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**Chapter 1 : Races**

**Choosing a Race:**

When choosing a race there are many things to consider:

* Age
* Ability Score Increases
* Speed
* Size
* Languages

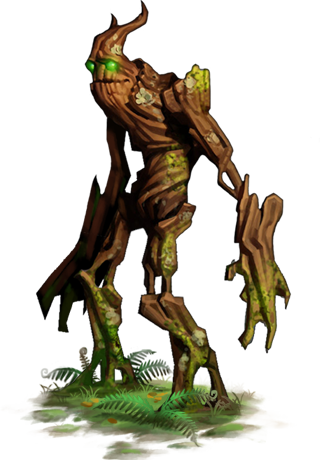
Age determines the average lifespan of a race of creatures.

Ability score increases are the ability scores that are increased by choosing a race.

Speed is how much ground a creature can cover in one turn.

Size is the height span of a race of creatures.

Languages are the languages the race can speak, obviously.



**Tantar**

Typically, peaceful Ent people. They guard the trees along with Ent’s. Their bark tends to mimic the trees they guard. Are much smaller than your average Ent.

**Tantar Traits**

Ability Score Increase: Constitution +2

Age: Tantar typically tend to live to be around 150 to 250 years of age.

Alignment: Typically, a very good people.

Size: Tend to range from 6’5” to 7’5” and their weight ranges from 250 to 350 pounds. Your size is Medium.

Racial Ability: Once a day you can take a 10 on a Constitution saving throw/check.

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**Zaan**

Smaller Fox-like people.

**Zaan Traits**

Ability Score Increase: Dexterity +2

Age: Tend to live between 60 to 70 years of age.

Alignment: Tend to be neutral.

Size Height ranges from 3’ to 4’ tall and weigh between 40 and 50 pounds. Your size is medium.

Racial Ability: Once a day you can take a 10 on a Dexterity saving throw/check.

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**Tyldin**

Mainly women, tend to live near Tantars for protection. Forest dryad sort of people.

**Tyldin Traits**

Ability Score Increase: Intelligence +2

Age: Tend to range between 300 and 400 years

Alignment: Neutral

Size: Height ranges from 4’5” to 5’ 5”

Racial Ability: Once a day, you can take a 10 on an Intelligence saving throw/check.

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**Quinar**

Owl people

**Quinar Traits**

Ability Score Increase: Wisdom +2

Age: tend to live between 90 and 100 years

Alignment: Neutral

Size: Height ranging from 4’ to 5’

Racial Ability: Once a day you can take a 10 on a Wisdom saving throw/check.

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**Alteran**

**Alteran Traits**

Ability Score Increase: Charisma +2

Age: tend to live between 90 and 100 years of age.

Alignment: Typically, good

Size: Height ranges from 4’ to 5’

Racial Ability: Once a day you can take a 10 on a Charisma saving throw/check.

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**Rhytos**

**Rhytos Traits**

Ability Score Increase: Strength +2

Age: Been known to live to 80

Alignment: Chaotic

Size: Height ranging from 5’ 10” to 6’ 8”

Racial Ability: Once a day you can take a 10 on a Strength saving throw/check.

**Chapter 2: Classes**

**Mekromancer:**

(Intelligence, tinkering self-explanatory based)

**Hit Points**

**Hit Dice:** 1d8 per Mekromancer level.

**Hit Points at 1st Level:** 8 + Constitution Modifier.

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

**Proficiencies**

**Armor:** Light Armor

**Weapons**: Simple Weapons

**Tools**: Tinkerers Kit

**Saving Throws**: Intelligence

**Skills**: Tinkering, and choose one from Arcana, Perception, Medicine, Investigation, Insight, and History

**Equipment**

You start with the following equipment:

(a) Mace or Quaterstaff

(b) Light Hammer

(c) Tinkerers Tools

(d) Leather Armor

|  |  |  |  |
| --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Constructs  (if Constructor) |
| 1st | +2 | Intelligence +1, Scrap Gear | 2 |
| 2nd | +2 | Mek Archetype | 2 |
| 3rd | +2 | Mek Archetype Features | 2 |
| 4th | +2 | Ability Score Improvement | 2 |
| 5th | +3 |  | 2 |
| 6th | +3 | Mek Archetype Features | 3 |
| 7th | +3 |  | 3 |
| 8th | +3 | Ability Score Improvement | 3 |
| 9th | +4 |  | 3 |
| 10th | +4 | Mek Archetype Features | 3 |
| 11th | +4 |  | 4 |
| 12th | +4 | Ability Score Improvement | 4 |
| 13th | +5 |  | 4 |
| 14th | +5 | Mek Archetype Features | 4 |
| 15th | +5 |  | 4 |
| 16th | +5 | Ability Score Improvement | 5 |
| 17th | +6 | Mek Archetype Features | 5 |
| 18th | +6 |  | 5 |
| 19th | +6 | Ability Score Improvement | 5 |
| 20th | +6 | Mek Archetype Features | 5 |

**SCRAP GEAR:**

You can deconstruct gear for scrap (assuming the gear is made of a sort of metal).

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**Archetypes:**

**Scrap-Lord:**

You specialize in improving or creating weapons and armor to aid you in battle. You gain weakness to lightning damage.

**SCRAP ARMOR:**

**1st Stage:** You can spend an action putting scrap on top of your armor (and likewise for taking it off) the scrap adds +1 to your AC but reduces your speed by 1ft.

**2nd Stage:** You can spend an action putting scrap on top of your armor more efficiently (and likewise for taking it off) the scrap adds +2 to your AC but reduces your speed by 2 ft.

**3rd Stage:** You can spend an action putting scrap on top of your armor even more efficiently (and likewise for taking it off) the scrap adds +2 to your AC but reduces your speed by 2 ft.

**4th Stage:** You can spend an action putting scrap on top of your armor even more efficiently (and likewise for taking it off) the scrap adds +3 to your AC but reduces your speed by 3 ft.

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**Scrap Weapon:**

1st Stage: You can spend an action putting scrap on your weapon, the weapon now does an additional 1d4 slashing damage. the scrap reduces your speed by 3 ft.

2nd Stage: You can spend an action putting scrap on your weapon, the weapon now does an additional 1d6 slashing damage. the scrap reduces your speed by 2 ft.

3rd Stage: You can spend an action putting scrap on your weapon, the weapon now does an additional 1d8 slashing damage. the scrap reduces your speed by 2 ft.

4th Stage: You can spend an action putting scrap on your weapon, the weapon now does an additional 1d10 slashing damage. the scrap reduces your speed by 1 ft.

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**Scrap Shield:**

1st Stage: You can spend an action putting scrap on your shield, the shield now blocks 1d4 physical damage. the scrap reduces your speed by 3 ft.

2nd Stage: You can spend an action putting scrap on your shield, the shield now blocks 1d6 physical damage. the scrap reduces your speed by 2 ft.

3rd Stage: You can spend an action putting scrap on your shield, the shield now blocks 1d8 physical damage. the scrap reduces your speed by 2 ft.

4th Stage: You can spend an action putting scrap on your shield, the shield now blocks 1d10 physical damage. the scrap reduces your speed by 1 ft.

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Scrap-On:

You must clap twice and say “scrap-on” to the tune of Clap on, then you can do any of the listed abilities (Scrap Armor, Scrap Shield, Scrap Weapon) for an allied creature.

Scrap-Off:

You must clap twice and say “scrap-off” to the tune of Clap on, then you can remove any scrap from a creature within 5 ft of you.

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Scrap Building:

You may take an action and use 10 scrap to build a 2ft tall scrap wall. (walls are stackable)

**Constructor:**

You specialize in constructing various machines to aid you.

**Animal Mimekry:**

You can spend an action to build a mek of a creature less than or equal to 2/3 your Constructor level in cr. (the stats of the mek are the same as the creature it mimics)

**Mek Suit:**

You can spend a day (or 6 hours with 3 people helping) building a mek suit. While wearing the Mek suit you gain +4 AC (max 18)

**Weaver:**

**Protector:**

**Stalker:**

**Striker:**