



## **Players Guide v4.1**

A Guide to a Modern Day, Post-Apocalyptic Setting for Dungeons & Dragons 5th Edition  
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# CONTENTS

## Introduction

Setting Up Your Character.....	3
Human Traits.....	3
Progression Table.....	4
Choose Your Background.....	4
Choose Your Alignment.....	4
Choose Your First Hobby.....	4
Choose Your Body Type.....	4

## Body Types.....

	5
--	---

## Backgrounds.....

Burglar.....	6
Mechanic.....	8
Chef.....	10
Computer Geek.....	12
Construction Worker.....	14
Customer Service.....	16
Doctor.....	18
Farmer.....	20
Firefighter/EMT.....	22
Military.....	24
Musician.....	26
Office Worker.....	28
Police.....	30
Scientist.....	32
Student.....	34
Teacher.....	36

## Hobbies.....

	38
--	----

## New Mechanics.....

Skills.....	43
Inventory.....	43
Clothing.....	43
Firearms.....	44
Gun Attachments.....	45
Melee Weapons.....	45
Weapon Proficiencies.....	45
Food & Water.....	45
Active Effects.....	46
Bleeding.....	47
Money & Trading.....	48
Traps.....	48
Barricades.....	49
Vehicles.....	50
Vehicle Repair.....	50
Crafting.....	51
Fishing & Hunting.....	52
Taming Animals.....	52
Growing & Harvesting Food.....	52
Wild Animals.....	53

## Items.....

Healing Items.....	54
Drugs.....	54
Melee Weapons.....	55
Ranged Weapons.....	57
Ammo Types.....	57
Attachments.....	58
Explosives.....	58
Clothing.....	59

## Credits.....

	64
--	----

## Character Sheet.....

	65
--	----

# Introduction

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This document is a guide to the character creation process and how to play the *Dungeons and Dragons* inspired RPG “D&Z” by Jay Gilbert. D&Z is based on *Dungeons and Dragons* 5th Edition. Many of its game mechanics are still prevalent in this game and it is highly recommended that you understand the core rules of 5e before playing D&Z. You should keep an official D&D Player’s Handbook nearby while playing D&Z. This game is designed as a template for your GM (Game Master) in creating a modern post-apocalyptic roleplay experience. In the end, it is up to the Game Master’s discretion for any changes to the game or any suggestions made by the players. If you, as a player, would like to suggest the addition of a new custom item, character playstyle, NPC, etc, you should be welcome to bring it up, as it may benefit the experience of the game.

## Setting Up Your Character

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Each player involved in the game plays as a PC (Player Character), just as in *Dungeons and Dragons*. Your job as a PC is to roleplay your character in the world your GM has created for you. This game is based in modern times, giving you the ability to fully recreate yourself. It would be recommended that either everyone in the party (group of players) plays as themselves or everyone creates fictional characters to play as. Given that it is in modern times, the only playable race are Humans, unless the GM has decided otherwise. In D&Z, Classes have been replaced by Backgrounds (your past life job), and Backgrounds have been replaced with Hobbies (you will choose one “First Hobby” at the start). Lastly, Body Types have been added (your size, strength, calorie intake etc)

### 1. Human Traits

**Ability Scores:** Creating ability score numbers works the same way as in D&D 5e. You can assign these numbers to whichever ability you’d like.

**Speed:** A human’s base movement speed is 25 feet, this will change based on your chosen body type.

**Armor Class:** Without armor or equipment, your base AC is equal to 5 + your Dexterity modifier.

This changes based on how much and what types of clothing you are wearing. (e.g. wearing a T-Shirt (+1) Jeans (+1) and Sneakers (+1) gives you 8 AC (plus Dex)

Starting items that a player receives from their background does not have any AC bonus unless specified.

A T-Shirt gained as a background item will not add an AC bonus, but a T-Shirt found in the world via gameplay will have the +1 AC bonus. This is to allow for more loot items during gameplay.

Clothing items *can* be stacked in the character sheet for roleplay purposes, but only the highest AC number from the stacked clothing items will be used to calculate the total AC. For example, putting both a Thick Jacket(+1) and a Military Vest(+3) in the Chest Slot will give you +3 AC for the Chest Slot, ignoring the AC of the Jacket, but *not* ignoring any effects of the items, such as a stealth disadvantage.

**Hit Points:** A Humans HP is based on the chosen Body Type. Health increases per level detailed in the Body Type section.

**Blood Type:** Blood type is only known to Player Characters that have certain backgrounds. (Will be listed in the background details if so) If your character knows their blood type, roll 1d8 and receive a random blood type from the list below. If they do not know their blood type, you will make this roll if a blood test kit is used on your character.

1. O-	5. B-
2. O+	6. B+
3. A-	7. AB-
4. A+	8. AB+

## Progression Table

Level	Prof.	Features
1st	+2	1st Hobby & Hobby Equipment
2nd	+2	Hit Point Increase
3rd	+2	Background Ability, Ability Score Improvement, Hit Point Increase
4th	+2	2nd Hobby, Hit Point Increase
5th	+3	Hit Point Increase
6th	+3	Ability Score Improvement, Hit Point Increase
7th	+3	3rd Hobby, Hit Point Increase
8th	+3	Background Ability, Hit Point Increase
9th	+4	Ability Score Improvement, Hit Point Increase
10th	+4	Hit Point Increase
11th	+4	Background Ability, Hit Point Increase
12th	+4	Ability Score Improvement, Hit Point Increase
13th	+5	4th Hobby, Hit Point Increase
14th	+5	Hit Point Increase
15th	+5	Ability Score Improvement
16th	+5	Hit Point Increase
17th	+6	Background Ability, Hit Point Increase
18th	+6	Ability Score Improvement, Hit Point Increase
19th	+6	5th Hobby, Hit Point Increase
20th	+6	Background Ability, Hit Point Increase

## 2. Choose Your Body Type

There are four kinds of body types in D&Z. The Body Type Stat Modifiers affect your ability scores (not the ability *modifiers*) Each type has different advantages and disadvantages, making any body type a fun experience. *It's all up to how you wish to play.*

## 3. Choose Your Background

Backgrounds have replaced classes. You can choose one of these backgrounds (Page 6) for your character. These affect your playstyle in the same way classes would. Instead of being a Barbarian, Wizard, or a Cleric from D&D, you would be a Firefighter, Teacher, or Electrician. These represent the job your character had before the apocalypse.

## 4. Choose Your Alignment

You should already be familiar with alignments. If not, refer to the D&D Player's Handbook. This is your character's moral and personal attitudes and determines how your character behaves.

## 5. Choose Your First Hobby

At level one you choose your first hobby, each with their own traits and abilities. As you level up your character, *you will gain one additional Hobby at levels 4, 7, 13 and 19.* The Experience Points per level are the same as in D&D (Your GM can opt for the milestone method instead). The equipment granted by the chosen first hobby is given as starter items, but at higher levels, *choosing a new hobby does not give you the equipment it has listed.*

# Body Types

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## Skinny

You are thinner and weaker than the average person, but this tiny build gives you an advantage as well.

### Score Modifiers

+4 Dex, -2 Str, +0 Con

### Movement Speed

20 feet

### Food Rations

1 ration per day

### Hit Dice

1d8 per level

### Hit Points at 1st Level

8+Con

### Hit Points at Higher Levels

1d8+Con per level

### Blood Points

8+Con

## Fit

You are nimble and strong. In your past you likely took frequent trips to the gym, but keeping up this bod will require you to eat more food.

### Score Modifiers

+2 Dex, +3 Str, +0 Con

### Movement Speed

30 feet

### Food Rations

3 rations per day

### Hit Dice

1d8 per level

### Hit Points at 1st Level

8+Con

### Hit Points at Higher Levels

1d8+Con per level

### Blood Points

10+Con

## Average

Not too strong, not too slow. Jack of all trades you could say.

### Score Modifiers

+1 Dex, +1 Str, +1 Con

### Movement Speed

25 feet

### Food Rations

2 rations per day

### Hit Dice

1d10 per level

### Hit Points at 1st Level

10+Con

### Hit Points at Higher Levels

1d10+Con per level

### Blood Points

8+Con

## Heavy

You can lift a lot and take some hits. It comes at a cost though.

### Score Modifiers

-2 Dex, +2 Str, +4 Con

### Movement Speed

15 feet

### Food Rations

3 rations per day

### Hit Dice

1d12 per level

### Hit Points at 1st Level

12+Con

### Hit Points at Higher Levels

1d12+Con per level

### Blood Points

12+Con

# Backgrounds

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## Burglar

When the old world fell, doors were left locked, safes sealed, and stockpiles hidden away. But while others struggle to break in, you slip through the cracks like a ghost. A Burglar isn't just a common thief—they're a master of getting in and out without a trace. Whether it's picking locks, bypassing alarms, or moving unseen through the ruins of civilization, your skills are the difference between a successful score and a fatal mistake. In a world where supplies are everything, you make sure your group gets what they need—no matter where it's kept.

Before the outbreak, you might have been a small-time crook, a career thief, or even a security consultant who knew how to beat the systems you designed. Now, your talents serve a higher purpose—finding medicine in a locked pharmacy, weapons in an abandoned police station, or supplies behind the gates of a well-guarded compound. Stealth, speed, and a light touch keep you alive, but so does knowing when to cut your losses and disappear into the night. After all, in this world, possession isn't just nine-tenths of the law—it's survival.

### Quick Build

*Make Dexterity and Strength your highest scores followed by Charisma.*

### PROFICIENCIES

**Weapons:** Improvised Weapons, Knives, Light Firearms

**Saving Throws:** *Dexterity, Intelligence*

**Skills:** Choose three from Acrobatics, Deception, Investigation, Sleight of Hand, Stealth

### EQUIPMENT

- (a) T-Shirt, shorts, sneakers or (b) hoodie, thin gloves, jeans, sneakers
- (a) Small backpack or (b) 0.5 gallons of water
- (a) Crowbar or (b) 3 food rations

## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Choose one from the following at Level 1:

### Mugger

As a mugger, you specialized in beating the loose change out of people's pockets. Snatching purses off the street, stealing kids' lunch money, that sort of thing.

At Level 1 you gain advantage on unarmed attacks and +2 to your damage roll.

### Bank Robber

You're the heist man, the man with a plan.

At Level 1 you become proficient in the Perception and Acrobatics skills and start with the following items:

- Set of lockpicks (5)
- Stethoscope for safe cracking

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3:** Sneak Attack: You know how to strike subtly and exploit a foe's distraction. Add 2d6 dmg to hit, while in stealth. (Damage scales equivalent to D&D 5e Rogue Sneak Attack) The attack must use a bow, crossbow, or finesse weapon.

**Level 8:** Shadow: You become one with the darkness. Half cover gives you full cover.

**Level 11:** Abnormal Dodge: When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

**Level 17:** Sneaky Beaky Like: Difficult or special terrain (such as broken glass or puddles) don't impose disadvantage on stealth checks.

**Level 20:** Slippery: 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.

## Mechanic

When society collapsed, so did the conveniences of modern transportation. Highways became graveyards of abandoned vehicles, their owners either long gone or turned into the undead. But for a Mechanic, every rusting husk is an opportunity. Whether it's hot-wiring a fuel-starved sedan, welding makeshift armor onto a pickup truck, or keeping a scavenged generator running through the cold nights, your skills keep the survivors moving. In a world where mobility means survival, you are an invaluable asset—so long as you have the right tools and enough duct tape.

Before the outbreak, you might have been a grease-stained auto shop worker, a street racer fine-tuning your ride, or a backwoods tinkerer who could build an engine from spare parts. Now, you're the difference between your group getting out alive or stalling at the worst possible moment. You know how to strip down wrecks for parts, patch up bullet-riddled doors, and jury-rig weapons out of power tools. While others see a junkyard, you see potential. In the apocalypse, nothing is truly broken—just waiting to be fixed.

### Quick Build

*Make Intelligence and Charisma your highest abilities, followed by Wisdom.*

### PROFICIENCIES

**Weapons:** Improvised Weapons, Vehicle Repair Tools

**Saving Throws:** Intelligence, Charisma

**Skills:** Choose four from *Deception, History, Intimidation, Investigation, Persuasion, Technology, Tinkering, Melee Weapons*

### EQUIPMENT

- (a) T-shirt, shorts, sneakers or (b) mechanic uniform (shirt, pants, shoes)
- (a) Toolbox with mechanic tools or (b) pipe wrench
- (a) 3 food rations or (b) Work boots (+2 AC)
- (a) 1 gallon of water or (b) 1 gallon of gas



## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Choose one from the following at Level 1:

### Car Mechanic

You worked in a car shop, changing oil, tire rotations, and worst of all - troubleshooting.

At Level 1 you gain advantage on vehicle repairs and start with the following item:

- Stock generic sedan car with the key

### Small Engine Mechanic

Large vehicles aren't exactly your cup of tea. You prefer to tinker with chainsaws, scooters and motorcycles.

At Level 1 you gain advantage on small engine repairs and start with one of the following items:

- (a) Chainsaw or (b) Stock motorcycle with the key

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3:** Fixit Felix: Repairing broken machines takes half the time that a non-mechanic would take. You can also source parts far easier, adding your *tinkering* modifier to any investigation checks when searching for machine components.

**Level 8:** Improved Tinkering: Your ability to repair machines doubles your proficiency bonus for all *Tinkering* related checks.

**Level 11:** Reinforced Armor: You can go beyond just repairing a vehicle, reinforcing it to increase its armor class. Reinforcement increases a vehicle's AC by +1, to a max of +3. Each level of reinforcement takes a day of work, appropriate supplies like scrap metal, and a successful tinkering check with a DC equal to the current AC of the vehicle.

**Level 17:** Adept Repairman: Your ability to repair and maintain goes beyond vehicles. Simple repairs made to objects such as a water barrel or a hole in a fence don't require a skill check, and are restored to near-perfect condition.

**Level 20:** Repairs on the Fly: If you are a passenger in a vehicle, you can make simple repairs without the vehicle needing to stop driving. You can use one action to make repairs, (If you have the resources to do so) You may restore HP to the Body or a Window per the Vehicle Repair Table.

## Chef

When the world went to hell, most people learned the hard way that survival is about more than just finding food—it's about making the most of what you have. A Chef doesn't just scavenge; they transform scraps into sustenance, turning a questionable can of beans and a handful of wild mushrooms into something that keeps people going. In an era where a single bad meal can mean sickness or starvation, your knowledge of food safety, preservation, and nutrition makes you just as vital as a soldier with a gun.

Before the outbreak, you might have been a line cook in a crowded diner, a high-end chef plating works of art, or a pitmaster who knew the secrets of fire and smoke. Now, you're an alchemist of the apocalypse, making every calorie count and ensuring your group stays fed, healthy, and sharp. You know which plants are safe to eat, how to purify water, and how to stretch rations when supplies run thin. And if things really get desperate? Let's just say you know how to get creative with the menu.

### Quick Build

*Make Wisdom your highest score followed by Intelligence and Charisma. Choose the Cooking hobby.*

### PROFICIENCIES

**Weapons:** Knives, Cooking Utensils

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose three from *Deception, History, Insight, Intimidation, Perception, Performance, Persuasion, Cooking, Crafting.*

### EQUIPMENT

- (a) T-Shirt, shorts, sneakers or (b) Chef coat, pants, shoes, chefs hat
- (a) Kitchen Knife or (b) Frying pan
- 6 food rations
- (a) 1 gallon of water or (b) Recipe book

## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Choose one from the following at Level 1:

### Kitchen Cook

The flavors that you can produce nearly bring tears to the eyes. For just a minute, they forget the world is ending.

At Level 1, any human that eats a meal cooked by you loses a level of insanity. (Once per day) You start with one of the following items:

- (a) Aluminum Pot or (b) Cleaver

### Baker

Your knowledge in baking has made you incredibly precise in cooking.

At Level 1, any cooking check that results in a (1) may be re-rolled and you start with one of the following items:

- (a) Aluminum Pot or (b) Cooking Thermometer

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3:** Improved Cooking: Your tasty artwork checks gain advantage

**Level 8:** Master Chef: You can produce twice the amount of rations from the same materials than a normal person if you combine at least two food items in a meal.

**Level 11:** Specialty Dish: Once per day you can produce a special set of rations using normal ingredients, enough for one person. A person consuming these rations gains a bonus to attack and damage rolls equal to their proficiency bonus for 4 hours. If uneaten, the rations will expire within 24 hours.

**Level 17:** Expert Carver: You are a master with knives. You gain proficiency in all Melee Weapons.

**Level 20:** Family Feast: You can make your specialty dish five more times per day, and in the same amount of time.

## Computer Geek

The world may have lost its Wi-Fi, but information is still power. While most survivors rely on brute force and scavenging, you understand that knowledge is the real currency of the apocalypse. A Computer Geek isn't just some desk jockey from the old world—you're a digital relic hunter, a hacker turned survivalist, and one of the last people who truly understands how technology still works. Whether it's cracking an abandoned government database, reprogramming a security system, or rigging together a communication network from scavenged parts, you keep your group connected in ways they don't even understand.

Before everything collapsed, you might have been a coder, a cybersecurity expert, or just someone who spent too much time in the depths of the internet. Now, you decrypt old files for valuable intel, access locked systems that others have abandoned, and repurpose technology in ways no one else can. Drones, cameras, keycard locks—these are just puzzles waiting to be solved. And while others may scoff at your past life behind a keyboard, they'll be thanking you the moment your skills keep them one step ahead of the dangers lurking in the dark.

### Quick Build

*Make Intelligence your highest score followed by Wisdom and Charisma.*

### PROFICIENCIES

**Weapons:** Improvised Weapons, Melee Weapons

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose three from *Deception, History, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Technology, Tinkering*

### EQUIPMENT

- T-Shirt, shorts, sneakers
- Laptop computer
- Computer repair tool kit
- (a) 6 rations or (b) Cell phone

## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Choose one from the following at Level 1:

### IT Guy

You're well versed in fixing technology components and rebuilding old equipment. You know what to look for when rummaging the dumpsters behind the tech stores.

At Level 1 you gain advantage on investigation checks made to search for tech parts and start with the following items:

- Box of assorted fasteners, soldering kit

### Hacker

Many days and nights were spent in a dark basement, with the only light from an array of computer monitors, as you cracked your way into high security databases, making a living off ransom attacks. Dirty job, but boy did it pay well.

At Level 1 you gain advantage on technology checks made to hack and start with the following item:

- (a) 128GB flash drive with hacking software

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3:** IT Support: You're an expert at fixing things your friends and family break. You gain advantage on any checks to repair or restore functionality to technology.

**Level 8:** Gamer Fuel: Once per day when consuming Junk Food you gain Temp HP equal to 1d6+Con+Computer Geek Level. Ability resets on a long rest and Temp HP is lost after a long or short rest is completed.

**Level 11:** Gamer: You've played zombie games, you know how to kill them. Gain advantage on attack rolls made against zombies.

**Level 17:** Seasoned Gamer: 19s count as critical hits against zombies.

**Level 20:** The Last of Them: Zombies cannot make an attack of opportunity on you. Additionally, when you use the *Gamer Fuel* ability, gain proficiency in all weapons until you complete a long or short rest.

## Construction Worker

When the world crumbled, you were already used to building things from the ground up. While others scramble to find shelter, you're the one reinforcing walls, boarding up windows, and turning ruins into fortresses. A Construction Worker isn't just another survivor with a hammer—you're an architect of safety, a builder of strongholds, and the one who makes sure your group has a roof over their heads when the dead come knocking. Whether it's rigging barricades, repairing bridges, or crafting electrical traps, your hands shape the new world as much as they once did the old.

Before the outbreak, you might have been laying foundations for high-rises, patching roads, or working heavy machinery on job sites. Now, your skills keep people alive. You know how to work with wood, steel, and concrete, how to make use of salvaged materials, and how to rig structures that won't collapse when the pressure's on. Where others see wreckage, you see resources. And when things go south? That sledgehammer of yours isn't just for building—it's for breaking, too.

### Quick Build

*Make Intelligence your highest score followed by Strength.*

### PROFICIENCIES

**Weapons:** Improvised Weapons, Makeshift Weapons, Construction Tools

**Saving Throws:** Intelligence, Strength

**Skills:** Choose three from *Investigation, Nature, Technology, Tinkering, Melee Weapons*

### EQUIPMENT

- T-Shirt, shorts, sneakers or (b) construction vest, jeans, boots
- (a) Hammer and box of nails or (b) Sledgehammer
- 3 food rations or (b) Hardhat (+2 AC)
- (a) 0.5 gallons of water or (b) walkie talkie

## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Choose one from the following at Level 1:

### Carpenter

A master at the 2x4. You made a living off hard work, sweat and swear words. Your knowledge in structure building will be very useful in constructing walls and barricades to keep things out, or... to keep things in.

At Level 1 you are able to construct a standalone 10ft wide, 8ft high wall. It takes you 1 hour and a stack of eight wooden studs, plywood, a box of nails, and a hammer. This wall has 10AC and 30HP. You also start with the following item:

- Steel Toe Boots (+2 AC)

### Electrician

Although not as much of a dirty 'rough and tumble' trade for the construction industry, still a vital role to a successful build. Your knowledge in electricity might make your post-apocalyptic home feel a little more... bright.

At Level 1 you can build electrical traps. The trap must be rigged to a metal surface, dealing 1d10 dmg to any creature that comes in contact with it. This could be on a doorknob, a metal fence, hanging wires, etc. It requires a Charged Car Battery (or other electrical source), Electrical Wire, Wire Cutters. You also start with the following items:

- A set of Insulated Screwdrivers, Wire Cutters and a Car Battery.

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3:** Resourceful: If you are in a location you were familiar with prior to the apocalypse, your knowledge in local buildings allow you to easily locate valuable construction components. (Wood, Nails, Wire, Solar Panels, etc)

**Level 8:** Bob The Beater: Attacks using construction tools do an additional 1d6 damage.

**Level 11:** Improvisation: With even the most simple objects you can find, you are able to create things you desire. Double proficiency bonus to *Tinkering* checks.

**Level 17:** Break This!: Your barricading techniques have improved. Building barricades require half the materials and have twice the HP.

**Level 20:** Home At Last: You can build entire simple structures with minimal tools. 1 month of dedicated work + a Saw + 70 Trees per 20ft x 20ft room.

## Customer Service

The end of the world didn't make people any less difficult—it just made them more dangerous. While others rely on brute strength or technical skills, you survive with the most underrated weapon of all: people skills. A Customer Service veteran knows how to read a room, smooth things over, and talk their way out of (or into) just about anything. Whether it's negotiating with a hostile group, diffusing tensions among survivors, or bartering for supplies, you understand that a well-placed word can be just as effective as a well-placed bullet.

Before the outbreak, you might have been trapped behind a counter, taking orders from rude customers, handling complaints, and smiling through gritted teeth. Now, those same skills are what keep you alive. You know how to stay calm under pressure, think on your feet, and make people believe what they want to hear. Whether you're running cons, trading favors, or simply keeping your group from tearing itself apart, you prove that in a world of chaos, a silver tongue is worth more than gold.

### Quick Build

*Make Charisma your highest ability scores followed by Intelligence and Constitution.*

### PROFICIENCIES

**Weapons:** Improvised Weapons, Short Blades

**Saving Throws:** Charisma, Constitution

**Skills:** Choose four from *Deception, History, Intimidation, Investigation, Performance, Persuasion, Technology*

### EQUIPMENT:

- (a) T-shirt, shorts, sneakers or (b) customer service uniform (shirt, pants, sneakers)
- (a) hat with company logo or (b) notebook and a pen
- Small Blade Box cutter knife
- 5 food rations & 1 gallon of water
- Small Backpack
- Bicycle with bike lock & key



## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Choose one from the following at Level 1:

### Customer Relations

Answering the phone everyday and listening to customers complain gave you a constitution of steel.

At level 1 get +2 to your constitution score.  
You also start with a set of working walkie talkie radios and their charger.

### Sales

You spent your days in a used car lot selling lemons to unsuspecting customers for big bucks.

At level 1 you are able to barter with friendly NPC humans, and always get the best price.  
Make 50% more when selling items; buy items for 50% cheaper. (Based on final trade price)

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3:** Shelf Searcher: you gain double proficiency in perception checks.

**Level 8:** Repressed Emotions: Your trained ability to resist yourself from violence has given you immunity to the insanity effect.

**Level 11:** People Pleaser: You know how to tell people what they want to hear. Gain advantage on deception checks.

**Level 17:** Customer Avoidance: You're hard to pin down - gain +1AC, and you have advantage on rolls made to avoid or escape grapples.

**Level 20:** I Am The Manager: Once per short rest, you can choose to re-roll a deception, intimidation, or persuasion roll, taking the new result instead.

## Doctor

The apocalypse didn't stop people from getting hurt—it just made finding proper care a whole lot harder. As a Doctor, you're one of the rare few who can do more than just patch up a wound; you understand the human body inside and out, and in a world without hospitals, that makes you priceless. Whether it's stitching up a bullet wound, setting a broken bone, or figuring out why someone is running a fever, your expertise keeps people alive when medicine is scarce and mistakes are fatal.

Before everything fell apart, you might have been a surgeon in a busy ER, a family doctor tending to routine checkups, or a med student who never got the chance to finish their residency. Now, you work with whatever you can scavenge—expired antibiotics, makeshift sutures, and blood-stained operating tables in abandoned buildings. You've learned to improvise, adapt, and stay calm under pressure, because in this world, a steady hand and a sharp mind are more valuable than any gun. And when there's no saving someone? You're the one who decides when it's time to let go... or when it's time to put them down.

### Quick Build

*Make Wisdom your highest score followed by Constitution and Intelligence.*

### PROFICIENCIES

**Weapons:** Improvised Weapons, Short Blades

**Saving Throws:** Wisdom, Constitution

**Skills:** Choose three from History, Insight, Investigation, Medicine, Perception

**Confirmed Blood:** You know your own blood type.

### EQUIPMENT

- (a) T-Shirt, shorts, sneakers or (b) Doctors coat/scrub, pants, shoes
- Stethoscope and notebook
- (a) 3 food rations or (b) Medkit
- (a) 1 gallon of water or (b) Cell phone

## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Choose one from the following at Level 1:

### Wilderness Medicine

Got a scratch? Rub some dirt on it. At level 1 you can use nature to its fullest to create healing items. You may use one of the following abilities once per long rest. Items cannot be saved for later use.

Medkit- You spend a bonus action to rip an item of clothing you are wearing and heal a creature with a medkit other than yourself. The clothing item is now destroyed.

Painkillers- You know of a rare plant growing in the area. Spend 1 hour uninterrupted to search for it. Must be consumed within 1 hour by a creature other than yourself.

Bandage- You spend a bonus action to find large fresh leaves and tie them off over the injury of another creature to stop the bleeding.

Antibiotics- Spend 8 hours uninterrupted to gather a special blend of herbs and spices. Must be consumed within 1 hour by a creature other than yourself.

### Psychologist

Sanity is real in the zombie apocalypse. How did this even happen? Why am I alive? Why do I suddenly want to consume human flesh?

You are immune to sanity changes.

At level 1 you are able to lower the sanity of others and heal them for 1d6+Medicine by talking with them for exactly 30 minutes.

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3:** Medic!: Turns out having all that college debt finally paid off. Double proficiency to medicine checks.

**Level 8:** Ctrl+Z: Once per day you are able to reroll a medicine check.

**Level 11:** Good Medicine: When using an item (on yourself or others) which restores health, such as bandages, double the dice rolled to determine the health restored.

**Level 17:** Intern's Stamina: You only need to sleep for 4 hours to be fully rested. If you sleep for a full 8 hours, gain +5ft movement speed for 24 hours.

**Level 20:** Disease Expert: You know everything there is to know about diseases and medicines. Instead of doubling the dice rolled to determine health resorted by items, triple the number of dice. In addition any check you make to use antibiotics automatically counts as a 10 rolled on the die to determine its effectiveness.

## Farmer

While most survivors scavenge and ration their dwindling supplies, you understand the real key to long-term survival—growing your own. A Farmer isn't just someone who plants seeds; you're a provider, a cultivator of life in a dying world. Where others see an overgrown backyard, you see fertile soil. Where they hoard canned goods, you harvest fresh food. Whether it's maintaining a small garden, raising livestock, or reclaiming abandoned farmland, your skills mean the difference between starvation and sustainability.

Before the outbreak, you might have worked a family farm, managed a greenhouse, or simply had a passion for growing things. Now, your knowledge of soil, seasons, and sustainable living makes you one of the most valuable people in any survivor group. In a world where everything is falling apart, you bring something rare: the ability to rebuild, to cultivate, and to ensure that no one has to go hungry ever again.

### Quick Build

*Make Intelligence your highest score followed by Strength and Wisdom.*

### PROFICIENCIES

**Weapons:** Improvised Weapons, Farm Tools, Shotguns

**Saving Throws:** Intelligence, Strength

**Skills:** Choose four from Animal Handling, Athletics, History, *Investigation*, Nature, Perception, Survival, Technology, Tinkering, Melee Weapons

### EQUIPMENT

- (a) T-Shirt, shorts, sneakers or (b) Overalls, button up, boots, farmer / Cowboy Hat
- 3 food rations
- 1 gallon of water
- (a) Pitchfork or (b) Garden hoe

## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Choose one from the following at Level 1:

### Gardener

Your life long love of plants has turned the apocalypse into the Garden of Eden.

At level 1 you have a seed bag which starts with your choice of three types of seeds, each packet containing 20 seeds. Also any fruits, vegetables or herbs you find yourself can have the seeds extracted, yielding 10 seeds.

### Rancher

You have a lifelong love of animals.

At level 1 you are able to automatically bond with farm and ranch animals. You can keep an animal companion of your choice, upon finding them. They can be given basic verbal commands that the animal would naturally be able to do.

- Chickens
- Pigs
- Sheep
- Cows
- Goats
- Horses

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3:** Fresh: Preparing raw produce yields double the rations.

**Level 8:** Germinate: Planting crops is done with advantage and the growth time is twice as fast.

**Level 11:** Animal Herder: You gain advantage on Animal Handling checks and can gather 1 water ration worth of milk per day from milk producing animals (Cows, Sheep, Goats). Additionally, you can spend one hour to turn 1 water ration of milk into 3 food rations worth of cheese.

**Level 17:** Green Thumb: You can grow crops in harsh environments. As long as there is sand, dirt or soil to plant in, your crops will grow regardless of the weather or the quality of the dirt.

**Level 20:** Full Operation: as a Farmer you are able to easily repair and use large mechanical farm equipment.

## Firefighter/EMT

When everything went up in flames—literally and figuratively—you ran toward the danger instead of away from it. As a Firefighter or EMT, you were trained to handle life-or-death situations long before the dead started walking. Whether it's pulling people from burning wreckage, treating injuries in the field, or keeping a cool head in pure chaos, your skills are the kind that save lives. In a world without emergency services, you've become the frontline responder for your group, the one they turn to when things go bad.

Before the outbreak, you might have fought fires in city high-rises, worked ambulance shifts through sleepless nights, or performed CPR more times than you can count. Now, you use that same training to navigate collapsed buildings, rescue trapped survivors, and patch up wounds with whatever's on hand. You know how to handle high-pressure situations, how to move fast when every second counts, and—when necessary—how to carry someone who can't walk on their own. But most importantly, you understand that in the apocalypse, the difference between life and death often comes down to the people willing to risk theirs for others.

### Quick Build

*Make Strength and Constitution your highest abilities, followed by Wisdom. You could instead substitute Constitution for Dexterity if you would like.*

### PROFICIENCIES

**Weapons:** Heavy Melee, Axes

**Saving Throws:** Strength, Constitution

**Skills:** Choose three from *Athletics, Insight, Medicine, Perception, Survival, Melee Weapons*

**Confirmed Blood:** You know your own blood type.

### EQUIPMENT

- (a) T-Shirt, shorts, sneakers or (b) Firefighter/EMT Uniform (shirt, pants, shoes)
- (a) 1 Medkit or (b) Fire Axe
- (a) 1 gallon of water or (b) 3 rations of food
- (a) 2 bandages or (b) radio transmitter

## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Choose one from the following at Level 1:

### Waterlogged

Water has always been your closest companion as a firefighter.

At level 1 you are able to drink straight from any water source without purifying or boiling the water first.

You start with the following items:

- 1 Gal empty water container, Water Purifier bottle attachment

### Pyro

A love of fire is why you became a firefighter.

At level 1 you are able to start a fire without any sort of ability check, in any weather condition, with minimal resources. You are also not affected by smoke. Fire damage taken is halved.

You start with the following items:

- Firesteel

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3: Smokers' Lung:** You are able to hold your breath for up to 8 minutes

**Level 8: Emergency Service:** You are immune to the insanity condition and have a 50% chance of ignoring a level of exhaustion when gained.

**Level 11: Firefighter Carry:** You can carry a person on your back with no penalty to your normal movement or actions.

**Level 17: Good with an Axe:** You have advantage on attacks made with axes, as well as advantage on checks made to try and destroy barricades or obstacles with an axe.

**Level 20: Field Doctor:** You gain the level 3 and level 8 abilities from the Doctor background.

## Military

You were trained for war long before the world became one. Discipline, tactics, and survival instincts—these are the tools that kept you alive in battle, and now they keep you alive in the apocalypse. As a former soldier, you understand the importance of preparation, coordination, and firepower better than anyone. While others panic, you assess. While they fumble with weapons, you handle them with precision. Whether leading a group through hostile territory, setting up defensive positions, or eliminating threats before they even know you're there, you are the survivor that others look to when things turn violent.

Before the outbreak, you might have served overseas, guarded military installations, or trained for combat that never came—until now. The discipline drilled into you hasn't faded, and neither has your ability to operate under extreme conditions. You know how to ration supplies, maintain weapons, and move with purpose, turning any ragtag group into something resembling a functional unit. But the battlefield is different now—your enemy doesn't surrender, doesn't feel pain, and never stops coming. The rules of engagement have changed, but your mission remains the same: survive, protect, and, when necessary, eliminate the threat.

### Quick Build

*Make Strength and Dexterity your highest ability scores followed by Wisdom. Choose the Gun Hunting hobby.*

### PROFICIENCIES

**Weapons:** Rifles, Light Firearms, Explosives, Knives

**Saving Throws:** Strength, Dexterity

**Skills:** Choose three from *Acrobatics, Athletics, Insight, Medicine, Perception, Sleight of Hand, Stealth, Survival, Firearms, Melee Weapons*

**Confirmed Blood:** You know your own blood type.



## EQUIPMENT:

- (a) T-shirt, pants, sneakers or (b) military uniform (shirt, pants, boots)
- (a) Military hat or (b) Small Backpack
- (a) .45 Pistol with one magazine & 7 rounds small ammo or (b) 1 gallon of water
- (a) Military gloves (+2 AC) or (b) 5 food rations

## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Choose one from the following at Level 1:

### Special Operations

Whether behind a sniper or sneaking at night through a crowd of enemies, you have always been one to get the job done without taking any credit.

At level 1, as long as it is night time, attacking while in stealth does not remove your stealth status unless another creature sees you. Any creature searching for you has disadvantage on Investigation rolls to do so.

### Explosive Specialist

The only way to make sure something is dead is to make sure it is in pieces.

At level 1 you have advantage on tinkering, technology, and crafting checks when building or disassembling any explosive device. You also take half damage from explosions.

You start with the following items:

- Tech repair kit

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3:** Sharpshooter: 19's are critical hits while using a firearm to attack.

**Level 8:** COB Training: If you are within 5 feet of your target, roll with advantage, additionally, you do not have disadvantage on ranged weapon attacks within 5ft of the target.

**Level 11:** Tough Skin: You gain an additional 1d4 health when reaching level 11, and an additional 1d4 health each level after.

**Level 17:** Harsh Training: Your body has been trained to survive on very little. You only need half the normal ration of water per day, and 1 less ration than your body type would normally need (with a minimum of 1 food ration per day).

**Level 20:** Expert Marksman: 18's and higher are critical hits when using a firearm to attack. In addition, you can re-roll failed attack rolls once per roll.

## Musician

In a world overrun by chaos, fear, and the relentless groans of the undead, you bring something that most survivors have forgotten—hope. As a Musician, your weapon isn't a gun or a blade; it's a melody, a rhythm, a reminder of the world that once was. Whether it's strumming an old guitar by the campfire, banging out a makeshift beat on scavenged scraps, or lifting spirits with a song hummed in the dark, you provide more than just entertainment—you provide humanity.

Before the outbreak, you might have been a street performer, a garage band hopeful, or even a rising star on the verge of fame. Now, your talents serve a different purpose. You know how to keep morale high when spirits are low, how to distract people from their suffering, and maybe even how to barter a song for supplies. And while most wouldn't think of a musician as a survivor, you've got sharp ears, quick hands, and a knack for reading a crowd—skills that just might keep you alive when the apocalypse demands an encore.

### Quick Build

*Make Charisma your highest ability scores followed by Intelligence and Dexterity. Choose the Minstrel hobby.*

### PROFICIENCIES

**Weapons:** Improvised Weapons, Melee Weapons

**Saving Throws:** Charisma, Dexterity

**Skills:** Choose three from *Deception, History, Intimidation, Performance, Persuasion, Sleight of Hand*

### EQUIPMENT:

- (a) T-shirt, pants, sneakers or (b) Band outfit (shirt, pants, shoes)
- Musical instrument of your choice
- (a) Any drug of your choice or (b) 1 gallon of water
- (a) Small backpack or (b) 3 food rations

## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Gain the following at Level 1:

### Singer Songwriter

Whether singing or playing your favorite instrument, you have always felt at home on stage. Once per Short Rest. As an Action by singing or playing an instrument with your practiced talent, you can draw and capture the attention of others. Choose a number of Creatures up to Charisma modifier (Min 1) within 25 ft that can see and hear you, the targets make a Wis Save DC 8+Performance Modifier.

On a fail a Creature is Charmed by you, while Charmed this way the Creature cannot Attack, its Speed is reduced to 0 and it has Disadvantage on checks to interact with other Creatures.

This effect lasts up to 1 minute, ending at the end of your turn unless you've spent an Action to continue performing this turn. It also ends early if the Creature takes damage or is inflicted with another condition (i.e. Poisoned).

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3: Inspiring Leader:** As an Action choose 1 Human who can hear you within 60ft. That Human gains a d6 Musician's Inspiration, this MI can be expended to add to the die to one d20 test (Attack Roll or Skill Check). Only 1 Human can have a MI from you at once, the MI expires after 1 minute. 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 short rest.

**Level 8: Lullaby:** Playing music or doing an act in a peaceful environment (e.g., around a fire, during a rest, etc.) grants all humans nearby an extra hit dice for 24 hours. (Can be used within the same rest period)

**Level 11: Group Song:** You can inspire up to two people per short rest instead of one. In addition, the die used for your inspiration is 1d8 instead of 1d6.

**Level 17: Method Acting:** Gain advantage on performance and deception checks.

**Level 20: Beacon of Hope:** You can inspire up to four people per action instead of one. In addition, the die used for your inspiration is 1d8 instead of 1d6.

## Office Worker

The corporate grind didn't prepare you for the apocalypse—at least, not in the way you expected. You used to be stuck in endless meetings, drowning in paperwork, and navigating the soul-crushing world of office politics. Now? You're still juggling chaos, just with fewer emails and more undead. While others rely on brute force, you bring something just as valuable: organization, strategy, and the ability to keep things running.

Before the outbreak, you might have been a middle manager, a data analyst, or just another cog in the corporate machine. Now, those same skills help you keep track of resources, negotiate with survivor groups, and ensure that everything from rationing to supply runs happens efficiently. You know how to manage people, defuse tensions, and find creative solutions to impossible problems—because if you could handle Karen from accounting, you can handle anything. You may not be the strongest or the fastest, but in a world where structure is collapsing, you're one of the few who can still hold things together.

### Quick Build

*Make Intelligence your highest score followed by Charisma.*

### PROFICIENCIES

**Weapons:** Improvised Weapons, Melee Weapons

**Saving Throws:** Intelligence, Charisma

**Skills:** Choose three from *Deception, History, Intimidation, Investigation, Performance Persuasion, Technology*

### EQUIPMENT

- (a) T-Shirt, shorts, sneakers or (b) dress clothes (shirt, pants, shoes)
- Briefcase (small backpack)
- (a) Laptop computer or (b) Notebook and pen
- 3 food rations and 0.5 gallons of water

## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Choose one from the following at Level 1:

### Secretary

Your communication skills are unmatched. Day after day you answered phone calls and set up meetings, but you've found new methods of climbing the corporate ladder.

At Level 1 you gain advantage on deception checks made to seduce a human. You start with the following item:

- (a) Heels (+1AC) or (b) Expensive Watch

### Human Resources

Even the boss is scared of you.

At Level 1, once per long rest, using cringey HR lingo in a sentence such as 'Leverage' 'Utilize' 'Proactive' 'Low-hanging fruit' '110%', etc. Will grant you an inspiration point.

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3:** Coffee Break: During a rest, you can spend some time gathering either ½ gallon of water or 3 food rations.

**Level 8:** Work Evaluation: Once per Long rest, during a rest, target one human. You evaluate their recent performance in the party. Target chooses one from the following benefits:

1. Lowered insanity level
2. Advantage on ability checks for 1 day
3. Advantage on attack rolls for 1 day
4. +10 movement speed for 1 day

**Level 11:** Putting In The Hours: Once per day, on any task that would normally require rolling an ability check, if you are able to spend one uninterrupted hour working on the task, you can treat your die roll for the check as a 20 instead of rolling, as long as the task would normally take no more than 1 hour to complete.

**Level 17:** Staff Meeting: If your group must make a group ability check, you may appoint one human to roll for the group, instead of each individual rolling for themselves.

**Level 20:** Making Copies: You are able to replicate one item per long rest. The item must be no larger than a 3ft x 3ft cube. Any particular item can only be duplicated one time. Takes one hour.

## Police Officer

The law may be gone, but justice—your kind of justice—still matters. As a Police Officer, you spent years enforcing order, facing danger head-on, and making split-second decisions under pressure. Now, in a world where survival is the only rule, those instincts haven't faded. You're used to dealing with unpredictable threats, whether they come from desperate survivors, violent raiders, or the relentless undead. Whether it's protecting your group, investigating abandoned sites, or keeping the peace among those who remain, you're still doing what you swore to do—serve and protect.

Before the outbreak, you might have patrolled city streets, worked homicide cases, or broken up more bar fights than you can count. Now, your training gives you an edge: you know how to handle firearms, assess threats, and keep a cool head when chaos erupts. You can track movement, read people, and anticipate danger before it strikes. But in this lawless world, the line between right and wrong has blurred, and sometimes survival means bending the rules. The question is—how far are you willing to go to keep your people safe?

### Quick Build

*Make Strength and Dexterity your highest ability scores, followed by Constitution. You could instead substitute Dexterity for Charisma if you would like.*

### PROFICIENCIES

**Weapons:** Light Firearms, Rifles, Shotguns

**Saving Throws:** Strength, Dexterity

**Skills:** Choose one from *Athletics, Deception, Intimidation, Investigation, Firearms, Melee Weapons*

**Confirmed Blood:** You know your own blood type.

### EQUIPMENT

- (a) T-Shirt, Shorts, and Sneakers or (b) Officer Uniform (shirt, pants, shoes)
- (a) 3 food rations or (b) Pepper Spray
- (a) 9mm handgun with one magazine & 15 rounds small ammo or (b) 1 gallon of water
- (a) Handcuffs & key or (b) radio transmitter

## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Choose one from the following at Level 1:

### School Liaison Officer

Prior to the apocalypse you were responsible for keeping the local high schools safe.

At level 1 you have advantage on attack rolls in government buildings. You also start with the following items:

- a set of handcuffs and pepper spray.

### Patrol Officer

Late night shifts giving out speeding tickets, maybe an occasional drug overdose, you've seen a lot. Your insanity level cannot exceed 4

At Level 1 you start with the following item:

- Keys to the local police station

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3: Crowd Control:** You are adept in dealing with enemies in large numbers. Gain a bonus to your attack rolls equal to your Wisdom modifier on a creature within 10 feet of 3 or more creatures.

**Level 8: Overkill:** You can Crit on a 19 or 20 and can make an extra attack as part of that action.

**Level 11: Take 'Em Down:** You gain advantage on grapple checks, and advantage on checks made to restrain a person with rope or similar items.

**Level 17: Law Abiding Citizen:** You gain advantage on persuasion checks, and other humans trust your word faster than they would otherwise.

**Level 20: Crack Shot:** 18s are critical hits when using a firearm, and also trigger your Overkill ability.

## Scientist

When the world ended, you didn't stop searching for answers. While others fight to survive day by day, you look at the bigger picture—how did this happen, and is there a way to fix it? As a Scientist, your greatest weapon isn't a gun or a blade, but knowledge. Whether you specialize in biology, chemistry, engineering, or some obscure field that no one cared about until now, your expertise offers something few survivors have: understanding.

Before the outbreak, you might have been stuck in a lab, analyzing data, developing cutting-edge tech, or studying viruses that now walk the earth. Now, your skills are more valuable than ever. You know how to identify infection patterns, mix chemicals into something useful (or deadly), and tinker with technology that others have long since abandoned. You're the one people turn to when they need answers, whether it's testing if water is safe to drink, creating makeshift explosives, or figuring out how the undead really work. The world may be broken, but science has always been about solving problems—and if there's a solution to all this, you're determined to find it.

### Quick Build

*Make Intelligence and Wisdom your highest scores.*

### PROFICIENCIES

**Weapons:** Melee Weapons

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose three from *History, Insight, Investigation, Medicine, Nature, Perception, Survival, Technology, Tinkering, Cooking, Crafting*

### EQUIPMENT

- (a) T-Shirt, shorts, sneakers or (b) Lab Coat, pants, shoes
- Scientist Kit
- (a) 3 food rations or (b) Rubber gloves
- (a) 1 gallon of water or (b) Large syringe



## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

You gain the following at Level 1:

### Biologist

At level 1 you can grow an edible protein in a “pocket lab” you carry with you. Once per long rest you grow one ration.

At Level 1 you start with the following item:

- Pocket Lab

### Astronomer

At level 1 at night you can use the stars to find your location or way to a location that you have basic knowledge of within 50 miles without getting lost.

At Level 1 you start with the following item:

- Small Telescope

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3:** Modern Artificer: Your knowledge of the universe enables you to makeshift more concoctions with your Scientist Kit. You can spend 1 hour (uninterrupted) crafting one of the following with materials found nearby:

1. Medkit
2. Pepper spray
3. Painkillers
4. Makeshift Bomb

**Level 8:** Enhanced Chemistry: You now can create more powerful and useful items. You can spend 4 hours (uninterrupted) or during a short rest crafting one of the following with materials found nearby:

1. Makeshift ammo (all types, 10 bullets)
2. Adrenaline shot
3. Tear gas grenade
4. Antibiotics

**Level 11:** Flight Trajectory: Maximum range of ranged weapon attacks are doubled.

**Level 17:** Experimental Injection: Whenever you finish a long rest you can create two experimental injections which can be used on a person as an action. When used, roll a d4 and that person gains one of the following effects:

1. Regain 2d6 + 5 health.
2. Increase movement speed by 10ft for one hour.
3. Gain +1 AC for one hour.
4. Add 1d6 to every attack roll and saving throw made for one hour.

**Level 20:** Mad Scientist: Any makeshift ammo crafted by you adds one extra die of damage to ranged attacks equal to the normal damage die used by that weapon. In addition, the effects of your Experimental Injection become:

1. Regain 2d8 + 10 health.
2. Increase movement speed by 15ft for one hour.
3. Gain +2 AC for one hour.
4. Add 1d8 to every attack roll and saving throw made for one hour.

## Student

You were supposed to be worrying about exams, graduation, and what came after school—not the end of the world. But when everything collapsed, you had to learn fast. As a Student, you don't have years of experience or specialized training, but what you do have is adaptability, curiosity, and the ability to pick up new skills quickly. In a world where knowledge is often lost with the dead, you might just be the future—if you can survive long enough.

Before the outbreak, you might have been cramming for finals, pulling all-nighters, or figuring out life one semester at a time. Now, your natural ability to absorb information and think on your feet keeps you alive. Whether you were studying medicine, engineering, or even just history, your education gives you a unique edge—one that can be sharpened with every hard lesson the apocalypse throws your way. You may not be an expert yet, but in a world with no teachers left, you're learning from the harshest instructor of all—survival.

### Quick Build

*Make Intelligence and Wisdom your highest scores followed by Charisma.*

### PROFICIENCIES

**Weapons:** Improvised Weapons, Makeshift Weapons, Bows, Sports Equipment

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose three from *Deception, History, Insight, Intimidation, Investigation, Medicine, Perception, Performance, Persuasion, Technology, Tinkering, Cooking, Crafting.*

### EQUIPMENT

- (a) T-Shirt, shorts, sneakers or (b) Hoodie, jeans, sneakers
- (a) Medium backpack or (b) Solar powered phone charger
- (a) 4 packs of ramen or (b) Calculator
- (a) 1 gallon of water or (b) Cell phone

## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Choose one from the following at Level 1:

### Intern

You can learn various skills from books with ease. Higher chance to find skill books. When a skill book is found gives +1 to specific skill checks.

At Level 1 you start with the following item:

- Coffee Mug

### Partier

Consuming alcohol or drugs gives you advantage on performance and persuasion checks for one hour. Spending one hour partying while intoxicated with at least one other human lowers one level of insanity to all humans within the area.

No negative effects from drug use on sanity.

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3: Algebra:** They said it would be important one day... Your ability to memorize seemingly worthless information may come in use. Any checks made to recall information or answer a question you would know the answer to, succeeds immediately without a roll.

**Level 8: Chronic Depression:** Insanity levels have no effect on you.

**Level 11: Caffeine Addiction:** Instead of lowering your insanity level, consuming coffee gives you +10ft of movement speed for one hour. Additionally, consuming an energy drink gives you a forced "Nat 20" for the next two combat encounters instead of one.

**Level 17: Cram Session:** Whenever you finish a long rest you can pick any two INT, WIS or CHA based skills to treat as being proficient in for 24 hours, at which point you forget what you studied and revert to your normal proficiencies.

**Level 20: Valedictorian:** Whenever you finish a long rest you can pick any one skill to be proficient in, and double your proficiency bonus for that skill. This lasts until this ability is used again, at which point the bonus is lost and applied to the newly selected skill.

## Teacher

The world may have fallen apart, but knowledge is still power—and you're one of the last people who knows how to pass it on. As a Teacher, your classroom may be gone, your students scattered or lost, but your ability to educate, inspire, and lead is more valuable than ever. Whether it's teaching survivors essential survival skills, keeping a group organized, or making sure the next generation learns more than just how to kill, you bring something rare to the apocalypse: wisdom.

Before the outbreak, you might have been grading papers, lecturing in front of a whiteboard, or trying to wrangle a classroom full of distracted kids. Now, you use those same skills to keep your group informed, solve problems creatively, and bring people together in a world that's falling apart. You know how to break down complex ideas, motivate those around you, and maintain discipline when things get tough. And when tensions rise? You've handled worse—after all, if you could manage a room full of unruly students, a few desperate survivors don't stand a chance.

### Quick Build:

*Make Intelligence and Wisdom your highest ability scores, followed by Charisma.*

### PROFICIENCIES

**Weapons:** Improvised Weapons, Makeshift Weapons, Construction Tools, Light Firearms

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose Four from *Animal Handling, Athletics, Deception, History, Insight, Investigation, Medicine, Nature, Performance, Persuasion, Survival, Technology, Tinkering.*

### EQUIPMENT

- (a) T-Shirt, shorts and sneakers or (b) Dress clothes (suit/dress, pants, shoes)
- (a) 2 food rations or (b) Briefcase (Small)
- (a) A pencil and a notebook or (b) 1 gallon of water
- (a) 2 large books or (b) Laptop computer.

## Career Choice

Your Career Choice works much like a subclass in D&D 5e, just more broad, with less additional abilities.

Choose one from the following at Level 1:

### Substitute Teacher

Once per long rest, you can take a second long rest, which takes no time. You cannot be in combat.

At Level 1 you start with the following item:

- Outdated VHS Tape

### Math Teacher

Improvised weapons deal 1d6 + STR damage.

At Level 1 you start with the following item:

- (a) Ruler or (b) Laptop with broken trackpad

## Leveling Progression

**Levels 3,6,9,12,15,18:** Ability Score Improvement (same rules as D&D 5e)

**Level 3:** Tutor: For one hour during a long rest you may teach one human a subject in your field. You choose one skill you are proficient in that the target is not, The target must roll a skill check using this skill with a DC equal to 12 minus your Ability Modifier for that skill.

On a success, they gain proficiency in that skill, on a failure, they cannot be taught in this way until the end of their next long rest.

Once a human has succeeded in the skill check they cannot be affected by this feature again.

**Level 8:** Improvised Weapon: Rulers, books, and other seemingly harmless objects in your hand become deadly weapons. Wielding random items deals 1d8 + STR or DEX.

**Level 11:** Extra Credit: Each human can now be affected by your Tutor ability twice instead of only once, gaining proficiency in a second skill once they succeed on the skill check.

**Level 17:** Class Field Trip: Once per long rest, travel times with a group of 10 or less (including self, players, npc's, animals) take half the amount of time. You cannot be in combat.

**Level 20:** Inspiring Lecture: Once per long rest you can lecture other humans for one hour about a skill you are proficient in. Any human that hears the lecture gains advantage on checks made using that skill for 24 hours.

# Hobbies

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## Addict

You have something called an addiction, this used to be seen as a “problem” by your friends and family, but after everything has gone to shit, who cares anymore?

Once per rest, whenever you consume Cigarettes, Drugs, or Candy (chosen at character creation) your speed increases by 10 ft and you gain 1d8 temporary hit points for 1 hour. After the duration, you must roll a DC10 constitution saving throw, on a failure gain 1 level of exhaustion, on a success nothing happens. If you do not use this feature at least once every 7 days, gain 1 level of exhaustion, at a maximum of level 4.

### PROFICIENCIES

**Skills:** (Choose 1) *Medicine, Intimidation*

**Tools:** *Syringes*

### EQUIPMENT

- (a) 2 Filled Syringes or (b) 2 packs of cigarettes or (c) 2 candy packets

## Archery

As an Archer, you are skilled in the bow and arrow. Using this weapon correctly can land you silent but deadly kills. Ideal for hunting animals for food or as a weapon to protect from the undead. Any Check made using a bow is done with advantage.

### PROFICIENCIES

**Skills:** *Crafting*

**Weapons:** *Bows, Crossbows*

**Tools:** *None*

### EQUIPMENT

- Compound Bow
- Quiver of 10 Arrows

## Artist

You love your craft. Drawing, painting, music, photography, whatever it may be. Checks made to your artistic abilities are done with advantage.

### PROFICIENCIES

**Skills:** (Choose 1) *Performance, Sleight of Hand, Technology, Tinkering*

**Tools:** *Any sort of musical instrument, artist supplies, or camera equipment.*

### EQUIPMENT

- (a) A musical instrument of your choice or (b) artist supplies or (c) camera with charger

## Boxing / Martial Arts

You are now proficient in unarmed combat. Using your feet and fists to land powerful blows on your foes. Although this may not be an ideal form of fighting, it can definitely come into use when you are without any other weapons or options. You have advantage with unarmed attacks. Additionally, punches and kicks now deal 1d4+str damage.

### PROFICIENCIES

**Skills:** *Athletics, Melee Weapons*

**Weapons:** *Improvised Weapons*

**Tools:** *None*

### EQUIPMENT

- Running Shoes
- Brass knuckles (1d4 +melee)

## Bushcraft

Bushcraft is about thriving in the natural environment. Being able to live in the wilderness and knowing the necessary skills to do so. This hobby specializes in shelter building using the natural environment. Ability checks made related to building a makeshift shelter are done with advantage.

### PROFICIENCIES

**Skills:** *Nature, Survival, Tinkering*

**Weapons:** *Makeshift, Knives, Axes*

**Tools:** *Cutting Tools (Hatchet, Knife, etc)*

### EQUIPMENT

- Hatchet
- Multitool knife
- Flint and Steel

## Cooking

Although it may look simple, good cooking is a valuable skill. Making sure that you have correctly heated the rabbit meat your party collected for you to ensure no one develops food poisoning would be very important. You have advantage on cooking checks.

### PROFICIENCIES

**Skills:** *Cooking*

**Weapons:** *Knives*

**Tools:** *Any sort of cooking instrument*

### EQUIPMENT

- Set of four kitchen knives
- Thermos with a set of two metal cups and a metal spork

## Tailor / Cosplay

The art of costume creation. This could come in handy while creating makeshift armor. Using what you can find to upgrade your clothing. Any checks related to making armor are done with advantage.

### PROFICIENCIES

**Skills:** *Tinkering, Crafting*

**Weapons:** *Small Blades*

**Tools:** *Sewing Kit*

### EQUIPMENT

- Duct Tape
- Sewing Kit
- Scissors
- 1 Yard of Fabric

## Diver

You enjoy the water just as much as the land. Any checks made while swimming in water are done with advantage.

### PROFICIENCIES

**Skills:** *Acrobatics, Athletics*

**Tools:** *None*

### EQUIPMENT

- Wetsuit, flippers, oxygen tank with diving mask
- Speargun for fishing

## Driving

You are very skilled in maneuvering a vehicle. You could have come from all sorts of different types of vehicle racing but whichever you decided on, you have advantage on checks relating to driving. Additionally, Your vehicle does not take half damage when using the Ramming action.

### PROFICIENCIES

**Skills:** *Sleight of hand, Technology, Tinkering*

**Tools:** *None*

### EQUIPMENT

- (a) Mechanic tools or (b) Driving gloves, driving helmet
- One civilian motor vehicle with a full tank of gas

## First Aid

Your love for helping people has pushed you to study first aid. You are able to make medicine checks with advantage.

### PROFICIENCIES

**Skills:** *Medicine*

**Weapons:** *Small Blades*

**Tools:** *Medkits, bandages, medications*

### EQUIPMENT

- Medkit, 1 bandage

## Fishing

You have what it's got to reel in the big one. This hobby makes you especially good at fishing. Any check related to fishing are done with advantage.

### PROFICIENCIES

**Skills:** *Nature, Survival*

**Tools:** *Fishing pole*

### EQUIPMENT

- Fishing pole
- Tackle box with 100 yards of fishing line and an assortment of artificial lures.

## Forager

You have the knowledge of what plants are edible and which are poisonous. You know the effects of these plants and can resort to your foraging book for 10 minutes in-game if you are not quite sure. Checks made to forage are done with advantage.

### PROFICIENCIES

**Skills:** *Nature, Medicine*

**Weapons:** *Knives*

**Tools:** *Knives, Herbalism Kit*

### EQUIPMENT

- Foraging book
- Small fabric bag for plants
- Pocket knife

## Gun Hunting

You have the skills to hunt creatures with a firearm. In the old world before the apocalypse this would have been used for deer hunting, but now there are endless opportunities. Checks related to hunting animals and other creatures are done with advantage.

### PROFICIENCIES

**Skills:** *Nature, Firearms*

**Weapons:** *Rifles*

**Tools:** *Traps, Compass, Maps*

### EQUIPMENT

- Hunting Rifle
- 12 Large Bullets
- Compass



## Horseback Riding

You love animals, especially the ones that go neigh. You are good with animals and are proficient in riding them. Advantage on animal handling checks with horses.

### PROFICIENCIES

**Skills:** *Animal Handling, Acrobatics, Nature*

**Tools:** *None*

### EQUIPMENT

- Horse with tack

## Makeshift Crafting

You are far better at making basic weapons and tools using materials you have scavenged. This could include a basic bow, spears, knives, etc. You have advantage on checks related to crafting basic weapons, and can craft twice the amount of items in crafting recipes.

### PROFICIENCIES

**Skills:** *Crafting, Nature*

**Weapons:** *Makeshift, Improvised, bows*

**Tools:** *Cutting tools (knives, hatchets, etc)*

### EQUIPMENT

- Pocket knife
- Hatchet
- 10 feet of nylon rope
- 1 roll of duct Tape

## Minstrel

Even at the toughest of times you can find some good and get a laugh or a smile out of someone. Checks made involving a performance are done with advantage. Additionally, playing music or doing an act can lower the insanity levels of you and your party members when in a peaceful environment. (ex: sitting around a fire)

### PROFICIENCIES

**Skills:** *Performance, Acrobatics*

**Tools:** *Any sort of musical instrument*

### EQUIPMENT

- (a) A musical instrument of your choice or (b) set of magic tricks (such as a deck of cards) or (c) book of stories, poems, or jokes
- Hat of your choice

## Parkour

The art of getting from point a to point b the most efficient way possible. Using running, jumping, climbing and flipping to overcome any obstacle in your way. Checks made while running, jumping, climbing, or flipping are done with advantage.

### PROFICIENCIES

**Skills:** *Acrobatics, Athletics*

**Tools:** *None*

### EQUIPMENT

- Running shoes, hoodie, bandana

## Pyrotechnic

For some reason you are obsessed with fire. You understand how it works and what is required to harness its power and keep it under control. You have advantage in dealing with starting, controlling, and putting out flames.

### PROFICIENCIES

**Skills:** *Nature, Survival*

**Tools:** *Any fire starting tool/method (ex: flint and steel, bow drill, matches, etc)*

### EQUIPMENT

- Flint and steel
- Small lighter (50 uses)

## Sports

Competition is a key part in your life, and it forced you to make yourself the best you could possibly be. You are proficient in unconventional melee weapons. (baseball bats, wood planks, pipes, etc)

### PROFICIENCIES

**Skills:** *Athletics, Melee Weapons*

**Weapons:** *Sporting Equipment*

**Tools:** *None*

### EQUIPMENT

- Running shoes
- (a) Baseball bat or (b) hockey stick

## Survivalist

You have a strange fascination in eating everything you find under a rock that moves. Your survival skills far exceed anything anyone has ever seen. Constitution saving throws are done with advantage as well as any other survival check you make.

### PROFICIENCIES

**Skills:** *Nature, Survival*

**Weapons:** *Improvised, Knives, Axes*

**Tools:** *Navigator's Tools*

### EQUIPMENT

- Portable Water Filter
- Survival Hatchet
- 20 Feet Nylon Rope

## Sword Fighting

You have learned the ways of the blade. These giant knives are difficult to wield, but you're a pro. You have advantage with swords.

### PROFICIENCIES

**Skills:** *Melee Weapons*

**Weapons:** *Swords, Long Blades*

**Tools:** *None*

### EQUIPMENT

- Katana

## Thieving

You have mastered the art of sneaky beaky. You are lighter on your feet, quicker and quieter. Checks made while sneaking or stealing are done with advantage.

### PROFICIENCIES

**Skills:** *Acrobatics, Sleight of Hand, Stealth*

**Weapons:** *Knives*

**Tools:** *Thieves tools, Disguise Kit*

### EQUIPMENT

- Crowbar
- 1 lockpick
- Rubber gloves

## Trapper

Once a rare skill now could mean you live another day. Trapping gives the ability to quickly and easily make traps such as hunting traps, pitfalls, or snares. You can spend one action to assemble a Hunting Trap, and one action to assemble a Snare. You will not forget the location of your traps, even if they're hidden. For Snares and Pitfalls: once per hour, roll 1d20+tinkering on the trapper table (trap rules) to see if you caught anything.

### PROFICIENCIES

**Skills:** *Survival, Tinkering, Stealth*

**Weapons:** *Knives*

**Tools:** *Cutting Tools, Pliers, Shovels*

### EQUIPMENT

- Hunting Trap
- Multitool Knife
- 5ft Steel Wire
- Shovel

# New Mechanics

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This section will cover all the new game mechanics you must know before starting your campaign.

## Skills

First, most of the skills in D&D 5e (such as *Investigation* and *Athletics*) are being used in the same way, except for *Religion* and *Arcana*, which have been replaced by *Tinkering* and *Technology*. Additionally, the *Melee Weapons*, *Firearms*, *Crafting* and *Cooking* skills have been introduced.

The **Tinkering** skill can be used for actions such as repairing a car tire or building up a strong barricade. Uses Intelligence modifier.

A **Technology** check could be used to Plug in solar panels to power a lightbulb, or attempt to get a GPS signal working. Uses Intelligence modifier.

The **Firearms** skill is not used to make attacks, but rather to make checks and damage rolls relating to the care, knowledge, and manipulation of firearms. Uses Dexterity modifier.

The **Melee Weapons** skill is not used to make attacks, but rather to make checks and damage rolls relating to the care, knowledge, and manipulation of Melee Weapons. Uses Strength modifier.

**Cooking**, just as it sounds, would be used in cooking. For example: correctly heating a fresh venison steak to kill the bacteria before consuming. Uses Wisdom modifier.

Lastly, **Crafting** can be used in situations such as weaving a basket from reeds, or building a makeshift fishing rod from a branch and string. Uses Intelligence modifier.

## Inventory

The **Inventory** system has also changed. Depending on what type of backpack or bags you are wearing, changes how much you can carry. On the D&Z Character Sheet, the **Items** section is broken into four parts: *Pockets*, *Small Pack (S)*, *Medium Pack (M)* and *Large Pack (L)*. If you do not have any sort of backpack, You can only write down items in the *Pockets* Section. The backpacks you acquire during your adventures add more slots. For example: If you have a Medium backpack, you may use the *Pockets*, *Small Pack*, and *Medium Pack* inventory spaces but you cannot write in the *Large Pack* until you find one and put it on. Only 1 type of item can be written in each inventory slot on the character sheet. You may **stack small items** such as a ration or pencils in stacks of **five at max**. (Instead of writing down “Granola Bar” five times, write “Granola Bar x5”). Water rations cannot be stacked, and are instead divided into 1 liter per slot. Gun mags can also stack into fives, loose ammo in stacks of 30. (stacked mags can contain ammo).

## Clothing

**Clothing** is broken up into *Head*, *Face*, *Chest*, *Back*, *Hands*, *Belt*, *Legs*, *Feet* and *Holsters (If you have any)*. When you find a clothing item you may equip it in the specific slot. (e.g. Hat goes in the *Head* slot, Mask goes in the *Face* slot, etc) The specific clothing item may have a modifier to your AC. (i.e. a T-Shirt may have a +1, whereas Tool items such as a flashlight, hatchet, or small firearm could be placed in the holster slot, limit to one item in each holster slot) This enables you to equip the item as a bonus action instead of using an action to go through your backpack or pockets during combat. To utilize a holster slot, you must have a holster.

Starting items that a player receives from their background does not have any AC bonus unless specified.

## Firearms

When an attack is made with a firearm weapon, the attacker rolls a d20 and adds their *Firearm* ability modifier. If they are proficient in this weapon or weapon type (detailed in the character's background choice) they add their proficiency bonus to the attack roll. For damage, roll the indicated dice listed in the damage column on the weapons table and add the firearms skill modifier, unless otherwise indicated. (ex: the bow uses the dexterity modifier for attack and damage rolls)

Firearms have one of two different **Ammo Systems**, Magazine fed and Internal fed, designated in the Capacity column of the weapons list. Magazine fed weapons, such as an AR-15, use an external container which must be loaded *prior* to attaching to the gun. Whereas Internal fed weapons, such as a shotgun, have ammo loaded into an Internal cavity. The capacity column on the weapons list shows the maximum amount of rounds that can be stored in the External Magazine or Internal Magazine.

To **Reload** a firearm, the player must spend one action to load rounds into the gun, or attach a magazine. If the firearm uses a magazine, the magazine will need to be loaded prior to attaching to the firearm. It costs one Action to load an empty magazine. If the weapon does not use an external magazine, like a bolt action rifle or pump shotgun, reloading is done in one Action directly into the weapon.

**Semiauto Firearms** such as a pistol, shoot one round of ammunition per attack. For example: the 9mm Pistol holds 15+1 rounds. If a player attacks with this weapon, there will be one less bullet in the weapon.

**Automatic Firearms.** A weapon that has the "Auto" property (listed in the Damage column of the weapons list) can make a normal single-target attack, like the above, or it can spray a 10ft x 10ft area within normal range that you can see with shots. The attacker rolls one attack die, despite the amount of creatures within the area.

Every creature that is hit will each take the total damage from the damage roll. Any creatures within the line of fire, but outside of the 10ft x 10ft area, will not be affected. This action uses ten rounds of ammunition. If there are less than ten rounds in the weapon, the automatic attack cannot be made.

All **Shotguns** have a property called Shotgun (listed in the Damage column of the weapons list). Weapons with this property spray a 10ft x 10ft area within normal range with shots. The attacker will roll one attack die, despite the amount of creatures within the area. Every creature that is hit will take the total damage from the damage roll. Any creatures within the line of fire, but outside of the 10ft x 10ft area, will not be affected. This action uses one round of ammunition.

Weapons with the **Bolt Action & Lever Action** property shoot one round of ammunition per attack. After a round is fired, the chamber is empty, and a Bonus Action must be made to rack the bolt or lever to feed a new round into the chamber before making another attack.

**Jammed:** Whenever making an attack roll with a Firearm, if you roll a Critical Failure, the weapon becomes Jammed. While Jammed, a weapon cannot be used to make a ranged attack. You may use your action to attempt a DC 10 firearms check to unjam the weapon. On a fail, the weapon remains jammed.

**Chamber:** The chamber of a firearm is the cavity at the back of the gun's barrel, where the ammunition is inserted before being fired. A player may use an action to chamber an extra round into the gun. The "+1" in the capacity column of the ranged weapons tables signifies the additional round that may be in the chamber.

**Gun Attachments** can improve your firearm if you can find any. Extended mags, scopes, grips and many more are listed with their stats. Page two of the Character Sheet has slots for your guns or other ranged weapons where you can list what you have on them and what its upgraded stats are.

## Melee Weapons

When an attack is made with a melee weapon, the attacker rolls a d20. If they are proficient in this weapon or weapon type (detailed in the character's background choice) they may add their proficiency bonus to the attack roll.

For damage, roll the indicated dice listed in the damage column on the weapons table and add the melee skill modifier. For weapons with the *Finesse* property, you may choose to use your dexterity modifier instead.

## Weapon Proficiencies

Characters in D&Z have **weapon proficiencies**, which are detailed in their Background. Weapons are categorized as *Improvised*, *Makeshift*, *Melee*, *Light Firearms*, *Shotguns*, and *Rifles*. A specific weapon may also be listed in your character's background. (ex: a Firefighter has proficiency specifically with Axes) These would include anything within that weapon type (ex: Fire Axe, Wood Splitter, Hatchet, etc)

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 car tire, or a dead zombie. You must be proficient in Improvised Weapons to add your proficiency bonus. An *Improvised Weapon* deals 1d4 damage.

A *Makeshift Weapon* includes any weapon that has been crafted by a character for the specific purpose of being a weapon. You must be proficient in Makeshift Weapons to add your proficiency bonus (All weapon stats are determined by the GM)

## Food & Water

Players Must eat **Food** every day. The amount of food required depends on the player's body type. One food ration equals about one pound. After 24 hours without food, a player will gain the *Starvation & Thirst* Active Effect

**Water.** Each player, despite body type, is required to drink 1 Liter of water per day. If the water is polluted, the Player must succeed on a DC15 CON Saving Throw or gain the *Food Poisoning* effect. An item like a plastic water bottle can be considered  $\frac{1}{2}$  ration for the day, aka, 0.5 Liters. After 24 hours without water, a player will gain the *Starvation & Thirst* Active Effect

## Active Effects

**Active Effects** are tracked on the 2nd page of the Character Sheet. These can include food poisoning, starvation, etc. The list below describes some common effects:

**Food Poisoning:** A player may gain the *Food Poisoning* condition by consuming bad food or water. Raw meat for example. The Player will roll a DC15 CON Saving Throw or gain the Food Poisoning effect. Antibiotics will cure the effect immediately, otherwise the player must wait out the 12 hour effect. The Player will make a DC10 CON Saving Throw every hour or vomit. Every time a player vomits, their food and water rations are set to zero. A poisoned player also has disadvantage on Attack rolls and Ability Checks.

**Starvation & Thirst:** After 24 hours without food and/or water, a player gains the *Starvation & Thirst* effect. Once they do, they must succeed on a DC 18 Constitution Saving Throw or gain 1 level of exhaustion. Each following day without food and/or water, the player must succeed on a DC 18 constitution saving throw or add another level of exhaustion. Medical items cannot cure the *Starvation & Thirst* effect. Long rests do not cure starvation or thirst induced exhaustion while currently starving or thirsty. Additionally, over time, if the player consistently does not eat the required amount of food, their body type may change at the will of the GM. (e.g. A muscular player could become skinny, changing their stats)

A player also now must track their **Insanity Level**. This is represented by eight bubbles on the character sheet. All Players start out at the lowest level with no bubbles filled in, called sane. If the Character comes into an intense or traumatic situation, the GM may ask the player to increase their insanity level. If a player has a peaceful night rest, ate a nice meal, etc, the GM should grant the player a lowered insanity. Drugs, such as cigarettes, can also lower insanity levels, but could have other side effects.

**Insane:** Reaching Level 4 causes hallucinations (visual and auditory). When reaching level 8 Insanity, the player has disadvantage on all rolls. Their Insanity also causes intense delusions and paranoia, making the player take an additional 1d4 damage whenever they are subjected to any damage.

**The Infection: (Per GM Discretion)** Unfortunately, there's no known cure for The Infection. (Unless specified by the GM) The Infection is typically given to a human if they are bitten by a zombie or inhale spores. (reference "The Infection" in the GM's guide) Saliva (or other fluids) from the zombie may enter the bloodstream if from a bite. There is no immediate side effect from receiving the infection. For 48 hours, the infected person shows no symptoms. After which, the human enters stage 1 and loses control of their body, they are now an NPC and are classified as a monster.

**Overdose:** A player may overdose on medications or other drugs. If so, the player must succeed on a Constitution saving throw with a DC based on the severity of the drug. On a failure, the player has their hit point maximum permanently decreased by 1d4 hit points.

Drug	DC	Overdose
<b>Marijuana</b>	0	0
<b>Nicotine</b>	8	>20 cigarettes per long rest
<b>Alcohol</b>	11	>15 drinks per long rest
<b>Painkillers</b>	12	>20 pills per long rest
<b>Hallucinogens</b>	13	>5 doses per long rest
<b>Adrenaline</b>	13	>3 units per long rest
<b>Cocaine</b>	14	>2 units per long rest
<b>Meth</b>	17	>1 units per long rest
<b>Heroin</b>	18	>0 units per long rest
<b>Inhalants</b>	19	>0 units per long rest



**Bleeding:** All Humans have Blood Points, represented on the character sheet as a fraction. (Stats listed in *Body Types*) If the player takes damage that drops them *at or below* 5 hp, or the damage is a critical hit, they will start to bleed. This can be stopped by using a medkit, bandage or tourniquet. After every round, (6 seconds) the player loses 1 Blood Point. After enough blood has been lost (at or below 4 points) the player will also gain the *Hypovolemic Shock* effect. A Player gains back one Blood Point for each completed long or short rest, or can be given a compatible blood transfusion, returning the Blood Points back to full.

**Hypovolemic Shock:** This is a condition caused by excessive blood loss. (at or below 4 blood points) The human will roll a DC15 Con saving throw every 10 minutes or become paralyzed. If Blood Points reach zero, the human instantly becomes paralyzed. After 10 minutes of being paralyzed without medical aid, the human falls to 0 HP and must begin death saves.

This effect can be ended by providing a compatible blood transfusion, returning blood points back to full and gaining 1 HP. Alternatively, the human can be stabilized with a medkit. Blood types must be compatible, or the human gains 2 failed death saves.

Recipient	Donor							
	O-	O+	A-	A+	B-	B+	AB-	AB+
O-	✓	✗	✗	✗	✗	✗	✗	✗
O+	✓	✓	✗	✗	✗	✗	✗	✗
A-	✓	✗	✓	✗	✗	✗	✗	✗
A+	✓	✓	✓	✓	✗	✗	✗	✗
B-	✓	✗	✗	✗	✓	✗	✗	✗
B+	✓	✓	✗	✗	✓	✓	✗	✗
AB-	✓	✗	✓	✗	✓	✗	✓	✗
AB+	✓	✓	✓	✓	✓	✓	✓	✓

Only certain backgrounds know their own blood types, otherwise they will need to use a blood test kit (found in blood bag kits). Reference the table for blood type compatibility. If the human has been stabilized, and after 1d4 hours if the human has not received a blood transfusion, they will gain 1 HP, and their blood points will be set to 5, removing this effect.

If a blood transfusion is done without knowledge of compatibility, the blood types for all involved unknown blood will be rolled and determined outside of gameplay. The characters still do not know their blood types unless a test is done.

**Cold:** If exposed to a cold environment without proper clothing or sufficient sources of heat for more than 1 hour, succeed on a DC 15 Con saving throw, or gain the *Cold* condition. Stealth checks are made with disadvantage and movement speed is reduced by 5. Every hour that you remain in the cold environment, make a DC 15 Con saving throw, or produce a loud cough sound, potentially alerting nearby enemies. After leaving the cold environment, succeeding on a DC 15 Con saving throw will remove the *Cold* condition. On a fail, the condition remains for 1 hour, after which it is removed.

**Hot:** If exposed to a hot environment while all clothing slots are filled, and without sufficient cooling methods for more than 1 hour, succeed on a DC 15 Con saving throw, or gain the *Hot* condition. Daily water rations are doubled and movement speed is reduced by 5. Every hour that you remain in the hot environment, make a DC 15 Con saving throw, or fall prone for 1 round (6 seconds). After leaving the hot environment, succeeding on a DC 15 Con saving throw will remove the *Hot* condition. On a fail, the condition remains for 1 hour, after which it is removed.

## Money & Trading

**Currency:** Since the old world dollar has lost all of its value, most transactions are done with bartering. Although you may come across newly developed societies that use their own currency systems, most of your trading will use the new bartering mechanics.

Items are assigned a value (found in item lists). This number corresponds to the worth of the item. These numbers are called **Trade Points**, indicated in the item lists with a “■” followed by the value. They do not have an in-game use, and instead, only serve the purpose of agreeing on how much an item is worth outside of roleplay. They are not strict rules, only used as a guideline.

An example of a trade interaction:

Player: “Hello, I would like to trade for that” <b>[Crowbar] (■5)</b> NPC: “What do you got?” Player: “I have six of these” <b>[6x food items] (■6)</b> NPC: “You have a deal.”
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## Traps

There are three main kinds of traps in D&Z; the Hunting Trap, Pitfall, and Snare. Zombies will not detect any traps.

**Hunting Trap:** Spend one turn 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 1d6 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 1d4 piercing damage to the trapped creature, and causes the bleeding effect.

**Pitfall:** This trap is a hole dug in the ground. Using a shovel and large cloth or tarp, a human can spend 8 hours digging a 10ft deep, 5x5ft hole in earthy terrain. Multiple joined pits can be dug to make a single larger pit. The hole is covered by a large cloth anchored on the pit’s edge and camouflaged with dirt and debris. The DC to spot the pit is 10. Anyone stepping on the cloth falls through and pulls the cloth down into the pit, taking damage based on the pit’s depth (usually 10 feet). The DC to spot an exposed pit is 5.

A spiked pit can be created by driving sharpened wooden or steel spikes into the ground at the bottom. A creature falling into the pit takes 11 (2d10) piercing damage from the spikes, in addition to any falling damage.

**Snare:** Using one turn, and at least 5ft of wire or rope, assemble one Snare. The Snare is nearly invisible and requires a successful DC 15 Intelligence (Investigation) check to be found. The trap triggers when a Small creature or larger moves into the area. The triggering creature must succeed on a Dexterity saving throw or fall prone where it is restrained. The restrained creature can make a DC 15 Dexterity saving throw at the end of each of its turns and will escape the snare on a success.

## Trapper Table

DC	Animal
0-8	Nothing
9	Zombie
10-14	Rabbit
15-16	Gray Squirrel
17-18	Turkey
19	Fox
20	Deer



## Barricades

**Barricading** of doors and windows may be done by any human. To barricade, a human must succeed in a check, (detailed below) or the materials used for the attempt do not provide any defense.

Barricading does not require concentration. A human may stop the process and pick up where they left off at another time. Alternatively, another human can take over the barricading process, or assist another human in barricading. Each assistant cuts the remaining time in half, rounded up, to complete a barricade.

For example, if two players are barricading a door with wood, it will take them three turns instead of six. If they did it with three players, it would take them two turns.

If a barricade is destroyed, the space will become difficult terrain. Reference the table below for requirements and stats of different barricade methods and situations.

### Barricade Stats

Type	AC	HP	Requirements
<b>Furniture (5ft x 5ft)</b>	8	10	2x Large Piece of Furniture + DC10 STR Check (1 turn)
<b>Wood (Window)</b>	10	24	6x Wood Planks + 10x Nails + Hammer + DC12 Tinkering Check (3 turns)
<b>Wood (Doorway)</b>	10	36	10x Wood Planks + 20x Nails + Hammer + DC13 Tinkering Check (6 turns)
<b>Metal (Window)</b>	15	40	1x Metal Sheet + 6x Nails + Hammer + DC15 Tinkering Check (6 turns)
<b>Metal (Doorway)</b>	15	52	2x Metal Sheet + 12x Nails + Hammer + DC17 Tinkering Check (12 turns)
<b>Rubble (10ft x 10ft)</b>	18	150	8 Cubic ft of Building Rubble + DC15 STR Check (1 hour)

# Vehicles

The list of vehicle types in D&Z can be found in the GM's Guide. It is up to the game master to flavor and specify the vehicles as needed.

A vehicle's **armor class** protects the players inside from being hit by bullets or other attacks. If an attack is made to a vehicle with the intention of attacking someone inside, *the hit check must pass the AC of the vehicle, as well as the AC of the target inside.*

**If a hit is successful**, the damage is dealt to *both* the vehicle and the target hit inside.

When a vehicle's **Main hit points** (body) has been reduced to zero, its AC also becomes zero, until the vehicle's body HP is repaired to at least 1 HP, after which, the AC will return to its original status. If a vehicle reaches zero HP, all the components HP inside also become zero.

The vehicle is considered destroyed until necessary repairs have been made.

Attacks made against a vehicle's **vital parts** (wheels, engine, headlights, etc) must be specified before the attack is made and must pass the vehicle's AC before doing damage (just like any other attack). Each part has its own HP value, listed on page 4 of the character sheet. Once a part has reached zero HP, the part is broken and must be repaired for that component to function.

**Vehicle repair** information is listed in the Vehicle Repair Table below. Repairs made to a vehicle's components cannot exceed the components maximum HP.

Vehicles have two different stats for **speed**.

Vehicle 'Top Speed' is based on maximum distance in a 6 second turn. Whereas 'Round Speed' is a way to simplify a vehicle's speed to easily track on a battle map. This way, Mad Max style combat in moving vehicles is smoother and easier to compare different vehicle speeds. (Round speed takes the top speed divided by 20)

Using a vehicle to **ram** a creature or object attacks with its Engine Strength modifier.  $1d20 + \text{EngineSTR}$  to hit against the AC of a vehicle, object, or creature, dealing  $1d6 + \text{EngineSTR}$  bludgeoning damage *per* 10 feet of distance the vehicle traveled in a straight line, with a maximum distance of 100 feet traveled. Every object or creature hit by the vehicle does half the damage *back* to the attacking vehicle's HP if the front of the vehicle has not been modified, otherwise, if a bullbar or similar modification has been made, vehicle damage is not taken by ramming. If a ram attack misses, no damage is dealt to either party.

## Vehicle Repair Table

Repair	Check	Time	Components / Tools
<b>Engine</b>	DC 17 Tinkering	24 hrs	Spark Plug, Lubricant, Scrap Metal, Welder, Wrench
<b>Body</b>	Gain Body HP equal to $1d20 + 10 + \text{tinkering}$	1 hr	(a) Scrap Metal, Welder or (b) Scrap, 4 Bolts, Drill, Wrench
<b>Wheel</b> (1 Wheel)	DC 11 Tinkering	1hr	(a) Tire, Tire Iron, Air Pump or (b) Patch Kit, Air Pump
<b>Window</b> (1)	DC 13 Tinkering	1hr	(a) Scrap Metal, Welder or (b) Scrap, 4 Bolts, Drill, Wrench
<b>Headlight</b> (1)	DC 5 Tinkering	5min	Headlight Bulb
<b>Battery</b>	DC 12 Tinkering	30min	(a) Charged Car Battery or (b) Jumper Cables, Electrical Source

# Crafting Recipes

Crafting in D&Z is heavily based on the GM's discretion, however, this list contains many frequently crafted items that will surely come in handy navigating the abandoned cities and wastelands.

Item	Recipe
Rags (5)	Cloth Shirt or Pants + Cutting Tool (Crafting or Survival check DC5 + 2 Actions)
Rags (2)	Small Piece of Clothing + Cutting Tool (Crafting or Survival check DC5 + 1 Action)
Medkit (1)	Alcohol or Medicinal Plant + 4 Rags + Duct Tape (Crafting or Medicine check DC17 + 3 Actions)
Bandage (1)	Rag (Crafting or Medicine check DC8 + 2 Actions)
Tourniquet (1)	2 Rags + Stick or Metal Rod (Crafting or Medicine check DC12 + 1 Action)
Fire	Ignition (match, lighter, etc) + Tinder (paper, dry grass, gasoline, etc) + Fuel (Wood, Coal, etc) (Survival check DC13 + 1 Minute) Add fuel every 8 hours to continue the fire
Torch (1)	Stick + Rag + Fuel (gasoline, tree sap, etc) (Survival check DC5 + 1 Minute)
Fire Drill Kit	Tree Bark + Stone + Stick (Survival check DC18 + 10 Minutes)
Makeshift Knife	Glass shard, Stone, or Bone + Cloth, or 1ft Rope (Crafting or Survival check DC12 + 5 Minutes)
Makeshift Tent	2 Straight Branches + Tarp, Blanket, etc. + 10 Feet rope (Crafting or Survival check DC12 + 1 Hour)
Makeshift Armor (Any)	Clothing + Scrap Metal + Duct Tape (Crafting check DC12 + 8 Hours)

Item	Recipe
Bow	Fresh Tree Sapling + 6 Feet Rope + Cutting Tool (Crafting or Survival check DC16 + 3 Hours)
Arrow (1)	Straight Branch + 3 Feathers + Sharp Object + 2 Feet of Rope (Crafting or Survival check DC12 + 10 Minutes)
Spiked Bat	Baseball Bat + Nails + Hammer (Crafting check DC8 + 10 Minutes)
Molotov (1)	Bottle of Alcohol + Rag (Crafting check DC10 + 1 Action)
Makeshift Bomb (1)	Explosives + Tin Can + Multiple Sharp Objects + Electronic Parts or Fuze (Crafting check DC19 + 1 Hour)
Makeshift Smoke Bomb (1)	Bag of Sugar + Explosives + Electronic Parts (Crafting check DC18 + 1 Hour)
Makeshift Scope	Binoculars + Duct Tape (Crafting check DC10 + 10 Minutes) ( <i>any ranged weapon, +1 to hit, +10 feet range</i> )
Makeshift Suppressor	Canister (can, bottle, etc) + Duct Tape + Cloth (Crafting check DC17 + 10 Minutes) Breaks after 3 shots.
Wilderness Clothing (Any)	Animal Fur or Hide + Leather Scrap + Cutting Tool (Crafting check DC15 + 8 Hours)

## Fishing

Fishing requires a fishing pole with a hook and bait. Spend 1 hour plus a DC11 Survival check to catch a Small Fish. On a 19 or higher you catch a Large Fish.

For other types of fishing such as spear, bow, or by hand, succeed in the Survival check above plus an attack with the equipped tool. If the attack hits you've caught the fish.

## Hunting & Tracking

To begin tracking an animal you must specify which animal you are attempting to track from the Wild Animals table on the following page.

Make a survival check with the DC listed for that animal. On a success you are able to spend 1 hour tracking the animal before finding its current location.

## Taming Animals

A player may use their Animal Handling skill to make friends with the animal. Some animals can be tamed, but are far more difficult than others. See Wild Animals table below for DC of the tame. The animal, once fully tamed, acts as a second PC for a Player. They have nearly full control over the creature and its attacks. The animal has to eat as well though. A Large pet (Size of a large dog) requires 1 ration of food, 0.5 Liters of water (½ ration) per day. Medium pet (Size of a house cat) requires ½ ration of food, 0.5 Liters of water (½ ration) per day. Small pets (Size of a rat or small bird) Do not need to be fed as they can easily scavenge for themselves. Any animal except a stray cat or dog is very difficult to tame.

## Growing Food

If you find a packet of seeds you may plant them in a patch of dirt. You can fit up to 25 seeds in a 5ft x 5ft plot of soil, and a standard packet contains 25 seeds. Add water and succeed in a DC12 Nature check per 5x5 plot to begin growing the plants. If the check fails the seeds are destroyed. After 1 month of growing, harvest rations equal to 4d20+nature.

## Harvesting Plants

Plant	Perk
Carrot	1 ration
Tomato	1 ration
Corn	1 ration
Potato	1 ration
Lettuce	2 rations
Soybean	1 ration
Wheat	1 ration
Squash	1 ration
Pepper	1 ration
Spinach	1 ration
Cabbage	2 rations
Turnip	1 ration
Strawberries	1 ration
Broccoli	1 ration
Asparagus	1 ration
Beet	1 ration
Zucchini	1 ration
Beans	1 ration
Watermelon	2 rations

## Foraging Plants

Plant	Perk
Wild Carrot	1 ration
Dandelion Leaves	1 ration
Milkweed	1 ration
Wild Mustard	1 ration
Serviceberry	1 ration
Acorns	1 ration
Walnuts	1 ration
Milk Thistle	1 ration
Fern	1 ration
Mulberry	1 ration
Apple	1 ration
Pear	1 ration
Yarrow	Medicinal (medkits)
Wild Grapes	1 ration
Cattails	1 ration
Blueberry	1 ration
Raspberry	1 ration
Wild Lettuce	2 rations
WildMushrooms	2 rations

## Wild Animals

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DC	Animal	AC	HP	Speed	Meat	Tamable	Rarity
11	Small Fish	11	1	40	1 Lb	No	Common
11	Large Fish	12	1	35	2 Lb	No	Common
12	Small Bird	13	1	10	1 Lb	Yes	Common
12	Rat	10	1	20	1 Lb	Yes	Common
12	Squirrel	10	1	30	1 Lb	Yes	Common
13	Bird	11	3	30	1 Lb	No	Common
13	Rabbit	11	1	35	2 Lb	Yes	Common
14	Large Bird	13	5	60	3 Lb	No	Common
14	Stray Cat	12	2	40	4 Lb	Yes	Common
14	Raccoon	13	2	30	4 Lb	No	Common
14	Coyote	13	7	40	10 Lb	Yes	Common
14	Stray Dog	12	5	40	10 Lb	Yes	Common
15	Turkey	12	8	30	6 Lb	No	Uncommon
15	Deer	13	4	50	50 Lb	No	Uncommon
16	Beaver	13	3	10	10 Lb	No	Uncommon
16	Cow	10	22	40	200 Lb	Yes	Uncommon
16	Pig	12	4	30	50 Lb	Yes	Rare
16	Sheep	10	4	30	35 Lb	Yes	Rare
17	Fox	12	3	40	8 Lb	No	Rare
17	Wild Boar	11	11	40	40 Lb	No	Rare
17	Horse	10	13	60	100 Lb	Yes	Rare
18	Bobcat	12	7	40	7 Lb	No	Rare
18	Elk	10	13	50	150 Lb	No	Rare
19	Moose	12	30	50	200 Lb	No	Legendary
19	Wolf	13	11	40	30 Lb	No	Legendary
20	Bear	11	34	40	150 Lb	No	Legendary
20	Cougar	12	13	50	50 Lb	No	Legendary

# Items

## Healing Items

Name	Description
<b>Medkit</b> ▣ 20	1 Hour (Uninterrupted) Succeed in a DC15 Medicine Check. On a success, heal up to 100%. Stops bleeding. Does not cure illnesses. Spends 1 use. On a failure, 1 use is consumed (4 uses)
<b>Bandage</b> ▣ 5	One Action Succeed in a DC10 Medicine Check. On a success, stops bleeding 1 round after application. Heals 1d4+2. On a failure, the item is destroyed (1 use)
<b>Adrenaline Shot</b> ▣ 50	One Action For 5 turns, movement speed is doubled and all firearm reloading is a bonus action. Stops allergic Reactions (1 use)
<b>Antibiotics</b> ▣ 15	One Action. Succeed in a DC15 CON Saving Throw. On a success, a basic illness is cured. On a failure, the item is consumed with no benefit (1 use)
<b>Blood Bag</b> ▣ 30	1 Hour (Uninterrupted) Succeed in a DC17 Medicine Check to transfer blood. Blood types must be compatible or the creature will fall to 0 hit points. Includes 2 blood test kits. On a failure, the item is destroyed (1 use)
<b>Tourniquet</b> ▣ 8	One Action. Stops bleeding immediately. Can remove after a long rest is completed. May be reused

## Drugs

Drug	Primary Effect
<b>Marijuana</b>	+2 bonus to perception checks and passive perception for 1hr. Once per long rest, lose 1 insanity
<b>Nicotine</b>	+2 bonus to perception checks and passive perception for 1hr. Once per long rest, lose 1 insanity
<b>Alcohol</b>	-2 to perception checks and passive perception for 1hr. Once per long rest, lose 2 insanity
<b>Hallucinogens</b>	+4 bonus to wisdom checks for 1hr. Random hallucinations for 1hr
<b>Painkillers</b>	Heal 2d6+5 Consumes 1 use. (5 uses per bottle)
<b>Cocaine</b>	For 1hr, gain +4 bonus to dexterity and strength checks, you do not gain any benefits from healing items
<b>Meth</b>	Make a DC10 CON saving throw. On a success, for 1hr gain advantage on charisma checks and +5 bonus to strength checks. On a failure, you immediately become aggressive and hostile to the nearest creature for 1 minute or until you take damage
<b>Heroin</b>	Once per long rest, lose 4 insanity
<b>Inhalants</b>	Make a DC10 CON saving throw. On a success, gain 1 inspiration, for 1hr movement speed increases by 10ft and all hidden creatures or objects within a 10ft radius are revealed to you. On a failure, gain 2 levels of insanity

## Melee Weapons

Name	Damage	Properties
<b>Baseball Bat</b> ■ 10	1d6+melee B	-
<b>Spiked Bat</b> ■ 15	1d8+melee P	-
<b>Crowbar</b> ■ 5	1d6+melee B	Versatile (1d8+melee)
<b>Wood Plank</b> ■ 1	1d4+melee B	Reach
<b>Katana</b> ■ 120	1d12+melee S	Finesse
<b>Rapier</b> ■ 90	1d10+melee P	Finesse
<b>Hatchet</b> ■ 30	1d10+melee S	Thrown
<b>Axe</b> ■ 35	1d12+melee S	Two Handed
<b>Machete</b> ■ 30	1d8+melee S	Versatile (1d10+melee)
<b>Chainsaw</b> ■ 150	3d10+melee S	Two Handed, Heavy
<b>Cleaver</b> ■ 5	1d6+melee S	Thrown, Light
<b>Kitchen Knife</b> ■ 3	1d4+ melee S	Thrown, Light
<b>Pocket Knife</b> ■ 2	1d4+melee S	Thrown, Finesse, Light
<b>Sledgehammer</b> ■ 20	2d6+melee B	Two Handed, Heavy
<b>Pipe Wrench</b> ■ 5	1d4+melee B	Light
<b>Lead Pipe</b> ■ 1	1d4+melee B	Light
<b>Shovel</b> ■ 8	2d4+melee B	Two Handed
<b>Pitchfork</b> ■ 6	1d8+melee P	Two Handed, Reach
<b>Metal Rake</b> ■ 4	1d6+melee P	Two Handed, Reach
<b>Hammer</b> ■ 20	1d4+melee B	Thrown, Light
<b>Pickaxe</b> ■ 6	1d12+melee P	Two Handed, Heavy
<b>Screwdriver</b> ■ 1	1d4+melee P	Light
<b>Combat Knife</b> ■ 10	1d6+melee S	Thrown, Finesse
<b>Fire Axe</b> ■ 38	2d6+melee S	Two Handed, Heavy
<b>Sickle</b> ■ 13	1d6+melee S	Light
<b>Golf Club</b> ■ 3	1d4+melee B	Reach, Versatile (1d6+melee)
<b>Baton</b> ■ 5	1d4+melee B	Light

## Melee Weapons Cont.

Name	Damage	Properties
<b>Frying Pan</b>	1d6+melee B	Versatile (2d4+melee)
<b>Fire Poker</b>	1d6+melee P	-
<b>Hockey Stick</b>	1d4+melee B	Reach
<b>Hunting Knife</b>	1d6+melee S	-
<b>Small Blade</b>	1d4+melee S	Finesse, Light
<b>Garden Hoe</b>	1d6+melee P	Two Handed, Reach
<b>Guitar</b>	1d4+melee B	Two Handed
<b>Scythe</b>	1d10+melee S	Two Handed
<b>Tire Iron</b>	1d6+melee B	Light
<b>Chain</b>	1d4+melee B	Reach, Finesse, Heavy
<b>Multitool Knife</b>	1d4+melee S	Finesse, Light
<b>Scissors</b>	1d4+melee P	Finesse, Light
<b>Heavy Flashlight</b>	1d4+melee B	-
<b>Ice Climbing Pick</b>	2d6+melee P	Light
<b>Sharpened Stick</b>	1d4+melee P	Finesse
<b>Brass Knuckles</b>	1d4+melee B	Light
<b>Meat Tenderizer</b>	1d4+melee B	Light
<b>Wrench</b>	1d4+melee B	Light
<b>Barbed Wire Bat</b>	1d8+melee B	-
<b>Fishing Gaff</b>	1d4+melee P	Reach
<b>Nailed Wood Plank</b>	1d6+melee P	Two Handed, Reach
<b>Bolt Cutter</b>	1d6+melee B	Two Handed
<b>Broken Scrap Metal</b>	1d6+melee S	-
<b>Metal Wire</b>	1d4+melee S	Two Handed, Finesse



# Ranged Weapons

## Light Firearms (Small Ammo)

Name	Damage	Capacity	Range
<b>9mm Pistol</b> ■ 40	1d8+firearms Semiauto	15+1 rounds Magazine	(40/60)
<b>.45 Pistol</b> ■ 55	1d10+firearms Semiauto	7+1 rounds Magazine	(35/55)
<b>.22 Pistol</b> ■ 35	1d8+firearms Semiauto	9+1 rounds Magazine	(30/50)
<b>Revolver</b> ■ 65	1d12+firearms Semiauto	6 rounds Internal	(45/70)
<b>SMG</b> ■ 180	1d12+firearms Auto	32+1 rounds Magazine	(50/75)
<b>Antique Rifle</b> ■ 50	1d12+firearms Lever Action	6 rounds Internal	(40/80)

## Rifles (Large Ammo)

Name	Damage	Capacity	Range
<b>Sniper Rifle</b> ■ 280	2d12+firearms Bolt Action	10+1 rounds Magazine	(min=25ft) (200/300)
<b>Hunting Rifle</b> ■ 90	2d10+firearms Bolt Action	6 rounds Internal	(min=20ft) (150/200)
<b>AK-47</b> ■ 180	2d10+firearms Auto	30+1 rounds Magazine	(50/100)
<b>AR-15</b> ■ 150	3d6+firearms Semiauto	30+1 rounds Magazine	(75/120)
<b>SVD</b> ■ 250	3d6+firearms Semiauto	10+1 rounds Magazine	(min=20ft) (100/200)
<b>LMG</b> ■ 350	3d12+firearms Auto	200+1 rounds Magazine	(min=15ft) (50/100)

## Shotguns (Shotgun Ammo)

Name	Damage	Capacity	Range
<b>Double Barrel</b> ■ 120	2d12+firearms Shotgun	2 rounds Internal	(20/35)
<b>Automatic Shotgun</b> ■ 250	3d12+firearms Shotgun	10+1 rounds Magazine	(15/20)
<b>Hunting Shotgun</b> ■ 100	2d8+firearms Shotgun	4 rounds Internal	(15/20)
<b>Police Shotgun</b> ■ 200	3d10+firearms Shotgun	7 rounds Internal	(20/30)

## Other (Arrow/Bolt)

Name	Damage	Capacity	Range
<b>Crossbow</b> ■ 150	2d12+firearms	1 round	(75/100)
<b>Compound Bow</b> ■ 80	1d10+dexterity	1 round	(50/80)
<b>Recurve Bow</b> ■ 50	1d8+dexterity	1 round	(30/60)

## Ammo Types

Name	Type
<b>Small Ammo</b> ■ 5 (x10)	Pistols & Light Firearms
<b>Large Ammo</b> ■ 10 (x10)	Rifles
<b>Shotgun Ammo</b> ■ 8 (x10)	Shotguns
<b>Arrows</b> ■ 2 (x10)	Bows, Crossbows

## Weapon Attachments

Name	Compatibility	Properties
<b>Red Dot</b> ■ 25	Any Ranged Firearm	+1 to hit, +5 feet range
<b>Holographic Sight</b> ■ 35	Any Ranged Weapon	+1 to hit, +10 feet range
<b>Scope x4</b> ■ 45	Rifles, SMG's, Crossbow	+2 to hit, +10 feet range
<b>Scope x8</b> ■ 50	Rifles, Crossbow	+3 to hit, +20 feet range
<b>Tactical Laser</b> ■ 20	Any Ranged Weapon	+2 to hit
<b>Tactical Flashlight</b> ■ 15	Any Ranged Weapon	Darkvision 60 Ft
<b>Vertical Grip</b> ■ 10	Rifles, Shotguns, SMG's, Crossbow	+2 to hit
<b>Horizontal Grip</b> ■ 8	Rifles, Shotguns, SMG's, Crossbow	+1 to hit
<b>Extended Mag</b> ■ 40	Assault Rifles, SMG's	Adds 50% ammo capacity
<b>Flip Mag</b> ■ 30	Assault Rifles, SMG's	Reload as a bonus action instead of an action
<b>Drum Mag</b> ■ 60	Assault Rifles, Pistols, SMG's	2x ammo capacity
<b>Bipod</b> ■ 50	Rifles, Crossbow	+4 to hit while prone
<b>Bayonet</b> ■ 9	Rifles	Equipped firearm can be used as a Melee weapon. 1d4+melee P
<b>Suppressor</b> ■ 80	Pistols, Rifles, SMG's	Nearby enemies make a DC15 Perception check to locate the source of each gunshot attack

## Explosives

Name	Description
<b>Grenade</b> ■ 100	Thrown (30/50), explodes next turn, deals 5d12 damage in 10 foot radius, 2d12 damage in 20 foot radius
<b>Molotov</b> ■ 15	Thrown (30/50), explodes on impact, fire area 10 foot radius. Deals 1d6 damage per turn. Creatures stay on fire for 2 turns after leaving the area. Dealing 1d4 fire damage per turn.
<b>C4</b> ■ 150	Placed charge. When triggered with the remote within 300ft, it explodes dealing 5d10 dmg, 10 ft radius.
<b>Makeshift Bomb</b> ■ 50	Tripwire or Thrown (30/50), thrown explodes next turn, deals 4d8 damage in a 10 foot radius.

# Head & Face Clothing

## Common (+1 AC) ■ 3

1. Veil
2. Bandana
3. Hijab
4. Niqab
5. Yarmulke
6. Shower cap
7. Santa hat
8. Chef's hat
9. Baker's cap
10. Bonnet
11. Headband
12. Headscarf
13. Bandana
14. Swim cap
15. Turban
16. Crown
17. Beanie
18. Knit cap
19. Sunglasses
20. Aviator sunglasses
21. Reading glasses
22. Prescription glasses
23. Polarized sunglasses
24. Fleece hat
25. Scarf
26. Flat cap
27. Newsboy cap
28. Tam o' shanter
29. Neck gaiter
30. Pirate hat
31. Jester hat
32. Witch hat
33. Wizard hat
34. Trucker hat
35. Snapback hat
36. Baseball cap
37. Clown mask
38. Tricorne hat
39. Visor
40. Boater hat
41. Sailor hat
42. Straw boater
43. Straw hat
44. Sun hat
45. Bucket hat
46. Venetian mask
47. Panama hat
48. Headphones
49. Homburg hat
50. Pork pie hat

## Uncommon (+2 AC) ■ 15

51. Fedora
52. Halloween mask
53. Bowler hat
54. Cloche hat
55. Cold weather mask
56. Beret
57. Deerstalker hat
58. Beekeeping hat
59. Aviator hat
60. Legionnaire hat
61. Fishing hat
62. Safari hat
63. Respirator
64. Anti-fog tactical goggles
65. Garden hat
66. Peaked cap
67. Police cap
68. Nurse's cap
69. Trapper hat
70. Ushanka
71. Ski mask
72. Balaclava
73. Safety glasses
74. Dust mask
75. Surgical mask
76. N95 mask
77. Swim goggles
78. Ski goggles
79. Flash goggles
80. Face shield
81. Airsoft mask
82. Repro tactical helmet
83. Baseball helmet
84. Bicycle helmet
85. Skate helmet
86. Roller derby helmet
87. Softball fielder's mask
88. Baseball helmet
89. Lacrosse helmet
90. Hockey helmet
91. Football helmet
92. Paintball mask
93. Fencing mask
94. Kendo mask
95. Construction helmet
96. SCUBA mask & oxygen tank
97. Motorcycle helmet
98. Racing helmet
99. Welding mask
100. Knight's helmet

## Rare (+3 AC) ■ 50

1. Gas mask
2. Biohazard mask
3. Anti-flash goggles
4. Walkers Razor headset
5. Peltor ComTac headset
6. Ballistic face shield
7. Tactical mesh half-mask
8. Night vision goggles
9. Thermal monocular
10. Firefighter helmet
11. SSh-68 Soviet helmet
12. Kevlar combat helmet
13. Tanker helmet
14. Riot helmet
15. Caiman ballistic helmet
16. Crye AirFrame helmet
17. Ops-Core FAST helmet
18. Team Wendy helmet
19. MICH ballistic helmet
20. Full-face ballistic helmet

# Chest Clothing Items

## Common (+1 AC) ■ 3

1. Undershirt
2. Tank top
3. Sleeveless shirt
4. Henley
5. Polo shirt
6. T-shirt
7. Golf shirt
8. Rugby shirt
9. Muscle shirt
10. Camisole
11. Tube top
12. Halter top
13. Henley shirt
14. Button-up shirt
15. Dress shirt
16. Chambray shirt
17. Western shirt
18. Flannel shirt
19. Fleece jacket
20. Track jacket
21. Rugby jersey
22. Fishing shirt
23. Henley sweater
24. Crew neck sweater
25. V-neck sweater
26. Quarter-zip sweater
27. Cable knit sweater
28. Shawl collar sweater
29. Fisherman sweater
30. Fair Isle sweater
31. V-neck cardigan
32. Wool sweater
33. Cashmere sweater
34. Merino wool sweater
35. Crew neck pullover
36. Cable knit pullover
37. Sports branded hoodie
38. Quarter-zip pullover
39. Hooded sweatshirt
40. Full-zip hoodie
41. Quarter-zip hoodie
42. Quarter-zip fleece jacket
43. Colorful printed T Shirt
44. Windbreaker
45. Rain jacket
46. Shell jacket
47. Softshell jacket
48. Camo jacket
49. Harrington jacket
50. Quilted vest

## Uncommon (+2 AC) ■ 15

51. Fleece vest
52. Packable down vest
53. Performance vest
54. Zip-up cardigan
55. Leather jacket
56. Denim jacket
57. Quilted jacket
58. Blazer
59. Sport coat
60. Suit jacket
61. Wool overcoat
62. Cashmere overcoat
63. Wool pea coat
64. Winter coat
65. Parka
66. Down jacket
67. Puffer jacket
68. Ski jacket
69. Snowboard jacket
70. Insulated jacket
71. Canvas jacket
72. Utility jacket
73. Field jacket
74. Safari jacket
75. Barn coat
76. Twill jacket
77. Raincoat
78. Trench coat
79. Quilted coat
80. Leather blazer
81. Shearling jacket
82. Sherpa jacket
83. Faux fur coat
84. Parka with fur trim
85. Duffle coat
86. Fleece-lined coat
87. Down parka
88. Peacoat
89. Overcoat
90. Robe coat
91. Sherpa-lined jacket
92. Suede jacket
93. Corduroy jacket
94. Suede blazer
95. Quilted leather jacket
96. Fur coat
97. Denim coat
98. Quilted leather coat
99. Bomber jacket
100. Motorcycle jacket

## Rare (+3 AC) ■ 50

1. Camo vest
2. Oilskin duster coat
3. Tactical softshell jacket
4. Combat shirt
5. Ana Tactical chest harness
6. Crye chest harness
7. Extreme arctic survival jacket
8. Hazmat suit upper half
9. Heated battery-powered vest
10. Firefighter turnout coat
11. Stab-resistant tactical vest
12. Kevlar vest
13. Press Bulletproof Vest
14. Crye plate carrier
15. 5.11 Tactical plate carrier
16. Haley Strategic plate carrier
17. Spiritus Systems plate carrier
18. Assault armor vest
19. Riot gear armor top
20. Bomb squad armor top

# Leg Clothing Items

## Common (+1 AC) ■ 3

1. Silk pants
2. Satin pants
3. Jeggings
4. Yoga pants
5. Leggings
6. Compression leggings
7. Athletic leggings
8. Drawstring pants
9. Tapered pants
10. Pegged pants
11. Cigarette pants
12. Paper bag waist pants
13. Carrot pants
14. Balloon pants
15. Patchwork pants
16. Sailor pants
17. Bell-bottom pants
18. Fringe pants
19. Tie-dye pants
20. Camouflage pants
21. Floral print pants
22. Polka dot pants
23. Striped pants
24. Checkered pants
25. Plaid pants
26. Houndstooth pants
27. Velvet pants
28. Romper
29. Jumpsuit
30. Glitter pants
31. Sequin pants
32. Stirrup pants
33. Maternity leggings
34. Thermal leggings
35. Fleece-lined leggings
36. Printed leggings
37. Wide-leg jeans
38. Gaucho pants
39. Capri pants
40. Culottes
41. Palazzo pants
42. Harem pants
43. Slim-fit trousers
44. Cuffed trousers
45. Pleated trousers
46. Wide-leg trousers
47. High-waisted trousers
48. Cropped trousers
49. Trousers
50. Dress slacks

## Uncommon (+2 AC) ■ 15

51. Linen pants
52. Lounge pants
53. Pajama pants
54. Dark ripped jeans
55. Brown work jeans
56. Carpenter pants
57. Overalls
58. Khakis
59. Suit pants
60. Dress pants
61. Chino pants
62. Swim trunks
63. Bike shorts
64. Gym shorts
65. Running shorts
66. Board shorts
67. Chino shorts
68. Bermuda shorts
69. Cargo shorts
70. Denim shorts
71. Printed jeans
72. Embroidered jeans
73. Overdyed jeans
74. Baggy jeans
75. Acid-washed jeans
76. Stonewashed jeans
77. Distressed jeans
78. Ripped jeans
79. Cropped jeans
80. Low-rise jeans
81. High-waisted jeans
82. Straight-leg jeans
83. Bootcut jeans
84. Skinny jeans
85. Jeans
86. Track pants
87. Sweatpants
88. Joggers
89. Corduroy pants
90. Pleather pants
91. Leather pants
92. Rain pants
93. Insulated pants
94. Ski pants
95. Snow pants
96. Convertible pants
97. Utility pants
98. Hiking pants
99. Cargo pants
100. Tactical pants

## Rare (+3 AC) ■ 50

1. Denim overalls
2. Camouflage hunting pants
3. Water-resistant snow pants
4. Convertible hiking pants
5. Oilskin work pants
6. Tactical joggers
7. Hazmat suit lower half
8. Motorcycle riding pants
9. Blacksmith leather apron
10. Cold-weather survival pants
11. Cut-resistant cargo pants
12. Chemical-resistant pants
13. Military desert BDUs
14. Fire-resistant Nomex pants
15. Multi-pocket survival pants
16. Welding pants
17. Riot armor leg guards
18. Firefighter turnout gear pants
19. Crye BDU bottoms
20. Bomb squad armor lower

## Shoe Items

### Common (+1 AC) ■ 3

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1. Socks
2. Ballet flats
3. Dress shoes
4. Crocks
5. Loafers
6. High heels
7. Open-toe sandals
8. Flip-flops
9. Espadrilles
10. Moccasins
11. Boat shoes
12. Slippers
13. Slide sandals
14. Clogs
15. Slip-on sneakers
16. Peep-toe shoes
17. Mary Jane shoes
18. Platform shoes
19. Kitten heels
20. Wedge sandals
21. Gladiator sandals
22. Mules
23. Brogues
24. Oxford shoes
25. Chelsea boots

### Uncommon (+2 AC) ■ 15

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26. Ankle boots
27. Chukka boots
28. Football cleats
29. Running shoes
30. Walking shoes
31. Cross-trainers
32. Trail running shoes
33. Basketball shoes
34. Tennis shoes
35. Skate shoes
36. Low-top sneakers
37. High-top sneakers
38. Duck boots
39. Rain boots
40. Combat boots
41. Motorcycle boots
42. Hiking boots
43. Winter boots
44. Insulated boots
45. Snow boots
46. Steel-toe boots
47. Tactical boots
48. Desert boots
49. Work boots
50. Military boots

## Hand Items

### Common (+1 AC) ■ 3

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1. Lace gloves
2. Cloth gloves
3. Surgical gloves
4. Stainless steel rings
5. Gold rings
6. Fashion rings
7. Costume jewelry rings
8. Thumb rings
9. Bangles
10. Charm bracelets
11. Beaded bracelets
12. Fashion watches
13. Casual watches
14. Wristbands
15. Silicone rings
16. Leather bracelets
17. Knitted gloves
18. Mittens
19. Fingerless gloves
20. Driving gloves
21. Wool gloves
22. Winter gloves
23. Fleece gloves
24. Touchscreen gloves
25. Cycling gloves

### Uncommon (+2 AC) ■ 15

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26. Lifting gloves
27. Running gloves
28. Gardening gloves
29. Suede gloves
30. Leather gloves
31. Tactical gloves
32. Work gloves
33. Construction gloves
34. Waterproof gloves
35. Insulated gloves
36. Mechanic gloves
37. Chemical-resistant gloves
38. Cut-resistant gloves
39. Heat-resistant gloves
40. Padded gloves
41. Anti-vibration gloves
42. Protective gloves
43. Impact-resistant gloves
44. Armored gloves
45. Kevlar gloves
46. Firefighter gloves
47. Police gloves
48. Military gloves
49. Welding gloves
50. Steel gloves

## Back Items (Backpacks)

### Small Pack (+0 AC) ■ 20

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1. Fanny pack
2. Lunchbox
3. Hydration pack
4. Fishing Vest
5. Hunting Vest
6. Purse
7. Laptop bag
8. Hobo bag
9. Drawstring bag
10. Photography Bag

### Medium Pack (+1 AC) ■ 30

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11. Sling bag
12. Messenger bag
13. Postal bag
14. Fishing tackle bag
15. Diaper bag
16. Tool backpack
17. Travel backpack
18. Gym Bag
19. Beach bag
20. Reusable shopping bag

### Large Pack (+2 AC) ■ 50

#### -5ft Movement Speed

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21. Medic Bag
22. Duffel bag
23. Daypack
24. Rucksack
25. Camping backpack
26. Bug-out bag
27. Rolling suitcase
28. Tactical backpack
29. Military backpack
30. Large Duffel bag

## Holsters & Containers

### Pistol Holsters ■ 10

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1. Appendix carry holster
2. Hard shell thigh holster
3. Drop leg holster
4. Paddle holster
5. Chest strap holster
6. Fanny pack holster
7. Boot holster
8. Leather belt holster
9. Kydex holster
10. Sling holster

### Melee Weapon Holsters ■ 10

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1. Knife holster
2. Machete holster
3. Axe holster
4. Baton holster
5. Belt tool bag
6. Sword scabbard

### Other Holsters ■ 10

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1. Magazine pouch (store up to 5 mags)
2. Shotgun shell holder (5 shells. Reload with bonus action)
3. Rifle mag holder (1 mag. Reload with bonus action)
4. Bandolier (store up to 50 rounds any ammo)
5. Shotgun scabbard
6. Rifle scabbard
7. Arrow quiver (up to 10 arrows)
8. Handcuff pouch
9. Multi-tool pouch
10. Radio holster

# Credits

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Written and Designed by Jay Gilbert  
Writing Assistance by Travis Axlund (aka Manic)  
Cover by Jay Gilbert.

Join The Discord!

<https://discord.gg/X8SwGNGYQ7>

## Inspiration For This Project

Many of the game mechanics have been influenced by *The Last of Us*.

Zombie NPC's are a combination of *The Last of Us*, and *Left for Dead* zombies.

Many of the clothing item ideas came from the video game *Unturned*.

Many of the Background Abilities and Career Choices were written by community members

Remaining elements have been invented without inspiration.

The Insanity effect was an idea from a Post-Apocalyptic RPG forum discussion, mentioned by an unknown user.

Special thanks to *Jake, Jeremy, Calvin, Cole, Christian, Brian and Ryan* who helped with this project.

Thank you to the Discord community and forum commenters for your help with debugging and updates.

JoshLavig, Stoic, Chief FM, qrks, TheIdiotArchive, Samirra,  
deathproof94, Tom-B292, icl, The Russian Empire, PineapplePastry, Deadeye



# D&Z

CHARACTER NAME

BODY TYPE	LEVEL	EXPERIENCE POINTS	AGE	SKIN	HAIR	GENDER
PLAYER NAME		BACKGROUND			ALIGNMENT	

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SANE INSANITY LEVEL INSANE

PROFICIENCY

STRENGTH  
 DEXTERITY  
 CONSTITUTION  
 INTELLIGENCE  
 WISDOM  
 CHARISMA

ACROBATICS (DEX)  
 ANIMAL HANDLING (WIS)  
 ATHLETICS (STR)  
 COOKING (WIS)  
 CRAFTING (INT)  
 DECEPTION (CHA)  
 FIREARMS (DEX)  
 HISTORY (INT)  
 INSIGHT (WIS)  
 INTIMIDATION (CHA)  
 INVESTIGATION (INT)  
 MEDICINE (WIS)  
 MELEE WEAPONS (STR)  
 NATURE (INT)  
 PERCEPTION (WIS)  
 PERFORMANCE (CHA)  
 PERSUASION (CHA)  
 SLEIGHT OF HAND (DEX)  
 STEALTH (DEX)  
 SURVIVAL (WIS)  
 TECHNOLOGY (INT)  
 TINKERING (INT)

SKILLS

PASSIVE PERCEPTION (10 + WIS Modifier)

ARMOR CLASS

INITIATIVE

HIT DICE

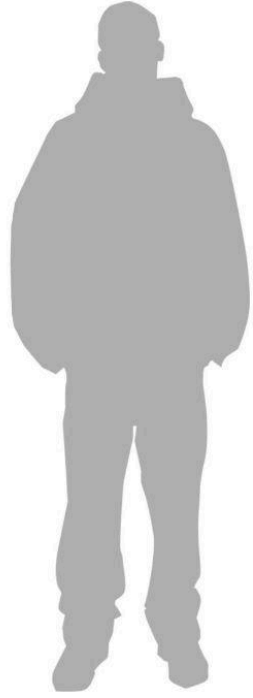
SPEED

HIT POINT MAX

INSPIRATION

CURRENT HIT POINTS

## CLOTHING



HEAD

FACE

CHEST

BACK

HANDS

BELT

LEGS

FEET

HOLSTER (LOCATION ON BODY) / ITEM

HOLSTER (LOCATION ON BODY) / ITEM

BLOOD POINTS

### EQUIPPED WEAPONS

WEAPON & ATTACK	DMG	WEAPON & ATTACK	DMG
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### WATER & RATION TRACKER

RATION TRACKER	WATER TRACKER
RATION QUANTITY	WATER QUANTITY

### POCKETS (INVENTORY)



