoning	3	Versatile (1d6)
Broad Machete	125	1d8 slashing	3	Versatile (1d10) Light
Chainsaw	375	2d8 slashing	12	Heavy (6) Two-Handed
Flail	125	1d8 bludgeoning	2	—
Glaive	150	1d10 slashing	6	Heavy, reach, two-handed
Greataxe	300	1d12 slashing	7	Heavy, two-handed
Greatsword	650	2d6 slashing	6	Heavy, two-handed
Halberd	450	1d10 slashing	6	Heavy, reach, two-handed
Katana	120	1d8 Slashing	3	Versatile (1d10)
Lance	300	1d12 piercing	6	Reach, special
Longsword	250	1d8 slashing	3	Versatile (1d10)
Machete Gladius	325	1d10 slashing	4	Light Versatile (1d12)

Maul	165	2d6 bludgeoning	10	Heavy (6), two-handed
Morningstar	225	1d8 piercing	4	—
Pike	75	1d10 piercing	18	Heavy (7), reach, two-handed
Power Fist	1500	2d10 bludgeoning	10	Heavy (6)
Ripper	720	1d12 slashing	4	—
Rapier	125	1d8 piercing	2	Finesse
Scimitar	125	1d6 slashing	3	Finesse, light
Shocksword	1500	1d10 Slashing or Piercing	4	EMP Energy Versatile (1d12)
Shortsword	75	1d6 piercing	2	Finesse, light
Shishkebab	1250	2d8 slashing	12	Heavy (6) Burning
Stun Baton	350	1d4 electric	2 (Charging Pack: 15) Recharging (8 energy cell)	Inflicts Paralysis for a turn on a failed End 15 save
Super Sledge	2750	2d10 bludgeoning	16	Heavy (8)
Trident	125	1d6 piercing	4	Thrown (20/60), versatile (1d8)
War pick	65	1d8 piercing	2	—
Sledgehammer	275	1d8 bludgeoning	2	Versatile (1d10)
Whip	60	1d4 slashing	3	Finesse, reach

## Alchemical Items

Name	Cost (Quantity)	Weight (Quantity)	Level	Effect

Acid Flask	15 (1)	1 (1)	1	Consumable, Acid, Splash
Addictol	375 (1)	0.5 (1)	10	Addiction Relief, Consumable On a successful (DC12) Endurance check, will cure any and all present addictions
Addlebrain	150 (1)	1 (1)	7	ConsumableInhaled, Poison
Alcohol	5	1 (1)	0	Consumable, Drug
Animal Pheromones	250 (1)	2 (1)	11	Consumable, Olfactory
Animal Repellant	100 (1)	2 (1)	8	Consumable, Olfactory
Antidote	150 (1)	1 (1)	6	Consumable, Healing Will cleanse you of all current poison effects unless for a specific rare poison at GM's discretion
Armor Polishing Kit	15 (1)	5 (1)	1	Consumable Can polish and clean armor, raising its value or making it more suitable for a formal gathering (with some limitations)

## Ammunition

Name	Cost (Quantity)	Weight (Quantity)	Effect
.22	1	0.075 (10)	—
.22 HP	3	0.075 (10)	Unarmored Enemies are Vulnerable
.308	4	0.05 (1)	—
.308 HP	9	0.05 (1)	Unarmored Enemies are Vulnerable
.308 AP	9	0.05 (1)	Negates AC modifier

			from armor
.32	1	0.1 (10)	–
.357	2	0.035 (1)	–
.357 HP	3	0.035 (1)	Unarmored Enemies are Vulnerable
.38	1	0.035 (1)	–
.44	3	0.04 (1)	–
.44 HP	7	0.04 (1)	Unarmored Enemies are Vulnerable
.45	3	0.065 (1)	–
.45 HP	5	0.065 (1)	Unarmored Enemies are Vulnerable
.50	6	0.25 (1)	–
.50 AP	15	0.25 (1)	Negates AC modifier from armor
.50 (Explosive)	40	0.25 (1)	Deal Additional 2d6 damage
.50 (Incendiary)	20	0.25 (1)	Burning
12 Gauge Shotgun Shell	2	0.075 (1)	–
12 Gauge Shotgun Slug	2	0.075 (1)	Nullifies Spread
12 Gauge Bean Bag	3	0.075 (1)	Deals Non-Fatal Damage
12 Gauge Flechette	5	0.075 (1)	Deals addition 1d6 piercing damage
12 Gauge Dragon's Breath	5	0.075 (1)	Burning
20 Gauge Shotgun Shell	1	0.065 (1)	–
20 Gauge Shotgun Slug	1	0.065 (1)	Nullifies Spread
5mm	1	0.015 (1)	–

5mm AP	3	0.015 (1)	Negates AC modifier from armor
5mm HP	3	0.015 (1)	Unarmored enemies are Vulnerable
5.56	2	0.025 (1)	–
5.56 AP	4	0.025 (1)	Negates AC modifier from armor
5.56 HP	4	0.025 (1)	Unarmored enemies are Vulnerable
7.62	2	0.035 (1)	–
9mm	1	0.025 (1)	–
9mm HP	3	0.025 (1)	Unarmored enemies are Vulnerable
10mm	2	0.033 (1)	–
10mm HP	5	0.033 (1)	Unarmored enemies are Vulnerable
12.7	3	0.065 (1)	–
12.7 HP	7	0.065 (1)	Unarmored enemies are Vulnerable
25mm Grenade	10	0.25 (1)	–
25mm Grenade (HE)	20	0.25 (1)	+1d10 damage
25mm Grenade (Plasma)	25	0.25 (1)	+1d8 damage Burning
25mm Grenade (Pulse)	15	0.25 (1)	EMP
40mm Grenade	15	0.5 (1)	–
40mm Grenade (Incendiary)	20	0.5 (1)	Burning
40mm Grenade (Plasma)	25	0.5 (1)	+1d8 damage Burning
40mm Grenade (Pulse)	20	0.5 (1)	EMP
Alien Power Cell	10	0.02 (1)	–

Arrow	5	0.05 (1)	–
Arrow (Explosive)	7	0.05 (1)	Burning
Arrow (Incendiary)	7	0.05 (1)	+1d8 Damage
BB	1	0.02 (10)	–
Cannon Ball	15	4 (1)	–
Crossbow Bolt	7	0.05 (1)	–
Crossbow Bolt (Explosive)	8	0.05 (1)	Burning
Crossbow Bolt (Incendiary)	8	0.05 (1)	+1d8 Damage
Cryo Cell	10	0.025	Freezing
Dart	1	0.05 (10)	–
Energy Cell	2	0.075 (1)	–
Energy Cell (Overcharged)	4	0.075 (1)	+1d8 damage
Flamer Fuel	1	0.02 (1)	Burning
Flare	1	0.1 (1)	Burning
Fusion Core	100	2.5 (1)	Radiation Damage
10	10	0.02 (1)	Radiation Damage
Harpoon	5	0.2 (1)	–
MFC Cell	3	0.1 (1)	–
MFC Cell (Overcharged)	5	0.1 (1)	+1d10 damage
Mini Nuke	250	3	–
Mini Nuke (Big Kid)	500	3	+5d10 Damage
Mini Nuke (Low Yield)	125	3	-4d10 Damage
Missile	50	1.5	–
Missile (HE)	150	1.5	+2d8 Damage

Missile (HV)	150	1.5	+(60/120) Range
Railway Spike	2	0.1	—
Rocket	150	0.25	—
Rocket (HE)	150	0.25	+2d8 Damage
Rocket (Incendiary)	150	0.25	Burning

## Adventuring Gear

Equipment Pack	Cost Caps	Contents
Burglar's Pack	120	Backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a flashlight, 2 flasks of oil, 5 days rations, a tinderbox and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.
Diplomat's Pack	140	Chest, 2 cases for maps and paper, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.
Dungeoneer's Pack	200	Backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a water canteen. The pack also has 50 feet of hempen rope strapped to the side of it.
Entertainer's Pack	220	Backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a water canteen, and a disguise kit.
Explorer's Pack	160	Backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a water canteen. The pack also has 50 feet of hempen rope strapped to the side of it.
Priest's Pack	60	Backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.
Scholar's Pack	240	Backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.
Soldier's Pack	300	Backpack, a bedroll, a flashlight, 10 days of rations, a water canteen, 50 ft of rope, a crowbar and a hammer

Name	Cost (caps)	Weight (lbs)	Description
<b>Adventuring Gear</b>			
Antitoxin			A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.
Ball Bearings (bag of 1,000)	5	2	As an action, you can spill these tiny metal balls from their pouch to cover a level area 10 feet square. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the saving throw.
Bedroll	10	2	Can be used for sleeping in and obtaining a long rest
Binoculars	50	2	Can be used to see an object up to four times its size from a distance away
Blanket	3	2	Can be used for sleeping under and obtaining a long rest
Block and Tackle	5	5	A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.
Book	15	3	A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on Old World contraptions, or just about anything else that can be represented using text or pictures. A book of spells is a spellbook (described later in this section).
Calculator	125	1	If working and powered, can be used for making simple to complex mathematical equations, nullifying need for INT checks for certain interactions
Caltrop (Bag of 20)	20	2	As an action, you can spread a single bag of caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.
Candle	1	–	For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
Chain (10 feet)	20	10	A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

Chems			
Addictol	375	0.5	On a successful (DC12) Endurance check, will cure any and all present addictions
Antivenom	25	1	On a successful (DC10) Endurance check, will cure any animal poisonings
Buffout	30	0.5	<ul style="list-style-type: none"> <li>-Increases STR by 2, END by 2, and max HP by 15 for 1d4 hours</li> <li>-Addictive (DC10) (-1 STR, -1 END)</li> </ul>
Blood Pack	20	0.25	<ul style="list-style-type: none"> <li>-Raises HP by 2d4 + 2</li> <li>-Increases Rads by 10</li> </ul>
Calmex	80	0.5	<ul style="list-style-type: none"> <li>-Increases PER by 2, AGI by 2, and doubles sneak attack damage for 1d4 hours</li> <li>-Addictive (DC12) (-1 PER, -1 AGI)</li> </ul>
Cateye	40	0.5	-Grants darkvision for $\frac{1}{2}$ 1d4 hours
Daddy-O	85	0.5	<ul style="list-style-type: none"> <li>-Increases INT by 3, PER by 3, and lowers CHA by 3 for 1d4 hours</li> <li>-Addictive (DC14) (-2 INT, -2 PER)</li> </ul>
Day Tripper	60	0.5	<ul style="list-style-type: none"> <li>-Increases CHA by 3 and lowers STR by 1 for 1d4 hours</li> <li>-Addictive (DC12) (-2 CHA)</li> </ul>
Fixer	30	0.5	-Alleviates addictive effects for 1d4 days
Healing Powder	5	0.25	<ul style="list-style-type: none"> <li>-Raises HP by 1d6+4</li> <li>-Lowers PER by 1 for 1d4 hours</li> </ul>
Hydra	55	0.5	<ul style="list-style-type: none"> <li>-Increases END by 3 and max HP by 20 for 1d4 hours</li> <li>-Addictive (DC12) (-2 END, -10 max HP)</li> </ul>
Jet	30	0.5	<ul style="list-style-type: none"> <li>-Increases AGI by 3 for 1d4 hours</li> <li>-Addictive (DC10) (-1 AGI)</li> <li>-Does not affect ghouls)</li> </ul>
Mentats	40	0.5	<ul style="list-style-type: none"> <li>-Increases PER by 2, INT by 2, and CHA by 2 for 1d4 hours</li> <li>-Addictive (DC12) (-1 INT, -1 PER, -1 CHA)</li> </ul>
Morphine (Med-X)	80	0.5	<ul style="list-style-type: none"> <li>-25% damage, +1 STR, +1 END for 1d4 hours</li> <li>-Addictive (DC15) (-1 STR, -1 END, +10% damage vulnerability)</li> </ul>
Mutie	650	0.5	<ul style="list-style-type: none"> <li>-Increase STR by 4, END by 4; Reduce INT by 4, CHA by 4 for 1d4 hours</li> <li>-Addictive (DC6) (-2 STR, -2 END)</li> </ul>
Psycho	30	0.5	<ul style="list-style-type: none"> <li>-Increases damage dealt by 2d4 for 1d4 hours</li> <li>-Addictive (DC14) (Reduce damage dealt by 1d4)</li> </ul>
RadAway	30	0.5	-Reduce Rads by $50 * \frac{1}{2}$ Medicine modifier
Rad-X	20	0.5	-Increases Rad Resistance by 25% for 1d4 hours

			(Can Stack)
Rebound	30	0.5	–Regenerates 1d4 hp per 6 seconds (1 turn) for $\frac{1}{2}$ 1d4 hours –Addictive (DC12) (Max HP reduced by 10)
Repair Kit	150	0.5	–Increases HP for robots by 2d8 + 6
Steady	25	0.5	–Increases PER by 4 for 1d4 hours Addictive (DC14) (-2 PER)
Stimpak	75	0.5	–Increases HP by 2d8 + 6
Super Stimpak	275	0.5	–Increase HP by 2d12 + 6
Turbo	30	0.5	–Increases AGI by 4 for 1d4 hours –Addictive (DC14) (-2 AGI)

#### Adventuring Gear

Climber's Kit	125	12	A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.
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#### Clothes

Common Clothes	20	3 lb.	The clothes of...a commoner
Costume	80	4 lb.	Used for disguising oneself for theatrical events
Fine Clothes	60	6 lb.	The clothes of...a finer man
Robes	10	4 lb.	The usual garb of those of a religious or holy order
Traveler's Clothes	25	4 lb.	The clothes of a wanderer who travels the wastes, usually with plenty of storage space
Survivalist's Robe	150	6 lbs	Only incur exhaustion from long forced marches 2 hours after normal amount

#### Adventuring Gear

Component Pouch	125	2	A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).
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#### Containers

<b>Backpack*</b> <i>* You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.</i>	20	5	1 cubic foot/30 pounds of gear
Barrel	20	60	40 gallons liquid, 4 cubic feet solid
Basket	8	2	2 cubic feet/40 pounds of gear
Bucket	5	2	3 gallons liquid, 1/2 cubic foot solid
Case, Crossbow Bolt	10	1	20 crossbow bolts
Case, Energy Weapon Ammunition	20	1	20 Energy / MF Cells
Case, Map/Scroll	10	1	ten rolled-up sheets of paper or five rolled-up sheets of parchment
Case, Shotgun Shells	10	1	20 Shotgun Shells
Case, Standard Projectile Ammunition	10	1	50 bullets
Chest	25	25	12 cubic feet/300 pounds of gear
Flask or Tankard	2	1	1 pint liquid
Glass Bottle	4	2	1.5 pints liquid
Jug or Pitcher	2	4	1 gallon liquid
Pot, iron	5	10	1 gallon liquid
<b>Pouch</b> <i>* A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch.</i>	10	1	1/5 cubic foot/6 pounds of gear
Quiver	5	1	20 arrows
Sack	3	0.5	1 cubic foot/30 pounds of gear
Vial	5	—	4 ounces liquid

Water Canteen	10	5	4 pints liquid
<b>Adventuring Gear</b>			
Corrosive Substance (vial)	125	1	As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage
Chalk (1 piece)	1	—	Can be used to make markings on surfaces
Crowbar	15	5	Using a crowbar grants advantage to Strength checks where the crow bar's leverage can be applied.
Fishing Tackle	10	4	This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.
Flashlight	150	1	A flashlight casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. Lantern, Hooded. A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.
Fission Battery	50	2	A small battery that can be used for powering small objects
Fusion Core	200	4	A source of raw atomic energy used for powering complex machines such as vehicles and power armor
Geiger Counter	350	4	This device will allow you to get a reading on radiation in a given area. It will inform you about how many Rads you are absorbing per minute and can also be used to give an estimation of how highly infected with radiation poisoning you presently are.
Grappling Hook	15	2	Can be thrown to a surface and hook with a variable DC or planted and used to repel down a ledge
Hammer	3	3	Can be used to...hammer...stuff...I guess
Healer's Kit	30	3	This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make an Intelligence (Medicine) check.
Hunting Trap	50	25	When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can

			use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.
Ink (1 oz)	1	1	Can be used to refill an ink pen for writing with
Ink Pen	2	0.2	Can be used for writing
Ladder (Static) (10 ft)	10	25	A stationary ladder that can be used for climbing up to 10 feet
Ladder (foldable )(10 ft)	35	20	A foldable ladder that can be used for climbing up to 10 feet and is easier to maneuver with
Lock	50	1	A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your DM may decide that better locks are available for higher prices.
Magnifying Glass	75	–	This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.
Manacles	150	0.5	These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Agility check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Agility check. Manacles have 15 hit points.
<b>Materials</b>			
Duct Tape	10	1	Simple adhesive tape used to combine items when crafting
Pilot Light	15	1	Gas-powered light used for starting ignitions
Scrap Metal	15	1	Loose metal that can be used for repairs and/or maintenance
Scrap Electronics	25	1	Loose electronic parts that can be used for repairs and/or maintenance
Sensor Module	50	1	Modules that allow for sensor-based activities on an electronic or device
Timer	25	1	A rudimentary mechanical timer that, when reaching the extent of the time set, can set an alarm, blow up an explosive it is attached to, etc.
<b>Adventuring Gear</b>			
Mess Kit	5	1	This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Nails- Iron (20)	20	5	Nails that can be used for a variety of malicious or constructive purposes
Paper (1pc)	0.1	—	Can be used for writing on
Pencil	1	0.1	Can be used for writing
Perfume (1 vial)	5	0.1	Can be used to mask scents and or appear pleasant to the nose
Piton	5	0.25	Can be dug into a surface and used to tie a rope around to secure one self
Pick	15	10	A pickaxe used to pick at and break rock and stone
Pole (10 ft)	10	7	It's a big metal pole. What you do with it is up to you, I guess.
Proximity Sensor	75	2	When working and powered, can be used for detecting when a creature approaches within a 25 ft radius, setting off an alarm
Gasoline (1 Can)	300	5	Gasoline usually comes in a plastic container that holds 1 gallon. As an action, you can splash the oil in this can onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the gas as an improvised weapon. On a hit, the target is covered in gasoline. If the target takes any fire damage before the gas dries (after 1 minute), the target takes an additional 5 fire damage from the burning gas. You can also pour a can of gas on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.
Poison (vial)	300	—	You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Endurance saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying. Potion of Healing. A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.
Pouch	15	—	A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch (described earlier in this section).
Radio	375	—	If working and powered, can be used to tune into frequencies and listen to radio signals across the Wasteland.
Ram (Portable)	125	10	You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.
Rations (1 day)	10	2	Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope (50 feet)	5	10	Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.
Scale	50	2	A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.
Sealing Wax	15	—	Used to seal important correspondence
Shovel	25	—	Digging. You've been outside before, right?
Signal Whistle	5	—	A whistle that blows a special tune
Stealth Boy	300	1	A device that can be used to grant a cloaking field for 1d20 minutes, granting advantage and a +10 buff to all stealth rolls
Telescope	25	1	Objects viewed through a spyglass are magnified to twice their size.
Tent (1 person)	20	15	A simple and portable canvas shelter, a tent sleeps one.
Tent (2 person)	30	20	A simple and portable canvas shelter, a tent sleeps two.
Tinderbox	5	1	This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.
Torch	3	1	A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack, it deals 1d4 fire damage.
Whetstone	3	1	Used to sharpen a blade when properly whetted (you need to pronounce the 'h')

## Tools

Tool	Cost (caps)	Weight (lbs)	Description
<b>Artisan's Tools</b>			
Alchemist's supplies	150	8	Tools such as these are used for creating different medicines, drugs, or rudimentary balms
Brewer's supplies	80	9	Such supplies allows for the distillation and brewing of alcoholic beverages

Calligrapher's supplies	40	5	Supplies essentials for the creation of unique written documents
Carpenter's tools	25	6	Tools such as these can be used for crafting and woodworking
Cartographer's tools	65	6	Used for the creation and copying of maps
Cobbler's tools	25	5	Tools made to allow one to create boots and other leather articles of clothing
Cook's utensils	15	8	Essential supplies needing for cooking and meal preparation
Doctor's Pack (5)	150	10	Restores one limb entirely to no longer be crippled, or partially heals a chosen limb by 20%
Glassblower's tools	120	5	The fundamental tools required in the unique art of working with glass
Jeweler's tools	200	2	A set of tools allowing for jewelry to be created from valuable resources found across the wastes
Leatherworker's tools	25	5	Valuable supplies essential to allow for the tendering and preparation of leather to be turned into articles of clothing
Mason's tools	50	8	Tools required for the intricate process of working with stone
Painter's supplies	30	5	Supplies for painting simple surfaces
Potter's tools	40	3	Tools for working with basic plants and the act of potting them
Smith's tools	120	8	Heavy supplies needed for the work of metal weapons
Tinker's tools	300	10	Supplies required for both the modification of weapons and armor as well as maintenance on heavy equipment such as vehicles and power armor
Weaver's tools	5	5	Tools required for the simple art of working with clothing
Woodcarver's tools	5	5	Tools needed for the intricate carving of wooden surfaces

### Gaming Set

Board Game	15	—	Skills: Varies
Card Set	10	—	Skills: Deception, Insight, Performance
Chess Set	15	—	Skills: Investigation, Deception, Perception
Dice Set	3	—	—
Dominoes Set	5	—	Skills: Investigation, Perception, INT

Tabletop Role-Playing Game	25	-	Skills: Yes
<b>Musical Instruments</b>			
Bagpipes	30	6	-
Cello	45	12	-
Clarinet	14	3	-
Drum	6	3	-
Flute	15	2.5	-
Guitar	25	4	-
Maracas	5	0.5	-
Piano	150	350	-
Saxophone	50	8	-
Trumpet	35	3	-
Violin	40	4	-
<b>Kits</b>			
Disguise Kit	75	3	This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.
Forgery Kit	45	5	This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.
Hacker's Kit	125	2	This small kit provides such items as are helpful in interfacing with a terminal or other prewar tech, allowing for bypassing terminal security systems, electronic locks, etc.
Herbalism Kit	15	3	This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and healing powder.
Mechanic's Kit	75	6	This kit contains such items as are necessary to make repairs to

			equipment such as weapons and/or vehicles.
Navigator's Tools	75	2	This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost at sea.
Poisoner's Kit	150	2	A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.
Thieves' Tools	75	1	This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

## Mounts and Vehicles

A good mount can help you move more quickly through the Wasteland, but its primary purpose is to carry the gear that would otherwise slow you down. The Mounts and Other Animals table shows each animal's speed and base carrying capacity.

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

Mounts other than those listed here are available in the world of Fallout, but they are rare and not normally available for purchase. These include flying mounts (pegasi, griffons, hippogriffs, and similar animals) and even aquatic mounts (giant sea horses, for example). Acquiring such a mount often means securing an egg and raising the creature yourself, making a bargain with a powerful entity, or negotiating with the mount itself.

**Barding.** Barding is armor designed to protect an animal's head, neck, chest, and body. Certain armors shown in the armor table can be purchased as barding at the DM's discretion. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much.

**Saddles.** A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle is required for riding any aquatic or flying mount.

**Vehicle Proficiency.** If you have proficiency with a certain kind of vehicle (land or water), you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances.

**Rowed Vessels.** Keelboats and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. A rowboat weighs 100 pounds, in case adventurers carry it over land.

### Mounts and other Animals:

Animal	Cost (caps)	Speed (ft)	Carrying Capacity (lbs)
Bighorner	360	40	720
Brahmin	400	40	680
Donkey (or Mule)	40	50	360
Elephant	800	40	1320
Gazelle	240	60	360
Goat	240	40	225
Horse	1200	75	540
Moose	500	40	780
Radstag	220	60	340

### Animal Equipment and Drawn Vehicles

Item	Cost (caps)	Weight (lbs)
Barding	x4	x2
Bit and Bridle	8	1
Carriage	300	600
Cart	45	200
Chariot	600	100
Feed (per day)	5	10
Saddle (Exotic)	180	40
Saddle (Military)	60	30

Saddle (Pack)	30	15
Saddle (Riding)	15	25
Saddlebags	20	8
Sled	60	300
Stabling (Day)	20	—
Wagon	105	400

## Land Vehicles

Vehicle	Cost (Caps)	Weight (lbs)	Max Speed (mph)	Health (DT)
Armored Car	36000	4800	60	360 (40)
Armored Personnel Carrier (Pre-War)	64000	9240	45	820 (65)
Armored Personnel Carrier (Scrap)	42000	5600	40	420 (35)
Battlebus (Scrap)	28000	8500	80	360 (35)
Car (Makeshift)	12000	3450	85	120 (20)
Car (Prewar)	18500	3600	120	240 (25)
Motorbike	2400	240	60	60 (--)
Motorcycle	4200	400	120	80 (--)
Motorcycle Chariot	9000	1400	90	200 (--)
Tank (Improvised)	22000	16000	10	350 (30)
Tank (Scrap)	32500	80000	25	400 (25)

Tank (Post-War)	45000	95000	45	750 (40)
Tank (Pre-War)	95000	120000	60	1200 (50)
Truck(Pre-War)	24500	12000	80	425 (30)
Truck (Scrap)	16250	10500	75	320 (25)

## Air Vehicles

Vehicle	Cost (Caps)	Weight (lbs)	Max Speed (mph)	Health (DT)
Airship	32000	20000	55	650 (35)
Blimp	1500	600	10	60 (--)
Biplane	8000	12000	150	120 (--)
Cargo Plane	45000	300000	550	900 (40)
Combat Blimp	12000	15000	35	300 (25)
Flying Fortress	56000	22500	75	1200 (45)
Glider Plane	950	110	45	40 (--)
Hang Glider	300	50	30	20 (--)
Jetfighter	95000	33000	1200	800 (25)
Monoplane	36000	4850	450	650 (25)
Nuclear Jetfighter	135000	31000	1800	850 (35)
Nuclear Jetbomber	145500	35000	1500	900 (35)
Rotary-Engine Bomber	72000	74500	300	850 (35)
Superfortress	105000	450000	75	2000 (75)
Triplane	10500	13500	180	140 (--)
VB-02 Gunship	64500	13650	220	800 (30)

VB-02 Transport	56000	15800	200	780 (35)
Xian-85 Fighter	145000	29500	2200	800 (30)

## Waterborne Vehicles

Vehicle	Cost (Caps)	Weight (lbs)	Max Speed (mph)	Health (DT)
Cruise Ship	54000	20000000	22	2200 (40)
Galley	6000	20000	5	220 (--)
Longship	1200	40000	6	400 (15)
Paddle Steamer	15500	380000	5	500 (20)
Rowboat	300	100	8	50 (--)
Sailing Ship	12000	180000	10	300 (10)
Tanker	65000	66000	18	2500 (50)
Torpedo Boat	68000	1850000	40	800 (40)
Tug Boat	22000	400000	16	600 (30)
Warship	24000	1000000	12	900 (35)

## Trade Goods

Most wealth is not in coins. It is measured in livestock, grain, land, rights to collect taxes, or rights to resources (such as a mine or a forest).

Guilds, nobles, and royalty regulate trade. Chartered companies are granted rights to conduct trade along certain routes, to send merchant ships to various ports, or to buy or sell specific goods. Guilds set prices for the goods or services that they control, and determine who may or may not offer those goods and services. Merchants can only exchange trade goods without using currency. The Trade Goods table shows the value of common exchanged goods.

Cost (caps)	Goods
1	1 lb. of wheat
2	1 lb. of flour or one chicken
5	1 lb. of salt
5	1 lb. of iron or 1 sq. yd. of canvas
25	1 lb. of copper or 1 sq. yd. of cotton cloth

50	1 lb. of ginger or one goat
100	1 lb. of cinnamon or pepper, or one sheep
150	1 lb. of cloves or one pig
250	1 lb. of silver or 1 sq. yd. of linen
500	1 sq. yd. of silk or one brahmin
750	1 lb. of saffron or one ox
2500	1 lb. of gold
25000	1 lb. of platinum

## Expenses

When not descending into the depths of the earth, exploring ruins for lost treasures, or waging war against the encroaching darkness, adventurers face more mundane realities. Even in a fantastical world, people require basic necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

### Lifestyle Expenses

Lifestyle expenses provide you with a simple way to account for the cost of living in the wasteland. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30.

Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career. Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

Lifestyle	Price/Day (Caps)
Wretched	—
Squalid	5
Poor	10
Modest	30
Comfortable	60
Wealthy	120
Aristocratic	200

**Wretched:** You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

**Squalid:** You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

**Poor:** A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

**Modest:** A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

**Comfortable:** Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.

**Wealthy:** Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.

**Aristocratic:** You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

### **Self-Sufficiency:**

The expenses and lifestyles described in this chapter assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford—paying for food and shelter, paying townspeople to sharpen your sword and repair your armor, and so on. Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting,

foraging, and repairing their own gear. Maintaining this kind of lifestyle doesn't require you to spend any caps, but it is time-consuming. If you spend your time between adventures practicing a profession, as described in chapter 8, you can eke out the equivalent of a poor lifestyle. Proficiency in the Survival skill lets you live at the equivalent of a comfortable lifestyle.

### **Services:**

Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, when the adventurers pay them to perform a specific task. For example, a wizard might pay a carpenter to construct an elaborate chest. A fighter might commission a blacksmith to forge a special sword. A bard might pay a tailor to make exquisite clothing for an upcoming performance in front of a local warlord.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the adventurers take on a hobgoblin army are hirelings, as are sages hired to research ancient or esoteric lore. If a high-level adventurer establishes a stronghold of some kind, he or she might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial laborers to keep the stables clean. These hirelings often enjoy a long-term contract that includes a place to live within the strongholds as part of the offered compensation.

Service	Pay (caps)
Coach Cab	
Between Towns	15 per mile
Within a City	5 per mile
Hireling	
Skilled	50 per day
Untrained	15 per day
Messenger	10 per mile
Road or Gate Toll	5
Ship's Passage	20 per mile

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on. The pay shown is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for menial work that requires no particular skill and can include laborers, porters, maids, and similar workers.

# Customization Options

The combination of ability Score, Race, class, and background defines your character's capabilities in the game, and the personal details you create set your character apart from every other character. Even within your class and race, you have options to fine-tune what your character can do. But this chapter is for players who—with the DM's permission—want to go a step further. This chapter defines two optional sets of rules for customizing your character: multiclassing and feats. Multiclassing lets you combine classes together, and feats are special options you can choose instead of increasing your ability scores as you gain levels. Your DM decides whether these options are available in a campaign.

## Multiclassing

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options. With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in wizard and two in fighter, you're a 5th-level character. As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

### Prerequisites:

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. For example, a barbarian who decides to multiclass into the druid class must have both Strength and Intelligence scores of 13 or higher. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher-than-average ability scores.

Class	Prerequisites
Alchemist	Intelligence 7
Barbarian	Strength 7
Bard	Charisma 7
Fighter	Strength 7, Agility 7, or Perception 7
Mechanist	Intelligence 7
Monk	Agility 7 or Intelligence 7
Paladin	Strength 7 or Charisma 7
Ranger	Agility 7, Intelligence 7, or Perception 7
Rogue	Agility 7

### Hit Points and hit Die:

You gain the hit points from your new class as described for levels after 1st. You gain the 1st-level hit points for a class only when you are a 1st-level character. You add together the Hit Dice granted by all

your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. For example, both the fighter and the paladin have a d10, so if you are a paladin 5/fighter 5, you have ten d 10 Hit Dice. If your classes give you Hit Dice of different types, keep track of them separately. If you are a paladin 5/cleric 5, for example, you have five d 10 Hit Dice and five d8 Hit Dice.

### **Proficiency Bonus:**

Your proficiency bonus is always based on your total character level, as shown in the Character Advancement table in chapter 1, not your level in a particular class. For example, if you are a fighter 3/rogue 2, you have the proficiency bonus of a 5th-level character, which is +3.

<b>Class</b>	<b>Proficiencies Gained</b>
Alchemist	Simple Weapons, One Skill of your choice
Barbarian	Shields, Simple Weapons, Martial Weapons
Bard	Light Armor, One Skill of your Choice, One Instrument of your Choice
Fighter	Light Armor, Medium Armor, Shields
Mechanist	Light Armor, Simple Weapons, Tinker's Tools, One Skill of your Choice
Monk	Simple Weapons, Shotswards
Paladin	Light Armor, Medium Armor, Shields, Simple Weapons, Martial Weapons
Ranger	Light armor, medium armor, shields, simple weapons, martial weapons, one class skill
Rogue	Light armor, One Class Skill, Thieves' Tools

### **Class Features:**

When you gain a new level in a class, you get its features for that level. A few features, however, have additional rules when you're multiclassing: Channel Divinity, Extra Attack, Unarmored Defense, and Spellcasting.

#### **Channel Divinity:**

If you already have the Channel Divinity feature and gain a level in a class that also grants the feature, you gain the Channel Divinity effects granted by that class, but getting the feature again doesn't give you an additional use of it. You gain additional uses only when you reach a class level that explicitly grants them to you. For example, if you are a cleric 6/paladin 4, you can use Channel Divinity twice between rests because you are high enough level in the cleric class to have more uses. Whenever you use the feature, you can choose any of the Channel Divinity effects available to you from your two classes.

#### **Extra Attack:**

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the fighter's version of Extra Attack does). Similarly, the warlock's eldritch invocation Thirsting Blade doesn't give you additional attacks if you also have Extra Attack.

#### **Unarmored Defense:**

If you already have the Unarmored Defense feature, you can't gain it again from another class.

# Traits

## Feats

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides. At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise. You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 7 or higher. If your Strength is reduced below 7 somehow —perhaps by a withering curse— you can't benefit from the Grappler feat until your Strength is restored.

### Acrobat

You become more nimble, gaining the following benefits:

- Increase your Agility score by 1, to a maximum of 10.
- You gain proficiency in the Acrobatics skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- As a bonus action, you can make a DC 15 Agility (Acrobatics) check. If you succeed, difficult terrain doesn't cost you extra movement until the end of the current turn.

### Actor

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 10.
- You have an advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Perception (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

### Alert

Always on the lookout for danger, you gain the following benefits:

- You can't be surprised while you are conscious.
- You gain a +5 bonus to initiative.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

## Alchemist

You have studied the secrets of alchemy and are an expert in its practice, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 10.
- You gain proficiency with alchemist's supplies. If you are already proficient with them, you double your proficiency bonus to checks you make with them.
- As an action, you can identify one potion within 5 feet of you, as if you had tasted it. You must see the liquid for this benefit to work.
- Over the course of any short rest, you can temporarily improve the potency of one potion of healing of any rarity. To use this benefit, you must have alchemist's supplies with you, and the potion must be within reach. If the potion is drunk no more than 1 hour after the short rest ends, the creature drinking the potion can forgo the potion's die roll and regains the maximum number of hit points that the potion can restore.

## Animal Friend

You master the techniques needed to train and handle animals. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 10.
- Most wasteland creatures will not automatically attack you
- You gain proficiency in the Animal Handling skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You can use a bonus action on your turn to command one friendly beast within 60 feet of you that can hear you and that isn't currently following the command of someone else. You decide now what action the beast will take and where it will move during its next turn, or you issue a general command that lasts for 1 minute, such as to guard a particular area.

## Athlete

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Agility score by 1, to a maximum of 10.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't cost you extra movement.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

## Blade Mastery

You master the shortsword, longsword, scimitar, rapier, and greatsword. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.

- On your turn, you can use your reaction to assume a parrying stance, provided you have the weapon in hand. Doing so grants a +1 bonus to your AC until the start of your next turn or until you're not holding the weapon.
- When you make an opportunity attack with the weapon, you have advantage on the attack roll.

## Bloody Mess

Whether touched by luck or a lack of it, you always happen to see people die in the worst ways imaginable.

- When scoring a critical hit that deals enough damage to kill an enemy, the enemy will die in a very gruesome manner that will leave one's stomach churning.
- All creatures in sight must roll a Constitution Saving Throw with a DC of  $\frac{1}{2}$  the Attack Roll. If the creature fails, they gain the Frightened Status Effect for 3 combat turns

## Brawny

You become stronger, gaining the following benefits:

- Increase your Strength score by 1, to a maximum of 10.
- You gain proficiency in the Athletics skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You count as if you were one size larger for the purpose of determining your carrying capacity.

## Burglar

You pride yourself on your quickness and your close study of certain clandestine activities. You gain the following benefits:

- Increase your Agility score by 1, to a maximum of 10.
- You gain proficiency with thieves' tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.

## Charger

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature. If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

## Chef

Time and effort spent mastering the culinary arts has paid off. You gain the following benefits:

- Increase your Endurance or Intelligence score by 1, to a maximum of 10.
- You gain proficiency with cook's utensils if you don't already have it.
- As part of a short rest, you can cook special food, provided you have ingredients and cook's utensils on hand. You can prepare enough of this food for a number of creatures equal to  $4 +$  your proficiency bonus. At the end of the short rest, any creature who eats the food and spends one or more Hit Dice to regain hit points regains an extra 1d8 hit points.
- With one hour of work or when you finish a long rest, you can cook a number of treats equal to your proficiency bonus. These special treats last 8 hours after being made. A creature can use a bonus action to eat one of those treats to gain temporary hit points equal to your proficiency bonus.

## Cruel

The challenges and struggles you've faced throughout your life have led you to delight in inflicting pain and anguish upon others. You gain a number of cruelty dice equal to your proficiency bonus. Your cruelty dice are d6s. You can roll only one cruelty die per turn, and a cruelty die is spent when you roll it.

You can roll a cruelty die under any of the following circumstances, with the indicated result:

- When you deal damage to a creature, spend one cruelty die to deal extra damage to the creature equal to the roll.
- When you score a critical hit, spend one cruelty die to gain temporary hit points equal to the roll.
- When you make a Charisma (Intimidation) check, spend one cruelty die and add the roll to your check.

You regain all spent cruelty dice when you finish a long rest.

## Crusher

You are practiced in the art of crushing your enemies, granting you the following benefits:

- Increase your Strength or Endurance by 1, to a maximum of 10.
- Once per turn, when you hit a creature with an attack that deals bludgeoning damage, you can move it 5 feet to an unoccupied space, provided the target is no more than one size larger than you.
- When you score a critical hit that deals bludgeoning damage to a creature, attack rolls against that creature are made with advantage until the start of your next turn.

## Diplomat

You master the arts of diplomacy, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 10.
- You gain proficiency in the Persuasion skill. If you are already proficient in this skill, you add double your proficiency bonus to checks you make with it.

- If you spend 1 minute talking to someone who can understand what you say, you can make a Charisma (Persuasion) check contested by the creature's Perception (Insight) check. If you or your companions are fighting the creature, your check automatically fails. If your check succeeds, the target is charmed by you as long as it remains within 60 feet of you and for 1 minute thereafter.

## Defensive Duelist

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

## Dodger

Advantage on rolling Agility Saving throws

## Dual Wielder

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate weapon in each hand.
- You can use two-weapon fighting even when the one handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

## Dungeon Delver

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

- You have advantage on Intelligence (Perception) and Perception(Investigation) checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- Travelling at a fast pace doesn't impose the normal -5 penalty on your passive Intelligence (Perception) score.

## Durable

Hardy and resilient, you gain the following benefits:

- Increase your Endurance score by 1, to a maximum of 10.

- When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).

## Empathetic

You possess keen insight into how other people think and feel. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Insight skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You can use your action to try to get uncanny insight about one humanoid you can see within 30 feet of you. Make a Perception (Insight) check contested by the target's Charisma (Deception) check. If your check succeeds, you have advantage on attack rolls and ability checks against the target until the end of your next turn.

## Fell-Handed

You master the handaxe, battleaxe, greataxe, warhammer, and maul. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- Whenever you have advantage on a melee attack roll you make with the weapon and hit, you can also knock the target prone if the lower of the two d20 rolls would also hit the target.
- Whenever you have disadvantage on a melee attack roll you make with the weapon, the target takes bludgeoning damage equal to your Strength modifier (minimum of 0) if the attack misses but the higher of the two d20 rolls would have hit.
- If you use the Help action to aid an ally's melee attack while you're wielding the weapon, you knock the target's shield aside momentarily. In addition to the ally gaining advantage on the attack roll, the ally gains a +2 bonus to the roll if the target is using a shield

## Fighting Initiate

Your martial training has helped you develop a particular style of fighting. As a result, you learn one Fighting Style option of your choice from the fighter class. If you already have a style, the one you choose must be different.

Whenever you reach a level that grants the Ability Score Improvement feature, you can replace this feat's fighting style with another one from the fighter class that you don't have.

## Firearm Expert

Thanks to extensive practice with firearms, you gain the following benefits:

- You ignore the loading quality of ranged weapons with which you are proficient.

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

## Flail Mastery

The flail is a tricky weapon to use, but you have spent countless hours mastering it. You gain the following benefits:

- You gain a +1 bonus to attack rolls you make with a flail.
- As a bonus action on your turn, you can prepare yourself to extend your flail to sweep over targets' shields. Until the end of this turn, your attack rolls with a flail gain a +2 bonus against any target using a shield.
- When you hit with an opportunity attack using a flail, the target must succeed on a Strength saving throw ( $DC\ 8 + \text{your proficiency bonus} + \text{your Strength modifier}$ ) or be knocked prone.

## Flash Recall

You've developed the ability to instantly recall an unprepared spell in moments of sudden necessity.

As a bonus action, you prepare a spell of 1st level or higher from your spellbook (if you're a wizard) or from your class spell list (if you're not a wizard). This spell must be of a level for which you have spell slots, and it replaces another spell of an equal or higher level that you had previously prepared.

Once you use this feat to recall a spell, you can't do so again until you complete a short or long rest.

## Gourmand

You have mastered a variety of special recipes, allowing you to prepare exotic dishes with useful effects. You gain the following benefits:

- Increase your Endurance score by 1, to a maximum of 10.
- You gain proficiency with cook's utensils. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you can inspect a drink or plate of food within 5 feet of you and determine whether it is poisoned, provided that you can see and smell it.
- During a long rest, you can prepare and serve a meal that helps you and your allies recover from the rigors of adventuring, provided you have suitable food, cook's utensils, and other supplies on hand. The meal serves up to six people, and each person who eats it regains two additional Hit Dice at the end of the long rest. In addition, those who partake of the meal have advantage on Constitution saving throws against disease for the next 24 hours.

## Grappler

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You can use your bonus action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

## Great Weapon Master

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

## Gunner

You have a quick hand and keen eye when employing firearms, granting you the following benefits:

- Increase your Perception score by 1, to a maximum of 120.
- You gain proficiency with firearms (see "Firearms" in the Dungeon Master's Guide).
- You ignore the loading property of firearms.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

## Healer

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits:

- When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a healer's kit to tend to a creature and restore  $1d6 + 4$  hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

## Heavily Armored

You have trained to master the use of heavy armor, gaining the following benefits:

Increase your Strength score by 1, to a maximum of 20.

You gain proficiency with heavy armor.

## Heavy Armor Mastery

*Prerequisite: Proficiency with heavy armor*

You can use your armor to deflect strikes that would kill others. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from non-magical attacks is reduced by 3.

## Historian

Your study of history rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the History skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Help action to aid another creature's ability check, you can make a DC 15 Intelligence (History) check. On a success, that creature's check gains a bonus equal to your proficiency bonus, as you share pertinent advice and historical examples. To receive this bonus, the creature must be able to understand what you're saying.

## Inspiring Leader

*Prerequisite: Charisma 7 or higher*

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

## Investigator

You have an eye for detail and can pick out the smallest clues. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 10.
- You gain proficiency in the Investigation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You can take the Search action as a bonus action.

## Keen Mind

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits.

- Increase your Intelligence score by 1, to a maximum of 10.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.

## Lightly Armored

You have trained to master the use of light armor, gaining the following benefits.

- Increase your Strength or Agility score by 1, to a maximum of 10.
- You gain proficiency with light armor.

## Linguist

You have studied languages and codes, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 10.
- You learn three languages of your choice.
- You can ably create written ciphers. Others can't decipher a code you create unless they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it.

## Lucky

Increase your Luck ability score by 1 to a maximum of 10

You have inexplicable luck that seems to kick in at just the right moment.

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20 and then choose whether the attack uses the attacker's roll or yours.

If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

You regain your expended luck points when you finish a long rest.

## Martial Adept

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits.

- You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals  $8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier}$  (your choice).
- You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

## Master of Disguise

You have honed your ability to shape your personality and to read the personalities of others. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with the disguise kit. If you are already proficient with it, you add double your proficiency bonus to checks you make with it.
- If you spend 1 hour observing a creature, you can then spend 8 hours crafting a disguise you can quickly don to mimic that creature. Making the disguise requires a disguise kit. You must make checks as normal to disguise yourself, but you can assume the disguise as an action.

## Mechanist's Initiate

You've learned some of a Mechanist's inventiveness:

- You learn one cantrip of your choice from the Mechanist spell list, and you learn one 1st-level spell of your choice from that list. Intelligence is your spellcasting ability for these spells.
- You can cast this feat's 1st-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast the spell using any spell slots you have.
- You gain proficiency with one type of artisan's tools of your choice, and you can use that type of tool as a spellcasting focus for any spell you cast that uses Intelligence as its spellcasting ability.

## Medic

You master the physician's arts, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 10.

- You gain proficiency in the Medicine skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You can add your Medicine modifier to rolls using healing items to a max of the item's max health
- During a short rest, you can clean and bind the wounds of up to six willing beasts and humanoids. Make a DC 15 Intelligence (Medicine) check for each creature. On a success, if a creature spends a Hit Die during this rest, that creature can forgo the roll and instead regain the maximum number of hit points the die can restore. A creature can do so only once per rest, regardless of how many Hit Dice it spends.

## Medium Armor Master

Prerequisite: Proficiency with medium armor

You have practiced moving in medium armor to gain the following benefits:

- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you wear medium armor, you can add 4, rather than 3, to your AC if you have a Dexterity of 16 or higher.

## Menacing

You become fearsome to others, gaining the following benefits:

- Increase your Charisma score by 1, to a maximum of 10.
- You gain proficiency in the Intimidation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target's Intelligence (Insight) check. If your check succeeds, the target is frightened until the end of your next turn. If your check fails, the target can't be frightened by you in this way for 1 hour.

## Metabolic Control

Prerequisite: Psionic Talent feature or Wild Talent feat

You have refined psionic control over your body's functions. You gain the following benefits:

- Increase your Strength, Agility, or Endurance score by 1, to a maximum of 10.
- If your Psionic Talent die is available, you can take an action to channel your psionic power to nourish yourself for the next 24 hours, as if you consumed sufficient food and water for a day. When you take this action, your Psionic Talent die decreases by one die size.

- If your Psionic Talent die is available, you can meditate for 1 minute, at the end of which you gain the benefits of finishing a short rest, and your Psionic Talent die decreases by one die size. You can't meditate in this way again until you finish a long rest.

## Mobile

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

## Moderately Armored

Prerequisite: Proficiency with light armor

You have trained to master the use of medium armor and shields, gaining the following benefits:

- Increase your Strength or Agility score by 1, to a maximum of 10.
- You gain proficiency with medium armor and shields.

## Mounted Combatant

You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make Agility saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

## Naturalist

Your extensive study of nature rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 10.
- You gain proficiency in the Nature skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the Druidcraft and Detect Poison and Disease spells. You can cast detect poison and disease once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

## Observant

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Perception score by 1, to a maximum of 10.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Perception (Perception) and passive Intelligence (Investigation) scores.

## Perceptive

You hone your senses until they become razor sharp. You gain the following benefits:

- Increase your Perception score by 1, to a maximum of 10.
- You gain proficiency in the Perception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- Being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks if you can both see and hear.

## Performer

You master performance so that you can command any stage. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Performance skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- While performing, you can try to distract one humanoid you can see who can see and hear you. Make a Charisma (Performance) check contested by the humanoid's Wisdom (Insight) check. If your check succeeds, you grab the humanoid's attention enough that it makes Perception (Perception) and Intelligence (Investigation) checks with disadvantage until you stop performing.

## Piercer

You have achieved a penetrating precision in combat, granting you the following benefits:

- Increase your Strength or Agility by 1, to a maximum of 10.
- Once per turn, when you hit a creature with an attack that deals piercing damage, you can re-roll one of the attack's damage dice, and you must use the new roll.
- When you score a critical hit that deals piercing damage to a creature, you can roll one additional damage die when determining the extra piercing damage the target takes.

## Poisoner

You can prepare and deliver deadly poisons, gaining the following benefits:

- When you make a damage roll, you ignore resistance to poison damage.
- You can coat a weapon in poison as a bonus action, instead of an action.
- You gain proficiency with the poisoner's kit if you don't already have it. With one hour of work using a poisoner's kit and expending 150 caps worth of materials, you can create a number of doses of potent poison equal to your proficiency bonus. Once applied to a weapon or piece of ammunition, the poison retains its potency for 1 minute or until you hit with the weapon or ammunition. When a creature takes damage from the coated weapon or ammunition, that creature must succeed on a DC 14 Endurance saving throw or take 2d8 poison damage and become poisoned until the end of your next turn.

## Polearm Master

You gain the following benefits:

- When you take the Attack action and attack with only a glaive, halberd, quarterstaff, or spear, you can use a bonus action to make a melee attack with the opposite end of the weapon. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and it deals bludgeoning damage.
- While you are wielding a glaive, halberd, pike, quarterstaff, or spear, other creatures provoke an opportunity attack from you when they enter the reach you have with that weapon.

## Practiced Expert

You have honed your proficiency with particular skills or tools, gaining the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 10.
- You gain proficiency with one skill or tool of your choice.
- Choose one of your skill or tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

## Quicksmithing

*Prerequisite: Intelligence 13 or higher*

You have mastered the art of on-the-fly invention, improvement, and jury-rigging. You can use your talents to create immediate, short-term magical effects similar to spells, given time and an adequate supply of aether.

When you choose this feat, you master two magical effects, each of which recreates the effect of a 1st-level spell that has the ritual tag. These spells can come from any class list, but Intelligence is your spellcasting ability for them.

If you come across a schematic geared toward quicksmithing or study with another quicksmith, you might be able to add another spell to the effects you have mastered. The spell's level can be no higher than half your level (rounded up), and it must have the ritual tag. The process of mastering the spell takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents aether you use as you experiment with the spell effect to master it.

In addition, you have proficiency with artisan's tools (quicksmith's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours unless you spend 1 hour repairing it to keep it functioning. You can use your action to dismantle the device, at which point you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** This device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.
- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

## Remarkable Recovery

Your body has the ability to recover quickly from terrible injuries, and is unusually receptive to healing magic. You gain the following benefits:

- Increase your Endurance score by 1, to a maximum of 20.
- When you are successfully stabilized while dying, you regain hit points equal to your Endurance modifier (minimum of 1).
- Whenever you regain hit points as a result of a spell, potion, or class feature (but not this feat), you regain additional hit points equal to your Endurance modifier (minimum of 1).

## Resilient

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 10.
- You gain proficiency in saving throws using the chosen ability.

## Ritual Caster

*Prerequisite: Intelligence or Intelligence of 7 or higher*

You have learned a number of spells that you can cast as rituals. These spells are written in a ritual book, which you must have in hand while casting one of them.

When you choose this feat, you acquire a ritual book holding two 1st-level spells of your choice. Choose one of the following classes: bard, cleric, druid, sorcerer, warlock, or wizard. You must choose your spells from that class's spell list, and the spells you choose must have the ritual tag. The class you choose also must have the ritual tag. The class you choose also determines your spellcasting ability for these spells: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

If you come across a spell in written form, such as a magical spell scroll or a wizard's spellbook, you might be able to add it to your ritual book. The spell must be on the spell list for the class you chose, the spell's level can be no higher than half your level (rounded up), and it must have the ritual tag. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents the material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

## Savage Attacker

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

## Sentinel

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits.

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

## Servo Crafting (AKA the 2nd Duck Feat)

*Prerequisite: Intelligence 7 or higher*

You are skilled in the creation of servos—tiny constructs that function as personal assistants. You can cast the Find Familiar spell as a ritual, creating a servo to serve as your familiar instead of an animal. It uses

the Servo stat block, but in every other way, a servo familiar functions as described in the find familiar spell.

You can communicate telepathically with your servo familiar and perceive through its senses as long as you are on the same plane of existence. You can speak through your servo in your own voice.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your servo familiar to make one attack of its own.

Servo					
<i>Tiny construct, unaligned</i>					
<b>Armor Class:</b> 11 (natural armor)					
<b>Hit Points:</b> 10 (3d4 + 3)					
<b>Speed:</b> 20 ft.					
STR	PER	END	CHA	INT	AGI
4 (-3)	11 (+0)	12 (+1)	3 (-4)	10 (+0)	7 (-2)
<b>Damage Immunities:</b> poison					
<b>Condition Immunities:</b> charmed, poisoned					
<b>Senses:</b> passive Perception 10					
<b>Languages:</b> —					
<b>Challenge:</b> 0 (10 XP)					

Actions
<p><b>Peck.</b> Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.</p>

## Shield Master

You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Agility saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Agility saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

## Sharpshooter

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If that attack hits, you add +10 to the attack's damage.

## Shadow Touched

Your exposure to the Shadowfell's magic has changed you, granting you the following benefits:

- Increase your Intelligence, Perception, or Charisma score by 1, to a maximum of 20.
- You learn the Invisibility spell and one 1st-level spell of your choice. The 1st-level spell must be from the Illusion or Necromancy school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

## Silver-Tongued

You develop your conversational skill to better deceive others. You gain the following benefits.

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Deception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to deceive one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Deception) check contested by the target's Perception (Perception) check. If your check succeeds, your movement doesn't provoke opportunity attacks from the target and your attack rolls against it have advantage; both benefits last until the end of your next turn or until you use this ability on a different target. If your check fails, the target can't be deceived by you in this way for 1 hour.

## Skill Expert

You have honed your proficiency with particular skills, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 10.
- You gain proficiency in one skill of your choice.
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

## Skilled

You gain proficiency in any combination of three skills or tools of your choice.

## Skulker

*Prerequisite: Agility 7 or higher*

You are an expert at slinking through shadows. You gain the following benefits:

You can try to hide when you are lightly obscured from the creature from which you are hiding. When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.

Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

## Survivalist

You master wilderness lore, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 10.
- You gain proficiency in the Survival skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the Alarm spell. You can cast it once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

## Slasher

You've learned where to cut to have the greatest results, granting you the following benefits:

- Increase your Strength or Agility by 1, to a maximum of 20.
- Once per turn when you hit a creature with an attack that deals slashing damage, you can reduce the speed of the target by 10 feet until the start of your next turn.
- When you score a critical hit that deals slashing damage to a creature, you grievously wound it. Until the start of your next turn, the target has disadvantage on all attack rolls.

## Stealthy

You know how best to hide. You gain the following benefits:

- Increase your Agility score by 1, to a maximum of 10.
- You gain proficiency in the Stealth skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- If you are hidden, you can move up to 10 feet in the open without revealing yourself if you end the move in a position where you're not clearly visible.

## Spear Master

Though the spear is a simple weapon to learn, it rewards you for the time you have taken to master it. You gain the following benefits:

- You gain a +1 bonus to attack rolls you make with a spear.
- When you use a spear, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands. (This benefit has no effect if another feature has already improved the weapon's die.)
- You can set your spear to receive a charge. As a bonus action, choose a creature you can see that is at least 20 feet away from you. If that creature moves within your spear's reach on its next turn, you can make a melee attack against it with your spear as a reaction. If the attack hits, the target takes an extra 1d8 piercing damage, or an extra 1d10 piercing damage if you wield the spear with two hands. You can't use this ability if the creature used the Disengage action before moving.

- As a bonus action on your turn, you can increase your reach with a spear by 5 feet for the rest of your turn.

## Tandem Tactician

Your presence in a scrap tends to elevate your comrades. You gain the following benefits:

- You can use the Help action as a bonus action.
- When you use the Help action to aid an ally in attacking a creature, increase the range of the Help action by 10 feet. Additionally, you can help two allies targeting the same creature within range when you use the Help action this way.

## Tavern Brawler

Accustomed to the rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Strength or Endurance score by 1, to a maximum of 10.
- You are proficient with improvised weapons.
- Your unarmed strike uses a d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

## Telekinetic

You learn to move things with your mind, granting you the following benefits:

- Increase your Intelligence, Perception, or Charisma score by 1, to a maximum of 20.
- You learn the mage hand cantrip. You can cast it without verbal or somatic components, and you can make the spectral hand invisible. If you already know this spell, its range increases by 30 feet when you cast it. Its spellcasting ability is the ability increased by this feat.
- As a bonus action, you can try to telekinetically shove one creature you can see within 30 feet of you. When you do so, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + the ability modifier of the score increased by this feat) or be moved 5 feet toward or away from you. A creature can willingly fail this save.

## Telepathic

You awaken the ability to mentally connect with others, granting you the following benefits:

- Increase your Intelligence, Perception, or Charisma score by 1, to a maximum of 20.
- You can speak telepathically to any creature you can see within 60 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that

language. Your communication doesn't give the creature the ability to respond to you telepathically.

- You can cast the Detect Thoughts spell, requiring no spell slot or components, and you must finish a long rest before you can cast it this way again. Your spellcasting ability for the spell is the ability increased by this feat. If you have spell slots of 2nd level or higher, you can cast this spell with them.

## Theologian

Your extensive study of religion rewards you with the following benefits.

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Religion skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the Thaumaturgy and Detect Evil and Good spells. You can cast Detect Evil and Good once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

## Thrown Arms Master

You've honed your ability to lob weaponry into the fray, including weapons not meant for ranged combat. You gain the following benefits:

- Increase your Strength or Agility score by 1, to a maximum of 20.
- Simple and martial melee weapons without the thrown property have the thrown property for you. One-handed weapons have a normal range of 20 feet and a long range of 60 feet, while two-handed weapons have a normal range of 15 feet and a long range of 30 feet.
- Weapons that already have the thrown property increase their short range by 20 feet and their long range by 40 feet for you.
- When you miss with a thrown weapon attack using a light weapon, the weapon returns to your grasp like a boomerang at the end of your turn, unless something prevents it from returning. You can catch and stow as many weapons as you threw in this way.

## Tough

Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

## Tower of Iron Will

*Prerequisite: Psionic Talent feature or Wild Talent feat*

Your mind's defenses are formidable. After you or another creature you can see within 30 feet of you fails a saving throw, you can use your reaction to roll your Psionic Talent die and add the number rolled to the saving throw, potentially causing it to succeed.

## Tracker

You have spent time hunting creatures and honed your skills, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn the Hunter's Mark spell. You can cast it once without expending a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast the spell using any spell slots you have. Wisdom is your spellcasting ability for this spell.
- You have advantage on Intelligence (Survival) checks to track creatures.

## Weapon Master

You have practiced extensively with a variety of weapons, gaining the following benefits:

- Increase your Strength, Agility, or Perception score by 1, to a maximum of 20.
- You gain proficiency with four weapons of your choice. Each one must be a simple or a martial weapon.

## Wild Talent

You awaken to your psionic potential, which enhances your mind or body. Increase one ability score of your choice by 1, to a maximum of 20, to represent this enhancement.

You also harbor a wellspring of psionic power within yourself, an energy that ebbs and flows as you channel it in various ways. This power is represented by your Psionic Talent die, the starting size of which is a d6.

You can use your Psionic Talent die in the following ways:

**Psi-Boosted Ability.** When you make an ability check with the ability increased by this feat, you can roll your Psionic Talent die and add the number rolled to the check. You can choose to do so before or after rolling the d20, but before you know whether the check succeeded or failed.

**Psi-Guided Strike.** Once on each of your turns when you hit with an attack roll that uses the ability increased by this feat, you can roll your Psionic Talent die after you make the damage roll and then replace one of the damage dice with the number rolled on the Psionic Talent die.

**Changing the Die's Size.** If you roll the highest number on your Psionic Talent die, it decreases by one die size after the roll. This represents you burning through your psionic energy. For example, if the die is a d6

and you roll a 6, it becomes a d4. If it's a d4 and you roll a 4, it becomes unusable until you finish a long rest.

Conversely, if you roll a 1 on your Psionic Talent die, it increases by one die size after the roll, up to its starting size. This represents you conserving psionic energy for later use. For example, if you roll a 1 on a d4, the die then becomes a d6.

Whenever you finish a long rest, your Psionic Talent die resets to its starting size. When you reach certain levels, the starting size of your Psionic Talent die increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

If you have a Psionic Talent die from another source, such as a class feature, you don't get more than one die; use only the one with the largest starting size.

**Psi Replenishment.** As a bonus action, you can calm your mind for a moment and restore your Psionic Talent die to its starting size. You then can't use Psi Replenishment again until you finish a long rest.

# Using Ability Scores

Seven abilities provide a brief description of every creatures' physical and mental characteristics and what makes them SPECIAL.

Strength: Measures Raw Physical Power

Perception: Measures ability to observe and discern

Endurance: Measures one's constitution

Charisma: Measures ability to persuade and deceive

Intelligence: Measures how smart one is

Agility: Measures how flexible and quick one is

Luck: Measures one's fortune in life

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature's assets as well as weaknesses.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

This chapter focuses on how to use ability checks and saving throws, covering the fundamental activities that creatures attempt in the game. Rules for attack rolls appear in chapter 9.

## Ability Scores and Modifiers

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 10, and monsters and divine beings can have scores as high as 20.

Each ability also has a modifier, derived from the score and ranging from 5 (for an ability score of 1) to +15 (for a score of 20). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 20.



## Advantage and Disadvantage

Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game, such as the halfling's Lucky trait, lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if a halfling has advantage on an ability check and rolls a 1 and a 13, the halfling could use the Lucky trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. Inspiration (see chapter 4) can also give a character advantage on checks related to the character's personality, ideals, or bonds. The DM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

## Proficiency Bonus

Characters have a proficiency bonus determined by level, as detailed in chapter 1. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to an Intelligence saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the rogue's Expertise feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by

any number is still 0. For instance, if you lack proficiency in the History skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Intelligence (History) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

## Ability Checks

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The DM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the DM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

Task Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the DM.

## Contests

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

## Skills

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in the monster's stat block.)

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. (No skills are related to Endurance.) See an ability's description in the later sections of this chapter for examples of how to use a skill associated with an ability.

<b>Strength</b>	<b>Perception</b>
Athletics	Insight
<b>Endurance</b>	Observance
—	
<b>Intelligence</b>	<b>Charisma</b>
Animal Handling	Deception
History	Intimidation
Insight	Performance
Investigation	Persuasion
Medicine	<b>Agility</b>
Perception	Acrobatics
Nature	Sleight of Hand
Religion	Stealth
Survival	

Sometimes, the DM might ask for an ability check using a specific skill—for example, “Make a Perception (Perception) check.” At other times, a player might ask the DM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a character attempts to climb up a dangerous cliff, the Dungeon Master might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character’s proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

## Passive Checks

A passive check is a special kind of ability check that doesn’t involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the DM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here’s how to determine a character’s total for a passive check:

$$10 + \text{all modifiers that normally apply to the check}$$

If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a **score**.

For example, if a 1st-level character has a Perception of 9 and proficiency in Perception, he or she has a passive Perception (Perception) score of 14.

The rules on hiding in the “Agility” section below rely on passive checks, as do the exploration rules in chapter 8.

## Working Together

Sometimes two or more characters team up to attempt a task. The character who’s leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action (see chapter 9).

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves’ tools, so a character who lacks that proficiency can’t help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

## Group Checks

When a number of individuals are trying to accomplish something as a group, the DM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the DM might call for a group Intelligence (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

## Using Each Ability

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

### Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

**Strength Checks:** A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

**Athletics.** Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Other Strength Checks. The DM might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door



- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it
- Tip over a statue
- Keep a boulder from rolling

### Attack Rolls and Damage

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a mace, a fire axe, or a javelin. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

### Lifting and Carrying

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

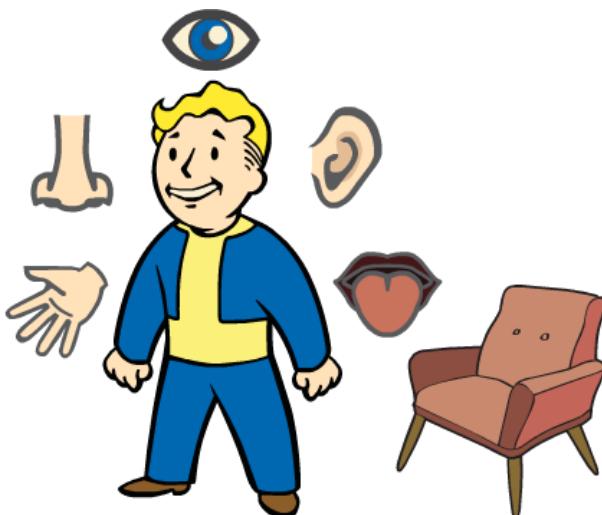
**Carrying Capacity.** Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

**Push, Drag, or Lift.** You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

**Size and Strength.** Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

### Encumbrance

The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the Strength column of the Arm or table in chapter 5. If you carry weight in excess of 5 times your Strength score, you are encumbered, which means your speed drops by 10 feet. If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead heavily encumbered, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Agility, or Endurance.



### Perception

Perception measures visual calculus, one's ability to notice details, and maintain an accurate sense of spatial awareness at all times.

**Perception Checks:** A Perception Check can come into play in any situation calling for the use of one's senses, whether it is something as surface level as noticing a detail through Perception (Perception) or something peering more into the human psyche through Insight (Perception)

**Observance:** Your Perception (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door

**Finding Hidden Objects:** When your character searches for a hidden object such as a secret door or a trap, the DM typically asks you to make a Perception (Perception) check. Such a check can be used to find hidden details or other information and clues that you might otherwise overlook. In most cases, you need to describe where you are looking in order for the DM to determine your chance of success. For example, a key is hidden beneath a set of folded clothes in the top drawer of a bureau. If you tell the DM that you pace around the room, looking at the walls and furniture for clues, you have no chance of finding the key, regardless of your Perception (Perception) check result. You would have to specify that you were opening the drawers or searching the bureau in order to have any chance of success

**Insight:** Your Perception (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

## Endurance

Endurance measures health, stamina, and vital force.

**Endurance Checks:** Endurance checks are uncommon, and no skills apply to Endurance checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. An Endurance check can model your attempt to push beyond normal limits, however. The DM might call for an Endurance check when you try to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go

**Hit Points:** Your Constitution modifier contributes to your hit points. Typically, you add your Endurance modifier to each Hit Die you roll for your hit points. If your Endurance modifier changes, your hit point maximum changes as well, as though you had the



new modifier from 1st level. For example, if you raise your Endurance score when you reach 4th level and your Endurance modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your Endurance score so as to reduce your Endurance modifier by 1, your hit point maximum is reduced by 7.

## Charisma

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

**Charisma Checks:** A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.



**Deception.** Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

**Intimidation.** When you attempt to influence someone through overt threats, hostile actions, and physical violence, the DM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

**Performance.** Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

**Persuasion.** When you attempt to influence someone or a group of people with tact, social graces, or good nature, the DM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

**Other Charisma Checks:** The DM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation



## Intelligence

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

**Intelligence Checks.** An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning.

**Animal Handling.** When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the DM might call for an

Intelligence (Animal Handling) check. You also make an Intelligence (Animal Handling) check to control your mount when you attempt a risky maneuver.

**History.** Your Intelligence (History) check measures your ability to recall lore about historical events, legendary people, ancient nations, past disputes, recent wars, and lost civilizations.

**Investigation.** When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

**Medicine.** An Intelligence (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.

**Nature.** Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

**Religion.** Your Intelligence (Religion) check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.

**Survival.** The DM might ask you to make an Intelligence (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that Ya Gui live nearby, predict the weather, or avoid quicksand and other natural hazards.

**Technology.** Your Intelligence (Technology) check measures your ability to recall lore about old world and, in some cases, sophisticated new world technology. This may include such things as hacking into a Robco terminal to even interfacing with the control layout of a VX-01 Vertibird aircraft.

**Other Intelligence Checks.** The DM might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill

## Agility

Agility measures agility, reflexes, and balance.

**Agility Checks:** An Agility check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Agility checks.

**Acrobatics.** Your Agility (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The DM might also call for an Agility (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.



**Sleight of Hand.** Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The DM might also call for an Agility (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

**Stealth.** Make an Agility (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

**Other Dexterity Checks.** The DM might call for a Dexterity check when you try to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play a stringed instrument
- Craft a small or detailed object

**Attack Rolls and Damage:** You add your Agility modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a sling or a longbow. You can also add your Agility modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a dagger or a rapier.



## Luck

Luck measures one's tendency to come out of even the most precarious situations in one piece, as though by some miracle.

Much like Endurance, there are no skills directly connected to Luck, however, it still can play a vital role in combat as well as checks and saves as well as any other rolls.

Investing in Luck SPECIAL points allows players to gain additional die that they add to rolls they make, similar to Combat Superiority

Dice, only in that Luck dice can be supplemented to any roll made, be it attack, damage, skill checks, saving throws, or even death saving throws.

Luck rolls begin as d6s, but will increase in weight as players level up.

1-6: d6

7-12: d8

13-20: d10

The number of luck dice is determined by the amount of levels over 5 that players have Luck in.

Luck Stat	Luck Dice
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5	0
6	1
7	2
8	3
9	4
10	5

## Saving Throws

A saving throw—also called a save—represents an attempt to resist a negative effect, a trap, a poison, a disease, or a similar threat. You don’t normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Agility modifier for an Agility saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the DM.

Each class gives proficiency in at least two saving throws. The wizard, for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster’s spellcasting ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

# Adventuring

Whether it is navigating the remains of a once-great city brought to ruin by atomic fire, delving into the wicked experiments of a Vault-Tec fallout shelter, or exploring a Deathclaw's den, there are no shortage of adventures to be had in the American Wasteland. Your character in the game might explore forgotten ruins and uncharted lands, uncover dark secrets and sinister plots, and slay foul monsters. And if all goes well, your character will survive to claim rich rewards before embarking on a new adventure.

This chapter covers the basics of the adventuring life, from the mechanics of movement to the complexities of social interaction. The rules for resting are also in this chapter, along with a discussion of the activities your character might pursue between adventures.

Whether adventurers are exploring a dusty dungeon or the complex relationships of a royal court, the game follows a natural rhythm, as outlined in the book's introduction:

1. The DM describes the environment.
2. The players describe what they want to do.
3. The DM narrates the results of their actions.

Typically, the DM uses a map as an outline of the adventure, tracking the characters' progress as they explore dungeon corridors or wilderness regions. The DM's notes, including a key to the map, describe what the adventurers find as they enter each new area. Sometimes, the passage of time and the adventurers' actions determine what happens, so the DM might use a timeline

or a flowchart to track their progress instead of a map.

## Time

In situations where keeping track of the passage of time is important, the DM determines the time a task requires. The DM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best. Following the road from Reno to Shady Sands, the adventurers spend four uneventful days before a goblin ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on rounds, a 6-second span of time described in chapter 9.

## Movement

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope - all sorts of movement play a key role in D&D adventures.

The DM can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and

find the vault entrance late in the evening of the third day.” Even in a dungeon, particularly a large dungeon or a cave network, the DM can summarize movement between encounters: “After killing the deathclaw patriarch at the entrance to the cave system, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch.”

Sometimes it’s important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they’re moving over.

#### **Speed:**

Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life threatening situation

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

#### **Travel Pace:**

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully (see the “Activity While Traveling” section later in this chapter for more information).

#### **Forced march:**

The Travel Pace table assumes that characters travel for 8 hours in a day. They can push on beyond that limit, at the risk of exhaustion. For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is  $10 + 1$  for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see appendix A).

#### **Mounts and Vehicles**

For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel (see chapter 5), and they don’t suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

#### **Travel Pace**

Distance Travelled Per				
Pace	Minute	Hour	Day	Effect
Fast	400 ft	4 miles	30 miles	-5 Pass. PER
Normal	300 ft	3 miles	24 miles	-
Slow	200 feet	2 miles	18 miles	Can Stealth

## Difficult Terrain

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

## Special Types of Movement

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

### Climbing, Swimming, and Crawling

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the DM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

### Jumping

Your Strength determines how far you can jump.

**Long Jump.** When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance.

Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your DM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Agility (Acrobatics) check to land on your feet. Otherwise, you land prone.

**High Jump.** When you make a high jump, you leap into the air a number of feet equal to  $3 +$  your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your DM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus  $1\frac{1}{2}$  times your height.

### Activity While Travelling

As adventurers travel through a dungeon or the wilderness, they need to remain alert for danger, and some characters might perform other tasks to help the group's journey.

### Marching Orders

The adventurers should establish a marching order. A marching order makes it easier to determine which characters are affected by traps, which ones can spot hidden enemies, and which ones are the closest to those enemies when a fight breaks out.

A character might occupy the front rank, one or more middle ranks, or the back rank. Characters in the front and back ranks need enough room to travel side by side with others in their rank. When space is too tight, the marching order must change, usually by moving characters to a middle rank.

**Fewer Than Three Ranks.** If an adventuring party arranges its marching order with only two ranks, they are a front rank and a back rank. If there's only one rank, it's considered a front rank.

## Stealth

While traveling at a slow pace, the characters can move stealthily. As long as they're not in the open, they can try to surprise or sneak by other creatures they encounter. See the rules for hiding in chapter 7.

## Noticing Threats

Use the passive Perception (Observance) scores of the characters to determine whether anyone in the group notices a hidden threat. The DM might decide that a threat can be noticed only by characters in a particular rank. For example, as the characters are exploring a maze of tunnels, the DM might decide that only those characters in the back rank have a chance to hear or spot a stealthy creature following the group, while characters in the front and middle ranks cannot.

While traveling at a fast pace, characters take a -5 penalty to their passive Perception (Observance) scores to notice hidden threats.

**Encountering Creatures.** If the DM determines that the adventurers encounter other creatures while they're traveling, it's up to both groups to decide what happens next. Either group might decide to attack, initiate a conversation, run away, or wait to see what the other group does.

**Surprising Foes.** If the adventurers encounter a hostile creature or group, the DM determines whether the adventurers or their foes might be surprised when combat erupts. See chapter 9 for more about surprise.

## Other Activities

Characters who turn their attention to other tasks as the group travels are not focused on watching for danger. These characters don't contribute their passive Perception (Observance) scores to the group's chance of noticing hidden threats. However, a character not watching for danger can do one of the following activities instead, or some other activity with the DM's permission.

**Navigate.** The character can try to prevent the group from becoming lost, making an Intelligence (Survival) check when the DM calls for it.

**Draw a Map.** The character can draw a map that records the group's progress and helps the characters get back on course if they get lost. No ability check is required.

**Track.** A character can follow the tracks of another creature, making an Intelligence (Survival) check when the DM calls for it.

**Forage.** The character can keep an eye out for ready sources of food and water, making an Intelligence (Survival) check when the DM calls for it.

## The Environment

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places. The Dungeon Master's Guide has rules covering more unusual situations.

## Falling

A fall from a great height is one of the most common hazards facing an adventurer.

At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it falls, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

### Suffocating

A creature can hold its breath for a number of minutes equal to  $1 + \text{its Endurance modifier}$  (minimum of 30 seconds).

When a creature runs out of breath, it can survive for a number of rounds equal to its Endurance modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

For example, a creature with an Endurance of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

## Vision and Light

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character’s ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Perception (Observance) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature in a heavily obscured area effectively suffers from the blinded condition

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

**Bright light** lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

**Dim light**, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

**Darkness** creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

### Blindsight

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

### Darkvision

Many creatures in the world of Fallout, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can’t discern color in darkness, only shades of gray.

### Truesight

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by radiation. Furthermore, the creature can see into the Ethereal Plane.

## Food and Water

Characters who don't eat or drink suffer the effects of exhaustion (see appendix A). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

### Food

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to  $3 + \text{his or her Endurance modifier}$  (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

### Water

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Endurance saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case

## Interacting with Objects

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the DM that his or her character is doing something, such as moving a lever, and the DM describes what, if anything happens.

For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the DM might call for a Strength check to see whether the character can wrench the lever into place. The DM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and spells. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and magical attacks much like creatures can. The DM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The DM sets the DC for any such check.

## Social Interaction

Exploring dungeons, overcoming obstacles, and slaying monsters are key parts of D&D adventures. No less important, though, are the social interactions that adventurers have with other inhabitants of the world.

Interaction takes on many forms. You might need to convince an unscrupulous thief to confess to some malfeasance, or you might try to flatter a dragon so that it will spare your life. The DM assumes the roles of any characters who are participating in the interaction that don't belong to another player at the table. Any such character is called a nonplayer character (NPC).

In general terms, an NPC's attitude toward you is described as friendly, indifferent, or hostile. Friendly NPCs are predisposed to help you, and hostile ones are inclined to get in your way. It's easier to get what you want from a friendly NPC, of course.

Social interactions have two primary aspects: roleplaying and ability checks.

## Resting

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds and spirits for spellcasting, and brace themselves for further adventure.

Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

### Short Rest

A short rest is a period of downtime, at least 1 hour long, during which a character does

nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

### Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them. For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

## Between Adventures

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure.

Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned gold.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the DM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the DM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

## Lifestyle Expenses

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle, as described in chapter 5.

Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.

## Downtime Activities

Between adventures, the DM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your DM.

### Crafting

You can craft non-magical objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 20 bottle caps, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 20 bottle caps, you make progress every day in 5-cap increments until you reach the market value of the item. For example, a suit of reinforced leather armor (market value 400 caps) takes 20 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 20 bottle caps worth of effort for every day spent helping to craft the item.

While crafting, you can maintain a modest lifestyle without having to pay 5 caps per day, or a comfortable lifestyle at half the normal cost (see chapter 5 for more information on lifestyle expenses).

## Practicing a Profession

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 5 caps per day (see chapter 5 for more information on lifestyle expenses). This benefit lasts as long you continue to practice your profession.

If you are a member of an organization that can provide gainful employment, such as a merchant's guild or trade company, you earn enough to support a comfortable lifestyle instead.

If you have proficiency in the Performance skill and put your performance skill to use during your downtime, you earn enough to support a wealthy lifestyle instead.

## Recuperating

You can use downtime between adventures to recover from a debilitating injury, disease, or poison

After three days of downtime spent recuperating, you can make a DC 15 Endurance saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you

## Repairing

You can use downtime between adventures as well to repair damaged robots, vehicles, or, if you're a construct, yourself.

Repairing can only be done when in possession of a proper mechanic's tools. The amount of

damage healed is dependant on what is rolled. In combat, an action is consumed to repair and the creature doing the repairing must roll, but when out of combat, the default values for "15-20" can be used unless the creature wishes to roll, having the possibility for greater success, though with a risk for failure.

Roll	Scrap Metal	Scrap Electronic
0-10	0	0
10-15	1d4	1d6
15-20	1d6	1d8
20+	1d8	1d10

## Researching

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumors and gossip from their lips. When you begin your research, the DM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The DM might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available. For each day of research, you must spend 5 bottle caps to cover your expenses. This cost is in addition to your normal lifestyle expenses.

## Upgrading

During downtimes, as you may repair constructs, you may also work on upgrading such things as vehicles and robots. This feature does not apply to the synth race, however, unless class rules specifically state otherwise.

Occasionally, an upgrade component may be found that does not require the use of scrap metal or scrap electronics, but simply can be installed onto a robot.

### Small Robots

Level Component Requirement <b>DC</b>	Head (lbs)	Torso (lbs)	Arms (lbs)	Legs (lbs)
<b>1</b> NA <b>12</b>	2	5	3	3
<b>2</b> 4 Scrap Metal 2 Scrap Electronic <b>14</b>	3	8	6	6
<b>3</b> 8 Scrap Metal 4 Scrap Electronic <b>16</b>	4	10	8	8
<b>4</b> 12 Scrap Metal 6 Scrap Electronic 1 Fusion Core <b>18</b>	5	12	10	10
<b>5</b> 24 Scrap Metal 12 Scrap Electronic 1 Fusion Core <b>20</b>	6	14	12	12

### Medium Robots

Level Component Requirement <b>DC</b>	Head (lbs)	Torso (lbs)	Arms (lbs)	Legs (lbs)
1 NA <b>12</b>	5	30	10	10
2 8 Scrap Metal 4 Scrap Electronic <b>14</b>	10	40	15	15
3 16 Scrap Metal 8 Scrap Electronic <b>16</b>	15	50	20	20
4 24 Scrap Metal 12 Scrap Electronic 1 Fusion Core <b>18</b>	20	60	25	25
5 48 Scrap Metal 24 Scrap Electronic 1 Fusion Core <b>20</b>	25	75	30	30

### Large Robots

Level Component Requirement <b>DC</b>	Head (lbs)	Torso (lbs)	Arms (lbs)	Legs (lbs)
1 NA <b>12</b>	10	50	25	25
2 16 Scrap Metal 8 Scrap Electronic <b>14</b>	20	75	50	50

<b>3</b> 32 Scrap Metal <b>16</b> 16 Scrap Electronic	30	100	75	75
<b>4</b> 48 Scrap Metal 24 Scrap Electronic 2 Fusion Core <b>18</b>	40	125	100	100
<b>5</b> 96 Scrap Metal 48 Scrap Electronic 2 Fusion Core <b>20</b>	50	150	125	125

### Massive Robots

Level Component Requirement DC	Head (lbs)	Torso (lbs)	Arms (lbs)	Legs (lbs)
<b>1</b> NA <b>12</b>	10	50	25	25
<b>2</b> 16 Scrap Metal 8 Scrap Electronic <b>14</b>	20	75	50	50
<b>3</b> 32 Scrap Metal 16 Scrap Electronic <b>16</b>	30	100	75	75
<b>4</b> 48 Scrap Metal 24 Scrap Electronic 2 Fusion Core <b>18</b>	40	125	100	100
<b>5</b> 96 Scrap Metal 48 Scrap Electronic 2 Fusion Core <b>20</b>	50	150	125	125

# Special Abilities

# Bard Abilities

## Cantrips

# Mechanist Abilities

## Cantrips

Ability	Casting Time	Range	Duration	Components
Acid Splash	1 Action	60 ft	Instant	Acid
Booming Blade	1 Action	Self	1 round	V, S
Create Bonfire	1 Action	60 ft	1 minute	V, S
Dancing Lights	1 Action	120 ft	Concentration, 1 minute	V, S
Fire Bolt	1 Action	120 ft	Instant	Fuel
Frostbite	1 Action	60 ft	Instant	Cryo Cell
Grapple-Hook Pull	1 Action	Self	Instant	V, S
Green-Flame Blade	1 Action	Self	Instant	V, S
Light	1 Action	Touch	1 Hour	Battery
Mechanical Hand	1 Action	30 ft	1 Minute	V, S
Mending	1 Minute	Touch	Instant	Scrap
Poison Spray	1 Action	10 ft	Instant	Poison
Prestidigitation	1 Action	10 ft	Up to 1 Hour	V, S
Ray of Frost	1 Action	60 ft	Instant	Cryo Cell
Shocking Grasp	1 Action	Touch	Instant	Battery
Spare the Dying	1 Action	Touch	Instant	Health Item
Thunderclap	1 Action	Self	Instant	Battery

## Level 1

Ability	Casting Time	Range	Duration	Components
Absorb Energy	1 Reaction	Self	1 Round	V, S
Alarm	1 Minute	30 feet	8 Hours	Sensor Module
Armor	1 Action	Self	1 Hour	Scrap
Catapult	1 Action	60 feet	Instant	V, S
Cure Wounds	1 Action	Touch	Instant	Health Item
Detect Technology	1 Action	Self	Concentration, up to 10 minutes	V, S
Disguise Self	1 Action	Self	1 Hour	Battery
Expeditious Retreat	1 Bonus Action	Self	Concentration, up to 10 minutes	V, S
Feather Fall	1 Reaction	60 feet	1 minute	Fuel
Grease	1 Action	60 feet	1 minute	Grease
Identify	1 Minute	Touch	Instant	V, S
Jump	1 Action	10 feet	Instant	Fuel
Longstrider	1 Action	Touch	1 Hour	V, S
Sanctuary	1 Bonus Action	30 feet	1 minute	Sensor Module
Snare	1 Minute	Touch	Until dispelled	Sensor Module

## Level 2

Ability	Casting Time	Range	Duration	Components
Aid	1 Action	30 Feet	8 hours	Health Item
Air Bubble	1 Action	60 feet	24 hours	Oxygen Supply
Blur	1 Action	Touch	Until Dispersed	Battery
Continual Flame	1 Action	Touch	Until Dispersed	Fuel
Darkvision	1 Action	Touch	8 Hours	Battery
Electronic Lock	1 Action	Touch	Until Dispersed	Sensor Module or Battery
Enhance Ability	1 Action	Touch	Concentration, up to 1 hour	Chems (Any)
Heat Metal	1 Action	60 feet	Concentration, up to 1 minute	Fuel or Battery
Invisibility	1 Action	Touch	Concentration, up to 1 hour	Stealth Boy
Kinetic Jaunt	1 Bonus Action	Self	Concentration, up to one minute	V, S
Lesser Restoration	1 Action	Touch	Instant	Health Item
Levitate	1 Action	60 Feet	Instant	Fuel
Protection from Poison	1 Action	Touch	1 Hour	V, S
Pyrotechnics	1 Action	60 Feet	Instant	Fuel
Rope Trick	1 Action	Touch	1 Hour	V, S
See Invisibility	1 Action	Self	1 Hour	Sensor Module
Web	1 Action	60 Feet	1 Hour	M

## Level 3

Ability	Casting Time	Range	Duration	Components
Catnap	1 Action	30 feet	10 minutes	S
Disable Tech	1 Action	120 feet	Instant	Pulse Weapon
Flame Munition	1 Action	Touch	Concentration, up to 1 hour	Fuel
Flame Stride	1 Bonus Action	Self	Concentration, up to 1 minute	Fuel
Fly	1 Action	Touch	Concentration, up to 10 minutes	Fuel
Haste	1 Action	30 feet	Concentration, up to 1 minute	Chem (Jet)
Intellect Fortress	1 Action	30 feet	Concentration, up to 1 hour	V, S
Protection from Energy	1 Action	Touch	Concentration, up to 1 hour	V, S
Revivify	1 Action	Touch	Instant	Health Item
Tiny Servant	1 Minute	Touch	8 Hours	Scrap

## Level 4

Ability	Casting Time	Range	Duration	Components
Elemental Bane	1 Action	90 feet	Constitution, up to 1 minute	V, S
Fabricate	10 Minutes	120 feet	Instant	M
Freedom of Movement	1 Action	Touch	1 Hour	V, S
Hardskin	1 Action	Touch	Concentration, up to 1 hour	Scrap
Remote Eye	1 Action	30 feet	Concentration, up to 1 hour	Battery
Resilient Sphere	1 Action	30 feet	Concentration, up to 1 minute	Battery
Summon Construct	1 Action	90 feet	Concentration, up to 1 hour	M

## Level 5

Ability	Casting Time	Range	Duration	Components
Animate Objects	1 Action	120 feet	Concentration, up to 1 minute	Battery
Creation	1 Minute	30 feet	Special	V, S, M
Great Restoration	1 Action	Touch	Instant	Health Item
Skill Empowerment	1 Action	Touch	Concentration, up to 1 hour	Chems

# Conditions

CONDITIONS ALTER A CREATURE'S CAPABILITIES IN a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't

The following definitions specify what happens to a creature while it is subjected to a condition.

## **Blinded**

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

## **Charmed**

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

## **Deafened**

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

## **Encumbered**

- When carrying more than our carry weight allows, movement is halved and all skill checks are rolled with disadvantage
- In combat, a player may roll an endurance saving throw to resist disadvantage

## **Exhaustion:**

### Exhaustion Effects

#### Level Effect

- 1 Disadvantage on ability checks
- 2 Speed halved
- 3 Disadvantage on attack rolls and saving throws

- 4 Hit point maximum halved
- 5 Speed reduced to 0
- 6 Death

### **Frightened**

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

### **Grappled**

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the thunderwave spell.

### **Incapacitated**

- An incapacitated creature can't take actions or reactions.

### **Invisible**

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

### **Irradiated**

As radiation flows through a creature, it will begin to eat away at them, slowly, but progressively as a creature comes closer and closer to being consumed entirely by it. Radiation poisoning occurs in different stages with different negative effects as is outlined below.

Rads	Level	Effect
<b>0-199</b>	No Effect	
<b>200-399</b>	Minor Radiation Poisoning	-1 END -½ HP
<b>400-599</b>	Advanced Radiation Poisoning	-2 END, -1 AGL -¾ HP
<b>600-799</b>	Critical Radiation Poisoning	-3 END, -2 AGL, -1 STR -¾ HP

<b>800-999</b>	Deadly Radiation Poisoning	-3 END, -2 AGL, -2 STR -½ HP
<b>1000+</b>	Fatal Radiation Poisoning	DEATH (HP: -5/5)

### Paralyzed

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Agility saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

### Petrified

- A petrified creature is transformed, along with any non magical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Agility saving throws.
- The creature has resistance to all damage.

# Vault-Tec Assisted Targeting System (V.A.T.S)

As a combatant, sometimes it is more effective to try to target a specific part of the body more than another, such as to potentially disarm a target, cripple them to prevent escape, or perhaps blind them even.

Attacking a creature's limb directly will mean inflicting changed damage to the target as a whole, but will also mean different odds of hitting and dealing damage to a target in a way that is outlined below:



Limb	AC	Health	Effect upon Crippled
Head	+6 AC	2x Damage (2/10 HP)	-3 Int, -3 Cha, -2 Per
Eyes	+10 AC	1.5x Damage (1/10 HP)	Incur Blindness Condition
Torso	Equal to Target AC	1x Damage	—
Arms	+4 AC	.5 x Damage (2/10 HP)	<b>One Arm:</b> -5 to Attack Rolls requiring 2 arms <b>Both Arms:</b> -10 to Attack Rolls
Legs	+4 AC	.5 x Damage (2/10 HP)	<b>One Leg:</b> - $\frac{1}{3}$ Movement Speed <b>Both Legs:</b> - $\frac{2}{3}$ Movement Speed