

D&Z

PLAYER'S GUIDE

**A GUIDE TO A MODERN DAY, POST-APOCALYPTIC
SETTING FOR DUNGEONS & DRAGONS 5TH EDITION**

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Introduction

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

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 In D&Z, Classes have been replaced by Backgrounds (your past life job), and Backgrounds have been replaced with Hobbies (you will choose one “First Hobby” at the start).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.

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 Background

Backgrounds have replaced classes. You can choose one of these backgrounds (Page 7) 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.

3. 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.

4. 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.*

5. 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.*

New Mechanics

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 or a hatchet could be placed in the belt slot, limit to one item in the belt 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.*

Firearms

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. The “+1” in the capacity column signifies the additional round that may be in the chamber.

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. Once there are no bullets left, the player must use one Action to reload a fresh magazine before using the weapon again. This applies only if there is a loaded magazine in their inventory. It costs one Action to reload 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.

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.

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.

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: Per the GM's discretion, a player may overdose on medications or other drugs. If so, the player must succeed on a Constitution saving throw where the DC is determined by the GM based on the severity of the drug. On a failure, the player has their hit point maximum permanently decreased by 1d4 hit points.

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 or a bandage. 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 Rest, or can be given a compatible blood transfusion, returning the Blood Points back to full.

Active Effects (Cont.)

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.

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.

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

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.

Hot: If exposed to a very hot environment without proper clothing or 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.

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*, *Rifles*, and *Other*. 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. 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. (All stats are determined by the GM)

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”
[Crowbar] (■5)
 NPC: “What do you got?”
 Player: “I have six of these”
[6x food items] (■6)
 NPC: “You have a deal.”

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. All of the barricades' stats are set to zero, but it physically remains in place unless tampered with in any way, in which it will fall to the ground and become difficult terrain. 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
Furniture (5ft x 5ft)	8	10	2x Large Piece of Furniture + DC10 STR Check (1 turn)
Wood (Window)	10	24	6x Wood Planks + 10x Nails + Hammer + DC12 Tinkering Check (3 turns)
Wood (Doorway)	10	36	10x Wood Planks + 20x Nails + Hammer + DC13 Tinkering Check (6 turns)
Metal (Window)	15	40	1x Metal Sheet + 6x Nails + Hammer + DC15 Tinkering Check (6 turns)
Metal (Doorway)	15	52	2x Metal Sheet + 12x Nails + Hammer + DC17 Tinkering Check (12 turns)
Rubble (10ft x 10ft)	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 **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.

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
Engine	DC 17 Tinkering	20 hrs	Spark Plug, Lubricant, Scrap Metal, Welder, Wrench
Body	Gain Body HP equal to $1d20 + 10 +$ tinkering	1 hr	(a) Scrap Metal, Welder or (b) Scrap, 4 Bolts, Drill, Wrench
Wheel (1 Wheel)	DC 11 Tinkering	1hr	(a) Tire, Tire Iron, Air Pump or (b) Patch Kit, Air Pump
Window (1)	DC 13 Tinkering	1hr	(a) Scrap Metal, Welder or (b) Scrap, 4 Bolts, Drill, Wrench
Headlight (1)	DC 5 Tinkering	5min	Headlight Bulb
Battery	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 (10)	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 + Rag x4 + Duct Tape (Crafting or Medicine check DC12 + 3 Actions)
Bandage (1)	Rag + Duct Tape (Crafting or Medicine check DC8 + 2 Actions)
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. It is up to the GM here for the 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
Carrots	1 ration
Tomato	1 ration
Corn	1 ration
Potato	1 ration
Lettuce	1 ration
Soybean	1 ration
Wheat	1 ration
Squash	1 ration
Pepper	1 ration
Spinach	1 ration
Cabbage	1 ration
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	½ ration
Dandelion Leaves	½ ration
Milkweed	½ ration
Wild Mustard	½ ration
Serviceberry	½ ration
Acorns	½ ration
Walnuts	1 ration
Milk Thistle	½ ration
Fern	½ ration
Mulberry	½ ration
Apple	1 ration
Pear	1 ration
Yarrow	Medicinal (medkits)
Wild Grapes	½ ration
Cattails	½ ration
Blueberry	1 ration
Raspberry	1 ration
Wild Lettuce	1 ration
Edible Mushrooms	1 ration

Wild Animals

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	0.5 Lb	Yes	Common
12	Rat	10	1	20	0.5 Lb	Yes	Common
12	Squirrel	10	1	30	0.5 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

Backgrounds

Burglar

You have resorted to stealing from others for a living. Breaking into homes and grabbing anything you can find to sell. Your sneaking skills are top notch. Maybe this will become useful now that you'll be robbing every house on the block.

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)

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

Repairing things is just what you love. You know the ins and outs of any machine that comes your way. Your skills will come in handy in your new life.

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) armored boots
- (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 board up a window.

Chef

You really like food. Eating it AND preparing it. This is why you decided to become a cook. Your culinary skills far exceed the average frozen pizza dinner person.

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 sanity. (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

When you aren't typing up code or fixing broken computers for work, you're typing up code or fixing broken computers in your spare time. Most people would say you're a genius but you just consider yourself not incompetent.

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: When you consume "junk food", gain temporary 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 melee weapons until you complete a long or short rest.

Construction Worker

Using your hands and tools you build homes and other structures. This could become useful in creating bases and fortifying homes.

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) Pipe wrench
- 3 food rations or (b) Hardhat (+2AC)
- (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

Those college plans didn't seem to go too well, but you found a way to make a living by putting on a fake smile. Who knows, maybe your charisma could come in handy in the apocalypse?

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
- 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

Prior to this crazy new world, you were a doctor. Spending your days taking care of people during the worst times of their lives. As a Doctor, you are extremely knowledgeable in medicine. You also work well under pressure. These skills can potentially be very useful in dire situations.

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. Broke a leg?

Make a splint from sticks and clothing.

At level 1 you can use nature to its fullest to create healing items.

Medkit- You rip your shirt off and stop the bleeding.

Painkillers- You know of a rare herb in the area.

Bandage- You find enough leaves and tie them off over the injury.

Antibiotics- Special blend of herbs and spices boiled for exactly seven minutes.

Blood Bag- You harvest an animal of at least cat size and use the bladder. (requires syringe to inject)

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?

At level 1 you are able to lower the sanity of others by talking with them for exactly 45 minutes. Does not affect your sanity level. You are also immune to sanity changes.

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 restored 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

You used to spend your days in the fields. Tending to your crops and animals, working day after day.

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)

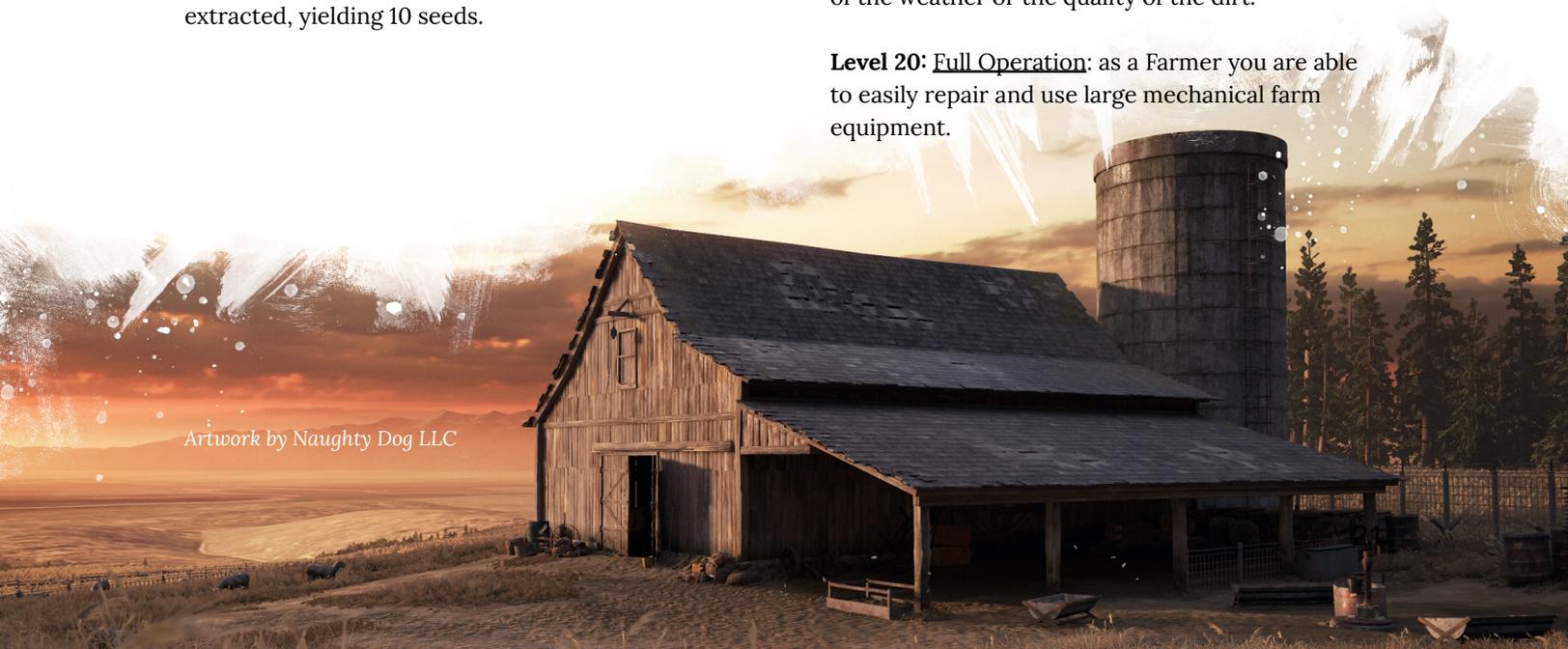
Level 3: Fresh: Preparing raw produce yields double the rations.

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

You've put out many blazes and saved countless lives from disasters. So many people need help, but you must also take care of yourself.

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 cleaning or boiling the water first.

You start with the following items:

- 1 Gal Jug, 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

Whether it was for the benefits, the thrill, or honor, your skills in combat training will come in great use for you.

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) Armored 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 or Theater Kid

Prior to the end of the world, you played an instrument for a living. Whether by yourself or in a band, you always loved music.

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.

Choose one from the following at Level 1:

Singer

Whether singing or playing your favorite instrument, you have always felt at home on stage.

At level 1, you may sing or play an instrument, roll a performance check. All creatures within 25 feet that fail a Wisdom Saving Throw (below the score of the performance check) fall into a hypnotic trance. These creatures will not attack, and will act as if any other creatures are not there.

Songwriter

You are the behind the scenes reason most performer's are in the spotlight.

At level 1 you may target one friendly human and play your instrument or sing when they are talking with another human. This gives the party member advantage on any roll while you are playing.

Leveling Progression

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

Level 3: Inspiring Leader: Once per short rest, choose one human who can hear you who you inspire. Grants target 1d6 to any ability or attack roll. Must be used within 24 hours.

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 short rest instead of two. In addition, the die used for your inspiration is 1d10 instead of 1d8.

Office Worker

Before it all happened, you worked in a small cubicle in an office building. The work likely wasn't too enjoyable, but it was a job.

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: Human Resources: 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

In your past life, you spent every day helping the public, knowing that at any time you may be put into a very dangerous situation. Despite these fears, you worked hard and did all that you could to ensure your city was a safe place to live. But things have changed. Now you must protect yourself. Maybe your family and friends as well.

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: Free extra attack on a 19 or 20 to hit from a ranged weapon attack.

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

A Scientist conducts scientific research to advance knowledge in an area of interest. This area could be in any of the three branches of science, but your specific study is unique to you. The apocalypse may be very interesting for you. You probably wonder what the infection is. A pathogen? Bioweapon?

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
- (a) Box of 5 Test tubes or (b) Goggles
- (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 concoctions. You can spend 2 hours (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) 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 haven't even gotten the chance to be an adult yet, and now you have to deal with zombies? Oh man... good luck.

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

You know things that others don't, and devoted your career to spreading that information.

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 now 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: Makeshift Weapon: Rulers, books, and other seemingly harmless objects in your hand become deadly weapons. Wielding random items deals 1d6 + 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

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. You must finish a rest before you may benefit from this feature again. 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*

Tools: *None*

EQUIPMENT

- Compound Bow
- Quiver of 10 Arrows

Artist

You love your craft. Drawing, painting, music, video, 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) video 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*

Tools: *None*

EQUIPMENT

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

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*

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*

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*

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

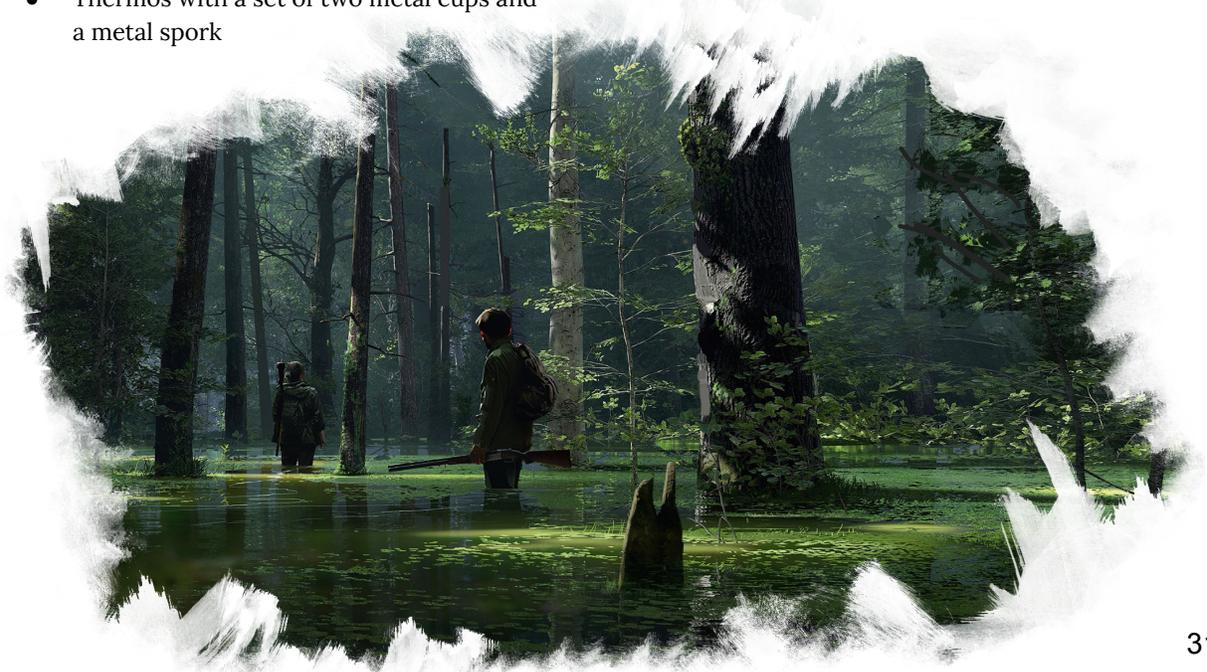
Skills: *Acrobatics, Athletics*

Tools: *None*

EQUIPMENT

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

Artwork by Naughty Dog LLC



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*

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*

Tools: *Small knives*

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*

Tools: *Traps, Compass, Maps*

EQUIPMENT

- Hunting Rifle
- 12 Large Bullets
- Compass

Artwork by Naughty Dog LLC



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 making basic weapons.

PROFICIENCIES

Skills: *Crafting, Nature*

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

EQUIPMENT

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

Minstrel

Your ability to play music or entertain people is outstandingly good. Even at the toughest of times you can find 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*

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*

Tools: *Small Knives and Axes*

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,*

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*

Tools: *Thieves tools (crowbar, lockpick, etc)*

EQUIPMENT

- Crowbar
- 1 lockpick
- Rubber gloves

Artwork by Naughty Dog LLC

Body Types

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

Items

Healing Items

Name	Description
Medkit ■ 20	Takes 4 turns (uninterrupted) to bring health back to 100%. Stops bleeding. Does not cure illnesses. (4 uses)
Painkillers ■ 15	Takes one action to heal 2d6+5 (5 uses)
Bandage ■ 5	Takes one action. Stops bleeding. Heals 1d4+2 (1 use)
Adrenaline Shot ■ 50	Takes one action. Doubles movement speed and reloading is a bonus action for 5 turns. Stops Overdose and Allergic Reactions (1 use)
Antibiotics ■ 15	Takes one action. Cures illnesses. Roll DC(x)CON, depending on illness severity, GM rules the effectiveness of the medicine. (1 use)
Blood Bag ■ 10	If a lot of blood has been lost, the player may need a blood transfusion to be stabilized. Blood types must be compatible or the player will fall to 0 hit points. (Includes 2 blood test kits) (1 use)

Explosives

Name	Description
Grenade ■ 100	Thrown (30/50), explodes next turn, deals 5d12 damage in 10 foot radius, 2d12 damage in 20 foot radius
Molotov ■ 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.
C4 ■ 150	Placed charge. When triggered with the remote within 300ft, it explodes dealing 5d10 dmg, 10 ft radius.
Makeshift Bomb ■ 50	Tripwire or Thrown (30/50), thrown explodes next turn, deals 4d8 damage in a 10 foot radius.

Melee Weapons

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

Ranged Weapons

Light Firearms (Small Ammo)

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

Rifles (Large Ammo)

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

Shotguns (Shotgun Ammo)

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

Ammo Types

Name	Type
Small Ammo ▣ 5 (x10)	Pistols & Light Firearms
Large Ammo ▣ 10 (x10)	Rifles
Shotgun Ammo ▣ 8 (x10)	Shotguns
Arrows ▣ 2 (x10)	Bows, Crossbows

Other (Arrow/Bolt)

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

Weapon Attachments

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

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Clothing

The clothing a player wears changes what Armor Class they have. Every clothing item can fall into one of these four categories. The modifier number listed to the right of the category name is how much that specific clothing item adds to a player's AC. Here is a list of some basic clothing.

None of the clothing items received from your background provide a bonus to Armor Class. (unless specified in the background's starting items)

Common (+1 AC) ■ 3

1. T-shirt
2. Long sleeve shirt
3. Athletic Shorts
4. Jeans
5. Hoodie
6. Sneakers
7. Flannel
8. Baseball hat
9. Beanie
10. Fingerless gloves
11. Safety glasses
12. Farmer hat
13. Sweat pants
14. Athletic pants
15. Dress shoes
16. Button up
17. Dress pants
18. Bathrobe
19. High heels
20. Chefs coat
21. Nurse scrubs
22. Reflective Vest
23. Police shirt
24. Dress
25. Overalls
26. Cargo Shorts
27. Windbreaker
28. Yoga pants
29. Cowboy hat
30. Boonie hat
31. Denim jacket
32. Field vest
33. Running shoes
34. Cargo Pants
35. Sandals

Uncommon (+2 AC) ■ 15

1. Steel toe boots
2. Thick jacket
3. Thick pants
4. Armored gloves
5. Civilian vest (Stealth Disadvantage)
6. Motorcycle helmet (Perception Disadvantage)
7. Hockey mask
8. Ski goggles
9. Skate helmet
10. Hard hat
11. Firefighter helmet
12. Hiking boots

Rare (+2 AC) ■ 30

1. Welding mask
2. Gas mask (toxic air breathable, disadvantage on perception)
3. Makeshift armor shirt
4. Makeshift armor pants
5. Firefighter jacket (Stealth Disadvantage, Fire Resistance)
6. Firefighter pants (Stealth Disadvantage, Fire Resistance)
7. BDU jacket
8. BDU pants

Legendary (+3 AC) ■ 100

1. Police vest (Stealth Disadvantage)
2. Riot helmet (Stealth Disadvantage)
3. Military vest (Stealth Disadvantage)
4. Military helmet (Stealth Disadvantage)

Backpacks (+1 AC)

1. School backpack (Small) ■ 20
2. Military backpack (Medium) ■ 30
3. Drybag backpack (Medium) ■ 30
4. Hiking backpack (Large) ■ 50

Credits

Written and Designed by Jay Gilbert
Writing Assistance by Travis Axlund (aka Manic)
Cover by Jay Gilbert.
Cover art by Sergio Suarez - Naughty Dog LLC
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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.

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Artwork by Naughty Dog LLC

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

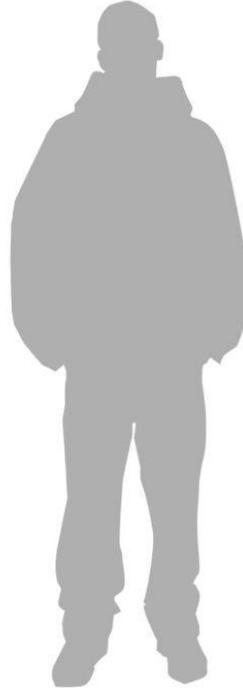
SPEED

HIT POINT MAX

INSPIRATION

CURRENT HIT POINTS

CLOTHING



HEAD

FACE

CHEST

BACK

HANDS

BELT

LEGS

FEET

BLOOD POINTS

HOLSTER (LOCATION ON BODY) / ITEM

HOLSTER (LOCATION ON BODY) / ITEM

EQUIPPED WEAPONS

WEAPON & ATTACK	DMG
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WEAPON & ATTACK	DMG
-----------------	-----

WATER & RATION TRACKER

RATION TRACKER	WATER TRACKER
RATION QUANTITY	WATER QUANTITY

POCKETS (INVENTORY)

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